

The Kommandeur

50
Years

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From the President Kenneth Oates

Secretariat: Pete Menconi

My tenure as President is drawing to a close. The moving van has arrived at the doorstep. Included in this issue of *The K* is the result of the 2016 election! Not as exciting and drama filled as the national presidential election this year, and I became an election junky back in 2000, but it held its own. You will see the same officer corps, but we have rotated some positions. It is an outstanding group, one which will continue to move the organization forward. I have every confidence in them (us). More details of that can be found in this issue. But first a short opinion piece, if I am correct my next to the last.

I was disappointed in the lack of candidates this year. AHIKS is a growing organization! I remember a few years back it was shrinking! The assaults on time, I will admit, have really increased since I received my first war game. And I mean on everyone. I am not perfect, and there are those who can tell you just how bad. When I made the decision to step forward, I had only a couple of years experience in the Officer Corps and I ran unopposed and I had 100% free time. That changed three months later. I remember some really hotly contested campaigns with three candidates for President! I do not like to see a rubber stamped election, it just kind of seems... just wrong. However, for the coming term, that is what happened. Like I said above, the Officer Corps will be mostly the same, with some shuffling of titles and duties, but it is an all veteran group, and I think my colleagues will more than adequately serve the membership the next four years. From the emails I have received, there are Officers who want to develop a reserve of potential, active members who will serve in these capacities in the future. I give my full support to this goal.

Ok, as promised, here are the officers for the new term:

President	Bob Best
Vice President	Kenneth Oates
Secretary	Pete Menconi
Treasurer	Brian Stretcher
MC-MSO	Duncan Rice
Editor/Publisher	Omar DeWitt
Judge/UCP	Brian Laskey
Rating Officer	Dave Bergmann
Archivist	William A. Perry
Website Manager	Tom Thorsen
Multi-Player Coordinator	Open

Good gaming to everyone,

Kenneth

Why that name? It just sounds funny (it doesn't take much to amuse me).

So, top of the list for this issue: I'm a-validatin'. Starting with the top of our batting order (the lowest member numbers), I'm sending an email to validate the member is still, uh, "with us." (For the few without email: I call.) If your data with us isn't up to date, then you won't hear from me. On the other hand, you probably don't get *The K*, etc., etc, so probably doesn't matter. I give the recipients about 2 weeks to respond, then I color their entry on the membership list **RED**. Each month I publish to the management group a roster of members, and the red entries will be reviewed. If the group recognizes someone who should stay on the list, fine: red becomes the new black. About a week after the group receives the member list, I simply delete red entries. Problem solved. As long as I'm thinking about it, these are the current member numbers about to drop off the cliff: 275, 291, 346, 377. *Bon voyage mes amis*.

No, No, don't thank me!! Shucks, it's all part of the service.

HELP WANTED: Assistant Secretary. It would be handy to have someone do the validations. It doesn't take much. Primarily just waiting for responses and checking them off as they come in. By design, the Secretary job doesn't take much (i.e., anything that takes any real effort, I dumped that from the duty list...so sue me). Having a "Validation Commissioner" would get it a bit better organized. I tend to forget. Or it's Freudian. Pick one.

I am going to include a picture here. Not of me!! Horrors, no! Some years ago, in a marketing seminar, I heard some advice that I took to heart: if you look funny, never publish your picture. It's a parallel reasoning to "better to stay silent and let people think you're smart than open your mouth and dispel that impression." So I'm going to use my avatar. He's not as smart as me (even though that's a low bar), he's enthusiastic about food, he looks better in a tux, and like me he pees on the rug. It just don't get no better than that.



His name is Neko, which we found out after the fact is Japanese for "cat." Yup, we named our dog Cat. Doesn't seem to bother him. I don't think he speaks Japanese.

Stats: Lines on the member list*: 473

New members since our last chat: 8.

*which per discussions above may or may not equal actual members!



From the Vice President

Bob Best

Today is September 19, 2016. With the absence of any member volunteering to run for an office, the Officer Corps made the decision to proceed with the current slate (see Kenneth's column on page one).

I have noticed that we have not had any Meet-the-Member profiles run lately, even though we have had a number of new AHIKS members. It would be nice to learn a little about our members, and, who knows, after reading their profile you might just find someone who is interested in playing that new wargame you just bought. So, in the interest of getting to know our membership better I encourage all of you, whether you have submitted a profile before or not, to take five minutes and write up a paragraph on yourself. Tell us a little about yourselves and what kinds of games you like to play and what your hobbies are. Give us a general idea of where you live too. Who knows, your next door neighbor might be an AHIKS member just looking for someone to game with. Here is the description of the Meet-the-Member profile as given in the AHIKS New Members Guide posted on the home page of the AHIKS Website at www.ahiks.com.

What is the Meet-the-Member profile?

We have a Meet-the-Member profile that we like to publish in our newsletter. It gives the club members an opportunity to get to know you. "Meet-the-Member" profiles of our members can be found in the secretary's column of previous newsletters in our archive section of the "Members Only" portion of the AHIKS website. A short paragraph telling us about yourself and your favorite wargames would be most welcome. If you would like to post your profile, please send a copy to me so that it can be published in a future officer's column.

I will kick this off by expanding on my own introduction from the last issue of *The K*.

My name is Bob Best. I have been an AHIKS member since the late 1970s. My wife, Sue, and I live in Concord, California. We are retired and enjoy a lot of different hobbies. I worked for 30 years in law enforcement before retiring back in 2000. My hobbies include wargaming, collecting US Air Force unit patches, collecting Colt handguns, and shooting sports and model railroading.

I am an avid "Warbird" enthusiast as well. The photo of me above was taken in the Collings Foundation's B-24 Liberator bomber "Witchcraft." I attended their three day bomber school where we flew an actual bombing mission and dropped bombs from "Witchcraft." It was quite an experience!



Your Vice President in the cockpit of the B-24 Liberator "Witchcraft"

I've been playing wargames since 1960, where I started with Avalon Hill's **U-Boat** game. (The one with metal ship miniatures.) I like solo games like Legion Wargames' **B-29 Superfortress** and **Picket Duty** as well as ConSimPress' latest game **Silent Victory** and **The Hunters**. I also like SPI's Quadgames such as **Blue and Gray Quad**, **Pacific War Quad** and **West Wall Quad**. I am currently playing a couple of these games with AHIKS members. I also like and am currently playing the **Objective Kiev** series, **Paul Konig's 6th Panzer Armee** and **Hell's Gate** games from Victory Point Games with fellow AHIKS members. I am also interest in air games such as AH's **Air Force** and **Dauntless**, as well as **Richthofen's War** and **Flight Leader**. I have a large collection of wargames I have accumulated over 56 years of gaming, and I play them from time to time as well.

I have played in and ran a number of campaign style wargames on the AHIKS forum and I am currently running a **Silent Victory** campaign game there. You can find them on the AHIKS forum at www.ahiks.com under the forum's on-line games section.

I have also tried my hand at wargame design. I've worked on the revisions to Legion Wargames' **Picket Duty**, and I co-designed, with Steve Dixon, Legion Wargames' soon to be released **Target For Today!** bomber game. It's a solo game about the strategic bombing of Europe where the player flies a B-17 or B-24 bomber and the objective is to survive your 25 missions. I have also created some optional runs add-ons for ConSimPress' **The Hunters** and **Silent Victory** that have been published in the newsletter. You can find them in the archive section of the Members Only section on the AHIKS website. I also write the "Solitaire Game" column for *The K*.

Well, enough about me. So, what does the Vice President do here at AHIKS?

The VP position is not an elected officer position. The Vice President is appointed by the President and approved by a vote of the Executive Committee. Here are the duties of the Vice President as outlined in the AHIKS bylaws.

VII. DUTIES OF OFFICERS:

B. Vice President shall:

1. Be prepared to assume the Presidency in the event of a vacancy by the President.
2. Be appointed by and serve at the pleasure of the President.
3. Vote as a member of the exec.
4. While VP, temporarily assume the duties of one other vacant officer position as directed by the President or Executive Committee until a replacement is found, or serve as interim President if he has been incapacitated for more than 60 days or upon his removal from office.

Well, that should give you a thumbnail sketch of who your Vice President is and what the Vice President does here at AHIKS.

So, until next time... Happy Gaming!

After Action Game Report For Silent Victory

By Bob Best



Silent Victory is a solitaire wargame published by ConSim-Press. There is a *Silent Victory Campaign Game* being played out on the AHKS Forum. (You can find it on the forum under On-Line games.) What follows is an after action report for the Salmon Class Fleet Boat USS Seal (SS-183). This is a log of Seal's first patrol after her upgrade to 1943 specifications at the Mare Island Shipyard near San Francisco. She received a new skipper, Commander "Sandy" Sanderson just prior to returning from Mare Island to ComSubPac at Pearl Harbor. Hope you enjoy the narrative!

USS Seal's first patrol report:

Prelude

Commander "Sandy" Sanderson brought S-39 from Dutch Harbor AK to Mare Island Naval Ship Yard, home of the submarine force on the west coast of the United States. The S-Boats had served well but due to their age all of them were being recalled and relegated to training duty here in the States as more modern fleet submarines were being commissioned. S-39 was three weeks late arriving at Mare Island. She had suffered diesel engine trouble while in route and had to put into Bremerton WA for repairs.

Commander Sanderson received his promotion from Lieutenant Commander to full Commander while S-39 was receiving temporary repairs at Bremerton. Sandy Sanderson was slated to take command of USS Salmon which was just coming out of refit at Mare Island, but because of the delay with S-39, command of USS Salmon was given to another skipper. CDR Sanderson was promised the next boat to finish its refit after turning in S-39 and that boat was USS Seal.

USS Seal was a pre-war Salmon class fleet boat that was receiving the latest upgrades at Mare Island. Seal received engine upgrades, new search and aerial radars, a 5-inch deck gun and a 20 and 40 mm anti-aircraft suite of guns along with other enhancements.

USS Seal and her veteran crew put to sea from Mare Island on December 10 in route to her new assignment, ComSubPac at Pearl Harbor, Hawaii. CDR Sanderson and his Executive Officer LCDR Jack Del Rio along with Seal's veteran crew conducted sea trials and worked out all the kinks while sailing to Pearl Harbor. Seal arrived in Hawaii on 18 December and was posted to her first patrol scheduled to sail 2 January 1944. Her patrol area was the Marshall Islands.

After the Marines secured Tarawa in November 1943, US planners put into motion the plans to capture Kwajalein in the Marshall Island Group. Operation Flintlock as it was called was

scheduled for 31 Jan to 1 Feb 1944 when the 4th Marines and the 7th US Army Division would be put ashore in the island group. Both carrier and land based bombing of the islands began several days before the scheduled landings.

The Navy's Cryptographers at Pearl Harbor who had cracked and were now reading the Japanese naval codes reported the Japanese Navy planned to sortie from their main anchorage at Truk Atoll and intercept the US invasion force. ComSubPac positioned several US submarines along the possible routes of advance in the hopes of giving advance warning and possibly sinking some of the heavy IJN fleet units. USS Seal arrived on station east of Truk Atoll after a quiet transit from Pearl Harbor.

On Station with USS Seal

The moon had set. The sky was black and overcast. Whitecaps visible against the dark sea as the waves pitched and rolled around Seal as she passed in and out of mists and rain squalls while she made her way along her patrol route. Visibility was poor. A storm front had passed through hours before and the sea behind it was still angry and agitated. Seal was making eight knots on a westerly heading in the rolling sea.

The code breakers at Pearl Harbor had sent out a "Magic Intercept" alerting Seal to move to these coordinates to intercept an IJN carrier and battleship task force moving toward Kwajalein.

Captain Sanderson had doubled the watch as the SJ surface search radar was on the "fritz" again. Sandy Sanderson was worried that the Task Force might have passed by in the squalls and had not been seen by Seal.

Sandy turned to the bridge talker. "Get a status update on the SJ radar. Any idea when it will be back on line?"

"Aye, Captain" replied the talker and began a muffled conversation over his microphone.

Sandy Sanderson turned back to the bridge railing and swept his night glasses over the waves ahead of Seal. Nothing! He lowered the glasses and wiped some moisture off the lenses as the talker said "No estimate on repair time yet, Captain."

Sanderson acknowledges and turned back to the bridge rail...

"Ship bearing 290, Captain! 4000 yards. Coming on fast!" Yelled the port lookout.

Sanderson swung his glasses to the left in the direction the lookout pointed. There appearing out of the mist was a huge dark shape bearing down on Seal, throwing a massive bow wave. It was traveling fast, at least 25 knots. Sandy's heart jumped into his throat as he focused his glasses. "Jeez, it's a CARRIER!" He said. That was every skipper's dream, to find a

carrier in a good shooting position, and this one was going to cross Seal's bow.

"Battle stations, surface!" called Sandy. The alarm sounded "**AHHUUUGAAAA! AHUUUGAAA!**"

"Captain," said the talker, "SJ radar is back on line! Radar reports we are right in the middle of the Japanese task force."

Sandy moved to the Target Bearing Transmitter on the bridge and looked through the glasses on the pedestal. He found the carrier and began sending target bearing and distance information to the torpedo plot section below.

"Standby to fire bow tubes!" said Sanderson.

"Standby to fire bow tubes," repeated the talker.

After a short pause, "Ready to fire bow tubes, Captain!" said the talker.

"Fire One... Fire Two... Fire Three... Fire Four!" said Sanderson. Then, "Hard right rudder."

Four Mark 14 torpedoes sped toward the carrier. Seal healed over and began to turn to starboard. Just then the aft lookout called out "SHIP BEARING 180 ABOUT 3000 YARDS"

Sanderson looked aft. Another bow wave could be seen as it approached Seal from the stern. It was HUGE! Seal was going to cross in front of it.

Sanderson swung back to the TBT and ordered the aft torpedoes to be fired at the carrier. Seal turned through 180 degrees and two Mark 14 and two Mark 18 torpedoes raced after their brothers fired from the bow.

Captain Sanderson yelled "**CLEAR THE BRIDGE... DIVE... DIVE!**"

The diving alarm sounded and running feet could be heard scrambling through the bridge hatch as Seal's deck started under water. It was going to be close. The HUGE stern bow wave was closing rapidly, and it was going to be touch and go to see if Seal would get under before she was rammed.

"It's a fast battleship that is closing on us, Captain!" said the sonar operator.

"Hard left rudder," called the Captain

You could hear the thrUMMM **THRUMMM**

THRUMMM of the approaching screws from the battleship through the hull. Seal continued downward as it turned away. The IJN battleship passed overhead close by.

"Whew!" said the sonar operator as the HUGE ship passed overhead without ramming Seal.

The torpedo officer called "Time!" on the first torpedo. NOTHING! Nervously watching the time the torpedo officer called "Time" on the second torpedo. There was a muffled "THRUMMMP" that echoed through the hull. A Hit! A cheer went up from the crew! Two more "THRUMMMPs" were heard from the remaining 6 torpedoes.

Then it happened. High speed screws and heavy pinging by the escorts began. Now it was Seal's turn. Depth charges rained down on Seal as she twisted and turned trying to get away.

Three times the escorts found and depth-charged Seal. Many were close and damaged Seal. One set rocked Seal and flooding began that was not immediately stopped. The SJ radar was knocked out. One diesel engine received damage. The extra water taken on from flooding pushed Seal below her Test

Depth. The hull creaked but held, and Seal finally slipped away when a thermo cline was found and the escorts lost her.

Seal returned to an incredible sight when she raised her 'scope at daylight. A few miles away a large aircraft carrier could be seen with a heavy list burning from stem to stern. Two destroyers were taking off crew while a third was fighting the fire. The battleship and the other escorts were nowhere to be seen. Observing the scene, Captain Sanderson was able to identify the aircraft carrier as the 20,000 ton Chuyo. As Seal watched, Chuyo rolled over and sank in a large cloud of steam and smoke. She could be heard breaking up as she sank.

[Game Master's Note: In real life, Chuyo was sunk by Skipper Bob Ward in Sailfish on the night of December 3, 1943, in heavy weather from a typhoon. Chuyo was sailing from Truk Atoll to the Home Islands with two other carriers and a strong escort. Unfortunately Chuyo also carried a number of POW survivors from the submarine USS Sculpin. All were lost when Chuyo was sunk.]

After evading the escorts, Seal was able to pump out the flooding and repair everything but the hull damage. Seal continued her patrol and was vectored to a noon navigation site for a Japanese convoy. Seal was too far way to intercept and attempted to run around the convoy and get ahead of it after dark. The convoy was lost in the process. That was the last Japanese ships sighted during the patrol. There were no contacts during the transit back to Pearl Harbor.

Seal's Refit:

Seal/CDR Sanderson sank one ship on this patrol, the 20,000 ton Chuyo.

CDR Sanderson receives the Navy Cross for sinking the Chuyo.

Seal receives one Battle Star.

CDR Sanderson has two ships sunk for 9600 tons of shipping sunk in S-39. He now has 3 ships sunk for a total tonnage of 29,600 tons sunk.

Seal has hull damage and will out of service for one extra month. She will be ready for her next patrol on 1 May 1944.



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.

1847 Parsons, Roy	Montreal, Canada
1848 Allen, Paul T.	Palm Coast, FL
1849 Latoni, Erik	Chula Vista, CA
1850 Ouzts, Jay W.	Madison, MS
1851 Kondon, Paul	Kalamazoo, MI
1852 Bonforte, Doug	McLean, VA

Returning old member:

1428 Mann, Robert	St Petersburg, FL
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Upcoming Events

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/>

Oct. 14-16, Harrisburg, PA
SAVE AGAINST FEAR
<http://www.thebodhanagroup.org/about-the-convention>

Oct. 15-16, Biloxi, MS
GAMER FETE GAMING CON
<http://www.fearfete.com/gamer-fete.html>

Oct. 21-23, St. Albert, Alberta
GAME-A-LOT
<http://gamealot.ca/wp/>

Oct. 22-Nov. 12, Guelph, Ontario
GRYPHCON SHADOW
https://www.facebook.com/gryphcon/events?ref=page_internal

Oct. 28-30, Stamford, CT
FALCON
<http://www.conncon.com/>

Nov. 2-6, Pikesville, MD
EUROQUEST
<http://www.euroquestcon.com/>

Nov. 3-6, Detroit, MI
YOUMACON
<http://www.youmacon.com/>

Nov. 4-6, Halifax, NS
HAL-CON
<http://hal-con.com/>

Nov. 4-6, Surrey, British Columbia
BOTTOSCON
<https://sites.google.com/site/bottoscon/>

Nov. 5-6, Frederick, Maryland
HAVENCON
<http://historichaven.com/havencon/>

Nov. 5, Columbia, MO
EXTRA LIFE GAME DAY
cnathaniel.graham@gmail.com

Nov. 6-8, Nashville, TN
SOUTHERN HOBBY OPEN HOUSE
<http://www.southernhobby.com/>

Nov. 11-13, San Diego, CA
SAN DIEGO HISTORICAL GAMES CONVENTION
<http://www.sdhist.com/>

Nov. 11-13, Fort Wayne, Indiana
PENTA CON XXXII
<http://pentacongames.com/index.shtml>

Nov. 11-13, Dayton, OH
ACADECON
<http://theacadcon.com/>

Nov. 12-13, Auckland, New Zealand
BOARD GAMES BY THE BAY
<http://boardgamesbythebay.org.nz/>

Nov. 12, Biloxi, MS
COASTCON JR
<http://www.coastcon.org/coastcon-jr/>

Nov. 16-20, Dallas, TX
BGG CON FALL
<https://boardgamegeek.com/wiki/page/BGGCON>

Nov. 18-20, Lafayette, LA
LAG FEST
<http://www.lag-fest.com/>

Nov. 19, 20, Antwerp, Belgium
SPEL ANTWERP
<http://spel.forumfederatie.be/>

Nov. 20-22, Ottawa, ON Canada
LUDO OUTAOUAIS
<http://ludo-outaouais.com/>

Nov. 26, Glasgow, Scotland
GLASGOW GAMES FESTIVAL
<http://www.glasgowgamesfestival.com/>

Dec. 9-10, Gautier, MS
NARBYCON
<http://www.narbycon.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>

Book Review

Days of Infamy by Newt Gingrich and William R. Forstchen

(Second book in the *Pearl Harbor Series*)

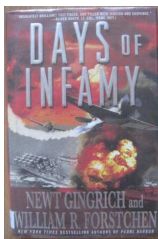
©2008 St. Martin's Press

369 pages with photos

Reviewed by Bob Best

In their first book "Pearl Harbor," Gingrich and Forstchen examine the coming war from the perspective of national leaders, famous military men, and an ordinary fictional citizen, Commander James Watson, an American cryptographer who suspects the impending catastrophic attack. As seen through their eyes, the authors present an excellent historical narrative of the events leading up to the war, beginning with Japan's incursion in China in the 1930s and ending with the attack on Pearl Harbor on December 7, 1941.

Many historians have speculated about what would have transpired had Admiral Yamamoto led the Japanese Task Force attacking Pearl Harbor rather than Admiral Nagumo, who actually lead the Task Force. In the story, the authors substitute Admiral Yamamoto for Admiral Nagumo who was a more conservative leader. Admiral Nagumo was less willing to take chances as evidenced by his cancellation of the third wave attack and withdrawal from the battle in real life. Admiral Yamamoto on the other hand was a skilled tactical leader and a gambler who had a deep understanding of American culture and motivations. The authors tell the story based upon the idea that Admiral Yamamoto would have been more aggressive in the prosecution of the attack on Pearl Harbor. I read their first book when it came out and enjoyed it immensely.



"Days of Infamy" continues the story of the Pearl Harbor attack where Gingrich and Forstchen's first book leaves off. Both sides react to events triggered by the presence of Admiral Yamamoto. In direct command of the six carriers of the attacking fleet, Yamamoto decides to launch a "third-wave attack" on Pearl Harbor and the island of Oahu as was the original real life plan. He then keeps his fleet in the area to hunt down the surviving American aircraft carriers that were at sea at the time of the attack.

The authors pit the gambler Yamamoto against the equally legendary American admiral Bull Halsey as the action plays out. "Days of Infamy" recounts this alternative history from a multitude of viewpoints, from President Roosevelt, Prime Minister Churchill, and the two great admirals, on down to American pilots flying outdated aircraft, facing superior Imperial Japanese Navy aircraft. Commander James Watson, the American cryptographer, and his Japanese wife have a prominent place in the story as well.

From my own historical research, I found the historical details presented by the authors of various weaknesses not recognized by the Americans prior to the beginning of the war very plausibly factored into the story line. One of those weaknesses that we gamers have just seen in the recently released **Silent Victory** game and recounted in the campaign game narrative on the AHIKS website were the flaws found in the US Navy's Mark XIV torpedoes. Both the American torpedo bombers and a US submarine presented with a battleship target feel the effects of poor torpedo performance in the story.

Not only are these two books a good read, they present a lot of historical detail for the history buffs. We as gamers can use the alternate history story line to develop some interesting scenarios for a number of our wargames, too.

As an example, **Silent Victory**, with just a small bit of tinkering, could start off with your submarine encountering the battleship Hiei off Oahu, rather than using the initial scenario presented in the game of the submarine at sea off of the Philippine Islands on December 7, 1941. This could sure lead to an interesting career for your submarine skipper or maybe to a quick end, depending upon how those pesky Mark XIV torpedoes do on the "Duds" chart in the **Silent Victory** game.

Another game that comes to mind that could use scenarios from this book is Avalon Hill's **Air Force** and **Dauntless** games. Quite manageable scenarios depicting the attacks by both the Japanese and the Americans on the various task forces could be setup and played out.

"Days of Infamy" is a very worthwhile read in my opinion. I certainly enjoyed it, and I will be trying out some of those scenarios I mentioned in my gaming. I hope you find the book as interesting and enjoyable as I did.



From the Editor

As you see from Kenneth's column, AHIKS has a solid footing for the next four years. It was a disappointment that there were no members interested in a position. If you had been asked personally if you would run, would you have?

In the next issue, December, I will include a questionnaire that I sincerely hope you will fill out. It has been a long time since I have had much feedback on the newsletter.

Since I have put the Games section starting on page 13, there were some gaps on the previous pages, thankfully filled in by Bob Best. I've asked before, with little response, for submissions. Have you visited a museum? Read an interesting (or uninteresting) book? Found a game, again, good or bad? Or something new that the membership might be interested in? Send it in.

Enjoy the fall!

The Solitaire Game: by Bob Best

Welcome to **The Solitaire Game** column! This issue I thought we might talk about a place where a lot of us solitaire gamers seem to be hanging out these days. That place is the *Solitaire Wargames* group on facebook. They have 1,184 members including several of our fellow AHIKS members. They are a public group, so you can find them by searching for *Solitaire Wargames* inside facebook or by following the link: <https://www.facebook.com/groups/298935643609045/>

The *Solitaire Wargames* group is a great place to meet other gamers that are interested in playing solitaire games. It's amazing the number of solitaire games and games that can be played solitaire that are out there. (The difference here is that solitaire games are designed for one player while games that can be played solitaire generally are games that are multi-player but have rules that allow it to be played by a single player, too.)

If you have questions on particular solitaire games, there is a real knowledge base in the group that can answer them for you. Some members are famous and not-so-famous game designers and publishers, so you might be able to talk with the designer of the game in question in person. For example, just this morning, Mr. Volko Ruhnke was approved for membership in the *Solitaire Wargames* group. He's best known, of course, as creator of the COIN series of games: **Andean Abyss**, **Cuba Libre**, **Fire in the Lake**, **A Distant Plain**, etc. He's also the designer of the hit games **Labyrinth** and **Wilderness War**.

Derek Case, the *Solitaire Wargames* group moderator, has said "...designers and publishers are free to discuss or promote any of their current or upcoming designs anytime here (within the *Solitaire Wargames* group), along with just hanging out like a gamer." So as a member you can also talk with game designers and learn about new solitaire games that are in the works. It's a great place to hang out and you can meet some interesting people who may also be interested in playing other wargames with you.

So, if you are a facebook member and you are interested in learning more about this gaming group and the camaraderie they share, simply enter the link address above in your web browser. It will take you to the *Solitaire Wargames* group.

You can also find a link to facebook right here on the AHIKS website home page. Merely click the link, and it will take you to the AHIKS facebook page. From there you can search "*Solitaire Wargames*" on the facebook page and find the group.

If you are not a facebook member, click the link to facebook and you will be asked if you would like to join. It's a simple and easy process to join, and let me add that there is a tremendous amount of board wargaming material and groups both general and game specific available there. Not only that, but I find many of my local and regional game stores and hobby shops on facebook as well!

Now I would like to talk about a new release from Compass Games that I have been following. **Paths To Hell** seems to be very solitaire game friendly from what I have been reading. It is supposed to ship by the end of September, and you can still order it from Compass Games at the reduced pre-order price. Compass Games' description of the game is listed below, so you can see if this is something you might want for your own collection. Link to their website:

<http://www.compassgames.com/preorders/paths-to-hell.html>

Paths to Hell (PTH) (Volume III) is a stand-alone game in the **A las Barricadas!** (ALB) game series. Recreates the events of those days and allows the players to reproduce the most famous battles of the Blitzkrieg on the East Front at a tactical level. Players take command of either the Allied or Axis forces (or can play solitaire) in the tactical battles of each scenario.

At 4:15 am on 22 June 1941 Adolf Hitler

launched his armies eastward in a massive invasion against the Soviet Union, codenamed Operation Barbarossa. It was the largest military operation in history, three great army groups, involving more than 3 million Axis troops, 150 German divisions, and three thousand tanks smashed across the frontier into Soviet territory. The invasion covered a front from the North Cape to the Black Sea, a distance of two thousand miles. The Soviet Union must fight against this powerful army; German combat effectiveness had reached its apogee in training, doctrine, and fighting ability.

PTH while utilizing **La Bataille de France, 1940** base rules, incorporates new and adapted rules and additions for this new front. The WSS promises many hours of fierce fighting between the infantry, tanks, artillery and aircraft belonging to the armies enveloped in this conflict.

PTH have a moderate complexity with good solitaire suitability. The system emphasizes the role of officers. Officers can activate units, coordinate with other officers and their units, call for artillery support, air support, smoke screens, influence moral checks, coordinate assaults, and much more.

The scale is company level with units representing groups of between 30 and 40 soldiers, weapons units represents groups of 3-4 weapons and their accompanying crews (20-25 soldiers), and the AFVs-Transports representing groups of 3 to 5 vehicles and their corresponding crews. Scenarios are divided into turns representing about 12-15 minutes of action.

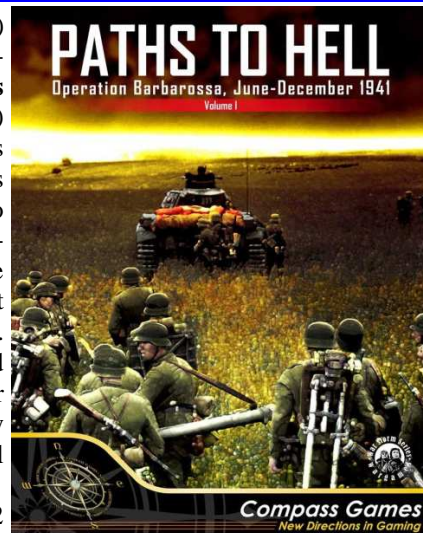
The game uses isomorphic mapboards, each of which are aligned to any edge of equal length on any other mapboard. This allows for an almost unlimited number of combinations to create any terrain situation, including player designed scenarios. Each map hex represents a distance of approximately 150 to 200 meters.

WSS games are highly re-playable due to their variety of unit types, numerous scenarios, varying leader capabilities, and random leader selection, and therefore represent great value for your gaming buck.

The War Storm Series is a game series designed to simulate combined arms company level combat. Each game in the series has numerous scenarios allowing players to simulate a number of company or battalion level combats.

Catalog# 1034

Until Next Time, Happy Gaming!



Treasury Notes

Brian Stretcher



Great War at Sea Series: Jutland

Jutland was published by Avalanche Press in 2006, as part of its **Great War at Sea Series**. This series is dedicated to the Dreadnought era of naval combat, from the very early 20th century into the 1920s. There are a number of titles in the series, too many to mention, and some, I believe, may be out of print. A lot of them border on fantasy, such as providing scenarios for clashes in the Caribbean between battleship fleets of France and the United States. Such titles hold little interest for me, even if I like a particular game system. Battles between a theoretical early 20th-century Confederacy and Union, for example, don't impress me, as such scenarios border on fantasy. Might as well include armored airships armed with 14-inch guns. But I digress.

Jutland is, fortunately, a historical title. It covers a number of historical actions in the North Sea, as well as the Baltic, so there is opportunity to play with Russian, Swedish, Norwegian, Danish, and Dutch ships if you like, as all are included in the game. Some of the scenarios are hypothetical, but most are not. One hypothetical scenario of interest is a late-war fleet action that was planned by the Germans but never executed, because the High Seas Fleet mutinied rather than sail to its death. Such hypotheticals are excusable and offer insights into plausible history, rather than science fiction. The 1919 scenario that gives both sides aircraft carriers, well, that's a bit farfetched.

The **Great War at Sea** system offers an operational map on which the fleets move and search for each other. The game becomes tactical combat when contact occurs, as in the old AH **Jutland** and **Bismarck** games. Fleets leave port on various missions, from raid to intercept, minelaying or sweeping and bombardment, transport and such. Fleet movement is plotted two turns ahead typically, although for some missions, movement for the entire scenario must be plotted out. Fleets can abort their mission if desired. Fleets may contact each other if they enter or pass through the same square (not hex, although the squares are laid out hexagonally, like bricks) at the same time, but isn't automatic. This is a fairly northern latitude, after all, and weather may play a significant role in fleet contact. It is possible for weather to get really bad in the winter months, essentially preventing combat. And, there are modifiers if ships pass at twilight or at night. But, if contact is made, a battle ensues on the tactical map.

On the tactical map, one side will have the initiative, and the other side will have to set up in the middle of the map. The side with initiative will set up along the edges from the direction the fleets made contact. The map consists of vary large hexes, and there aren't really all that many; the whole map is only 15 hexes across, laid out in a super-hexagon. I was surprised when I first read through the rules to learn that this is not a game where your fleets set up in some big long battle lines and maneuver as such, like in the old **Jutland** or SPI's **Dreadnought**. Instead, the game requires your fleets to set up and move in stacks of up to eight ships, which, as it turns out, can be a good thing considering that at the battle of Jutland itself there can be a LOT of ships. While those expecting those big battle lines might be disappointed at first, it does allow for actions of all sizes in a relatively limited area. And it works, I might add.

Why does it work? Well, if you have ever read the designer's notes to **Dreadnought**, it is pointed out that in combat in this era the fleet admiral's strategic decisions were limited to basically three choices: do I close range, keep my distance, or increase range? Ships had no choice but to maneuver in groups because of command limitations. While stacks are not quite as aesthetically pleasing as battle lines, they can serve essentially the same purpose. Other than what ships to shoot at, that is the critical decision to make during tactical combat: move closer, hold range, or move further away, perhaps to escape or break contact, but perhaps just to get out of range of some of the enemy's guns.

A tactical combat sequence consists of 20 separate phases. The fastest ships belonging to the initiative player move first, then both sides fire, then the other side moves his fastest ships. Fire is conducted in sequence but considered simultaneous. Then ships move again, this time the fastest and next fastest, and so on until all ships move in the last movement impulse. Ship are rated from speeds of 2+ down to 1 slow. A slight quirk is that the initiative player also gets the last move in the tactical sequence, after the last fire impulse. If the fleets remain in sighting range (four hexes in good weather) after all the tactical impulses, another tactical round is played, but initiative has to be determined by die roll. Special leaders, like Hipper and Beatty can modify the initiative roll.

Combat itself is pretty simple. As in many of these tactical naval games, each ship or type of ship, if it's a destroyer or torpedo boat, has a hit record showing primary, secondary, and tertiary guns, torpedo boxes, and hull boxes. Some of the numbers shown within the hit record are also reflected on the counters, as are ship speeds. For the most part, combat is a matter of counting up the guns firing at a target, and rolling one die per gun, with each 6 being a hit, so long as the target is in range. Most primary guns have a range of three hexes (there are a few big guns that can fire at four hexes), secondary two, and tertiary one. Some ships, particularly the newer German ships, hit on a 5 or 6 instead, and, if you get close, there are positive modifiers as well. If a gun hits, you roll on a hit table to see where it hits, and, depending on the type of gun fired, you might also have to determine if the armor is penetrated; primary guns will penetrate anything, secondary will penetrate light armor, and maybe heavy armor if at close range. Many of these ships are fairly lightly armored, and some have none at all. Hit a gun, and that reduces that ship's fire. Take out all of a ship's hit boxes, and the ship sinks. There are rules for the inevitable critical hits, plunging fire, reduced speed due to damage, and being dead in the water. Ships with torpedoes can attack ships at zero or one hex range. It is possible to blow a capital ship out of the water with a single salvo, but it is extremely rare. British battlecruisers, however, are particularly susceptible to catastrophic damage.

The system is relatively simple, but complex enough to be quite interesting, especially late in a tactical round. The rules make the game easy to learn and play. Do you concentrate fire on one or two ships, or spread it out? Try to sink an enemy ship or take out as many guns as you can to save your own? The overwhelming complexity is missing, however, such as range calculations, armor penetration, and moving ships with a tape measure of some sort, and so the focus is on the fun rather than complexity. A lot of the fun is the random nature of hits and subsequent damage, although there are so many rolls made in the game that luck is bound to even out over the course of a

battle. This is a design-for-effect game, and it works.

Ship classes run from battleships to battlecruisers to pre-dreadnoughts, armored cruisers, light cruisers, destroyers, torpedo boats and even transports in some scenarios. Some ship counters can contain multiple small ships like destroyers and torpedo boats if the players wish, as there may be a lot to manage in a game. But, all ships are used in essentially the same way. A force of thirty destroyers, however, would have thirty hull boxes and move at a high speed from different directions, and so one can easily see how a couple of battleships could be swarmed by torpedoes long before it could take out enough destroyers to break up an attack.

The game also includes rules for airships, airplanes, and some rudimentary seaplane carriers and even a few possible aircraft carriers if you play some of the hypothetical scenarios. Aircraft can attack ships, although as you might expect they have limited effectiveness in this era, and, if the weather is bad at all, they cannot take off or land or might simply be destroyed in the air. These are not WW2 carrier battles by any stretch of the imagination. There are also minefields to worry about, which can be both laid or swept, or might be deployed at the beginning of a scenario. Ships carrying mines are subject to going BOOM if they get hit.

There are a few battle scenarios for players to learn the combat system thoroughly before moving on to the operational game. So far, I have only played the tactical combat game, the Dogger Bank scenario. A close game that I barely lost, boiling down to the last couple of die rolls. My opponent, Graeme Dandy, and I are therefore moving on to an operational scenario, assuming we can figure out how to get the Cyberboard module to work. Avalanche Press has a module you can get from their website for free, but it comes with no instructions, and Cyberboard apparently is no longer supported online, at least not that I could find. So we have to sort through the module to figure out how it works, especially because the contents of your fleets and such have to be kept secret from your opponent. Nevertheless, I was impressed with the game. It feels right, even if limited in detail compared to some tactical naval games.

If you play the physical game, it is very nice looking, with decent maps and pretty gorgeous counters, and lots of them. There is a 20-page series rulebook, a book with seven battle and 44(!) operational scenarios, and a 44 page hit record book (copying of pages necessary to use repeatedly), plus a log sheet that will also have to be copied to be used more than once. A hefty package that I obtained last year at \$30 off during their holiday sale, following my reading of "Castles of Steel." I was not disappointed.

Treasurer's Report

Ho hum...Zzzzsknx!

Total balance 7-30-16:	\$ 9,189.16
Dividend 7-31-16:	1.56
Dividend 8-31-16:	1.56
Total balance 9-30-16:	\$ 9,192.28

Until next time!

The Cabinet War Rooms

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

by Duncan Rice

It has been an unusually slow month for the match coordinator's office. Seven matches were made in August, which is fairly normal. Only two matches were made in September. It is interesting to note that after some discussion with the executive officers and a few others that there is a huge amount of gaming within the AHIKS membership going on under the radar. Members are finding regular opponents and sticking with them for many games. AHIKS is alive and well!

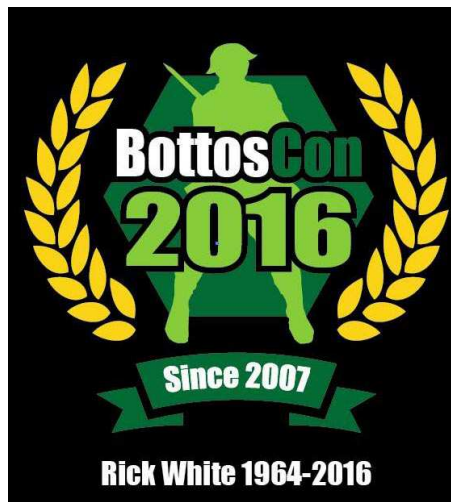
There are a couple of things that the membership can do to help the organization increase its activity, and you have heard them before. First, when you make a match request give me as much information as you can. This will prevent me from making matches that don't work. Second, take a look at the match request list and pick up a game. I have five games going and only one of them was from the match request list. I'll be picking up one more specifically from the list. Help me get the list down by picking up one of your own.

Cleaning up of the match request list continues slowly. I am removing requests that are over a year old and notifying the member. When a request is removed, you are free to have it added again but you must contact me to do this. Please take a look at the list and do some cleaning up of your requests. Drop me an email at duncanr@telus.net and let me know what to do for you.

There is some multiplayer activity in AHIKS, and it has increased over the past year. We've had some hits and misses. AHIKS is a great opportunity for multiplayer games using VASSAL, or live using VASSAL and a voice over internet application such as Skype. We have requests for **After the Holocaust, Churchill, Crown of Roses, Empire of the Middle Ages, Federation and Empire, Gladiator, Gunslinger, Imperium Romanum II, and Republic of Rome**. Personally, I would love to run another **Diplomacy** match, but using the Wilson Rule or the Gunboat Rule. If any of these games interest you, contact me for now. Unfortunately Mike Ketmann is resigning his position as multiplayer coordinator. If you are interested in contributing to AHIKS as the multiplayer coordinator please contact me. We'll chat about what we can do to work together and develop this area.

My favorite time of year is coming around. The local International Plastic Modelers Society show is in two weeks, and in

November is the tenth BottosCon convention. The con began with about 30 people and is over 100 now. We have 17 first-time registrants and people from as far away as Idaho coming this year. It is still mostly wargaming but the Euros and Ameritrash games have been welcomed in the past few years. I will be running the **Up Front** tournament again this year, with at least two AHIKS members, and West Coast Rumble the **Advanced Squad Leader** tournament will once again be run by Lone Canuck Publishing. If you are near Surrey, British Columbia check us out on November 4-6. You can contact Rob Bottos at scouterrob@telus.net.



Open Match Requests from Duncan Rice

2nd Fleet VG	Thomas Ten Eyck (0826) PE	Salerno MMP	Ken Oates (1238) PEV
3rd Fleet VG	Thomas Ten Eyck (0826) PE	Sealowe SPI	Tony Arena (1652) C
5th Fleet VG	Thomas Ten Eyck (0826) PE	Sorcerer SPI	Tony Arena (1652) C
1776 AH	Bob Herbst 1442 E	Squad Leader AH	John Carpenter (1830) EV
1815: Waterloo Campaign GDW	Tony Arena (1652) C	Stalingrad AH	George Philles (697)
1940 GDW	Stuart Helm 1528 PEL	Storm over Arnhem AH	Andrew Patience 1646 V
Albion, Land of Faerie SPI	Tony Arena (1652) C	Summer Storm: Gettysburg Campaign CoA	Tony Arena (1652) V
After the Holocaust SPI	Tony Arena (1652) VM	Sweden Fights On GMT	Richard Passow (1453) EPS
Afrika Korps AH	Wes Coates (1823)	Third Reich AH	Dan Johnson 1816 V
Amateurs to Arms! CoA	Rod Coffey (1493) V	Third World War GDW	Tony Arena (1652) V
Armada 2ed SPI	Tony Arena (1652) C	To The Green Fields Beyond SPI	John Trosky (1554) CEV
Anzio/Cassino WG	Duncan Rice (1394) VS	Twilight Struggle GMT	Chris Hancock (565)
Battle Fleet Mars SPI	Tony Arena 1652 C	Twilight Struggle GMT	Michael Mitchell (1086) ETF
Bitter Woods Compass	Michael Mitchell (1086) ETV	The U.S. Civil War GMT	Tony Arena (1652) V
Bitter Woods L2	Art Dohrman (1551) EV	A Victory Denied MMP	Ed O'Connor (1243) V
Bitter Woods AH	Mel Yarwood (36) P	A Victory Lost MMP	Ed O'Connor (1243) V
Borodino S&T	Mel Yarwood (36) P	War at Sea AH	Tom Walsh 1427 EP
Breakout Normandy L2	Art Dohrman (1551) EV	War Between the States SPI	Tony Arena (1652) V
Bulge '81 AH	Mel Yarwood (36) P	War of the Ring SPI	Tony Arena (1652) C
Caesar's Legions AH	Tony Arena (1652) V	Washington's War GMT	Shannon McNamara (1639) V
Chalons DG	Albert Bowie (299) EP	Waterloo AH	Wes Coates (1823)
Churchill GMT	Tony Arena (1652) VM	Western Desert Europa GDW	Tony Arena (1652) V
Constantinople S&T 66	Richard Passow (1453) EPS	Wooden Ships and Iron Men AH	Bob Herbst 1442 E
Crown of Roses GMT	Tony Arena (1652) VM		
DDay '77 AH	Tom Walsh 1427 P		
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 Middle Ages SPI/DG	Tony Arena (1652) VM		
Eylau SPI	Albert Bowie (299) EP		
Federation and Empire ADB	Tony Arena 1652 VM		
First World War SPI	Tony Arena 1652 C		
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		
Hitler's War AH	Stuart Helm 1528 PEVL		
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 160428		
Napoleon's Last Battles SPI	Mel Yarwood 36 P		
Operation Typhoon SPI	Thomas Ten Eyck 826 EP		
Pacific War VG	Ross Jefferson 1836 FEVG		
Red Star White Eagle GDW	Tony Arena 1652 V		
Red Sun Rising SPI	Tony Arena (1652) C		
Republic of Rome AH	Tony Arena (1652) VM		
Rock of the Marne MMP	Ken Oates (1238) PEV		
Russia Besieged L2	Michael Paul (1578) P		
Russian Front AH	Mel Yarwood (36) P		

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

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

Eighth Patrol Summary Report For Silent Victory

from Bob Best



This is 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 Patrol Summary statistics as of December 1943. There are some excellent story write ups by our players, and it is well worth a visit to the AHIKS forum just to read the stories they present about their war patrols. Visit <https://www.ahiks.com/AHIKS/ahiksForum/viewtopic.php?f=12&t=286&start=70> to see their adventures.

EIGHTH PATROL SUMMARY SHEET FOR SILENT VICTORY - December 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	Salmon Mare Island	0		No Patrol Transit Mare Island	0 Tons	2/S-39	9600/S-39	LCDR Sanderson: Submarine Combat Badge
LCDR Roger Mast MIA	S-43 Missing - Presumed lost	2	Aug - '43	2	2700 Tons	2	3600	S-43 Battle Star (2) Crew: Submarine Combat Badge
CDR Jennings Bob Best	ComSubPac P.H. Staff	(5)	Mar-Aug '43	0	0 Tons	16	70,410	USS Salmon - Battle Star (5) CDR Jennings - ComSub Pac Staff Torpedo Committee. Crew Veteran Status
LCDR O'brein Brian Stretecher MIA	USS Tuna Missing - Presumed lost	8	Sep - '43	3	9200 Tons	20	63,800	USS Tuna - Battle Star (8) Bronze Star for LCDR O'brein
CDR Sheppard Dennis Sheppard	"Lucky Lady" Brisbane	(6)	Spl Ops - Movie Detail	2	5100 Tons	19	154,900	Battle Star (6) Sheppard - PIO Assignment/Movie duty. (Sunk 2 ships)
LCDR Williams Jim Williams	USS Sea Bass	7	Sep -Oct - '44	6	16,800 Tons	28	112,200	USS Seabass - Battle Star (7). Sea Bass awarded Presidential Unit Citation. LCDR Williams - Navy Cross
LCDR Miller II Jeff Miller	USS Revenant (Tambor)	7	unk	3	7600 Tons	13	55,200	US Revenant - Battle Star (7) - CDR Miller II - Bronze Star & Promoted

The latest around the Silent Service as of December, 1943

CDR Dennis Sheppard and his "Lucky Lady" boat continue to lead the tonnage war with 154,900 tons of shipping sunk. CDR Sheppard and his famous Fleet Boat "Lucky Lady" managed to sink two more Japanese ships during "Lucky Lady's" movie detail patrol. CDR Sheppard has credit for 6 war patrols and 19 ships sunk.

LCDR Jim Williams has completed his seventh patrol commanding USS Seabass. LCDR Williams and Seabass were awarded a Presidential Unit Citation for sinking 6 Japanese ships (16,800 tons) this patrol. Seabass under LCDR Williams

has now racked up 28 ships (112,200 tons) in her career. CDR Williams will receive a second Navy Cross for his actions on this last patrol. LCDR Williams has moved into second place in the tonnage war.

CDR Pete Jennings still holds 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 Committee which found the solution to the contact exploder problem in the Mark XIV torpedoes. CDR Jennings has been held over on the torpedo committee to work on bugs in the new

(Continued on page 12)

(Continued from page 11)

Mark XVIII torpedoes pending arrival of a new boat from the States.

LCDR O'Brien commanding USS Tuna, on his eighth war patrol was forced to the surface before being sunk. LCDR O'Brien and his crew were captured and became prisoners of war. On this patrol LCDR O'Brien sank three IJN merchant ships (9,200 tons). Awarded another Bronze Star for this feat, LCDR O'Brien brings his total ships sunk to 20 with total tonnage sunk being 63,800 tons for the war.

LCDR Jeff Miller II commanding USS Revenant on his seventh war patrol sank 3 ships (7,600 tons). Errors were found in his previous score so his adjusted total is 13 ships and 52,700 tons of shipping sunk in the tonnage war.

LCDR Roger Mast, commander of S-43 out of Dutch Harbor Alaska engaged a two ship IJN convoy. LCDR Mast managed to sink one IJN merchant ship (2700 tons) before being severely damaged and forced to the surface. Only two crew members were picked up by Japanese escorts and they were taken prisoner. LCDR Mast and the remainder of the crew perished on her second patrol. Mast in S-43 sank two ships for 3600 tons for his wartime total.

LCDR Sandy Sanderson formerly commanding S-39 has been reassigned to USS Seal as she completes her repairs at Mare Island.

In Other News

Problems have been reported with the newly arrived Mark 18 torpedoes. The torpedo committee at ComSubPac has been assigned to correct the problems.

There was quite a ceremony for LCDR Williams and the crew of the Seabass on 25 August. With the crew in dress whites, the Navy band playing, and a large crowd present, Admiral Nimitz presented the Seabass the Presidential Unit Citation. LCDR Williams was awarded a star for his Navy Cross. LCDR Williams received a personal letter from the President thanking him for his service and an invitation to visit him at the White House when this is all over.

CDR O'Brien and USS Tuna did not return from patrol. After being overdue for two weeks, she was presumed lost and her crew listed as missing. O'Brien and his crew spent the rest of the war as Prisoners of War until released in September, 1945. Sixteen of his men did not survive the two years in the camps. Three managed to escape. Of those, one made it back to an area under Allied control in late 1944; the other two were never heard from again. Following is an excerpt from the book, *In the Silent Service*, by Captain R.L. O'Brien, USN Retired, written in 1953 and published during his run for Congress for the 6th district of Massachusetts, 1954. Captain O'Brien was elected, and served three terms before making a run for the senate in 1960. He rode into office on the coattails of another successful World War II naval officer candidate from Massachusetts, John F. Kennedy. Captain O'Brien retired from politics in 1972, and became a consultant for a still relatively obscure engineering firm in San Francisco, Photon Enterprises. He passed away quietly, surrounded by family, in 2002.

Captain Mast in S-43 had ordered, "Take her down!" The diving alarm was sounded, but the ship did not submerge right away. The S-Boats were notorious for being slow divers. S-43 often "hung" taking 100 seconds from the order to dive to reach periscope depth. But this time it was fatal for S-43. The IJN destroyer passed right over S-43 and dropped a pattern of depth charges that caused considerable damage. She was forced to the surface. The order was given to abandon ship. The destroyer began firing deck guns and scored a hit below the water line in the control room, one in the conning tower, and one in the forward battery. Crewmen tried waving pillow cases from the forward room hatch, in the hope that the enemy would cease firing, but they did not. Several more hits were scored by the destroyer. About eight men got off the ship and into the water before she sank, but only two were picked up by the destroyer. They were taken to the Island of Paramushiru for several days, and then to the Naval Interrogation Camp at Ofuna for a year. Finally, they were forced to work in the copper mines of Ashio until released by Allied forces at the close of the war. LCDR Mast and all but two of the crew perished when S-43 was sunk.



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PUBLICATION DEADLINES

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

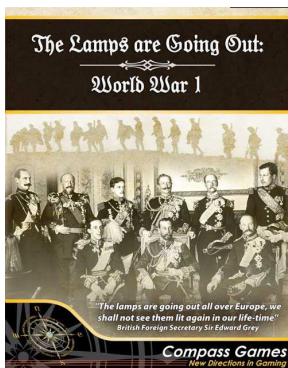
GENERAL INFORMATION

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

Compass Games

The Lamps Are Going Out is a game simulating World War I at the grand strategic level. Many of the economic and military factors have been simplified to make game play as easy as possible, while still accurately portraying the balance of forces, strategies, constraints, and ultimately the grand decision-making involved. This is a game pitting the Central Powers against the Triple Entente and spans the entire war from August, 1914, until November, 1918. All theatres are represented on the area control map from Europe to the Near East and East Africa, as well as the naval war in the Atlantic – from the British blockade to the German U-Boat campaign. The core of the game is the conducting of movement and offensives of field armies in an attempt to deplete, breakthrough, and force retreats of enemy armies to gain territory and/or eliminate opposing forces. Mobilizing new armies and supplying depleted armies requires the allocation of Production Points, a scarce commodity that varies from nation to nation and represents the industrial capacity for war as well as the manpower, logistical capacity, and training of each country's military. Each side also races for the next technological breakthrough in order to gain an advantage on the battlefield, from advances in aviation and artillery to U-Boats and poison gas. Event cards for each of the four game factions provide for political developments, leadership, friction, and military developments particular to the nations involved. Technology cards allow players to invest in and research advances along several branches. In **The Lamps Are Going Out**, players are free to employ whatever strategies they feel will best help them win, but the geography, manpower, and resources available within the game will lead to many of the same dilemmas felt by the historic leaders. Playable in an evening, the simple yet realistic production and combat system allows the war to unfold with historic fidelity while allowing the players great latitude to employ varied strategies to direct their forces and allocate their limited resources in order to keep their armies ready for action amidst the attritional nature of the conflict. \$69



<http://compassgames.com/index.php/catalog/product/view/id/50>

Festung Europa: The Campaign For Western Europe, 1943–1945 is the long awaited follow-up to the highly popular card driven game, **Shifting Sands: The Campaign for North Africa, 1940–1943**. Designed by Charles S. Roberts Award winner Michael Rinella, **Festung Europa** allows players to step into the shoes of either the Allies, led by the United States and Great Britain, or the Axis, led by Germany and Italy.

As the Allied player you must use your plentiful economic resources and military assets to successfully invade the European continent, defeat the Axis powers, and liberate Central Europe before it is occupied by the Soviet Union. As the Axis player you must use the advantage of interior lines and the tactical skills of the German Army to stubbornly delay the Allies, prevent them from occupying German soil, and potentially frighten them into signing a separate peace to prevent a communist takeover of Central Europe.

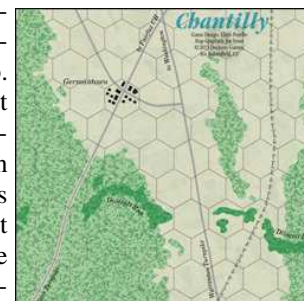
The primary difference between **Festung Europa** and **Shifting Sands**, other than subject matter, consists of a major streamlining of a number of game mechanics found in numerous card driven games of the past. Gone are elaborate special cases and restrictions that had to be remembered each and every action round, allowing players to concentrate on the sorts of decisions faced by the historical participants. Easy to set up, with a maximum of just ten turns, a complete campaign game may be played in a single evening. Also included is an Operation **Overlord** scenario which has an even quicker playing time.



The Allies possess dominance of the skies and seas and a fully motorized army, granting them the flexibility to attack where they want and when they want. Time is not on their side, however, and they much accomplish much before the clock runs out. The Axis have equally large if not quite as mobile forces, and may make use of formidable natural as well as man-made obstacles to slow Allied progress and launch short, sharp, offensives where the opportunity presents itself. \$65
<http://compassgames.com/index.php/preorders/festung-europa-the-campaign-for-western-europe-1943-1945.html>

Decision Games

Chantilly: Jackson's Missed Opportunity After the Confederate victory at Second Bull Run in August 1862, Stonewall Jackson led his wing of the Confederate army to get behind the retreating Federals and finish the job. Mud and fatigue slowed him just enough to allow some hastily-collected Federal units to get in position to stop him. The result was a confused battle near Chantilly. At stake was the survival of an entire Union army, or of Jackson's isolated Confederates. \$10

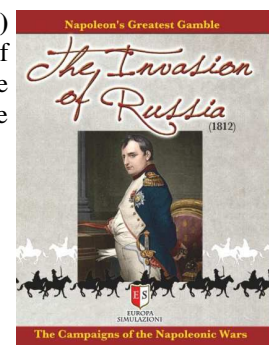


<http://shop.decisiongames.com/ProductDetails.asp?ProductCode=1711>

Europa Simulazioni

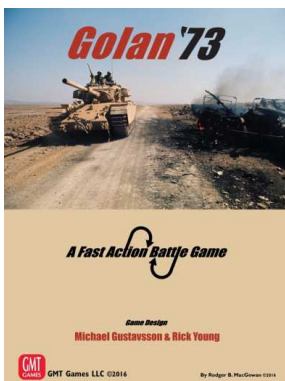
The Invasion of Russia (1812)

This is the first entry in a new series of games covering the Campaigns of the Napoleonic Wars at low to moderate level of complexity. €36
http://italianwars.net/games/the_invasion_of_russia_1812



GMT Games

In **Golan '73**, you will command highly mechanized forces and maneuver them across the rocky terrain of the Golan Heights. You will find new asset types to aid your cause such as SAMs, mortars, and anti-tank guns. Battle specific events include Operation Dugman 5, Strategic Reserve Releases, the GHQ Air Raid, Lt. Zvicka Greengold, Electronic warfare, the Syrian Frog-7 missile strike and more. New terrain features in **Golan '73** include escarpment, wadi, and the anti-tank ditch, known as the purple line. Helicopter-borne air-assaults and special rules for the first night are included to add more historical flavor from this important campaign.



The Israelis start with few units but gain strength as reinforcements arrive. The Syrian player starts with a very strong force but must attack at the right places and rely on rapid breakthrough across the Golan Heights in order to seize the objectives. Time is against the Syrians, with not only the Israeli reserves arriving, but also as the SAM barrier gets reduced and the effectiveness of the Israeli Air Force grows. The Syrians must strike hard and fast,

then fight to hold on to their gains.

Both players have a degree of variable setup that allows enhanced replay value, but still keeps the historical flavor. A historical setup is also provided for those that wish to more closely follow history. \$65

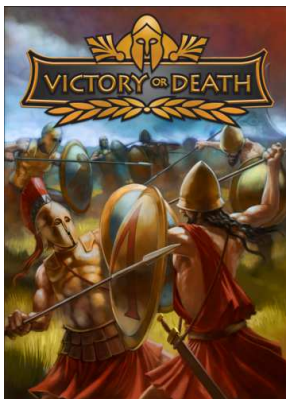
<http://www.gmtgames.com/p-417-golan-73-fab-3.aspx>

Grigling Games

Victory or Death, The Peloponnesian War, is the next game in the Quartermaster General Series. It is a card driven/hand management/area control eurogame/wargame for 2 to 4 players playing on two teams, and takes about 90 minutes to two hours to play. On one side are the Athenians and the Delian League, the Demos team; against them, the Oligarchs of Sparta and Corinth are teamed.

Like **Quartermaster General** did with World War II, **Victory or Death** immerses the player in a believable, alternate narrative of history. Like **Quartermaster General**, you will be able to start playing quickly, as the rules are simple and easy to learn. Mastery comes through repeated play, as you learn the various cards and combinations available in the four decks. \$60

<http://www.griglinggames.com/shop/historical-games/victory-or-death/>

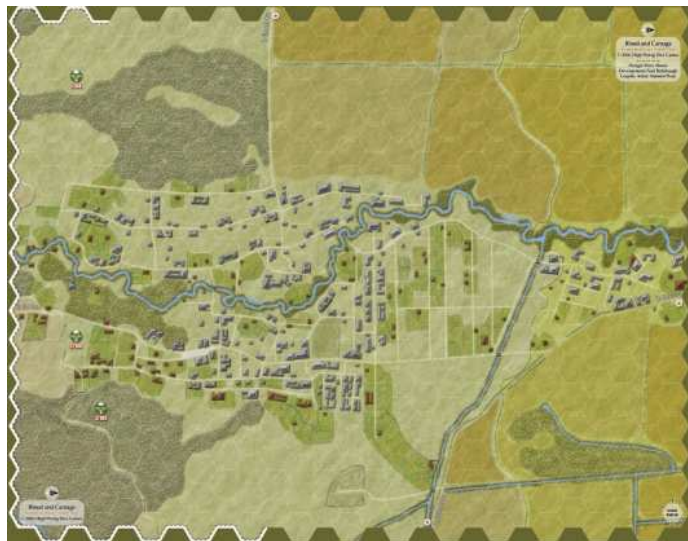


High Flying Dice Games

The Battle of Komsomolskoye, March, 2000. Soon after the Custer-like destruction of the Russian 6th Paratroop company on Hill 776 at Ulus Kert, another major battle in Chechnya was developing. In early March a Russian 200 man security force seized the town of Komsomolskoye (5000 people). Located near the foothills of the Black Mountains. The Chechen forces

were already hiding in the foothills and, in desperation, attacked the town with 500 men. This attack quickly forced the Russian security force to retreat.

By the 6th, the Russians laid siege with numerous artillery and MRLS rocket launchers. By the 12th, much of the town was in ruins and the Russians had only penetrated into the fringes. The Chechens turned the town into a fortress-like strongpoint and were determined to make a stand. A new multi-barrel, flame-throwing tank also was used to clear out the pillboxes and basements. These tanks, called "Buratino," were used with great effect. By the 17th, most of the town was finally under Russian control once again. By the 20th, it was over. Dead bodies covered the ground amongst the rubble. The town was destroyed. \$18 <http://www.hfdgames.com/bnc.html>



Hollandspiele

The Grunwald Swords. The Battle of Grunwald (15 July 1410) was one of the biggest, and most decisive, engagements of the middle ages. The myth of Teutonic invulnerability - already wobbly after the Battle on the Ice - was shattered by the combined might of Poland, Lithuania, and their allies. Though both sides fielded some infantry, and the Teutonic Order some cannon, cavalry predominated. The sudden withdrawal of the Lithuanian forces left the Poles vulnerable, and their dramatic re-entry onto the battlefield may have been decisive in turning the tide against the Germans. Poland is still immensely proud of their victory over six hundred years later, and the Germans were still feeling sore about it into the twentieth century.

This first title in the revamped Shields & Swords II series lets two players refight this dynamic and exciting battle. With lots of horses on both sides, it's a tense contest of maneuver and tempo. The Teutonic Player must protect his camp at all costs and use every opportunity to slow the enemy's headlong advance. But blocking him here can open a hole over there—knowing where and when to leave a hole is key. His opponent must decide when to remove the Lithuanians from the battlefield, and when to bring them back on. There's a right time and wrong time for both, but in each case it's heavily contextual and dependent on the current game state, on his own strategy, and on his opponent's. \$30

<https://hollandspiele.com/products/the-grunwald-swords>



Multiman Publishing

While **Samurai Lords** provides a broad overview of Feudal Japan, **A Most Dangerous Time** focuses in on the most dire moment of all – 1570-1584. Oda Nobunaga, the most revered figure in Japanese history, fights against all of Japan and the victor will be the ultimate master of all of Japan.

Using a unique system, Nakamura provides a simulation of this period that is one of the most profound ever made. Don't miss this one. It is one of the great game experiences of our hobby. \$65

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



One Small Step

Fornaldar: Nordic Saga. Karoly Szigetvari's **Fornaldar** is a strategic fantasy game that expands upon David James Richie's game **Albion**, which first appeared in the original *Ares Magazine* when it was published by SPI.

Albion: Land of Faerie presented a fantasy war of Trolls versus Faeries and humans in the Enchanted Isles (of Britain and Ireland). **Fornaldar** expands the Albion universe to Scandia, (Scandinavia).

Fornaldar: Nordic Saga is a two player game of strategy, set against the backdrop of the War of the Sampo, 2721, and the Second Northern War, 2679. One player (The Fomorian League player) controls the various troll clans (Skane, Basulea, Fynn, & Lochlann) as well as their allies, the mundane kingdom of Ycelia. The other player (The Mundane Alliance player) controls the mundane kingdoms of Midhrasir, Nerfringia, and Suderpathia, the allied dwarves of Normorea, the elves of Thulorm, and the mermen of Skergota. The giants (Jotuns) are controlled according to scenario.

The map represents Ancient Sweden and Norway as far north as most established settlements of the time, Denmark, part of Finland, the European continent and surrounding waters.

The playing pieces represent armies, individual ships, characters and markers.

Armies are represented by individual Combat Strength Points of a particular race and kingdom. Within the same color, these pieces are interchangeable. Each CSP represents 50 to 150 soldiers, depending on the race.



Each ship piece represents a single named warship at full strength (when face up) or damaged (when face down).

Each character playing piece represents one of the leaders who fought in the war. In most cases, the front face of the piece shows the person in the company of an escort of troops (equivalent to a single CSP), and the back face shows the person without this escort. \$63

http://ossgamescart.com/index.php?main_page=product_info&cPath=6&products_id=95&zenid=1pkf3hjg52pdp03c6omipa422

No Trumpets, No Drums is a game of the war in Vietnam. Two players or teams representing the Communist states and guerrilla armies of Southeast Asia and the pro-Western and neutral states and forces of that region and their American allies combat each other in a political and military duel for control over Indochina.

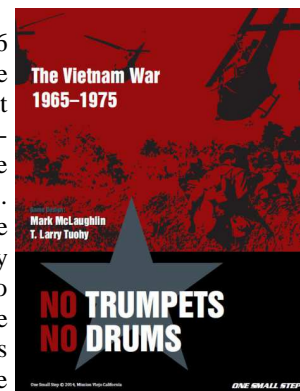
The players maneuver divisions, brigades, regiments and guerrilla bands and their supporting air, naval, and artillery units in conventional and insurgent war situations. Combat is often continuous and always bloody, but the core of the game is not merely military success but the political goals that lie beyond such success.

Both players make military and political decisions to shape their war strategies, competing against each other for martial dominance of the countryside and for the hearts and minds of the population. Careful planning and astute generalship can often be the keys to victory, but even at the moment of triumph the unexpected string of ambushes, a coup in a neutral state, or an unfavorable election can reverse the tide.

Although the game can last as long as 63 bimonthly turns, in practice the campaign is usually decided between the 1968 and 1972 V.S. elections (turns 23 and 47). The pressure is heaviest on the Allied player as he must build up a strong political base so as not to be undercut by V.S. and international politics, but the Communist player cannot afford to sit back and wait for the Americans to go home. If he does, the Communist player may find the pressure reversed as the Allies rocket to victory in the sudden-victory rules.

No Trumpets, No Drums has 6 scenarios and a campaign game. The Tet Offensive and Year of the Rat scenarios are purely military scenarios that introduce players to the combat and movement systems. These and the 1975 scenario are intended as introductions to play and should only take an hour or two to play. The remaining scenarios are longer. The campaign game offers players the chance to refight the Vietnam War, including the decision whether or not to commit large American ground forces to Southeast Asia, or to "Vietnamize" the conflict. \$65

http://ossgamescart.com/index.php?main_page=product_info&cPath=4&products_id=47



NATO, Nukes, and Nazis 2, the successor to XTR's classic **NATO, Nukes, and Nazis** is a new "What If" two-map mini-monster wargame set during the late 1980s in an alternative universe in which the Nazi regime survived World War II and is set to start World War III.

Here is designer Ty Bomba's introduction to the game:

The genesis of this game came about in the May 1979 (no. 44) issue of Moves magazine, when Richard Berg quit his job at old -SPI because he couldn't get any of his new game design proposals through their feedback voting system. Since I was the guy who, a few years prior, had given them the idea of selecting their games in that way, I couldn't help but be amused.

At any rate, Richard lamented he'd been told the only titles making the voting cutoff had either "NATO, nukes or Nazis" central in their play. He therefore intuited the most hotly sought after game of all time would be one that prominently included all three of those elements.

I carried that idea around in my head until 1990 when--whole cloth--the required generating conditions for such a scenario jumped to the forward edge of my consciousness. As things were that year, I was already involved in so many other projects I didn't have the time to do more than write the alternative history narrative that set the stage. Then, in conversation with Joseph Miranda, it quickly became obvious he got it in the full sense of that phrase. He accepted the design assignment, and the result was a game that has lived in both fame and infamy ever since.

Now the time has come around for me to take my whack at it. This isn't in any way to repudiate Joseph's earlier effort--I was delighted by it then and still am today. This is about me having a whack at it.

Each turn of play equals half a week of real time. Each hexagon on both maps represents 20 miles (32.5 km) from side to opposite side. The system is based around the central idea that large First World armies (as well as those from elsewhere that have been trained and equipped to try to perform like First World armies) almost always begin major wars seemingly well prepared. Unfortunately for those in their front-line units, both the training and equipment usually only make them ready for the previous war, not the one they're about to fight. Beyond that, the initial period of such wars is characterized by only a partially abandoned peacetime psychology among the officers and enlisted. That is, no one as yet appreciates what it means operatively to be in an all-out war. All that comes together to give overall performance high-risk, volatile and fragile qualities: no one as yet really knows what's actually possible or wise to try to accomplish. Seemingly powerful units therefore easily become "disrupted"--especially as gauged in relation to similar units' performances later, after everyone's been thoroughly schooled in the art of war as it exists in the present. The system therefore doesn't play--when looked at on a step by step basis--in a way common to division-level simulations. The whole thing has a "Go" like quality to it. The commander will succeed best who--rather than reacting to or launching operations opportunistically one at a time--plans his campaign and then campaigns on that plan. Of course, we all know it's also true "no plan survives first contact with the enemy." So, even as you plan, you must do so while leaving within your overall scheme at least some capacity for opportunism. Strategy is not simple; it is complex.

The initiating change to history behind this game is as follows. Early in the spring of 1943, one of the historically failed assassination plots attempted against Hitler during that period actually succeeded. In short, that allowed the German high command to go over to a fully rationalized defense at the strategic, operational and tactical levels. Long story short: the Third Reich survived WW2 in truncated form (see the maps). The

new rulers in Berlin soon thereafter set in place their own "Warsaw Pact," an alliance among Germany, the Baltic republics, Belarus, Ukraine, and the Balkan countries north of Greece. The Allies reacted by creating NATO, which rump-Russia eagerly joined. By 1980, the same kind of rot that afflicted the USSR in our timeline began to set in within the Third Reich. Here, though, instead of initiating a German version of Perestroika and Glasnost, those ruling in Berlin decided to roll the dice on one all-out and final war for global domination. This game presents that war (or at least the two main theaters within it).

The components to a complete boxed game of NNN2 include rules, two map-sheets, and three sheets of die-cut counters (also called "units" and "unit counters"). Dice and charts and tables are also included. \$70 http://ossgamescart.com/index.php?main_page=product_info&cPath=4&products_id=79



Revolution Games

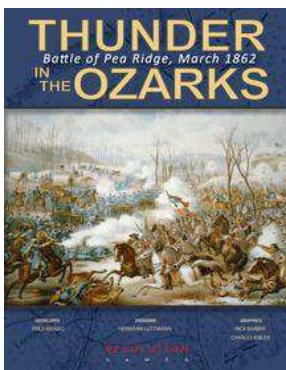
Thunder in the Ozarks. The Battle of Pea Ridge was a critical engagement fought on March 8th and 9th 1862 between the Confederate Army of the West under Major General Earl Van Dorn and the Federal Army of the Southwest under Brigadier General Samuel Curtis.

In the winter of 1861, the Confederate army in Missouri, then commanded by Major General Sterling Price, had been chased back into the Boston Mountains of Arkansas. The first drive on St. Louis had been repulsed and Van Dorn was summoned to take command of the force and launch a new offensive into the heart of Missouri. Van Dorn, an Indian-fighting cavalryman by trade, arrived at the Rebel camp and even though he was quite ill (due to a fall into a river) he immediately roused the troops. He proposed to launch an immediate attack, despite the freezing weather and fatigued state of his troops. Van Dorn force-marched the army north and managed to pull off a classic Napoleonic stratagem - the "maneuver sur la derrieres". He placed his army astride the line of communications of his enemy and by any normal military measure this should have settled the issue for the two armies. But by doing so at such an ill-advised time and at such an inhuman pace the Rebel troops were little more than a frozen and exhausted armed mob when they finally reached their positions.

Brig. General Sam Curtis was not a man to be intimidated and he realized that he had a fighting chance, even in this seemingly impossible position. Perseverance and hard, smart fighting by men like Colonel Grenville Dodge and others turned what looked to be a potential disaster into a grand victory. The Battle of Pea Ridge secured for the Union all of Missouri and

the northern part of Arkansas, resulting in approximately 85,000 square miles becoming Federal-controlled territory.

This is the second game in the Revolution Games/GMT series of American Civil War games. The first game, **Stonewall's Sword** simulates the battle of Cedar Mountain in 1862 and is available from Revolution Games. The next game **Hammerin' Sickles**, the second day of battle at Gettysburg, from GMT is now available for preorder. \$45 boxed. <http://www.revolutiongames.us/>



Tiny Battle Publishing

Platoon Commander: India-Pakistan War 1965. Version 2 of the Platoon Commander series, with improved art and thicker counters, Tiny Battles introduces **India-Pakistan War 1965**. It is a Platoon Commander module simulating the conflict during August and September of 1965 between India and Pakistan in the Chawinda region of Kashmir. The module designer, David K. van Hoose has brought to life some of the largest armor battles since the Battle of Kursk. The module includes five scenarios that will take the gamer from small skirmishes to the slugfests that produced what has become known as the Grave Yard of Tanks. Fight with Chieftains, Easy Eight Shermans, Pattons, and AMX-13 tanks, insert Guerillas behind the enemy's lines, and call devastating artillery support. The historically accurate forces are at your command.

Platoon Commander is a Mark H. Walker designed, platoon-level game system depicting armored combat from 1936 into the near future. The counters represent everything from tanks and infantry to armored personnel carriers and, as the technology progresses, even missile teams. The game uses an innovative sequence of play; a card-assisted system that is partially impulse driven, partially turn-based, and all fun. Morale plays a decisive role, and the period's equipment is understandably depicted with colors and numbers on each counter. From the designer of **Lock 'n Load, World at War**, and **Night of Man, Platoon Commander** is an exciting, accessible game of strategy and tactics. \$24

<http://tinybattlepublishing.com/products/platoon-commander-india-pakistan-war-1965>



Turning Point Simulations

Four more of their 20 decisive games seem to have been finished, but your editor has not yet received his. They are: **The Battle of Arbelá**, **The Invincible Armada**, **The Vicksburg Campaign**, and **The Sadowa Campaign**.

<http://www.turningpointssimulations.com/results.cfm?category=4>

Worthington Publishing

Band of Brothers: Texas Arrows is the third game in the **Band of Brothers** series of WW2 tactical games. It follows the US 36th Infantry Division through Italy, France, and Germany during WW2. First line and elite US Infantry squads are introduced. In twelve scenarios, they face a mixture of opposition forces including second line Germans, first line Germans, and Panzergrenadiers. New vehicles make an appearance as well.

Texas Arrows uses the same streamlined proficiency system introduced in **Band of Brothers: Ghost Panzer**. Ownership of both **Screaming Eagles** and **Ghost Panzer** is required to play.

The initial print run will also include 2 sheets of counters that will update **Screaming Eagles** counters to the updated proficiency system introduced in **Ghost Panzer**.

Contents:

- 2 Sheets of 7/8" counters to update **Screaming Eagles**
- 1 Sheet of 7/8" counters introducing new units
- 2 Maps
- Scenario book with 12 scenarios
- 1 page of additional rules
- 1 Player Aid Card

Texas Arrows is **not** a standalone game but needs **Screaming Eagles** and/or **Ghost Panzer** to play. \$45

<http://worthingtonpublishing.com/?product=band-brothers-texas-arrows>

MAGAZINES

CounterFact #4 includes **About 1936: What If?** Historically, the French refrained from intervening to block Hitler's 1936 remilitarization of the Rhineland. Their cabinet made that decision based on a report from the Finance Ministry stating the cost of such a move would force them to take the franc off the gold standard and let it float. When the US and British governments, along with those two nation's banking industries, declined to extend the line of credit that would have been needed in order to head off such a potentially panic-inducing economic development, the French decided they couldn't afford to act. The alternative outcome examined here, then, is based on the idea the French either got the loan they needed, or perhaps simply decided the Nazi regime in Germany represented too large a threat to the future of their own republic for it to be allowed to go on unchecked.

More particularly, the scenario starts with the French having mobilized and marched across the Rhineland, stopping at the river. (Historically, the German forces involved in the remilitarization moved across the Rhine bridges with orders to turn about and withdraw immediately if the French advanced.) The further idea is that, within a few hours or days of the French advance, Hitler and his cronies are either dead, jailed or in hiding, due to a Putsch headed by elements within the German military high command. The Nazi Party breaks into factions and starts to war against itself, or simply falls apart into politi-

cal incoherency. The concentration camps are soon opened by riots among the prisoners within, or perhaps are liberated by angry mobs from without. Either way, the upshot is that all the earlier-imprisoned leaders of Germany's left-wing parties are suddenly back on the political stage.

In Moscow, Stalin quickly comes to understand the opportunity -- likely to be brief -- being presented to him. He announces to the Supreme Soviet the era of "Socialism in One Country" has ended just as suddenly as it began. The time has instead come to forge the iron of international revolution while it is newly hot. "On to Berlin and Socialist World Revolution!" becomes the new slogan of the day. Of course, the Poles resist the effort of the Red Army to cut through their country on its way west.

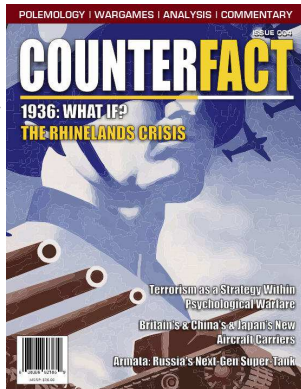
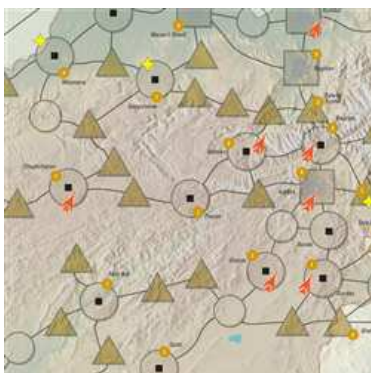
Thus, within a month or so after their initial intervention, the French must reconcile themselves to the fact that, having come in for a sou they are now irretrievably in for a franc. As the German army begins to fall apart into warring camps, Paris sends forward its ponderous Rhineland Army this time headed for Berlin, there to create a dictat settlement with a new German government of French choosing.

The orders of battle for all participants in the game are accurate as to their historic composition in the early spring of 1936. The only Soviet corps left out is the one they then had in the Trans-Caucasus and the two in the Far East. Further, the Red Army purges hadn't yet begun, so three large mechanized corps are available, along with the world's first paratroop unit as well as its largest cavalry arm.

The first three panzer divisions (all with only Mark I Panzers) start in their countryside training areas, as does the experimental 4th Assault Gun Brigade, which was then dedicated solely to infantry support. The dozen German infantry corps, all of which had historically just completed a rushed year of training (literally and figuratively conducted at "double-time" over the normal two-year cycle), after Hitler's nullification of the army's size limit set by Versailles, are in their Wehrkreis mobilization centers. War and civil war have come early to Germany. \$26

http://ossgamescart.com/index.php?main_page=product_info&cPath=5&products_id=78

Modern War #26. Invasion Afghanistan: The Soviet-Afghan War is a solitaire game that simulates the Soviet invasion of and the war in Afghanistan, 1979-89. The player controls Soviet forces, but the Opposition Force (the Resistance) is controlled by the game system. The war is played as scenarios in which you, the player, must accomplish various Missions to win. The game shows the war from the perspective of the Soviet command; it concentrates on its major historical objectives. Victory is in terms of



holding the cities, towns, and lines of communications. You can also win by destroying Resistance morale. \$35
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW26>

Slingshot 307, July/August 2016 Contains articles on Arming the Slaves, by Richard Andrews

It's a Long Way to Tibareni (4), by Alastair McBeath

The 'Drunken One' at Campaign 2016, by Steve Rathgay

Actium Naval Rules, by Harry Ryder

Pharsalus Battle Day Reports:

Pharsalus in Japan, by Aaron Bell

Pharsalus with 'To The Strongest!', by Paul Innes

Pharsalus using 'Scutarii', by Bill Butler

Hannibal Triumphs! - 'Morten et Glorium', by Richard Jeffrey-Cook

Another Consideration of Chaeronea, by Chris Hahn

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

Strategy & Tactics #301. Kaiser's War in the East is a strategic level simulation of World War I on the Eastern Front, 1914-17. This is a two-player game. The concept of "victory points" (VP) is central to play of game. Players begin each scenario with a designated number of VP. They gain new VP as a result of achieving objectives; they lose VP when they lose units in combat. They may expend them to gain reinforcements and carry out certain actions. To win the game you must have more VP than your opponent, so play is a balancing act between expending VP and attaining objectives. \$35



<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST301>

War Diary Vol. 2, No. 4

The Sun King vs. The Captain General By John B. Firer, Lt. Col., USA (Ret.)

The Battle Of Melle: Replaying The Historical Confrontation, Part 1 By Paul Borchers With Mathew Hinkle

Band Of Gamers: On The Road With Cardboard Warriors By Hans Korting

Monty's Single Thrust: Scheldt Variants By Michael Dorosch

Gauntlet: Operation Pedestal By John D. Burt

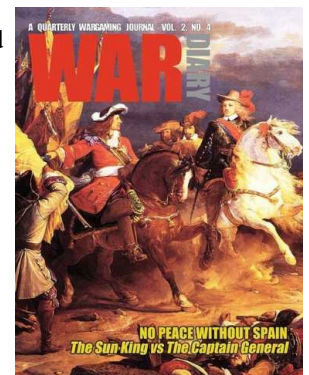
Online Monster Wargaming: Making Your Game Happen By Ty Snouffler

A Conversation With Rodger B. McGowan By Andy Nunez

The Trial Of Error: Wargaming A Battle That Never Was By Paul Comden

Pass In Review: Capsule Game And Book Reviews

<http://www.wardiarymagazine.com/current-issue.html>



World at War #50. **Zhukov's War** covers the pivotal middle period of the titanic struggle between Hitler's Germany and Stalin's USSR, from July 1942 to July 1943. Strategic options abound for both players; victory goes to the one best able to carry out the chosen strategy, while maintaining a reserve to contain sudden enemy action or exploit an opportunity. The map covers the eastern front from Leningrad to the Sea of Azov at 20 miles per hex. Turns cover one month each for most of the year, two months during winter. Most units are Soviet armies and German divisions, plus a few Axis satellite corps. The turn sequence is built around the random drawing of chits to determine which player moves. Each chit drawn allows a player to

both move and attack, but with a twist. One side allows the player to move first, then attack, the other side flips the sequence. There are two twists to the mechanism. First, chits come in several varieties, with differing penalties or bonuses depending on the chit and the side chosen. Second, during certain turns, one player or the other gets bonuses, allowing selection of the first chit to open the action, and providing a different mix of chits reflecting the overall situation at that point in the war. Victory may occur at one of three times during the game; the end of the first German offensive, the end of the Soviet winter counteroffensive, and finally the end of the game, after the final German summer offensive.

Contents: Two 22'x34' maps, 352 counters \$60
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW50>



Stuff

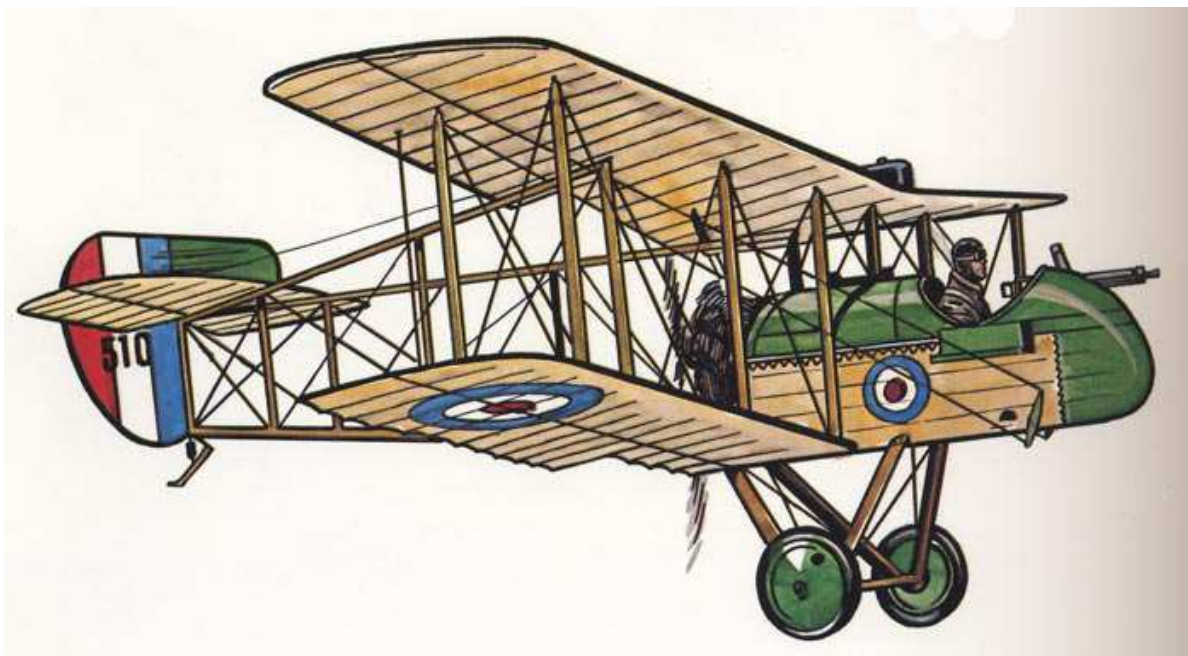
Berthier Campaign Manager {Free Software} New!
 Berthier is free software that manages wargames campaigns for miniatures. Berthier is suitable for historical, naval, or fantasy campaigns in most periods. Berthier allows two campaigners, without an umpire, to run simple strategic campaigns leading to tabletop battles. Alternatively umpires can use Berthier to run two sided campaigns. Berthier is a Windows program, created and shared by Tony De Lyall. Download Berthier Campaign Manager v 9.7. See the "README" file in the download for details.



The Russian Campaign Tournament

from Robert Granville

The third round of **The Russian Campaign** tournament has been completed. Art Dohrman as the Soviets defeated Peter Martin. Ed O'Connor as the Soviets defeated Tony Arena. Congratulations to the winners and thanks to all of you for participating. The final round will begin shortly.



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