

The Kommandeur



Volume 52 Number 1

Publication of AHIKS

February 2017

From Your President Bob Best

Today is January 27, 2017. I would like to start off by saying that I am honored to be your new President for the coming four-year term.

We are entering AHIKS' 51st year of providing the best possible gaming services to our membership. The services that AHIKS provides to our members are only possible through the dedication and hard work of the members who have volunteered to serve as your elected and appointed officers. So, I would like to take a moment and thank our officers, both elected and appointed, who served last term, for all of their hard work and time spent making sure that our members received the best possible service from AHIKS. Gentlemen thank you all for your dedication and service to AHIKS!

We have a new volunteer joining the Executive Committee ranks this time. Chris Hancock AHIKS ID# 565 has volunteered to take over the Secretary's duties for us. Chris, welcome to the Executive Committee, and thank you for volunteering to fill this important post. If you need to update your email or snail mail address, Chris is the one to contact and you can find his contact information along with the other Executive Committee officers on page 12.

Many of the Executive Committee's officers are continuing into this new four-year term. Some have changed jobs, so let me take a moment and introduce the new officers and the positions that they now hold.

Your elected officers are:

Bob Best - President
Ken Oates - Vice President
Chris Hancock - Secretary
Brian Stretcher - Treasurer
Omar DeWitt - Editor
Duncan Rice - Match Coordinator
Dave Bergman - Ratings Officer
Brian Laskey - Judge/Unit Counter Pool Officer

Our appointed officers are:

Tom Thorsen - Website Manager
Jeff Miller - Multiplayer Coordinator
William Perry - Archivist

These are your new officers. You can find their contact information on page 12 and at the AHIKS website.

The State of AHIKS

Every year about this time I will try to present to the membership what I call the State of AHIKS, or "how is our gaming group doing." While I don't have exact figures, (several of our officers will be presenting reports on their area of operations in AHIKS in this issue and I do not want to steal their thunder) I can say that it appears that we had about 30 or so new members join AHIKS in 2016. (Figures there are not exact as joining dates for a number of new members are not available). I can say for sure AHIKS had 38 new members join between September 2015 and December, 2016. So, we are getting "new blood" joining AHIKS.

Duncan Rice, our Match Coordinator, and Dave Bergman, Ratings Officer, will be presenting actual numbers on games matched and win/lose statistics in their columns for 2016. Overall, I would say that matches are increasing as the AHIKS player pool gets larger. This is a good thing for our members, as it gives each of you more opportunities to find opponents and make game matches of your favorite wargames.

AHIKS continues to offer an outstanding bi-monthly newsletter, *The Kommandeur*, a dice roller, unit counter replacement services, and our own forum that allows our members to discuss all things gaming and to play games and/or post game results. We continue to run multiplayer games on the forum as well, and Jeff Miller, our new Multiplayer Coordinator, has taken an active role in advertising and setting up multiplayer games for our members. (See Jeff's column in this issue for further information on them).

On the social media side of things, AHIKS has an unofficial AHIKS page on facebook and another unofficial forum run by member Randy Heller on CSW's forum that allows AHIKS members to meet and discuss gaming topics.

I believe the number one goal for AHIKS is to have a large pool of mature players who are available to play the games we all want to play. It is my hope that we can continue to grow our pool of mature games into the foreseeable future.

To do that, we need to increase our recruiting efforts. I think one of the areas that is ripe for recruiting is in social media. I have found that there are a huge number of mature gamers looking for other opponents and other social gaming interactions on facebook alone. I think we can attract these mature gamers to AHIKS by recruiting there. We need to spread the word about AHIKS. I will be presenting some ideas to the Executive Committee on how we can do this that will include giving our already established "unofficial" social media sites a more "official" status within AHIKS.

We are also in the preliminary stages of planning some multiplayer games on the AHIKS forum to attract interest to the site. We currently have a **Silent Victory** Campaign game going, and I am hoping we can get a **Diplomacy** game running as well. There are some other projects I have been kicking around that I will talk about in future columns also.

There are other things that you will probably hear more about as we move into the future. One is updating our bylaws to better reflect the current gaming climate; another is designing a game or game add-on package for a popular wargame and including it in one of the newsletter issues for our members. We also need to have some sort of archive or backup system for data that our officers generate in the course of their duties just in case we have some sort of catastrophic problem where we lose the original data. And speaking of a recovery plans, we are still looking for a volunteer who is interested in backing up Tom Thorsen as an assistant webmaster. If you are interested or just want to find out more information, please contact Tom. His contact information is located on page 12.

These are just some of the things I have been thinking about for AHIKS. I would like to hear your ideas as well. So, to make sure the Executive Committee is taking AHIKS in the direction the membership wants us to go, a survey was prepared by our Editor Omar DeWitt asking for input on what each member thought of how we were doing on meeting our goals. We also asked members to tell us what they thought in general about the job the Executive Committee was doing and give us ideas for things you would like to see in AHIKS. Omar DeWitt will be presenting a review of the questionnaires he has received so far elsewhere in this issue. It's not too late! You can still send in your questionnaires! Tell us what you think!

Thank you for your support!

So, until next time... Happy Gaming! ★★

Meet the Officers:

Dave Bergmann

Greetings to all AHIKS members. The members of the Exec decided to individually write a brief biography accompanied with a photograph so that you will all be more familiar with who we are and be able to put a name with a face.

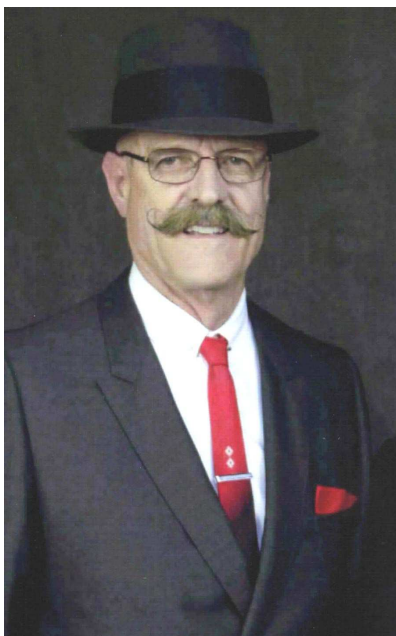
I purchased my first Avalon Hill game back in 1969 in a hobby shop in the town where I lived north of San Francisco. I was looking for a more complex military strategy game that would add realism to the gaming experience. It far surpassed that wish and then the question arose; who would want to play **Anzio** with me? Answer: no one. The game was just too complex for the average person that played games. So solitaire play became the order of the day. It wasn't until the early 80s that I discovered AHIKS (I believe in an ad in *The General*) and immediately became a member. That certainly made finding opponents much less difficult. As many of you have experienced, it lead to some lasting friendships which included some out of town visits.

I have stayed with Avalon Hill games exclusively more so for my familiarity with them than anything else.

Approximately in 2010 I was asked if I would be interested in performing the judge's duties for AHIKS. I reluctantly acquiesced. My experience with a limited number of game titles made the job daunting. I attempted to gather in a group of members who were experienced with particular titles to assist me as experts. There were some responders to my request which did help with decisions. Two judges later, Brian Laskey now has the position, and he is doing an excellent job with it.

Approximately in 2013 the Ratings Officer position became available, which I felt I would be more proficient with, and I volunteered for it. It was quite a challenge to bring the records up to date, and I now enjoy the record keeping and the interaction with the membership that comes along with it.

I continue to look forward to serving AHIKS in the future.



Dave Bergmann

Top 20 for 2016

From Dave Bergmann

As an addition to the Top 40 we have a Top 20 list for 2016. I have collected a list of all the victories of players of all the games that were noted as being completed during the 2016 calendar year. This list acknowledges the player and the game title that was played for the win. Incidentally, every player with a win is included on this list as it came out to exactly 20 members according to the records.

Dave Bergmann
AHIKS Ratings Officer

	<u>Member</u>	<u>ID #</u>	<u>Game Title</u>	<u>Wins</u>
1.	Dohrman, Art	1551	Panzer Leader	6
2.	Miller, Jeff	1303	ASL Ap-54	1
	Miller, Jeff	1303	Advanced 3 rd Reich	1
	Miller, Jeff	1303	Anzio	1
	Miller, Jeff	1303	ASL	3
3.	Arena, Tony	1652	Squad Leader	1
	Arena, Tony	1652	Frederick The Great	2
	Arena, Tony	1652	Anzio, 7 th Edition	1
4.	Collins, Peter	1818	Up Front	3
5.	Kettman, Michael	1067	Bulge 65	1
	Kettman, Michael	1067	Bitter Woods	2
6.	Dyboyce, Steve	1592	Anzio 7 th Edition	1
	Dyboyce, Steve	1592	A Victory Lost	2
7.	Fassio, Mark	1210	The Arduous Beginning	2
8.	Hoffmann, John	884	Afrika Korps	1
	Hoffmann, John	884	A House Divided	1
9.	Sanders, James	1339	Panzer Leader	2
10.	Saunders, Scott	1664	Richthofen's War	2
11.	Walsh, Thomas	1427	The Russian Campaign	2
12.	Williams, Jimmy	1276	The Russian Campaign	1
	Williams, Jimmy	1276	Squad Leader	1
13.	Flickinger, Elton	1801	Squad Leader	1
14.	Klitzke, William	305	Napoleon's Last Battles	1
15.	Leonard, Charles	711	Panzer Leader	1
16.	McNamara, Shannon	1639	Washington's War	1
17.	Pearon, Paul	1638	Flight Leader	1
18.	Ramsey, Joel	1762	The Russian Campaign	1
19.	Sheppard, Dennis	804	Bulge 65	1
20.	Trosky, John	1554	Little Round Top	1

On the next page (page 3) is the Top 40 rated AHIKS players as of January 1, 2017.
A rating qualifier of "C" or greater is required in all categories in order to be listed .

I am happy to say that we are caught up on all rated match recordings. We are current with both lists that we keep; the Master and the Active. There is still a lot of work to bring the two lists to the point where they mirror each other. We are also up to date on our A.R.E.A. submissions. If you don't see your game on their records, keep in mind they have a large workload for the number of personnel that do their entries. Glenn Petroski is the administrator and does a stellar job with A.R.E.A. If there are ever any doubts or questions about your rating, past records, or A.R.E.A. submissions, please feel free to email me. Those of you that have written me in the past know that you will receive a timely response from me, barring any unforeseen circumstances. Dave Bergmann

Rank	Name	AHIKS #	Rating	Games	Qualifi-ers	Oppo-nents	Qualifi-ers	Titles	Qualifi-ers	Date of Last Rated Game
1	MCCARTHY, K	496	1885	19	G	8	F	4	D	12/31/1988
2	STRETCHER, B	885	1845	79	N	29	M	32	P	5/22/2015
3	LANDRY, P	707	1780	32	I	11	H	6	F	10/21/1989
4	FICKBOHM, A	901	1775	10	D	5	E	3	C	2/25/2006
5	TRUESDELL, P	334	1755	15	F	8	F	4	D	7/14/1992
6	DOHRMAN, A	1551	1750	48	K	10	G	7	G	12/18/2016
7	HELLER, R	1007	1705	76	N	23	K	18	L	10/16/2014
8	UNNERSTALL, J	1264	1670	14	E	7	F	8	G	8/15/2015
9	PASSOW, R	1453	1700	19	G	5	E	8	G	1/2/2014
10	MINSHEW, C	1222	1665	36	I	15	I	9	H	11/4/1997
11	O'CONNOR, E	1243	1655	34	I	14	I	8	G	7/28/2015
12	DEWITT, O	44	1645	103	Q	33	N	32	P	11/20/2015
13	GRANT, D	377	1645	22	G	9	G	11	I	5/18/1988
14	SHURDET, R	914	1640	15	F	6	E	5	E	2/6/2012
15	KRAUS, F	444	1625	30	H	16	I	8	G	2/2/1995
16	DANDY, G	916	1615	17	F	7	F	7	G	10/11/2015
17	HEISER, P	1051	1605	69	M	29	M	13	J	5/12/2012
18	JERKICH, L	544	1605	14	E	6	E	6	F	7/10/2007
19	MILLER, J	1303	1585	48	K	8	F	16	K	11/4/2016
20	WALSH, T	1427	1590	72	N	15	I	6	F	9/5/2016
21	XANTHOS, C	1263	1585	9	D	5	E	4	D	4/6/1994
22	MARTIN, P	243	1565	39	J	18	J	7	G	10/1/1994
23	DECK, L	341	1560	38	J	23	K	14	J	10/9/1993
24	LINDOW, B	988	1550	43	J	21	K	12	I	9/29/2004
25	LONGEST, C	1413	1545	29	H	13	H	9	H	9/12/2004
26	DRIVER, S	1567	1545	24	G	7	F	4	D	1/25/2014
27	HOLTZ, T	364	1540	45	K	20	K	13	J	2/28/2009
28	ANTALEK, J	1098	1540	34	I	19	J	8	G	12/8/2013
29	SCARBOROUGH, T	1345	1525	149	T	39	O	15	K	10/23/2015
30	KLITZKE, W	305	1520	224	W	51	Q	41	S	6/5/2016
31	MARKEVICH, N	951	1520	18	F	9	G	7	G	8/23/1994
32	WATSON, C	1137	1515	17	F	9	G	11	I	1/3/2012
33	COTTRELL, R	1013	1515	14	E	5	E	8	G	3/9/1992
34	ANDRIAKOS, S	1455	1515	5	C	3	C	3	C	4/10/1997
35	TIERNEY, D	746	1505	47	K	18	J	16	K	2/22/2012
36	GRILLS, J	748	1495	131	S	43	P	37	R	11/24/2013
37	BOWIE, A	299	1490	75	N	24	L	23	M	9/3/2015
38	GOSSETT, G	756	1485	112	Q	16	I	28	O	10/29/1997
39	BERGMANN, D	854	1460	19	G	6	E	4	D	10/15/1994
40	MORELY, A	1075	1385	27	H	12	H	7	G	10/28/2004

New Orleans by Omar DeWitt

In January, Sue and I flew to New Orleans (pronounced "Norlins") to visit the WWII Museum, again. We also visited the Chalmette Battlefield, where Andrew Jackson defeated the British in the last battle of the War of 1812.

We took a paddle wheeler boat leisurely (all movement on the Mississippi is leisurely—especially movement up the river) down the river to a landing next to the battlefield. On the bank, we could see the battlefield, but it was not in the breathtaking category. It is a very large, flat expanse covered in grass.

The actual battle took place along a line on the north side of the green plain. There, Jackson had constructed a rampart. Today the rampart is essentially gone, although a few feet still exist on the east end. A Park Service building and a 100-foot monument are present. A trio of cannon are behind the short rampart.

The Park Ranger gave a short description of the battle to the boat's contingent, and we had ten minutes or so to look around. That is about all one needs, since there is not a lot to see.



I have visited the WWII Museum four times. Each time it is different. Now, the main building, which had held the entire military collection, is currently empty, except for the museum shop and lunch shop. It still uses the main room to sell tickets and house a couple of airplanes hanging from the ceiling and a landing barge and an 88 antiaircraft gun. The newest building now contains "The Road to Berlin" on the first floor and "The Road to Tokyo" on the second.

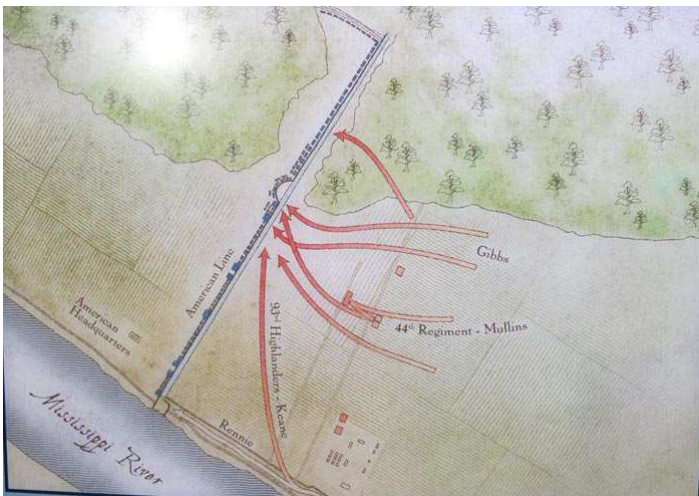
The Solomon Victory Theater Complex contains the movie theatre and restaurant. The U.S. Freedom Pavilion: The Boeing Center has several airplanes hanging from the four-story ceiling. One can go up to the fourth and look at the B-17 from above; on the third, one sees it from the side. There are also a Corsair, an Avenger, a P-51, a B-26, and a Dauntless. This building also has the USS Tang Submarine Experience.

We walked through "The Road to Berlin" again and then went upstairs to "The Road to Tokyo" for the first time. Both are well done although necessarily terse. There are artifacts (jeeps, guns, mortars, uniforms) plus short descriptive statements on the major battles.

It is an excellent museum. I recommend it.



Japan's maximum extent in WWII.



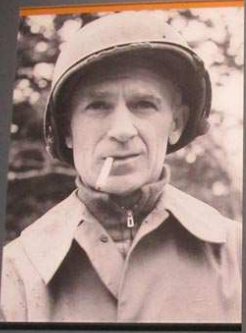
The British attack.



South of the ramparts.



A LONG THIN LINE OF ANGUISH



Correspondent Ernie Pyle, whose columns about average GIs endured him to millions of readers, walked along the Normandy landing beaches on the day following the D-Day invasion. In a June 17, 1944 dispatch, just 10 months before Pyle would be killed on the Pacific theater, he described the debris left by Americans who perished at the Normandy shoreline.

NORMANDY BEACHHEAD, June 17, 1944: In the preceding column we told about the D-Day wreckage among our machines of war.... But there is another and more human litter. It extends in a thin little line, just like a high-water mark, for miles along the beach. This is the strewn personal gear, gear that will never be needed again, of those who fought and died to give us our entrance into Europe.

Here in a jumbled row for mile on mile are soldiers' packs. Here are socks and shoe polish, sewing kits, diaries, Bibles and hand grenades. Here are the latest letters from home, with the address on each one neatly razored out - one of the security precautions enforced before the boys embarked.

Here are toothbrushes and razors, and snapshots of families back home staring up at you from the sand. Here are pocketbooks, metal mirrors, extra trousers, and bloody, abandoned shoes....

Two of the most dominant items in the beach refuse are cigarettes and writing paper. Each soldier was issued a carton of cigarettes just before he started. Today these cartons by the thousand, water-soaked and spilled out, mark the line of our first savage blow.

Writing paper and air-mail envelopes come second. The boys had intended to do a lot of writing in France. Letters that would have filled those blank, abandoned pages....

Over and around this long thin line of personal anguish, fresh men today are rushing vast supplies to keep our armies pushing on into France.

From Tom Walsh

Wednesday, January 11, 2017, Rockford, Illinois. Just returned from an unhealthy lunch at the nearby McDonalds. Sat down with my grub, looked over and saw across the aisle a really old man with a cup of coffee sitting alone, wearing a navy blue baseball cap embroidered in gold with:

WWII US Armed Forces Murmansk Run

Wow. A real honest-to-God unsung American hero. I want to speak with him but think to myself, toward what end really?

As I get up to leave, on the spur of the moment, I throw caution to the wind. I approach and ask him how many times he made The Run. He raises a feeble right hand peace sign indicating twice. I ask him if he ever had to "go swimming." He flatly says, "Not there."

I smile and wave so-long. He says in a quiet voice "Not many people know about those convoys." I say, "We all should," and smile as he waves goodbye to me.

I get back to my office and am a little surprised to realize he must be at least 90 years old. And I ponder that his remaining life expectancy could perhaps be measured in days.

Just a chance encounter I was lucky to experience.



From the Editor

When I send out large emailings, I get back a fairly large bunch of rejects. I am assuming most of these are due to the size of the mailings. If you did NOT get a reminder about replying to the questionnaire in the last issue, you are in that group. I would suggest that you notify your server that email from AHIKSomar@cableone.net is acceptable.

The next issue will be delayed because of a trip Sue and I are taking. The deadline for that issue is April 5. You should receive your copy the week of April 10.

I assume that most of you know you can expand this issue to read the small print in photographs.

Many thanks to the members who took the time to send back the Questionnaire. Some of you spent extra time on it, and it is all appreciated very much. Again, thanks.



Victory In The Pacific Tournament!

This is your personal invitation to our **Victory In The Pacific** Tournament! March 4 and 5 in Kenosha, Wisconsin.

We have a change of venue for 2017.

Our Tournament Game Room will be at the Salvation Army Community Center.

Hotel accommodations will be furnished by Country Inn and Suites.

Also, **Midwest Open** now has a web site! Check it out for more information!

<https://sites.google.com/site/vitpmidwestopen/>

THE AIR WAR TURNING THE TIDE



In early 1944, the US Army Air Forces increased the tempo of operations over Europe. B-17 and B-24 bombers equipped with additional armaments were now escorted by high-performance P-51 American fighters capable of reaching deep into occupied Europe. During "Big Week" in February, American raids dropped 10,000 tons of bombs and destroyed almost 700 enemy aircraft. On March 6, the Eighth Air Force staged its first large-scale daylight raid on Berlin. Although 69 bombers were lost in the attack, this was a substantially lower percentage than suffered in earlier raids. The Allies were slowly winning the war of attrition and securing air supremacy.



B-24 of the 92nd Bomb Squadron, 384th Bomb Group, 8th Air Force, over Germany in early 1944. Mustang escorted bombers and Allied fighters were winning the battle for control of the skies.



A P-51 Mustang of the 358th Fighter Squadron, 358th Fighter Group, 8th Air Force, over Germany in early 1944. Mustang escorted bombers and Allied fighters were winning the battle for control of the skies.

Mustang was the P-51 Mustang, with the Mustang Mark II Mustang being a high performance aircraft able to reach altitudes as high as 40,000 feet.

Questionnaire Results

What do these members have in common?

Dave Bergmann
 Bob Best
 Steve Blake
 Albert Bowie
 Richard Boyes
 Art Dohrman
 Robert Dowrey
 Donald Garlit
 Chris Geggus
 Chris Hancock
 Chester Hendrix
 Robert Herbst
 Brian Jarvis
 Dennis Kahlbaum
 Chuck Leonard
 Pete Menconi
 Jeff Miller
 Cole Mills
 Kenneth Oates
 Tom Oleson
 Richard Passow
 Andrew Patience
 Glenn Petroski
 Duncan Rice
 Jim Sander
 Bert Schneider
 Gareth Scott
 Brian Stretcher
 Mark Sturdivant
 Thomas Ten Eyck
 Tom Thorsen
 Daniel Tierney
 John Trosky
 Jay Unnerstall
 Tom Walsh

They took the time to answer the questionnaire. Thank you, gentlemen!

The results, although not counted out and averaged, are as follows.

1. [Articles from the officers](#). These were generally well accepted, although a few members were less than enthusiastic. The news of the Society would be printed in any case.

2. [Upcoming Events article \(conventions\)](#). This column averaged a little over a 4. I've never heard, however, if anyone ever attends these events.

3. [Book Reviews](#). There were a lot of 5s, but the average was probably 4. Not everyone reads books, but I was pleased that so many do.

4. [Game Reviews](#). There were four or five 3s and a couple of 4s, but most of the replies were 5. Since we are a gaming society, this is not surprising. What is surprising is that we get so few game reviews to print. Come on, guys, send us some reviews. Even if you don't like the game; save another member from sinking dollars into a loser.

5. [Open Match Requests](#). Some 3s and 4s here, but mostly 5s. Jim Sander wrote "This is a 5+ as I feel it is the bread and but-

ter of AHKS. This is the first article I look for when the 'K' arrives."

6. [Game News](#). While the article seems to be well received, the individual questions were so widely answered that I could not reach any different conclusion than to use my present method, a wild guessing process! With the emphasis on maps.

7. [Trips](#). A few members were ambivalent, but most gave this a good mark. The average was 4+, which was pleasing.

8. [Is there anything you would like to see in the newsletter that is not there?](#)

Donald Garlit: "Lots more coverage on wooden block games. An occasional game; some have been done in the past."

Jay Unnerstall: "The Game News is by far my favorite section. Would love to see more articles on how to play games better, tactics and strategy, like old *General* magazine replays between quality opponents to demonstrate how a game plays out when well played. Perhaps encourage members to submit by offering free games for best articles. I would pay dues for this."

Brian Stretcher: "Ratings, assuming they are still even remotely relevant. I enjoy the old-style replays, but those take a lot of work to put together. Strategy articles can be fun, but with the number of games out there, they have limited value. I liked your contest from a while back, and we might want to offer some more of those, perhaps once a year, covering some of the more classic titles so more people can participate, or go along with an article in the same issue."

Duncan Rice: "I would like to see After Action Reports in plain English. Impressions of the game and action reports that don't require knowledge of the rules."

Jim Sander: "I would like to see a listing of the current members and their game ratings once per year."

Brian Jarvis: "Short recaps of AH replays."

Andrew Patience: "Any chance of something on the wargames position in Europe?"

Tom Thorsen: "It would be nice to see a series replay or a more 'in depth' analysis of games. Yeah, I know, members need to submit these. I tend to write this sort of thing for web pages, but could be talked into doing some for the 'K.'" Well, Tom, you have my encouragement. O.D.

Thomas Ten Eyck: "For old timers who are less than computer illiterate, instructions on using Vassal, cyberboard to wean into using computers to do wargame moves!" It may not have filled your requirements, but Pete Menconi had several articles in the newsletter on using Vassal.

Bert Schneider: "A couple of things: (1) Articles about game authors (past and present) and (2) Articles about the 'golden age' of board wargames—what it was really like back then—mostly for nostalgia."

Chester Hendrix: "The current mix is the best it's been in years! Keep up the good work!"

John Trosky: "It would be interesting to cover member's variants on games they may have played. I'm sure we have all 'redesigned' a game or two in our past playing days, or made some suggestions to improve a scenario or game that one might consider lacking. Take for example Brian Stretcher's mention of the Jutland game he has going with Graeme Dandy. I would be interested in knowing how they are going about this, since Jutland is basically a miniatures game. I have worked with other gamers to try and turn this into a play by mail game with mod-

erate success over the years. It would be interesting to compare notes."

Albert Bowie: "Update on the actual number of members that AHIKS has. Also, if possible, the number that play games via AHIKS."

Richard Boyes: "Maybe we could have Print-and-Play files for some of our members' home brewed games!"

Art Dohrman: "From time to time, the MC has published statistics of the number of match assignments by game; I would like to see more of this (maybe as an annual feature)(sorry to pile more work on you, Duncan). I would also like to see a discussion/review of some on the non-AHIKS online resources, such as boardgamegeek and consimworld."

Bob Best: "I would like to see more coverage of the Facebook AHIKS page and also what is going on in the various gaming groups on Facebook. I think there is a great amount of information available there that could benefit our members, and I think many of them are unaware of the potential on Facebook."

Chuck Leonard: "I read it cover to cover. I thank everyone who puts so much time into keeping AHIKS going...particularly our editor."

Richard Passow: "I would like to see 'series replays' of recently completed matches, including neutral commentary."

Tom Walsh: "The strategy/tactics articles in the old AH *General* were so great. I need that kind of thing to be able to get into a game. It would be great if you had a big stack of those to publish...but of course you can't print what you don't have."

Kenneth Oates: "More membership involvement. Have a topic for the newsletter each issue, articles and games around that topic. If I remember, there was to be an award each year for an article called the Fazzio award. It would be nice to get that going again, since his passing."

Gareth Scott: "I would like to see more quizzes. Prizes are not necessary; taking part is fun."

Robert Dowrey: "Variants?"

There are a lot of very interesting ideas here. My hope is that you may find something in this list that will encourage you to write an article for *The Kommandeur*. There is someone who wants to read that article.

What do you like about AHIKS?

Duncan Rice: "I like the core group of active members."

Chris Geggus: "It's still around!"

Jim Sander: "The availability of multiple games and reliable gamers is most important to me."

Dave Bergmann: "Great organization that adds a lot of fun for a gamer. A number of great people I have met over the years."

Brian Jarvis: "Game news."

Cole Mills: "The writing: sincere, without bias, and written by fans for fans."

Andrew Patience: "Comprehensive coverage."

Tom Thornsen: "Opponents that 'usually' play games to the conclusion. I have had a few AHIKS opponents that I had to blacklist for a number of reasons, but most are quite reasonable and play at a high level."

Thomas Ten Eyck: "Provides game information, tournaments, other info."

Bert Schneider: "Great group of people."

John Trosky: "I like the comradery of the club and being able to continue to have a community of like minded souls to play these games with. I haven't done much in the way of FTF over

the last many years, and AHIKS provides the outlet to keep enjoying these games and the hobby."

Glenn Petroski: "Camaraderie."

Robert Herbst: "Everything. It is nice to see people still boardgaming. I appreciate all the hard work all the officers do."

Albert Bowie: "The opportunity to play games. I live in a gamers' desert."

Richard Boyes: "The K."

Robert Dowrey: "Opportunity to play the games against a live opponent. The K helps keep us current with what's happening in the gaming world."

Donald Garlit: "Colorful and well thought out newsletter. Game reviews."

Jay Unnerstall: "Best way to find opponents."

Brian Stretcher: "I have no complaints about AHIKS. It does exactly what I want it to do. It gives me access to opponents for the games I typically want to play and the quality of opponents is generally high. It has provided me with long-term friendships with people I have frequently never met, and some whom I don't even know what they actually look like! I get enough game news that I don't need a bunch of subscriptions to other magazines, nor do I have to regularly search or even look at publisher websites or general gaming websites unless I need additional information on something that strikes my fancy. All my gaming needs are met within AHIKS. We do need to continue to support the hobby for our non-computer using members, be they few and far between."

Art Dohrman: "I like having a pool of reliable and honorable players to be matched against. I like the way the officers have expanded a web presence and offered various online features such as the die roller (which I use) and the forum (which I haven't yet but should explore more)."

Tom Oleson: "The K. Contact with people."

Jeff Miller: "The K. Good opponents."

Bob Best: "I enjoy the great gaming experiences and all of the friendships I have made over the years. AHIKS provides the 'glue' that makes my gaming hobby so enjoyable. A specific thing I like is being able to find a mature, reliable opponent to play games with. AHIKS is a great bunch of people!"

Chuck Leonard: "Source of good and reliable opponents in my favorite games. Our membership is from all walks of life, but we are the same in our interest in history and playing games."

Richard Passow: "Opportunity to get gaming opponents and to read about news in the gaming industry. And, no dues."

Tom Walsh: "I've been a member since around 1992. It has been a great source for PBM opponents. I'm so grateful for that."

Dennis Kahlbaum: "Book and game reviews. Trips/visits. Game parts. Forums."

Gareth Scott: "It is helping to keep the hobby alive and vibrant."

Mark Sturdivant: "It centers my simulation universe."

How would you like AHIKS to change?

Dennis Kahlbaum: "Nothing...it's great! Thanks!!"

Gareth Scott: "Be more visible. Can AHIKS be more obvious at conventions?"

Mark Sturdivant: "I would prefer more e-interactivity."

Donald Garlit: "Discussions/thoughts on how to get younger people in the hobby. We are getting older and need young people."

(Continued on page 12)

Treasury Notes

Brian Stretcher



Yosemite Sam at Sea...A Different Look at Silent Victory

I originally posted most of this online in the AHIKS Forum as one of the patrol reports in the **Silent Victory** Campaign Game which has been featured in El Presidente's past Solitaire Gaming articles. This represents a somewhat different viewpoint on solitaire gaming, and, at his invitation, I'm submitting it as a review of sorts of the game. I have edited it somewhat from the original posting so that it hopefully makes sense to those of you who don't know or are not following the game online.

USS Tweety, April 1944: "Marshalls Maroon"

This patrol is an example of how extreme luck, good or bad, can control in **Silent Victory** no matter what decisions are made.

Tweety rolled another patrol to the Marshalls after the extra month of refit following the last patrol. Transit to station was uneventful. In the first zone on station, however, strange things started to happen.

Tweety rolled a 12 on the Encounter chart, making it a Random Event. That's bad. Usually.

No, that's good. A roll of 4 on the random events chart is "Ultra Intercept," meaning I had my first encounter with a capital ship EVER in this game in 11 patrols. I drew the 29,300-ton battleship *Fuso*. *Fuso* is not a high-speed ship, so no negative modifier to hit. That's good.

No, that's bad. I rolled a daytime encounter. *Fuso* takes 6 damage to sink. Sam has to either use the Mk14s in the forward tubes and suffer a +1 detection modifier for firing steam torpedoes in the daytime, or trust that a couple of the Mk18 electric torpedoes in the aft tubes will be enough to do the job. But the Mk18s have poor to-hit modifiers at medium and long range. If I try an attack at close range and am detected before firing (on a roll of 9 or more on 2d6, with the +1 year detection modifier applicable only), I lose the chance to shoot at the battleship altogether, and suffer additional negative detection modifiers even if I do get to shoot first. With only four Mk18s per spread, there's a good chance that *Fuso* will not be sunk or seriously damaged even at close range. So Sam opts to fire six Mk14s at long range, which will cancel out the +1 modifier for using steam torpedoes during the day. That's good.

No, that's bad. Of the six torpedoes fired, only two hit, on rolls of 5, 9, 6, 8, 11 and 8, needing a 6 less to hit. One torpedo does two points of damage, but the other only one. *Fuso* is hurt, but still afloat. Sam opts to decrease the detection modifier by another -1 by exceeding test depth in a crash dive. *Tweety* takes one hull damage. That's bad.

No, that's good! There is a net +1 detection modifier in effect for this round: +1 for it being 1944, +1 for the target being a capital ship, +1 for using Mk14s during the day, -1 for being at long range, and -1 for exceeding test depth. Sam gets lucky on a roll of 6 modified to a 7, and just misses being detected (on an 8 or higher). That's good!

Since she's down 3 in speed, Sam decides to follow the wounded battleship and succeeds on a roll of 1. Sam rolls a night action, although he found out after the fact that in following a damaged ship, you can select night if you wish anyway.

Irrelevant oversight. Since the action occurs at night, Sam decides to attack from medium range this time, gaining a better hit probability, since he also loses the Mk14 day modifier on the detection roll. There will be a +2 modifier when the detection roll comes up: +1 for 1944, and +1 for the capital ship target. He does not make a night surface attack, since with six torpedoes and only needing three damage, there is no need to risk the added modifier to the escort attack chart if detection does occur.

Six more Mk14s head toward the lumbering target. Five(!) of them hit on rolls of 7, 2(Critical hit!), 6, 5, 8, and 5. But here's where it gets sad. This being 1944, duds occur only on a roll of 1. Hits 1, 2, and 4 all come up duds, including the critical hit, which is voided. Two still explode. That's good, right? No, that's bad. After the series of 1s, now two 6s come up. *Fuso* takes two more damage. Five total damage, but remaining afloat.

Now things continue falling apart. Sam rolls an 11 on the detection attempt, which becomes a 13 with the +2 modifier. Then, he rolls a 6 for escort quality, making it Elite, giving it an extra hit in each attack, PLUS a +1 modifier in future detection attempts. That's bad!

Evasion rolls are a 6 for *Tweety* and a 5 for the escort, meaning an extra hit. The escort gets a +1 on the Attack chart as well, having rolled a 13 on detection. The attack roll is a 7+1=8, for 2 hits, plus the extra hit from the Evasive Maneuvers chart and the +1 for the Elite escort, 4 total. Sam rolls a 12, 55, 52, and 61 on the damage chart (2d6), for flooding, Electric Motor #3, AA gun, and hydrophones damage. That's bad!

Really bad. The electric motor and hydrophones damage will give another +2 modifier on the Escort attack chart. But before we get to that, back to the next detection attempt. Now the escort is up to a +4 modifier, with the year, capital ship, previously detected, and elite escort modifiers. Roll is a 10, which becomes a 14. Great. This time *Tweety* rolls a 5 on the evasive maneuvers chart to the escorts 3, reducing damage by 1 hit to come. Something, anyway. On the attack table, the escort has a +3 modifier: +1 for hydrophones out, +1 for electric motor damage, and +1 for detection roll of 12+. The roll of 7 is modified to a 10 for 3 hits, +/- 1, so it stays 3. *Tweety* rolls a 14, 51, and 14 for hits, which are periscope, flooding, and periscope. Consolation is that the periscope can only be damaged once. Flooding is getting up there, but not worrisome yet.

Back to detection. Sam decides to exceed test depth again, with only one prior hull hit. There is a remote chance of implosion, and he gets away with it. That's good. The modifier is reduced to +3 on detection, so that's still bad. *Tweety* is detected on a roll of 6+3=9. Evasive gives rolls of 1 vs. 2, meaning an extra hit again. Still a +2 modifier on the attack table due to the hydrophones and electric motor damage. The escort rolls a 6+2=8, for 2+2=4 hits. On rolls of 63, 42, 64, and 12, both forward torpedo room doors are knocked out, the radio is damaged, and there's more flooding. Foghorn is going to have some work to do.

Detection attempt again. Still with the +4 modifier to detect. With 2 hull damage now, it is more risky to try exceeding test depth, so Sam decides to stick it out. Finally, the escort rolls a 3, modified to a 7, and *Tweety* gets away.

Foghorn gets to work while *Tweety* follows *Fuso*. He fixes the hydrophones, the AA gun, the electric motor, and one set of forward torpedo room doors, although the other set, the radio and periscope are rendered inoperable. Not having a periscope means *Tweety* can't make any more submerged attacks, which is

bad, but the night surface attack remains a viable option. That's good!

The listing, smoldering *Fuso* has a -5 following modifier, and so following is automatic. Sam forgot he didn't have to roll for a day/night action, and rolled a day, then opted to try for a night and succeeded, so another irrelevant error. All Sam needs is one hit and an explosion to sink *Fuso*. There is no choice but to make a night surface attack since the periscope is out, so the only question is whether to use the three forward Mk14s or four Mk18s in the aft tubes. With hull damage and having to make a surface attack, Sam wants the -1 detection modifier, so opts to use the Mk14s again at long range, the surface attack essentially making it the same as a medium range attack. Three torpedoes are fired, two hit, and both explode. *Fuso* goes down! That's good! Only 15 torpedoes expended, and don't forget *Tweety* is still in the first of six zones for this patrol!

Ok, Mr. Scott, we have its attention. Now, let's get outta here! The detection roll is only a +1 modifier this time, with the year and capital ship modifiers minus the long range modifier. Sadly, the detection roll is an $11+1=12$. That's bad!

Roll for escort quality again. This time a 1! Now we have a green escort. One hit less each attack. That's good!

Evasive maneuvers reduce the hit by one on rolls of 3, 2. That's good! But, there is a +2 modifier on the escort attack table, +1 for the 12+ detection roll, and +1 for the first round night surface attack. The escorts roll is a $7+2=9$, for 3 hits, reduced to 1 for the evasion and green escort reductions. The escort rolls a 66 (yes, that would be boxcars) and gets a fuel tank hit. That's bad!

Back to the detection chart. We are back to the terrible modifiers game: +1 for 1944, +1 for capital ship, +1 for previously detected, and an additional +1 now for the fuel tank damage, since *Tweety* is now leaking fuel. There is still the -1 for the long range attack, so net +3. The escort rolls a $6+3=9$, so *Tweety* is detected again. Bad!

But shouldn't be too bad. Evasive maneuvers come up a 6, 4, meaning another hit reduction in addition to the reduction for the green escort, so 2 fewer hits than will be rolled. There is only a +1 modifier on the escort attack chart for the fuel tank hit. That's good!

No, that's bad. The green escort rolls boxcars again. That's a 12 modified to 13. Looking at the chart, the result reads: "Sunk." Game over. No chance to even reduce the hits, simply a catastrophic, fatal roll.

And here's why I am not as enamored with these sorts of solitaire games as is our fearless leader. No matter what decisions you make in these games, if you roll poorly, you lose. And the corollary also applies: terrible decisions can be overcome with excellent luck. This patrol was a perfect example of how swings in luck can determine the outcome. The game is, in large part, an exercise in probability. Some players enjoy this sort of approach to games more than others.

Typically, there are three types of solitaire strategy games (as opposed to shoot-em-ups), and this applies to computer simulations as well as boardgames. There are the games that are essentially a puzzle, in that once you figure out the game system (or the proper path), the luck factor isn't much of an issue and the player will usually win. Then there are the games in which the opponent is controlled by some sort of AI, either a computer or a programmed game system. In those games, the player can eventually figure out the system and have a significant advantage over the AI. The AI can still be tough because it might "cheat," meaning that the system gives it an advantage

over the human player, such as better or more units (usually a LOT more). If the game is properly designed, the player might be able to control the difficulty level dependent on experience, and thus prolong his enjoyment of the game, until either he hits the wall of impossibility or can really no longer lose. A lot of computer empire building games work that way, in that you can set the AI to easy while you learn the game, then make it harder for more of a challenge. There may still be luck factors involved, but they don't usually determine the outcome. Plus, you can usually try your hand at running different empires or civilizations or aircraft or ships with different strengths and weaknesses for increased variety. As far as I know, there are still no AIs that will "learn" along with the player and develop better strategy and tactics over time. The harder settings simply give the computer more resources than its human opponent. Its attacks and defenses are just as dumb regardless of the setting. At least for now.

Then there are games like **Silent Victory**. Much akin to the AH classic **B17: Queen of the Skies**, the player is in large part reduced to being a spectator of a long series of random events. True, the player gets to make *some* decisions, and the more decisions he gets to make the better the game. I recall, however, many games of **B17** in which there were very few decisions to be made: you simply rolled for the target, the type and number of attacking planes in each zone, assigned your gunners to shoot, and rolled the results. Fun yes, at least for a while. It's kind of like watching a movie, but with variable outcomes. You can make it a little more fun by giving your crew and plane names. Different missions can add a little variation as well. But it can get a little repetitive, especially when the goal is to repeat missions and survive the war.

Silent Victory allows the player to make more decisions than **B17**, but at its essence, the decisions made all boil down to managing probability. Most of the time it is management of die roll modifiers, or what amounts to die roll modifiers. A player gets to pick his boat, but if you study the differences in boats, there is not a whole lot of variety, just some minor variations in a few hit boxes and systems. Obviously, you don't get to choose from a range of ships from destroyers to dreadnoughts, and the potency and stamina differences between the American boats are not vastly different. All torpedoes start out as crap early in the war and get better as the war progresses.

Then, your missions and patrols are randomly determined. Fair enough. Encounters are also randomly determined. Somewhat reasonable, I suppose, but there is no option to go to a place where more encounters are more likely, nor can you be inserted into some historical battle to increase the chance of contact with a capital ship; your chance of encountering the *Yamato* is as good in January of 1942 as it is in 1944 or '45. Upon an encounter with a ship, the first choice a player has to make is whether to attack or not, as types and numbers are determined for you, but initial choices are removed from the player if that contact is with an aircraft or enemy submarine. Those submarines are scary: a quick game indeed if the Japanese sub sees you first, most likely, but only a 10% chance of that happening. Encountering a capital ship is exceedingly rare, which historically seems reasonable, but does diminish the entertainment value of the game a bit. One is never sent out on a mission to track down a certain ship or target.

(Continued on page 23)

Open Match Requests from Duncan Rice

3rd Fleet VG	Thomas Ten Eyck (0826) PE	Twilight Struggle GMT	Chris Hancock (565)
5th Fleet VG	Thomas Ten Eyck (0826) PE	Twilight Struggle GMT	Michael Mitchell (1086) ETF
1776 AH	Bob Herbst 1442 E	The U.S. Civil War GMT	Tony Arena (1652) V
1815: Waterloo Campaign	GDW Tony Arena (1652) C	A Victory Denied MMP	Ed O'Connor (1243) V
1940 GDW	Stuart Helm 1528 PEL	A Victory Lost MMP	Ed O'Connor (1243) V
Across Suez SPI	John Trosky 1554 CV	War Between the States SPI	Tony Arena (1652) V
Air Assault On Crete	John Trosky 1554 CV	War of the Ring SPI	Tony Arena (1652) C
Albion, Land of Faerie SPI	Tony Arena (1652) C	Waterloo AH	Wes Coates (1823)
Afrika Korps AH	Alexander Martin 939	Western Desert Europa GDW	Tony Arena (1652) V
Arab Israeli Wars AH	John Trosky 1554 CV	Wooden Ships + Iron Men AH	Bob Herbst 1442 E
Amateurs to Arms! CoA	Rod Coffey (1493) V		
Armada 2ed SPI	Tony Arena (1652) C		
Battle Fleet Mars SPI	Tony Arena 1652 C		
Bitter Woods L2	Art Dohrman (1551) EV		
Bitter Woods AH	Mel Yarwood (36) P		
Borodino S&T	Mel Yarwood (36) P		
Breakout Normandy L2	Art Dohrman (1551) EV		
Bulge '81 AH	Mel Yarwood (36) P		
Chalons DG	Albert Bowie (299) EP		
Constantinople S&T 66	Richard Passow (1453) EPS		
D Day '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	Time Dekker (1593)		
Eylau SPI	Albert Bowie (299) EP		
First World War SPI	Tony Arena 1652 C		
Flat Top AH	Chris Hyland ##### EG		
Flight Leader '86 AH	Paul Pearson 1638 EPV		
Fulda Gap SPI	Tony Arena 1652 V		
Golden Horde/Kulikovo	1380 ATO Albert Bowie (299) E		
To Green Fields Beyond SPI	John Troskey #1554 CV		
Great Medieval Battles SPI	Albert Bowie (299) E		
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		
Napoleon's Last Battles SPI	Mel Yarwood 36 P		
Operation Typhoon SPI	Thomas Ten Eyck 826 EP		
Pacific War VG	Ross Jefferson 1836 FEVG		
Paths of Glory GMT	Andrew Patience 1646 V		
Red Star White Eagle GDW	Tony Arena 1652 V		
Red Sun Rising SPI	Tony Arena (1652) C		
Rhithofen's War AH	Scott Saunders 1664		
Rock of the Marne MMP	Ken Oates (1238) PEV		
Russian Campaign L2	Alexander Martin 939 V		
Russian Front AH	Mel Yarwood (36) P		
Salerno MMP	Ken Oates (1238) PEV		
Sealowe SPI	Tony Arena (1652) C		
Sorcerer SPI	Tony Arena (1652) C		
Squad Leader AH	John Carpenter (1830) EV		
Stalingrad AH	George Phillies (697)		
Storm over Arnhem AH	Andrew Patience 1646 V		
Summer Storm: Gettysburg			
Campaign CoA	Tony Arena (1652) V		
Sweden Fights On GMT	Richard Passow (1453) EPS		
Third World War GDW	Tony Arena (1652) V		

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

Multiplayer Games

If you are interested in playing any of the following games, contact Jeff Miller (address on page 12).

After the Holocaust SPI - Tony Arena (1652) VM
 Churchill GMT - Tony Arena (1652) VM
 Crown of Roses GMT - Tony Arena (1652) VM
 Dune - Jeff Miller [1303] V
 Empires of the Middle Ages SPI/DG - Tony Arena (1652) VM
 En Garde - Jeff Miller [1303] EG
 Federation and Empire ADB - Tony Arena [1652] VM
 Gladiator AH - Tony Arena (1652) VM
 Gunslinger AH - Tony Arena (1652) VM
 Gunslinger AH - Matt Scheffrahn 1844 VMG
 Kremlin - Jeff Miller [1303] V
 Republic of Rome AH - Tony Arena (1652) VM
 The Longest Day - Alex Martin [939]

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

Brian Stretcher
 117 Camellia Trail
 Brevard, NC 28712

Multiplayer Coordinator

Jeff Miller

Hope everyone had a great Christmas and New Years with lots of new games. ☺

Just came back from MMP's Winter Offensive. Great time with a lot of ASL being played. Although there were a lot of games of GBACW going on as well as a few others. I ended up going 3-2 in the ASL area. The one loss was a playtest of an upcoming scenario where I had the Russians—charging first up a hill through grain and crags to clear out an elite force of Germans that were well armed. Russian troops with a range of two, so I couldn't even shoot really until I got up close. Following that I needed to charge across a grain field to take some buildings, while being fired on by MGs in upper levels and an 82 mortar on a hill. I didn't even take the first objective, pretty much the recommendation from all the people who played the scenario—take the Germans! ☺

Ended up playing **Star War's Rebellion** for the first time Saturday night, well actually till 2 AM Sunday. ☺ Fun game that saw our rebel forces take the core worlds away from the empire, and even had the death star fleeing from an X-Wing and a CA. The Emperor became an honorary member of the rebellion as he could be counted on to fail every key die roll.

All in all a great weekend if you can make it, and the weather cooperates. ☺

Okay, now for the multiplayer stuff.

We have a game of **A3R** that is in the starting stages. Poland has fallen after a valiant fight and Russia has come in to rescue the Polish people in the Eastern part of the country. In the West the French and British brace for the coming storm.

The first game of 2017 has kicked off with a 4 player match of **A Distant Plain**.

The last one that I'm involved with is a game of **Kingmaker** where the Sun King is attempting to crush the freemen of Britain under his iron-shod foot. But rumors are spreading of an alliance forming to resist the tyrant. ☺

Take a look at the list of multiplayer games that people are looking to start up, and if you don't see one you're interested in suggest another.

Enjoy the winter and play some games inside where it's warm. ☺



Who is playing in the multiplayer games?

A Distant Plain

John Hren - Government
Art Dohrman - Coalition
Duncan Rice - Taliban
Jeff Miller - Warlords

Advanced Third Reich

Dan Johnson - German/Italy
Alex Martin - British/French/USA
Jeff Miller - Russia

Kingmaker

Tony Arena - Staff
Dave Bergmann - Boar
Jeff Miller - Portcullis
Brian Stretcher - Sun
Stephen Chin-Quee - Knott
Mike Kettman - Acorn

The Cabinet War Rooms

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

by Duncan Rice

Welcome to the New Year, gents. I have some reminders for the membership. The easiest way to get ahold of me is through my personal email address, duncanr@telus.net. I fell behind in my duties and recently found some items in my junk mail folder, found that the AHIKS server was not forwarding mail to me very quickly and had some short downtime that was annoyingly well timed with my scheduled free time for AHIKS duties. Facebook I do not always see and sometimes acknowledge then forget about. If you want to make sure you get attention from the MC office use my personal email address.

There are quite a few match requests over a year old currently. Expect a large clean out next issue. I will notify people that their requests are being removed. If you want them to be renewed no problem. But you must contact me with all the pertinent information again.

When you send in a match request, please include all the information you can. Many games have multiple editions, and I need to match you with someone playing the same edition. Please don't assume I know what game you are talking about. For example, if I get an email saying **Third Reich** I need to know if this means **Rise and Decline of the Third Reich 4ed**, **Advanced Third Reich**, **John Prado's Third Reich**, etc. Do you want to play by email, post, Vassal, Cyberboard, etc? What is your AHIKS membership number and email address? If you correspond with me about a match in progress, quote the match assignment number. If you need an ICRK I will assume it is for one six-sided die, unless you tell me otherwise. If you spell these things out for me, it'll save us both time and frustration.

Next issue I will include a list of the most played games for the last year and the previous six years. This should give you some idea of what games are easy to match. It'll also be a little interesting. I am still surprised that Avalon Hill seems to be what we play most, and some people still play by post. One day I'll convert Bob Best to Vassal.

Recently I've bitten off more than I can chew gaming wise. The den is cluttered with my collection, and I'm struggling to find time for gaming and AHIKS duties. My apologies for the delays with both. I plan on reducing my email gaming obligation as matches finish. I am, however, finding time for a regular bi-monthly game meet at my home. March's theme is Napoleonic. **Commands and Colors** looks to be popular. I have just purchased the Prussian Army because I heard rumors of an Epics game being planned if a copy could be found. I'll likely be playing some **Advanced Squad Leader**. I never said the theme would be enforced.

I'll leave you with a picture. Like a few of you guys I also enjoy building models. Living in a small condominium, most of my kits are 1/72. Now, do I have space for a 1/72 **Advanced Squad Leader** system do you think? I can dream.



(Continued from page 7)

Jay Unnerstall: "Brainstorm to find ways to encourage younger members; I fear the hobby will die."

Duncan Rice: "Tournaments with award plaques or certificates. I would like more members to be active."

Chris Geggus: "Bring on board more Euros. Blur the lines between wargames and others."

Jim Sander: "My biggest concern is the excessive amount of money held by the organization. This is well beyond a prudent reserve."

Brian Jarvis: "Include more AH retro content."

Cole Mills: "Review and play commentary on old games. Do they still hold up?"

Andrew Patience: "Not at all!"

Tom Thornsen: "I would like to see the society sponsor some PbeM tournaments, much like BPA does. Need to offer some prizes, maybe reinstate annual dues to support this and determine what members are still interested in it."

Bob Best: "I would like to see AHIKS expand coverage into its Facebook page and really promote gaming opportunities on the AHIKS forum."

Chuck Leonard: "I guess it is inevitable, but I generally am not a fan of change. I am hopeful, however, that we are able to evolve in a way that keeps us together for a long time. We have seen some of this in our web page and dice server. Whoever did this work has kept us relevant in the computer age."

Richard Passow: "No need to change. AHIKS is doing great. The *K* is great—informative, interesting, just the right length. Any interest in adding miniatures?"

Tom Walsh: "Mandate that every member plays the AH classic *Anzio!*!"

Albert Bowie: "OK as is."

Art Dohrman: "Continue to evolve the web presence. I also think that recruiting at the various conventions would be valuable. With the increase in non-wargames, I'm not sure if AHIKS should attempt to offer services in that arena or not."

Richard Boyes: "It's great as is."

Thomas Ten Eyck: "A section to trade or sell games? Maybe nice so we can trade or buy games." If a member has games to sell or wants to buy, the newsletter is happy to print these requests.

Bert Schneider: "I suggest AHIKS have a web-based Opponents Wanted search capability (filter based on games and geography). I suggest you consider getting printed copies of *The Kommandeur* out to some wargame companies to see if they would include them in their games. Or, better yet, see about getting links from wargame companies from their web page to the AHIKS web page."

John Trosky: "I'm not sure how to answer this question since I'm happy with my relationship with the club right now. However if AHIKS is to remain a dynamic and growing club, change is inevitable. Like many hobbies today, I'm sure that our demographic is getting much grayer by the year which is not good. How do we attract new and younger members? This has been an age old question we have faced for a long time and no one seems to have come up with a good solution. Do we go to a more interactive web site where games can actually be played or posted online for members? It's a thought since most young people today are welded to their phones or laptops. It would require some programming expertise which I sadly lack."

Glenn Petroski: "It ain't broke...don't fix it!"

Robert Herbst: "Update the open match page more often. Set up "learning matches," where an experienced player plays a beginner and teaches him the nuances of the game as they play."



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PUBLICATION DEADLINES

Articles will be accepted at any time, though submission of an article does not guarantee its publication. News items will be accepted if received in sufficient time to allow production schedules to be met.

Deadline for next issue: April 5, 2017.

GENERAL INFORMATION

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

Game News

Avalanche Press

Great War at Sea: High Seas Fleet Second Edition is a supplement for the Great War at Sea series. The Second Edition includes background essays, thirty-six new scenarios, and 70 new silky-smooth die-cut playing pieces. It is not playable by itself; you'll need our **Jutland** game (and only our Jutland game) to play the scenarios.

New pieces include German battleships designed but never built: the 1904 semi-dreadnought, the 1905 dreadnought, the 1912 dreadnought with 13.8-inch main guns, and the repeat Baden class super-dreadnoughts. There are additional cruisers and battleships to fill out the classes of the German program, and the full Blücher class of six armored cruisers.

This is a powerful fleet that can stand toe-to-toe with the British Grand Fleet—the fleet of which the propagandists boasted but Tirpitz feared to actually build.



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

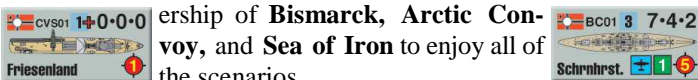
Second World War at Sea: Plan Z During the late 1930s, the German Kriegsmarine came up with a plan for a powerful new fleet, built around several aircraft carriers and a half-dozen huge battleships, with flotillas of supporting cruisers and destroyers. Admiral Erich Raeder called this ambitious program Plan Z, and looked to complete it sometime in 1948. When war actually broke out in 1939, none of these ships had been completed or even started.

Plan Z is a massive expansion set for Second World War at Sea, kicking off a new alternative history setting we're calling *The Long War*. It features the ships and planes of Plan Z, pitting them against the Royal Navy and the additional ships and planes of its own building plans.

There are 510 brand-new die-cut (and silky-smooth) pieces. The huge H-class battleships are here,

M-class cruisers, P-class battle cruisers and much more.

There are also thirty new scenarios based on the battles that might have been waged in the North Atlantic in this alternate world. This module is not playable by itself, but requires ownership of **Bismarck**, **Arctic Convoy**, and **Sea of Iron** to enjoy all of the scenarios.



\$65 <http://www.avalanchepress.com/gamePlanZ.php>

Bounding Fire

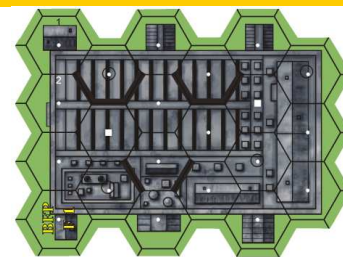
Into the Rubble offers players the opportunity to do card-board battle in cities and railroad yards. The scenarios range from 1938 to 1945 with a variety of forces including American, Chinese, German/SS, Hungarian, Japanese, Nationalist Spanish, Republican Spanish, Romanian, and Russian.

Into The Rubble 2 builds on BFP's initial offering, adding 12 new and exciting scenarios in addition to the 8 which came in the original pack, in addition to new boards, overlays, and counters. Everything from the original ITR is here, all known errata has been incorporated, and some of the original scenarios have been adjusted for play balance.

Into the Rubble 2 includes the following:

- 20 action-packed scenarios in full-color print
- 140 full color, die cut 1/2" counters
- 88 full color, die cut 5/8" counters

- Two 8" x 22" geometric mapboards (BFP A and B) printed on heavy card stock, depicting city and railroad yard terrain. BFP B contains an errata update from the original ITR board



\$68 <http://www.boundingfire.com/buy/itr.html>

Carpatina

Winter's Victory, The Battle of Preussisch-Eylau, is a grand tactical, battalion level simulation of the battle of Preussisch-Eylau that occurred on February 7 and 8 in 1807 in West Prussia (modern day Poland and Russia). It pits the Emperor Napoleon's Grande Armee against the Army of Imperial Russia under General Count von Bennigsen. This winter battle was one of the bloodiest battles of the Napoleonic era. The full campaign game covers the entire two day period of this epic struggle. The game also includes smaller scenarios covering Napoleon's approach to Eylau on the afternoon of the 7th, the bloody battle of the 8th on the high ground beyond Eylau, Davout's III Corps attack against the Russian left flank, and the Prussian late day counter attack.

The game system uses an asymmetric sequence of play and alternating fire combat. Most units are infantry battalions, cavalry regiments and artillery batteries. At 15 minutes per turn and 116 yards a hex the game system allows players to make both grand tactical decisions and apply tactical techniques used by the armies of the Napoleonic period.

Infantry battalions are represented by being in either column formation on the front side of the counter and line formation on the reverse side. Artillery are battery or half battery level units and separate artillery gun crews are designated for each battery.

http://www.carpatina.com/nes/WV_HOME.html



Compass Games

Absolute Victory: World Conflict 1939-1945 ("AV") is Compass Games' global level 'mini-monster' simulation of the Second World War in every theater, real or potential. Unlike many bigger games, AV concentrates on the fun stuff – ground and naval combat – while simplifying the boring stuff like unit production and logistics. Ground units are 30,000 to 100,000 man armies, while naval units are individual battleships and carriers plus their escorts. Each air unit stands for some 250-800 aircraft, all handled in an off-map display that minimizes clutter.

The game's mode-based land combat system, designed by Wes Erni, models real decisions and objectives of strategic commanders in terms of time (how long it takes to take the objective, or how long you can delay the other side's forces), casualties (how much damage was taken by each side in the battle), and position (whether the defenders held or were forced to retreat). This is no rock-scissors-paper guessing game; you choose specific modes based on your real battlefield objectives! Do you want to take territory or do you want to grind the life out of enemy armies? Do you really want to fight the enemy or just slow him down? Are you using infiltration tactics or "charging up the middle"? All these decisions and more are yours to make, in the context of a chess-like system of alternating pulses that means very little down-time for the non-phasing player. The result is an incredibly tense experience where your grand plans often founder because your enemy is always moving to respond.

More than 2,500 random events introduce economic, diplomatic, and political developments in ways that demand a player's attention without overshadowing the "panzer-pushing." Production rules are simple but realistic and do not involve any 'production point' bean-counting. Optional rules allow for oil and resource requirements, code breaking, industrial retooling, variations in rail gauge, the tactical brilliance of generals, and added military detail.

The impressive global map allows one seamless worldwide battlefield but gives more detail to areas (such as Europe and East Asia) where the war actually took place, and less (Siberia, the Americas, sub-Saharan Africa) where it only could have. The game thus allows a single set of rules to be used for every theater and avoids the disjointed split-scale treatment found in other global-level treatments.

The result is a highly re-playable, realistic game that thrusts the players into the tense and unpredictable world of the 1940s by focusing their energy and attention on the military and strategic aspects of the war, all in the context of the larger-than-life leaders and great ideological crusades that gave World War II its historic significance.

\$185 <http://www.compassgames.com/preorders/absolute-victory.html>

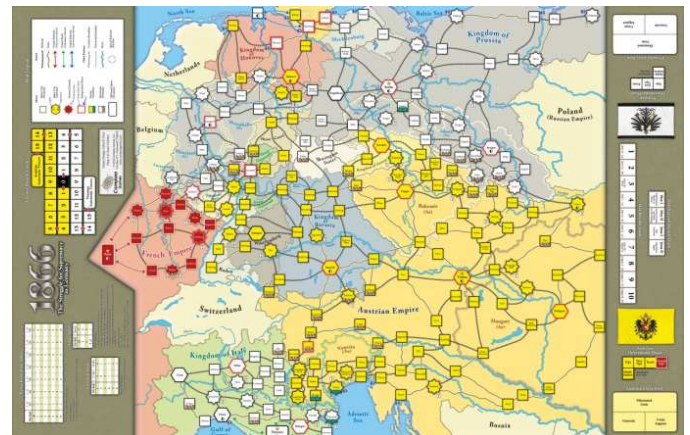


1866 is a two-player simulation dealing with the Austro-Prussian War of 1866 in Central Europe. One player controls the forces of Prussia and its allies, to include the young Kingdom of Italy and the other player controls the forces of Austria and its German Confederation allies.

Using a shared deck of 55 Operations Cards, each player makes decisions concerning the deployment, combat and political-military operations in support of his forces and his general strategy. Orders of battle include all the historic corps/divisions (with some brigade counters) and all major generals involved in the conflict. The mapboard covers an area from Hamburg to Florence and Metz to Cracow. The system includes unique mobilization rules that reflect the difficulties of mobilizing for war while attempting to garner as many victory points before war is actually declared. Once war is declared, you must fight with the forces mobilized so shrewd judgment is required as to what to mobilize, where those forces will operate and who commands them. Always waiting in the wings is the French 2nd Empire under Napoleon III, prepared to intervene if neither side appears able to clinch a quick and decisive victory.

Other features include cavalry superiority, railroads, Prussia's mobilization advantage, and coordinated attacks. **1866** includes two scenarios, the Mobilization to War scenario (the Campaign scenario) and the Seven Weeks War scenario (covering the post mobilization situation).

\$79 <http://www.compassgames.com/preorders/1866-the-struggle-for-supremacy-in-germany.html>



Critical Hit

Hindenburg Line Vierstraat Ridge, Belgium, 2 September 1918. The Hindenburg Line was originally organized for defense toward the end of the year 1916, and work was continuous in its preparation for a long time thereafter. The Siegfried Line makes full use, along extended stretches, of the front line of defense accorded by the Bellicourt-St. Quentin Canal. The strength of these defenses, increased as it is by inundated areas, provided extensive mutual flanking fire support. Good artillery observation rendered the line very strong. The Siegfried Line is considered to create the most favorable conditions for a stubborn defense by a minimum garrison. It is therefore adapted to the requirements of obstinate close combat.

GWATS has created a lodgment, we'd call it a beachhead, but too early in the history of warfare. We'd call it a bridgehead, but again, too soon. So lodgment will have to do.

Like all historical modules the aim is to provide you a new, detailed battlefield. Unlike efforts by others, the aim to make a unique GWASL experience means no 'menus', instead you get

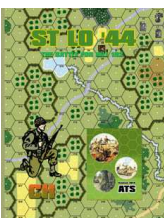
the men and weapons, the ground, and they are set loose at their start lines to fight.

Ownership of GWATS 1 (Germans) and GWATS 3 (Americans) are required, as is your ATS Rulebook 2014. All the other combat counters needed to play are provided. There are exactly zero historical modules like it. \$70

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

Screen=PROD&Product_Code=ATSHINDENBURG

St. Lo: Hill 192, Normandy, 11 June 1944: On 7 June 1944 (D+ 1), the 2nd Infantry Division landed on Omaha Beach, passed through elements of the 1st and 29th Infantry Divisions, which held the beachhead, and fought thirty kilometers south to Hill 192. There, because of stiffening German resistance and lack of logistical support, the Division halted on 17 June. For over three weeks the division sat on the northern slopes of Hill 192 and on a line six kilometers east of it, while supplies and reinforcements were brought into the beachhead. Then, on 11 July, the division was ordered to capture Hill 192 and the St. Lo-Bayeux road one-half mile to the south.



Welcome to ATS St. Lo: The Battle at Hill 192. The defenders at Hill 192 turned out to be the 9th Parachute Regiment, 3rd Parachute Regiment; very bad news for the American doughboys tasked to capture it. Located about five miles (eight kilometers) north-east of St Lô, this rise in the ground would hardly be classed a hill on most maps. But in a countryside where a significant high point is twenty or thirty meters (sixty-five to one hundred feet) above the surrounding countryside, Hill 192, named for its height in meters, was a strategic point that would cost a lot in American lives. From here, the Germans had an uninterrupted view north over the 2nd Division's lines, but also west overlooking all the approach paths that would have to be used by the 29th Division's attack to capture the town. Following a savage fight on the 11th of July, the 2nd Infantry Division finally secured this high ground allowing the capture of St Lô five days later.

Ownership of your ATS Rulebook and system markers is required. All the other combat counters needed to play are provided in the form of 368 color die-cut counters. There are 8 scenarios. \$70

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

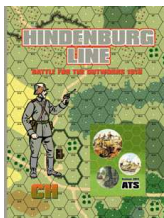
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GMT Games

Comanchería – The Rise and Fall of the Comanche Empire is Joel Toppen's second game design which tells the story of the First Nations people of North America. Like **Navajo Wars**, **Comanchería** is a solitaire game in which the player plays the role of the Numunuu, the Comanche people.

Using mechanics similar to **Navajo Wars**, **Comancheria** challenges the player to conquer and control the southern plains of North America. Aggressive northern tribes like the Osage, Pawnee, Cheyenne, and Arapahoes will challenge your dominance of the hunting grounds. The colony of New Mexico has expansionist ambitions from the west. To the south lies Mexico and its new colony of Texas. And to the east lies the greatest threat of all: the United States of America.

Heavily outnumbered by the colonial powers, you will need to use your superior mobility and



tactical prowess to conquer and then maintain your empire against a relentless tide of hostile encroachment. Along the way you will witness historical events like the opening of the Santa Fé Trail, the Indian Removal Act, the founding of the Texas Republic, and the American Civil War from an entirely fresh perspective: through the eyes of the Lords of the Southern Plains! \$60

<http://www.gmtgames.com/p-517-comanchera-the-rise-and-fall-of-the-comanche-empire.aspx>

1846: The Race to the Midwest, 1846-1935 Players begin by investing \$400 apiece in drafting private companies and launching corporations. With fewer than five players, some companies and corporations are randomly removed, making each game different.

Play consists of alternating stock rounds with pairs of operating rounds. During stock rounds, players buy and sell shares, possibly launching new corporations. During operations, each railroad—with its majority stock holder (President) making all its decisions—lays track and stations, runs routes, declares dividends, and possibly buys bigger and better trains.

As new train types appear, older trains go obsolete, representing technological progress. A corporation without a train must buy one—with its President having to make up the difference out of pocket if the corporation doesn't have enough cash!

The game ends once the bank runs out of money. The player with the best stock portfolio and most cash on hand—not including any money in corporations—wins!

1846 is an '18xx' game, one of many games by different designers inspired by Francis Tresham's **1829**. **1846** has several unique features, such as its opening draft, variable setup, and shorter game length, which are good for players new to 18xx.

1846 features a nice balance between portfolio management and board play (track and station lays and building profitable routes). It is highly rated on BGG but has been previously available only by small press publication. GMT is proud to offer this new version of **1846**, with enhanced components, as our first 18xx game.

\$69 <http://www.gmtgames.com/p-554-1846-the-race-to-the-midwest-1846-1935.aspx>



Hexasim

Tenkatoitsu With Japan torn by war for decades, Oda Nobunaga, the first unifier, succumbs to the blows of his own vassal, Akechi Mitsuhide, in 1582. This event is an opportunity for Hashiba Hideyoshi, who defeats Akechi at the Battle of Yamazaki.



Hashiba Hideyoshi must then confront Tokugawa Ieyasu, another vassal of Oda at the Battle of Nagakute. Hideyoshi then becomes the second unifier of Japan under the name of Toyotomi Hideyoshi.

Bound to the status quo, Tokugawa Ieyasu awaits Hideyoshi's death before returning to the pursuit of his ambition. His accession to power is decided in the gigantic battle of Sekigahara. He will force the heir to Hideyoshi to commit suicide at the end of the siege of Osaka. This time, the unification of the country is final, and Tokugawa's heirs will lead Japan for 250 years.

Tenkatoitsu is the sequel of **Kawanakajima 1561**. Tenkatoitsu means "Unity under the Sky." That was the name given to the era during which one Clan was victorious over the others, which in turn led to the end of the war (Sengoku Jidai).

The game emphasizes orders assigned to each army's Clans as much as the inertia of the battle. A game turn is divided in activation phases drawn from a recipient containing Clan chits and obligatory chits (for combat, movement, etc.). The game system is also remarkable for the battle plans that each players may choose before starting the engagement. €55

<http://www.hexasim.com/1866-Tenkatoitsu.html>



High Flying Dice Games

Jitra Jitters, The Battle of Nangka, December 12, 1941

The situation for the Allies in Malaya was getting worse almost with every hour in the opening days of the war with Japan. Japanese landings at the Kra Isthmus in the north went virtually unopposed and their ground troops advanced steadily southward. On December 10th the Allied battleships *Repulse* and *Prince of Wales* were sunk with great loss of life by Japanese torpedo bombers.

The first line of resistance for the Allies was at Jitra in the north of Malaya. Holding on here meant the major airbase at Alor Star would allow Allied fighters and bombers to restage and possibly launch attacks on the Japanese bases, thereby keeping the enemy at bay and away from Singapore. One of the main positions of the Allied defensive line was at the village of Nangka, just a couple of miles to the north of the town of Jitra. The first big battle in Malaya was about to be fought.

Game turns have many rounds, as both players reveal top cards from their decks at the start of each round of play. The side with the highest card drawn wins the Round. If the winning player's card is odd, that side can do 3 Activations or pass. If the winning card is even, that side can do up to 2 Activations or pass. On ties, the side that did not get to perform any Activations in the previous round can perform two.

The side drawing the first joker gets no Activations that Round and instead that player rolls a die to determine if a Random Event is in effect. When the second joker is drawn, the turn ends immediately.

Play continues until one Player has exceeded his Morale Level, or it is the final game turn with the winner based on victory points. \$6

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



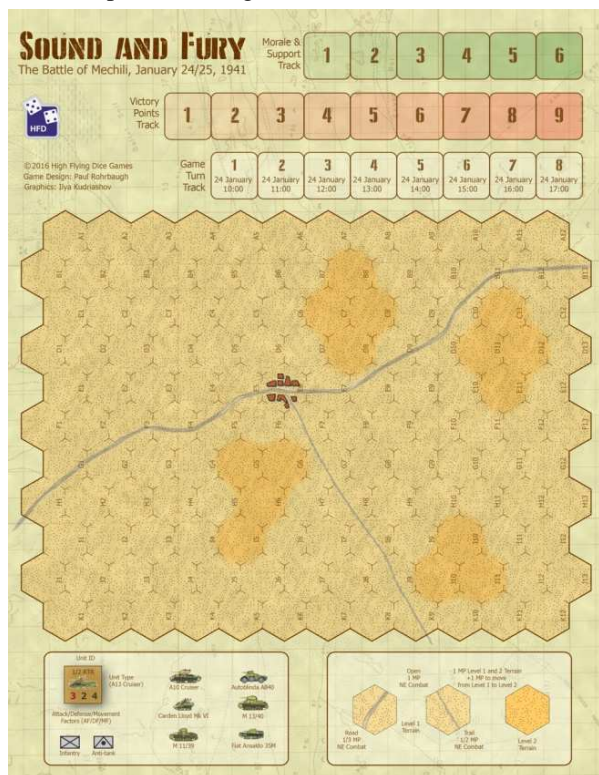
Sound and Fury, The Battle of Mechili, January 24-25, 1941

On December 9, 1940 the British launched their offensive, called Operation Compass, against the Italian 10th Army in the Egyptian frontier border with Libya. The British were vastly outnumbered, and the offensive's goals were limited in scope (it was just supposed to be a "five day raid"). However, it wasn't long before the surprised and poorly-led Italians were in headlong retreat. Following the capture of the Italian fortress at Bardia, the Italian retreat turned into a full-scale rout. All that stood between the British and complete victory were the remnants of the Italian Strategic Reserve, the Sabratha 60th Infantry Division and the Babini Armor Group (roughly a brigade) who were dug-in at the frontier village of Mechili. The war's first major tank battle in North Africa occurred here as the British vanguard ran into an Italian force that was ready and primed for a fight.

The game has 8 Turns, each with many Rounds. Both players reveal top cards from their decks at the start of each round of play. The side with the highest Card Draw (CD) wins the Round. If the winning player's CD is odd, that side can do 3 Activations (ACTs) or pass. If the winning CD is even, that side can do up to 2 ACTs or pass. On ties, the side that did not get to perform any ACT(s) in the previous round can perform 2 ACTs. The side drawing the first joker gets no ACTs that Round and instead that player rolls a die to determine if a Random Event is in effect (see the Random Effects Chart). When the second joker is drawn, the turn ends immediately (with no ACTs performed). If this is not the last turn of the game move

the Turn Record marker up 1 Space on the Game Record Track. Both players then reshuffle their decks.

\$6 <http://www.hfdgames.com/saf.html>



Hollandspiele

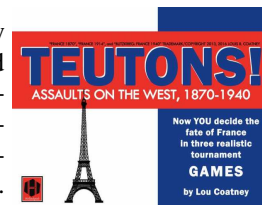
Teutons!: Assaults on the West, 1870-1940 France and Germany have been rivals for centuries, dating back to the splintering of the Frankish Kingdom in the ninth century. In 1870, Otto von Bismarck expertly played on a millennia of tension to orchestrate the Franco-Prussian War that led to a unified German state, and the dissolution of the Second Empire of Napoleon III. This resurgent (and increasingly belligerent) Germany sent diplomatic shock-waves throughout Europe, setting the stage for the Great War, which saw pickle-helmeted German troops invade the West in 1914. Resentment over the eventual Allied victory paved the way for the rise of Nazi Germany, which pointed its panzers toward Paris in 1940, delivering a crushing and humiliating defeat to France and its allies.

Each of these conflicts saw France invaded by Germany, and resulted in a desperate, bloody struggle. In what other ways were these conflicts similar? How were they different? Why did they turn out the way that they did?

Teutons!: Assaults on the West, 1870-1940 seeks to answer these questions by simulating these three conflicts utilizing a common basic ruleset and map, with modifications specific to that era and conflict. Each Unit represents an Army or Corps, and each hex represents 35 kilometers. This keeps the counter density fairly low, and the playtime reasonable. The game uses a Move-Combat sequence and odds-based CRT, and allows for some flexibility when resolving Combat. In the 1914 and 1940 games, the German Player has a special Breakthrough (exploitation) phase. These familiar mechanisms are further enhanced by clever bits of chrome, from the amorous misadventures of Mata Hari to the Miracle at Dunkirk. It's an ideal introductory wargame—or rather, three ideal introductory wargames in a single box.

For years, designer Lou Coatney has been designing simple, fun hex-and-counter wargames which he has released for free download on his website. For some gamers, including Hollandspiele co-founder Tom Russell, Mr. Coatney's designs were the first wargames they ever got onto the table. Hollandspiele is excited to present three of these games in one affordable package, with new, attractive, super-thick counters, and a beautiful new map created by artist Patrick Tremoureux.

\$40 <https://hollandspiele.com/products/teutons-assaults-on-the-west-1870-1940>



Lock 'n Load Publishing

Airborne is an expansion to **White Star Rising** in our Nations At War series. Features fourteen scenarios and a set of new maps and overlays that allow the expansion to be played with **White Star Rising** first or second editions. **Airborne** expansion details British and U.S. paratroopers fighting in Europe on the Western Front during 1944-45.

Airborne includes two persistent campaigns: The first is a five scenario campaign featuring British Paratroopers at Arnhem. The second is a three scenario campaign detailing the battles fought by the Screaming Eagles 101st Airborne Paratroopers on June 6, 1944, at Normandy. Also included are six stand-alone scenarios detailing paratrooper actions of the Americans, British and Germans forces.

It's a game of risk and reward as players must learn to conserve their forces. The more lives you spend during one scenario, the fewer you will have to start the next. However, the more objectives players complete earn them more points which they can use to outfit and re-fit their forces.

Requirements: This is an expansion game for **White Star Rising** in our Nations At War series. Ownership of **White Star Rising** first or second edition is required to play this game. \$30 https://store.lnlpublishing.com/index.php?route=product/product&path=65_33&product_id=138



Lost Battalion Games

Brawling Battleships In August 1914, following a massive arms race on land and sea, the great world powers went to war. The Great War saw huge fleets of the new dreadnought battle-

ships and battlecruisers put to sea to achieve naval dominance of the world's oceans.

Brawling Battleships is a fast paced card game where you get to sink as many of these majestic ships as possible. Everyone is out gunning for your dreadnoughts and they are using every trick and weapon imaginable to sink them: Zeppilins, coastal forts, submarines, old pre-dreadnoughts, Mata Hari and many more zany and unusual dangers. Not to mention the withering fire from the enemy dreadnoughts themselves. \$25



<http://www.lostbattaliongames.com/p-7-brawling-battleships.aspx>

Matrix Games

Order of Battle: Blitzkrieg is a DLC for the free-to-play game **Order of Battle: World War II**. On 1 September 1939, under the pretext of reclaiming the city of Danzig, German armed forces invade Poland. Honoring their diplomatic treaties and driven by the desire to maintain the balance of power in Europe, France and Great Britain swiftly declare war on Germany. This chain of events sets in motion the greatest war the world has ever seen: a Second World War.

In the early years of the conflict, Germany displays a successful incorporation of modern aircraft and tank technology into its traditional tactic of *Bewegungskrieg*. These tactics rely on deep penetrations by armoured forces, supported by aggressive air attacks and prove to be highly effective at encircling and finally destroying the enemy. Resulting in lightning fast victories, the new form of warfare is referred to as the *Blitzkrieg*.

Set in this new theater of war, the new expansion for **Order of Battle - WW2** puts the player in charge of the German Wehrmacht and Luftwaffe. Starting with the conquest of Poland, the campaign features the defeat of the Franco-British alliance on the western front, the invasion of the Soviet Union and finally the assault on Moscow in 1941.

This expansion includes more than 200 new units, greatly expanding the unit rosters of Germany, France, Britain, and the Soviet Union as well as adding several new minor nations to the game. Among the German units are the Panzer III and IV series, Bf109 and Fw190 fighter aircraft and powerful 88mm anti-aircraft guns, while the Allies have access to heavily armoured Matilda and Char B1 tanks, Spitfires, Hurricanes, and unique Armoured Train units.

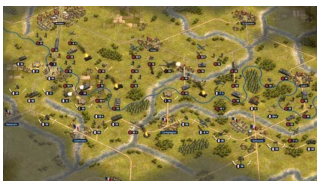
Now it'll be possible to carry over your skilled and battle hardened soldiers from one campaign to the next one! Start with *Blitzkrieg* - and in the future export your core force to future campaigns involving the Wehrmacht!

Play through a long series of *blitzkrieg* wars and forge your Wehrmacht in the flames of combat! Carry over troops from scenario to scenario, and choose your path using the new Specialization system: gain Specialization points by completing primary and secondary objectives and then spend them on Specializations such as powerful Waffen SS divisions or the Tank

School or *Auftragstaktik* doctrine to gain an early advantage. \$15

<http://www.matrixgames.com/products/645/details/>

Order.of.Battle.Blitzkrieg



Paul Koenig Games

Albuera: 16 May 1811 is our first Napoleonic game and the first in the new Napoleonic Battlefield Series. Designed by John Theissen and developed by Paul Koenig, it is very similar to Paul Koenig's Bloody Civil War Series. The games are simple, yet historically accurate. This is old-fashioned beer & pretzels wargaming, designed to be enjoyed in an evening. Given its small size, this title will be available in ziplock only. \$32



<http://paulkoeniggames.com/>

Red Sash Games

Army of Roussillon: Les Folies d'Espagne, Volume XI in the Lace Wars series. **Army of Roussillon** is the first in a set of four games dealing with the War of the Grand Alliance (1688-1697). This war, sometimes called the War of the League of Augsburg or the Nine Years War, was the second of the three great wars of Louis XIV. As a young man he waged the Dutch War to expand France's borders. This was a war of aggression. As an old man he fought the War of the Spanish Succession to put his grandson on the throne of Spain. Despite the King's ultimate aim this was a defensive war. The War of the Grand Alliance was Louis' war of middle age, a war of grinding attrition involving nearly a million men.

Spain, then ruled by the Bourbon kings' great rival, the House of Habsburg, joined the Grand Alliance, but she soon wished she had not. The Army of the Sun King was the premiere military machine of its age, the Spanish Army a fallen titan. Nevertheless, the Spanish saw the war through to its end. While her exhausted allies struck secret peace deals, Spain fought on. Only with the taking of Barcelona in 1697 did she sue for peace, and the decision to capitulate came from Madrid, not its garrison. Barcelona held for 63 days against a massive bombardment and multiple assaults that left 15,000 French dead on her glacis and in her shattered bastions. By the end, both sides were wondering if they would have the strength to fight another round.

Catalonia was a secondary front. For much of the war the French fielded fewer men than the Spanish and were kept on a tight leash. The man in charge, Anne Jules de Noailles, II Duc de Noailles, was governor of Roussillon, formerly part of Catalonia. His Intendant, or 'commissar', was a Catalan. They hoped to harness one of the periodic peasant revolts that plagued the region and 'win hearts and minds' for France, or at least keep the Army of Spain dancing to their tune. Unfortunately, Noailles could not get his subordinates to buy into this program; the arrogance inherent in traditional military culture alienated the population and the French found themselves involved in a nasty guerrilla war. Only after Spain's allies began to withdraw from the struggle were the French able to bring overwhelming force to bear against her.

In **Army of Roussillon**, you will have a chance to change history, and even if you cannot, perhaps you can win enough glory to write your name in the history books.

As the French, will you pursue a hearts and minds strategy, or try for all out conquest? Will you occupy territory or make surgical strikes aided by your fleet? (Be warned, the family that runs the Ministry of Marine is at odds with the family that runs the Ministry of War.) The French Army is state-of-the-art. You have more artillery, the latest equipment (bayonets instead of

pikes), and access to an administrative machine capable of supporting nearly 500,000 men. But you command a secondary front. Versailles will forever be taking regiments away from you, forcing you to rely on local militia and even Catalan rene-gades. If you garrison every post, you will be too weak to go on the offensive. If you give up captured fortresses to concentrate, the local population will believe you are weak and rise against you. If you do nothing, you will lose the respect of the Sun King and the Court ladies.

As the Spanish, can you keep the French at bay? Or can you damage them enough to try a counter-invasion of Roussillon? Will the English send their fleet and land troops to aid you? Or, will the Holy Roman Emperor divert his attention from the Turks long enough to spare you some Imperial regiments? The Spanish Army, led by a succession of viceroys who often found themselves more in conflict with the local Catalan government than with the French, is a motley collection of regular regiments (the tercios), decent cavalry, poorly motivated and equipped militia, and mercenaries. Spain's best assets are her guerrillas, the migueletes, assisted by vigilante bands known as somaten, and the mountainous Catalan terrain.

Like the other games in the series, **Army of Roussillon** focuses on the operational art rather than tactics or grand strategy. You are the theatre commander, subject to dictates from on high and only partial able to guide the action. Your main goal is to acquire Prestige. Your playing pieces represent battalions and regiments, which you must deploy wisely, deciding how strong to make your garrisons, and how many units to group into mobile formations for attack or defense. These formations are commanded by Leaders, rated for their skill and their temperament (and their political pull), and assisted by Auxiliaries. These last are specialists such as grenadiers, pioneers, or the migueletes mentioned above. Once you are organized, be sure you pick the right time to fight. You have few men to start with and it is likely you will not get any more!



The combat system has a tactical feel, addressing the key issues of frontage, reserves, and supports, as well as firepower and morale. Sieges

depend on good planning. Screen your besieging army with another to keep the enemy at bay and make sure you have lots of siege guns and sappers, unless you are Spanish, in which case you have none. Supply is critical. You can live off the land, but it is safer to build a string of depots. Operational tempo is driven by the accumulation of 'operations points', which must be expended in order to act aggressively. A player may have the Initiative for a while and dictate the pace of the game, but eventually, he will run out of steam and have to pause to accumulate more points. Special rules in **Army of Roussillon** deal with the guerrilla war, particularly the need to supply isolated garrisons by convoys, which can be ambushed. Other rules cover the naval war, the peasant revolt—the Revolta del Barretines—the structure of each side's army, and political events that can influence your actions. The game ends when peace breaks out, something you have little control over, so be sure to acquire Prestige as fast as you can! \$140 <http://redsashgames.com/>

Strategemata

1831 For Our freedom and Yours: Battle of Grochow, represents one of the most famous battles in the history of the Polish army.

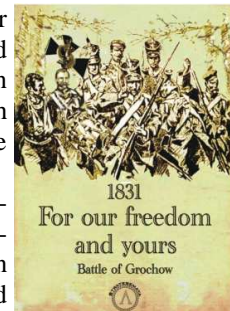
Players have historical forces and must act, given the historical advantages and limitations of their armies. Also important are impartial factors such as terrain and weather conditions. Of course you cannot skip the random factor. All these aspects are described in rules which are not complicated.

Among the four scenarios is an introductory scenario—attack of Rosen's IV corps on alder grove. This is the perfect introduction to a large battle. Players have limited forces and learn the basic rules and characteristics of the terrain. Thanks to this, the experience gained can be used in the course of the scenario for the entire battle.

The proper marker set reflects a better command structure of the army of Field Marshal Dybich. Moreover, this solution provides an exciting game in which each side can take the initiative to surprise the enemy.

Three types of weapons: infantry, cavalry, and artillery act according to the common rules, but each of them has its own characteristics. Success on the battlefield provides the appropriate use of the advantages of all kinds of weapons at the right moment. This is obviously the goal pursued by both players. Coordination of their own troops, and responding to your opponent move makes "Battle of Grochow" a challenging game, even for experienced players.

This game is a successful debut of Łukasz Krawczyk. \$52 <http://strategemata.pl/en/21-battle-of-grochow.html>



Tiny Battle Publishing

Platoon Commander: Poland Strikes! is a Mark H. Walker-designed platoon-level, card-assisted World War Three-ish game based on Tiny Battle's Platoon Commander system. While the USSR is distracted by the West, Poland decides to settle the score with Hungary after years of escalating tensions along the border.

The game includes the latest version of the Platoon Commander rules (V1.5), streamlining, clarifying, and upgrading the already player-friendly system, and the latest enhanced art. Each turn is gamed through several phases. First off the players determine initiative with a unique dice-off system in which ties award the initiative to whomever lacked it the previous turn and applying the Commander's Focus to the roll might tilt the odds in your favor. Next, players will draw a scenario-designated number (usually just one) of Action Cards that may be used for anything from artillery strikes, through rally assists, to negating the opponent's just-played card. Then it is time to rally disrupted units with a simple 1d6 roll against a nationality or scenario-designated morale. Action Cards, in addition to the special Aid chit, may be used to improve a unit's chances of preparing for combat.

And then all hell breaks loose...

It's the Fire Phase and players alternate firing with individual units or stacks of units against in-range and in-sight enemy units. When firing on the enemy tanks, the target's Armor Factor is subtracted from the firing unit's Armor Piercing Factor, two dice are rolled, and the results checked on the appropriate

column on the Fire Results Table, yielding a number of potential hits. The target rolls a die for each potential hit and compares it to his or her morale. Pass the morale check, that hit is negated. Of course all these columns and die rolls can be modified by the target's terrain, flanking fire, the Focus marker (represents the commander's presence), and most importantly Action Cards, which can call for supporting fire (artillery, air-strike), grant column shifts or even allow the same unit to fire again, adding a delicious uncertainty that makes the game thrilling to play. Players continue to alternate attacks until neither wishes to attack.

Next comes the Movement Phase. Unlike the preceding Fire Phase, one player moves ALL his eligible units before the opposition gets to move. Certain units can move and fire or vice versa (with a penalty), unfired opposing units can opportunity fire on enemies moving within their line of sight. As in many other facets of the game, the insightful play of Action Cards during the movement phase is critical, allowing additional movement or opportunity fire conducted by units that have already fired. No PanzerBush tactics here, you never know when a unit will be able to fire on you.

Finally we reach the Aid and Focus Phase. **Platoon Commander** eschews the use of HQs that can be unrealistically targeted. Instead both players have Aid and Focus markers, representing where the commander intends to place emphasis or send additional assets (ammunition, weapons, etc) or first aid. The placement of these markers provides combat and morale bonuses to the units underneath them. Additionally, if the player chooses, the Focus marker can be used to influence the initiative roll.

And that's a turn of **Platoon Commander**.

Platoon Commander: Poland Strikes comes with three scenarios, 18 Action Cards, 88 counters and a 17" x 11" playing map gorgeously illustrated by Ilya Kudryashov, representing the Poland-Hungary border. The scenarios range from Polish Motor Rifle units, led by BMPs, OT-64, Infantry, and Sagger teams, assaulting border crossings to massive armor battles pitting dozens of Polish T-72s against aging Hungarian T-55s and T-34/85s and even a handful of T-72s. It's a cold-war-goes-hot tactical combat blast from our Madonna-rich past. If you like tanks, dice, and fun, you'll love **Poland Strikes**.

\$28 (downloadable) <http://tinybattlepublishing.com/products/platoon-commander-poland-strikes>



Turning Point Simulations

Your editor has not yet received the current four games in the Twenty Decisive Battles series.

Vae Victis

Les Maréchaux (The Marshalls) V. General Moreau, whose successes would later be overshadowed by those of Bonaparte in Italy and the improbable victory of Marengo, is at the heart of this initiative. In six months, he manages to force back Kray's and then the Archduke John's Austrians from France's doorstep to the confines of Bavaria with the culminating decisive battle at Hohenlinden.

The three first scenarios describe Moreau's entrance into the campaign with the hazardous crossing of the Rhine, the grueling march through the Black Forest, the concentration of the three army corps from Sainte-Suzanne, Saint-Cyr and the army reserve coinciding with the flank assault from Lecourbe's corps, the counterattack of the Austrians under Kray, and the undecided battles of Engen, Molßkirch, and Biberach. The French must demonstrate their resourcefulness as Bonaparte grows impatient and demands reinforcements from Moreau to support his offensive in Italy. Time is running out; advance in the direction of Ulm before the order arrives for the troops to depart toward the south.

The three scenarios that follow relate the events in Bavaria that lead up to the clash at Hohenlinden in deplorable weather. The Archduke John, propelled by his ardor, decides to assault the French at Munich while the latter marched toward them. This battle of encounter is decisive, contrary to the battles of the spring. With this victory, Moreau succeeds in bringing to an end this war with Austria.

With this new volume, the series The Marshalls continues to evolve. The experience of playing numerous games as well as the requests of fans of the series led to minor adaptations integrated into the general rules as well as the addition of new optional rules. €27

<http://www.vaevictismag.fr/en/wargames/92-les-marechaux-the-marshalls-v.html>



White Dog Games

Reconquista: The Struggle for Moorish Spain Designed by David Kershaw (**Vietnam Solitaire**, **The Confederate Rebellion**), **Reconquista** is a solitaire game simulating the reconquest of Moorish Spain by various Christian Kingdoms between the 8th and 15th centuries. As the player, you command the armies of Christendom attempting to recapture Spain from the Moors. \$39 <http://www.whitedoggames.com/reconquista>



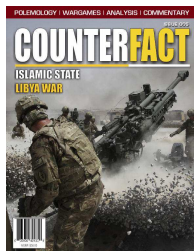
MAGAZINES

C3i Magazine # 30 features award-winning designer Mark Herman's standalone game **South Pacific**, throwing you into the fight between the Allies and Imperial Japanese forces near the Bismarck Barrier during 1942-1943. Issue 30 is also packed full of articles on over a dozen games, including a series analysis on the COIN (Counter-Insurgency) genre of wargames by acclaimed designer Volko Ruhnke. Mark Herman returns with another installment of Clio's Corner on how to qualify "victory." Harold Buchanan presents his two-player scenario and strategy guide for **Liberty or Death**, along with a map display. Also included are counters to expand your gaming experience for a number of titles published by GMT Games, including a new scenario for **Alexander** (Battle of the Hellespont), **Wing Leader**, **Operation Dauntless**, and **Won by the Sword**. \$36



https://www.amazon.com/C3i-Magazine-Nr-Rodger-MacGowan/dp/B01NCE0MDZ/ref=as_li_ss_tl?ie=UTF8&qid=1483720715&sr=8-2&keywords=c3i+magazine&linkCode=sll1&tag=consimworldcom&linkId=27f2a6afecbf84ce64b27a8bb1b71cc7

CounterFact # 5 includes a purpose-designed solitaire effort by Javier Romero titled **ISIS Libya**. The player commands a near-future international US/EU/NATO coalition intending to overthrow the nascent Islamic state in North Africa. \$26 http://ossgamescart.com/index.php?main_page=product_info&cPath=5&products_id=94



Modern War #28 includes **Objective Havana**, an operational level, solitaire simulation of the planned-but-never-executed US invasion of Cuba in late 1962. The premise of the game is that President John F. Kennedy had ordered the US military to invade the island in order to remove Soviet missiles and nuclear weapons. Historically, the missiles were removed by a combination of American military and diplomatic pressure (known as the Cuban Missile Crisis), but the game looks at the "what if." The player controls the US forces; the game system controls the opposing Communist reaction. The objective of the game is for the US to capture Cuba at the lowest possible cost in casualties.

\$35 <http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW28>



Slingshot 309, November/December 2016

Contains articles on:

On the Ground at Arsuf – Part 2, by Nick Harbud

The Eagle's Prey: Caractacus by Gordon Lawrence

Rein-Force (Rein-Bow Warriors) by Ian Russell Lowell

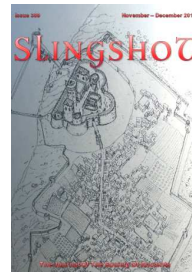
Of Games & Chariots, by Peter Barham

A Fatal and Fateful Day, by Chris Hahn

Pharsalus with Lap of the Gods, by David Edwards

Rome Confronting Pyrrhus, by Periklis Deligiannis

Simple Campaigning - Hellenistic Empires, by John G, Leigh



Strategy & Tactics #303 **War Returns to Europe: Yugoslavia 1991** is a simulation of the first engagements of the Yugoslav Wars of 1991-2001. Game play begins in June 1991 when Slovenia and Croatia proclaimed independence from the Federal Republic of Yugoslavia, and ends in early 1992.

There are two players. The Federalist player assumes the role of the commander of the People's Army of Yugoslavia (JNA), the only Federal institution still working in Yugoslavia in the early 1990s. The Federalist player must fight low morale, politics, and the Separatists to keep Yugoslavia united, or at least to retain the largest possible tract of Serb-inhabited territory. The Separatist player represents the governments of the breakaway republics of Slovenia and Croatia fighting for independence and a free market economy. \$35



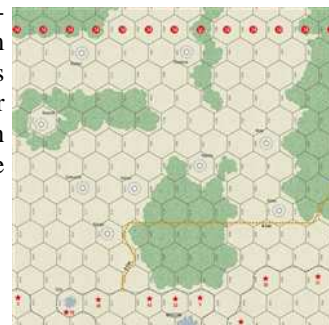
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST303>

Suspense & Decision Magazine #14 is a PBM magazine for the 21st Century! This is a strange magazine, but it is free.

<https://suspense-and-decision.com/2017/01/09/issue-14-is-out/>

World at War #53 **Strike & Counterstrike (SCS)** is purpose-designed solitaire wargame that covers the Soviet counteroffensive against German Army Group Center (AGC) from early December 1941 to the end of April 1942. The single player actively commands the Soviet forces, while the rules system directs him in the deployment of the opposing German force. The player wins with the Soviets by seizing control of key territorial objectives. Games may also end in draws or German victories. **Strike & Counterstrike** shares the same system with Rampage, Stalingrad Cauldron, and Panzers East, there are differences in their details of play. That's due to the differences in the time and space scales in the individual games, as well as the fact I'm always further developing my views in regard to the best particulars for use in Solitaire systems. Play each game in the system according to the specific rules presented for it. \$35

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW53>





Yaah! Magazine #8 Pre-order to get over 10% off of the beautiful, perfect bound, full-color magazine and **Race to the Sea** game, which includes 36 playing cards, 88 professional-grade die cut counters, and a 12" x 18" map. The magazine and game are at the printers and we will be shipping by early January.

It's our eighth issue and Brad Smith is at the helm of the magazine as a guest-editor. We've got 88 pages crammed full of gaming good-

ness from a diverse group of talented writers. You'll find news on the latest wargaming releases, a look back at some classic wargames, scenarios, expansions, and of course, our featured game.

\$35 <http://flyingpiggames.com/products/yaah-magazine-8>

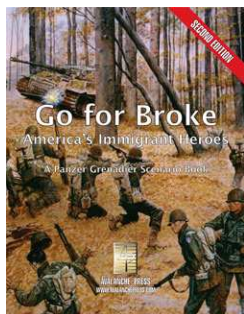
BOOKS

Panzer Grenadier: Go for Broke Second Edition

Fighting for dear old Uncle Sam

Go for broke, we don't give a damn

In February 1942, President Franklin D. Roosevelt issued the first of a series of executive orders that would send over 100,000 American citizens to concentration camps. One year later, a Japanese-American regiment began to form. The 442nd Regimental Combat Team, eventually also including the 100th Infantry Battalion formed in Hawai'i, racked up more decorations than any regiment in American military history: 18,143 awards for battlefield valor, including 21 Medals of Honor.



Go for Broke is a book supplement for the Panzer Grenadier series, with 29 new scenarios by Mike Perryman depicting the actions of America's toughest fighters in the last years of the Second World War. There are also two "battle games" from developers Matt Ward and Daniel Rouleau that link the scenarios together so players can pursue operational goals, a brief tie-breaker "battle game," and two solitaire "Medal of Honor" battle games, a new concept for Panzer Grenadier.

Go for Broke is not a complete product: ownership of **Invasion 1944**, **Elsenborn Ridge** and **Liberation 1944** is required to enjoy all of the scenarios.

\$25 <http://www.avalanchepress.com/gameGoForBroke.php>

Command & Control: Winter Fury

At the end of November 1939, the Red Army sent about 450,000 men into Finland in an attempt to conquer the Soviet Union's much smaller neighbor. In what became known as the Winter War, ferocious Finnish resistance soon shocked the world and inflicted repeated defeats on the invaders.

The Soviet plan included attacks in the dark forests of Eastern Karelia, attempting to outflank the stout line of Finnish fortifications to the south. Their 139th Rifle Division advanced in

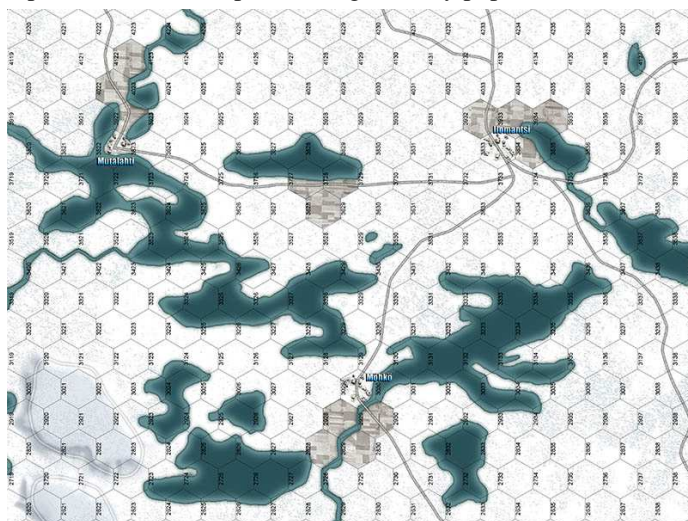
early December 1939 along the river Aittijoki, faced by only a handful of Finnish battalions. The Finns panicked in some places, and a near-rout seemed inevitable. Finnish Marshal Carl Gustav Mannerheim sent a small group of reinforcements led by Col. Paavo Talvela, previously in charge of buying artillery ammunition for the army.

Winter Fury re-creates the twin battles of Tolvajärvi and Ilomantsi from 1939, as well as the 1941 Finnish offensive over the same ground, resisted by the 71st Rifle Division made up of the Red Finnish survivors of 1939. It uses a "variable impulse" game system to model the two armies' very different capabilities. Each turn, each player puts a number of markers into a common container. These are then drawn one by one, the number drawn varying with the current weather condition. The Finnish player has weaker forces, but will usually draw more markers and these allow the Finns to conduct more operations. The good Finnish units are better than the Soviet ones, and more mobile in the forests. The Soviet cannot move his divisions together, complicating the Red Army's efforts. But Soviet artillery is very powerful while Finnish guns are little more than a nuisance. The Soviet player also has tanks and armored cars, which not only are powerful in battle (at least on the roads), they also might cause the Finns to panic and run away.

Winter Fury is the second in our line of Playbooks: a 48-page book about the battle and the forces involved that also includes a complete historical game on the subject. The book includes a lengthy background piece by David Lippman as well as rules, scenarios and other historical data. There are 220 play- ing pieces and a 28 x 22-inch map.

Winter Fury is a new edition of a boxed game we published in 2000; this edition has a completely new map and more pieces. \$45

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



STUFF

You might find something interesting here.
<http://www.wargamememories.com/home>



(Continued from page 9)

Once a decision is made to attack, it's all about managing the luck as much as possible, optimizing the chance to hit and massaging those modifiers if possible, especially if there are escorts; unescorted ships are easy since there is little risk of retaliation, and you can pound away at them for multiple rounds. Hence, my tendency to attack at medium range and avoid shooting at escorts, because escorts are hard to hit, especially as the errata now gives them a +2 to-hit modifier, and wasting torpedoes on low-tonnage escorts in the face of more lucrative targets and potentially facing an additional +1 on the detection roll if you miss doesn't seem worth it to me, just as attacking at close range and potentially being detected before the attack can be made at all doesn't make a great deal of sense to me in most circumstances. The game gives you that option, but other than on a gut feeling or a really lucrative target with only a few available torpedoes, I don't see gambling on a close range attack as a sensible option. Therefore, most of the player's decisions are made in how to attack: you might try to change a day action to night, make a surface or submerged attack (although that choice is often not available to the player, since surface attacks are not allowed during the day unless the target is unescorted), decide what range, and how to distribute torpedoes at which targets. After that, it's all die rolling. The ONLY completely defensive choice a player has is whether to exceed test depth prior to the detection roll, trading damage for a better chance of escape. Once detected, there are no decisions to be made; hits and damage are completely random.

Additional poor detection modifiers can result from that random damage. And it's easy to lose track of all those modifiers, I might add. The game moves very quickly until you get into the repetition of the escort/detection sequence, at which time you have to take a little more time to check all of those modifiers each detection attempt to make sure you don't miss one, for better or worse.

Despite the added color of winning commendations and advancing one's naval career, I must admit some frustration with this game. I have commanded two different submarines on a total of 11 patrols, from December 1941 through May, 1944. Total tonnage sunk between the two boats is 114,100, with more than a year of the war left to go. *Tuna* had 7 successful patrols, but struggled finding decent targets. On the eighth patrol, her fate was sealed by poor detection modifiers, even if she was lucky to avoid being sunk. *Tweety* was sunk on her third patrol on a set of freak rolls of boxcars, the first one providing the modifier that made the second one fatal. Somewhat less than satisfying overall, but for different reasons.

This is strictly a matter of personal taste. I have no problem with a certain amount of luck in games; it is to be expected. But, when there is too much randomness, sometimes I wonder what the point of the game might be. That's why I never much cared for some of those Richard Berg designs (I am Robert E. Lee. I want Longstreet to attack Little Round Top. On a roll of 1, my orders get lost and Longstreet doesn't receive them. On a roll of two, he gets the orders, but they come a turn late. When he gets the orders, I have to roll to see if he attacks immediately, wants to think about them first, or if he sends a runner to get further instructions. On a roll of 6, the Union Army has developed nuclear weapons and the game is over). I understand the principles of the friction of war, but these are, in the end, supposed to be games where "YOU are in command." These are a bit more like, "YOU roll the dice." I prefer games in

which my decisions (and those of my opponent) determine the outcome the vast majority of the time, with outcomes rarely determined by luck alone. I think **Silent Victory** is designed well for what it is, and since I have it on my computer in the form of a Vassal module, I will likely return to it once in a while. But it's not going to be one of my all-time favorites.

Book Review: The Fall of Japan

I picked up *The Fall of Japan: The Final Weeks of World War II in the Pacific*, by William Craig, in the cheapie ebooks section at Barnes & Noble for my Nook. You might recognize the author as that of *Enemy at the Gates*, a documentary account of the Battle of Stalingrad published in 1973, which was eventually made into a decent movie during the early 2000s starring Jude Law. That was an excellent book that I read in college. *The Fall of Japan* was Craig's first book, published in 1967.

The book literally deals with the fall of Japan. Not the last year or months of the war, but the final few weeks, other than a few mentions of prior late war happenings to provide proper context. The narrative starts in August, 1945, just before the bombing of Hiroshima, and goes from there. It paints an excellent picture of what was going on with the leadership in Japan from that time until MacArthur shows up on the USS Missouri in Tokyo Bay for the official surrender. There were some men who refused surrender to the bitter end, attempts at coups that ended badly, and several high ranking officers who could not face the humiliation of surrender. Most of this I didn't really know about.

The book is an excellent read, usually told from the point of view of the participants. Extremely well written, and without all those annoying footnotes common to most works of serious history. For \$1.99, a great deal.

On the Production Spiral: Absolute Victory

Since my recent experiences with pre-ordering games have been pretty good, I decided to take another chance with Compass Games and their upcoming global WW2 game, **Absolute Victory**. This is, without a doubt, the most expensive game I have ever purchased, a whopping \$140 at the pre-order price. Not that it is the largest game in my collection, by any stretch of the imagination. That honor goes to **War in Europe Module 1: The First World War**, with several thousand pieces and something like eight full sized maps. All that for the low, low price of some \$24 late '70's dollars. I think I picked up **Drang Nach Osten** and its multitude of maps and pieces for only \$14. Those were the days.

Absolute Victory promises multiple scenarios from the beginning to the end of the war, a reasonable complexity level, and what appears to be four full sized maps that together span the entire globe, including Antarctica, in a projection designed to give you more space in the areas in which more action is likely to occur, without employing off-map boxes or resorting to different scales between Europe and the vast Pacific expanse. Lot's o' pieces, on the order of 1,200, most of them 9/16 size. The interesting thing for this game is the 2,500+ random events that figure in to game play. I complain about games with too much luck, but the description of the events makes it apparent that these are little events that the players have to deal with on a regular basis, not game killers or **Third Reich** sorts of variants. My guess is that they are things like Yamamoto's plane being

D 348xx 2-4	D 711xx 2-4	D V.d.Bann 7-16	D Vr. Units 8-16
D 3 PzA 2-4	D 4 PzA 2-4	D Komoran Raider 0-9	D Michel Raider 0-9
D XLVI PK 2-4	D XLVII PK 2-4	SU 1 Gds 2-2	SU 2 Gds 2-2
D BF 109F 4-1	D BF 109F 5-1	SU 1 Gds Tk 2-2	SU 2 Gds Tk 2-2
D Fw 190D 7-1	D Fw 190F 3G-4	SU 5 Gds 1-1/2	SU 6 1-1/2
D He 162 5G-1	D He 177 3B-4	SU 23 1-1/2	SU 24 1-1/2
YU Macedonian 1-1/2	YU Serbian 1-1/2	TR I xxx 1-4	TR II xxx 1-4

Absolute Victory: World Conflict 1939-1945



The 88 mm antiaircraft gun. WWII Museum.

shot down or codes being broken rather than Germany developing atomic weapons on turn 4. Such things would give a very large-scale, army-level game a lot of flavor without unduly impacting play.

I'll give you an idea of its playability by email once it arrives and I have a chance to look it over. I hope that a game of that size has a Vassal module. Otherwise it might be admired, but won't get played much.

Oh, almost forgot! Consim Press will be releasing an updated "designer's" edition of the classic **The Russian Campaign** this coming summer. It is currently available for preorder, only \$40. This is an update of the classic, not a complete re-design, and features quite familiar box art. The pieces and map are also of a familiar appearance, although there will be a choice to use armor units with icons or the traditional NATO symbols. I put this on order, as **TRC** has long been a favorite of mine, with but one exception: the Campaign Game victory conditions which nearly guarantee a draw between equal players. I skipped the L2 version, as it was a bit pricy. I'm hoping this version offers a little better for the money. For \$40, however, I will be happy enough to have a replacement of my functional but worn AH edition.

Treasurer's Report

Although I have received a few checks for print dues and donations, those have not yet been deposited and so are not reflected in the totals below. They will be added in next time. If you would like to contribute to your favorite wargame society, please feel free to send in a donation!

Total balance 11-29-16:	\$ 9,194.58
Dividend 11-30-16:	1.13
Dividend 12-31-16:	1.17
Total balance 1-30-17:	\$ 9,196.88

Until next time!



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.

- 1859 Andrew C. Booker, St John, Canada
- 1860 Jorge L Hernandez, Easton, PA
- 1861 Emery J Gallant, Belchertown, MA
- 1862 Chris Hyland, Walla Walla, WA

Upcoming Events

Feb. 3-5, Warwick, RI
CAPTAINCON 2017
<http://captaincon.com/>

Feb. 10-12, Houston, TX
OWLCON
<http://www.owlcon.com/>

Feb. 17-20, Los Angeles, CA
ORCCON
<http://www.strategiccon.net/>

Feb. 17-20, San Ramon, CA
DUNDRACON 41
<http://www.dundracon.com/>

Feb. 18-21, New York, NY
NEW YORK TOY FAIR
http://www.toyfairny.com/ToyFair/Home/Toy_Fair/Toy_Fair_2015.aspx?hkey=a497f930-9acf-4dd5-a591-bac08bf3037a

Feb. 24-26, Cedar Rapids, Iowa
GAMICON
<http://www.gamicon.org/>

Feb. 24-26, Chattanooga, TN
CON NOOGA
<http://www.connooga.com/>

Mar. 2-5, Layton, Utah
SALTCON
<http://saltcon.com/>

Mar. 3-4, Fayetteville, Arkansas
GAME IT FORWARD
<http://nwagameitforward.org/index.html>

Mar. 3-5, Guelph, Ontario
GRYPHCON 2017
<http://www.gryphcon.org/info.php>

Mar. 3-5, Biloxi, MS
COASTCON
<http://www.coastcon.org/>

Mar. 3-5, Cincinnati, Ohio
CINCYCON
<http://cincycon.org/>

Mar. 4,5, Kenosha, WI
MIDWEST OPEN
<https://sites.google.com/site/vitpmidwestopen/>

Mar. 17-19, Stamford, CT
CONNCON
<http://www.conncon.com/>

Mar. 18-19, Victoria, BC
LANtasy 2017
<https://www.lantasy.com/>

Mar. 31-Apr. 2, Wayne, NE
Willy-Con
<https://www.wsc.edu/willycon>

Apr. 7-9, South Sioux City, NE
Tri-Con Spring
<http://tristategamers.org/>

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>



WWII Museum