

The Kommandeur



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From Your President Bob Best

Today is April 4, 2017. Well, it looks like spring is upon us here in California. It's a warm sunny day here with temperatures in the mid 70s. It's definitely going to be an "outside weather" day for me today. It's been a really wet winter and I plan to soak up some sun. I know some of you are still buried under a lot of snow and probably haven't seen the sun in a few days either. I'm guessing you are probably huddled up indoors, playing a great wargame, while you enjoy an adult beverage and a warm fire in the fireplace. I enjoyed a number of those same gaming events during the past several months of wet and rainy days here.

I wrote a game review of one such game that I played with our esteemed editor Omar DeWitt. You will find a game review of **Trenches of Valor** elsewhere in this issue. I won't spoil it for you by discussing the details here, but I will say that I was motivated to write the review after reading requests for more game reviews that appeared in the AHIKS Survey results printed last issue. The Executive committee has been reviewing the results of that survey to see what we can do to make some of the suggestions that you made happen.

First off, I and the Executive Committee would like to thank all of you who responded for the kind words about the job we have been doing. We are glad that we are mostly meeting the needs of our members. The praise is greatly appreciated!

After reviewing the survey, we found that most members are reasonably happy with what is currently being published in the newsletter. There were a number of requests for things like more game reviews, such as the one I wrote for **ToV**. In order for Omar to print more game reviews, the members have to take an interest and *write* those game reviews.

Our Match Coordinator, Duncan Rice, tells me that he is making lots of match requests so that means a lot of you are playing some sort of game with an opponent. How about taking a few moments to jot down some notes on the game you are playing. Tell us what you think about the game and how your game played out. A paragraph or two can cover all the details, but you are welcome to write more if you want. It doesn't require you to be an author. All you need to do is tell us what game you are playing and write a brief synopsis of the game's play action and what you thought of the game.

Think of it as if a gaming friend asked you "Hey, what did you think of the game? Is it worth buying?" Make it as simple or detailed as you wish, but even a paragraph of details will help your fellow AHIKSers make an informed decision on whether to buy or not buy a game. Take a look at the **ToV** game review in this issue for format or ideas on what to write.

Also, think about writing up some after action reports for games you have played. They are fun to read and it also helps us all, as we can get some idea of how the game plays and if we may be interested in buying it.

The Exec is also looking at some forms of recognition for members who do submit articles, game reviews, etc. for publication, and you can read about it in their columns elsewhere in this issue of *The K*.

One member asked about "Wanted and For Sale/Trade" section in *The K*. Anyone can run a want ad or offer things for sale or trade. All you have to do is send the listing to our editor and he will run them in *The K*. If you are looking for something or if you have something you want to sell or trade, run an ad in *The K*. It's a *free service*.

In Other News

Our Match Coordinator, Duncan Rice, has announced that he will be hosting a multi-player tournament type game in the near future. (See Duncan's column this month for more details). Duncan has also posted on the AHIKS Facebook page and in the CSW AHIKS forum about the upcoming game. So if you are interested in a tournament-style game, check out Duncan's column in this issue.

Jeff Miller, our Multi-player Coordinator, also has game requests for multi-player type games, and you should check his postings as well if you have an interest in joining or hosting a multi-player game.

One such game is for Avalon Hill's **Diplomacy**. We have a gamemaster to run it, but we still need a couple more players. Member Jimmy Williams is really anxious to get the game underway, and we are hoping for a late April start date if we can get the required number of players. No experience is necessary to play. But, expect "back stabbing" and lots of political wrangling. I've heard the game can be a bit vicious but lots of fun! I'm a newbie to the game but it looks like fun. So, if you want to play, you can contact Jimmy Williams on our AHIKS Facebook Page or send me an email. My contact information can be found on page 12.

For those of you who have been waiting for the expected release of Legion Wargames' **Target For Today!** The European Bombing Campaign, Randy Lein announced the game is being billed now for all of you who ordered it through the CPO program. Actual shipping date is expected in June.

So, until next time... Happy Gaming!

Vice President's Chair

Kenneth Oates

It is nice to have the absolute responsibility to do... nothing! The Officer Corps has been discussing several projects that were brought up as a result of the survey in the last issue. One of them is the restart of the Fassio Award. I only know what I read in *The K* that initially announced it, back in Kevin McCarthy's (K 28-4, August 1993) term of office. Since it is Academy Award season, it is a good time to get this up and running, at least I am motivated! The first appears to have been awarded in 1995 (for the year 1994), as stated in K 30-2, to Alan Libuszowski, for his article on **Korean War** (Victory Games). Going over these old *Ks*, it seems they were smaller (8 pages or so) but at the same time members submitted more articles. We are reinstating this to pay respect to Mark and encourage the would-be contributors to *The Kommandeur*.

The first is to be awarded for articles written in 2016. I will form a team to get this done as soon as possible.

The Officer Corps has researched the award, and the following guidelines have been adopted:

Articles submitted by the officers will not be eligible.

A three man Junta of the Officer Corps will judge the articles, headed by the VP. The selection and runners up will be presented to the Executive Committee for final approval.

The article must be interesting, luring the reader to continue.

Articles should explain game mechanics.

Strategic dimensions involved are described.

Authors back up their main points, with examples of play, historical context, visual appeal, why they recommend/do not recommend the game, etc.

The award will be announced in the second issue every year.

The prize will be a \$50 check (or gift card to favorite game store or publisher) and a trophy befitting such an accomplishment. Good luck to all those who submit articles!

In addition, I am hosting to umpire a blind game of a to-be-determined scenario of **Great Campaigns of the American Civil War** for two (players to start on May Day (May 1). Just let me know if you are interested.

This becomes a very different game when played blind!



Unit Counter Pool News and Approach the Bench

from Brian Laskey

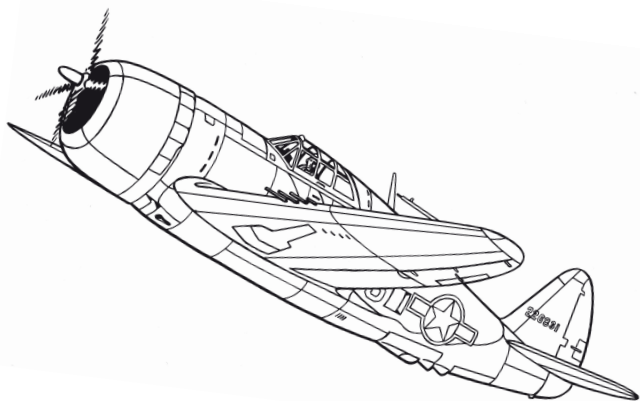
Well, I'm going to digress a bit here and start off with discussing the AHIKS questionnaire. There were many great suggestions brought forth by the respondents, and each and every one of those was taken to heart and discussed by the Officers. Suggestions included contests, tournaments, recruitment, articles/variants, covering the older classics, digressing to miniatures, and hobby related postings to name just some of them. **Well, none of this will succeed without membership participation!** At last count, AHIKS has almost 500 active members! Contribute!! Send in an article of some type (game replay/review, convention recap, etc.), a photo of your game room, offer to be an AHIKS representative while at a convention, send in a variant or scenario or your bio and a picture of yourself for the "Meet the Member" column. The door is wide open just waiting for you to step through it and become active in some way. After all, it is your club.

On a very positive note, I'd like to extend congratulations to Randy Heller for being awarded the Iron Man Trophy for his lifetime contributions to AHIKS and the wargaming hobby in general. Randy is a long time AHIKS member and has served as Vice President, Judge, UCP Officer and has Game Mastered the Iron Man Event at WBC 2015. He is also the founder of the AHIKS Unit Counter Pool which continues to assist members to this day. Randy is also a regular contributor to the UCP, a valued specialist to the Judge and constantly promotes AHIKS. As for his contributions to the gaming hobby, he has a rather impressive resume. He is the designer of two published wargames (**Bitter Woods** and **Operation Skorpion**), a co-designer on 3W's **The Last Blitzkrieg**, has been involved in some capacity or another on numerous others and is an accomplished gamer in his own right, owning many championship plaques. Again, on behalf of the Officer Corps and the entire AHIKS Society I thank him for his services and congratulate him on this award.

On the business front I'd like to thank William Byrne, Allen Everson, and William Krasner for their generous contributions to the UCP. Every donation is welcome and appreciated, so if you have some extra counters or parts lying around, please send them along. I would also like to thank Bob Best and Jeff Miller for their help on a Judge's ruling. As always, should I have missed mentioning anyone, please let me know, and I will be sure to do so in the next *K*.

I have also posted a **Bulge '81** scenario on the next page for your enjoyment. This scenario was a staple at **Bulge** Tournaments until other **Bulge** games, such as **Bitter Woods**, replaced it as the game of choice. This scenario is extremely well balanced and with its shorter length makes for the perfect evening of play. It also works quite well with PBEM/PBM play. The scenario was designed by Randy Heller.

That's all for now.
Be of Good Cheer!



Battle Of the Bulge Tournament Scenario: Race To Bastogne

- 1) The game to be played is TAHGC's **Battle Of the Bulge '81**, second edition, Advanced Game, with optional Rule 36.0 in effect.
- 2) The game ends at the conclusion of the American 19 PM turn.
- 3) The German player wins by accomplishing four of the following:
 - a) Capture Bastogne
 - b) Capture the Baraque de Fraiture Crossroads (Hex AA17)
 - c) Capture Stavelot
 - d) Capture Trois Ponts
 - e) Capture Spa
 - f) Capture Eupen
 - g) Capture a fuel dump
 - h) Capture Neufchateau
 - i) Create a bridgehead across the Ourthe River by capturing one of the following hexes: T26, V23, X22. Note that, for this victory condition to be realized, Bastogne must also be captured.
 - j) Eliminate 18 or more Allied Combat Units.
 - k) Have lost 3 or fewer Mechanized or Artillery Class Units.
- 5) Barring the above, should the German player capture a Liege Hex or exit 3 Mechanized class units off the map board from any road hex containing a German Cross or road hex AA1 or DD1, the game immediately ends with an automatic German Victory.
- 6) Capture is defined as **occupying** the hex at the end of the American 19 PM turn, regardless of supply status.

★★

From the Editor

I truly hope that you will take to heart what you will read elsewhere in this issue. We would really like to receive material from you. You may not think it monumental, but others would be interested in reading it. We have plenty of space. Think about it.

As explained in the last issue, your editor was in Baja California into April. Sue and I were part of a tour that started in San Diego and bussed to Cabo San Lucas at the foot of the peninsula. We traveled on the main highway, Highway 1. This main highway is two (2) lanes wide and was washed out in only four or five places. Work was being done on a few places, but no one knew when work would begin on two others. The main traffic was busses and LARGE commercial trucks.

The whale calving season was still on; mother and calve pairs were still in the local bays. On two days we got into boats and motored out to see the grey whales. We were very lucky and I got to pet (very briefly) a calf on each day. The calves were only a little longer than our boat and outweighed us by a couple of tons. With these "friendly" pairs, the GIGANTIC mom would float some 30 yards from our boat, and the calf would come right up to our gunwales. A few times, the mother would swim under our boat. I held my breath, but we were never touched.

The main reason for this trip, of course, was to look for battlefields. The most obvious place to look was the cantinas. However, when I spoke to the bar tenders, something was lost in the translation and the response I received was a glass of beer.

A.R.E.A.

Comrades,

A.R.E.A. is now and again on line and live!

Our new address from our new WebMaster:

The official address is: [HTTPS://AREA.KWW.US/AREA/](https://area.kww.us/area/), but for now [HTTPS://WWW.KWW.US/AREA/](https://www.kww.us/area/) also works.

By all means, pass this around, *advertise!*

There will still be kinks and details to work out, but we are functional!

While efforts are being made to redirect from our previous website, they just ain't working!

Generally the response is error messages or bounces.

We have to advertise the new address directly.

Glenn E. L. Petroski

A.R.E.A. Administrator

2219 73rd Street

Kenosha, Wisconsin 53143.5320

Phone: 262-654-5044

E-mail: AREA1@ATT.net

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.

1863 Ron Haas	Forest Park, IL
1864 Greg Barnard	Tucson, AZ
1865 Roger J Greezicki	Baltimore, MD
1866 Randy L Collard	Arlington Hts, IL
1867 Allen Brookshire	Grand Lake, CO
1868 Anthony D Daw	Sandy, UT
1869 Matthew Danison	Cape Canaveral, FL
1870 Rainer Bastian	Frankfurt, Germany

1813 Terry Yoder	Granite Bay, CA	Returns to the trenches
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Game Review: Trenches of Valor

By Bob Best

BaBoom! BaBoom! BaBoom! Dirt and debris rain down on OberGefreiter Fritz Kreuger and his compatriots as they lie in a shallow shell hole just outside the British wire at grid hex 0107. The mortar barrage shifts away from them. Fritz looks at his watch. "0400 hrs..." he thinks, "Right on time!" Fritz slaps Grenadier Schicklegrubber on the shoulder. "Gehen Sie! Gehen Sie! Schnell!" he yells. Schicklegrubber has the wire cutters. He scrambles toward the wire blocking Grid Hex 0107. Fritz and the other Grenadiers follow. A few moments later Fritz hears "Snick! Snick! Snick!" and the wires comes free. There is now an opening into the British positions. Fritz turns to the rest of his team and begins motioning with a rapid arm pump as he yells "Gehen Sie! Gehen Sie!" His men jump to a crouch and race thru the opening in the wire, some going left and some going right. A whistle sounds and a shot rings out.

Positions at the end of Turn 1—Grenadiers race through the Cut Wire breach in hex 0107. British Rifleman in Trench Hex 0508 fires at the Grenadier as he jumps into Trench Hex 0308. A miss! The whistle alerted the men in the Dugouts in hexes 0203 and 0212 and a Light Machine Gun unit is activated and moved outside the dugout. Turn 2 is about to begin.

And that is how our editor, Omar DeWitt, and I began our first game of **Trenches of Valor**.

Omar and I decided to try something new after we finished our last game of **Objective: Kiev**. After doing some research, we thought **Trenches of Valor**, by Victory Point Games, looked like something we could have fun with. Designed by Pelle Nilsson in 2009, **ToV** has a four page set of rules that includes six game scenarios. VP Games rate **ToV** as 2.5 on a 1 to 9 scale for complexity and 6.5 out of 9 for Solitaire Suitability. The game is rated for players 13 years of age and up and

has an approximate playing time of 25 minutes. The game scale is 2-10 soldiers per unit counter and each hex is about 50 meters across. Each Game turn represents 30 to 60 seconds of real time.

There are five types of units in the game, Riflemen, Light Machine Gun crews, Heavy Machine Gun crews, Grenadiers, and Hand- to- Hand combat units. The type of unit reflects the range of their weapons, anywhere from one to four hexes. There are counters for three combatants, the Germans, the French and the British. The rules state you can substitute the French counters for the Americans in the scenarios as needed. The counter mix is different for each nationality. The Germans are the only nationality with the Heavy Machine Gun counters.

There are also Dugout counters, Cut Wire counters, Special Terrain Feature counters and a game turn marker. The Raider Player uses the cut wire counter as his entry and exit point from No-Man's Land into the defender's trench line position. Dugout counters are terrain features that hold troop counters. When inside the Dugout, troops are basically out of play until activated.

In your player turn each of your units can either Move or Shoot, not both. You perform one of the two actions for each of your units as you come to them. If you shoot, you resolve combat before moving on to your next unit.

Combat resolution is quick and easy, as each unit has a "To-Hit" number track for the range of its assigned weapon that tells you what number you have to roll "less than or equal to" on 1D6 to score a hit. Any hit eliminates the target. The number of hexes on the range track varies by the weapons type carried by that unit. For example, Grenadiers have a range of two hexes. Light Machine Gun units have a range of four hexes with "To-Hit" numbers ranging from 3 or less at ranges one and two, to 2



or less at a range of three and four hexes. If your target is in a Trench Hex, there is a +1 modifier added to the die roll unless the shooter is attacking from an adjacent Trench Hex across a connected Trench Hexside. There is no +1 DRM for targets being in a Trench Hex either adjacent or at the limit of the Grenadiers range for units attacked by a Grenadier's grenades.

If you elect to move rather than fire, each type of unit has a movement rating of from 0 to 3, again depending upon the type of unit. There is a terrain effects chart printed on the map that covers dice roll modifiers for both Movement and combat. Basically, each hex costs one Movement Point unless you are entering or exiting a Trench Hex, then it costs two MPs. If you move along a row of connected Trench Hexes, movement only costs one MP per Trench Hex entered. The Heavy Machine Gun unit has 0 movement points so it cannot move from its initial placement, and Light Machine Gun units can only move 1 MP so if they start in a Trench Hex they cannot leave the trench line.

Dugout counters are included and troops starting inside Dugouts have to be activated one at a time. The logic here I think is that the Dugout door will only allow one man out at a time.

We found the language in the rules to be a bit confusing here as units inside of Dugouts are not the same as Hidden/Decoy units explained further on in the review.

I mention this here as Omar and I were a bit confused by "activation of units in Dugouts" and "Revealing Hidden Units". We were able to contact Pelle Nilsson, the game designer through facebook. Mr. Nilsson responded immediately and provided answers to our questions. He also directed me to Boardgamegeek's website where there are answers to other questions and additional material on the game. I did find that a YouTube video listed on BGG on how the game was played to be in error. The video offered a different opinion on how units were activated in Dugouts than was explained by Mr. Nilsson. I brought this to Mr. Nilsson's attention and he indicated he would see about having the video fixed.

He answered our question as follows: Our question was "Can more than one unit be activated from under a Dugout in one turn?" The answer is that only one unit at a time can be activated per turn, and Mr. Nilsson said we should not try to associate activation of units in a Dugout with the "Revealing Hidden Units" section of the rules.

In some Scenarios there are Hidden/Dummy units to confuse the players as to the actual location of real troops. This is also used when playing the game solitaire. The hidden units add a little more "fog of war" to the game and the "Revealing Hidden Units" section mentioned above only applies to these hidden decoy units and how to use them per Mr. Nilsson.

You win the game by accruing victory points. Each scenario lists the number of VPs for various actions and you need to meet or exceed this number to win the game.

There is an expansion kit available for **ToV**. The expansion kit contains an additional map, three new types of units, and several more scenarios for the game. The three new unit types are; Leaders, Engineers, and Flamethrowers. They can be incorporated into the original game scenarios as well as being used in the additional expansion kit scenarios.

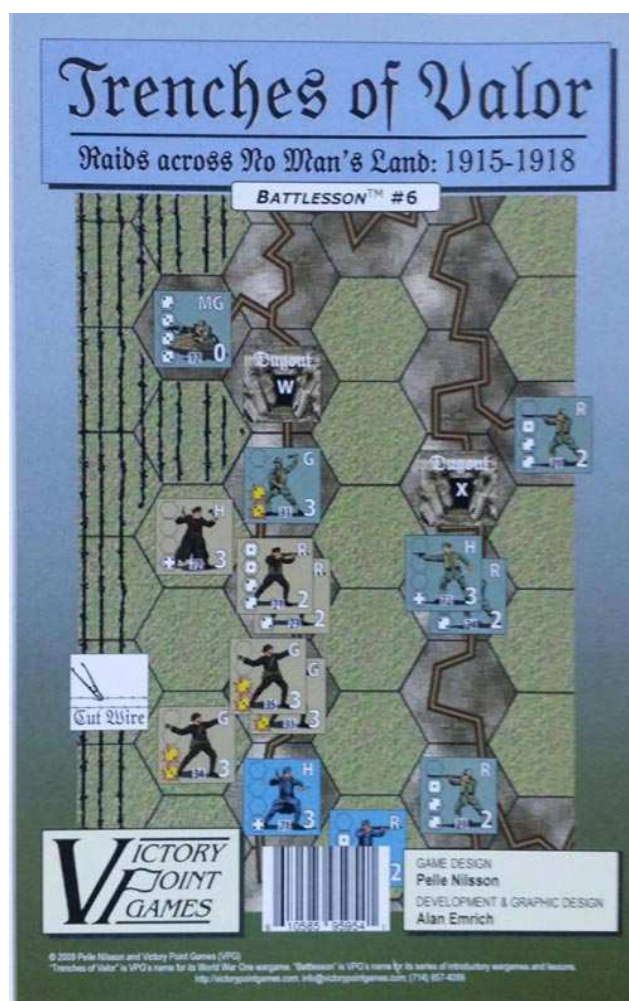
Each scenario gives a Historical Note on the situation and what actually happened. Each side's forces are presented along

with who is the Raider and who is the Defender. Any special terrain features are also listed along with the game length and victory conditions. The expansion kit additional units can be integrated into the original game scenarios as well.

Having experienced commanding troops as a Platoon Leader in the Army and as a Police Sergeant in my civilian career, I can say that **Trenches of Valor** gave me the feel of commanding a small squad-sized unit of troops. The game certainly has the potential to be used as a training aid for teaching troops what the optimum actions are in a given operation where success or failure hangs on the actions of each soldier. The time scale was right for the game and once a small unit action is underway simple, both in the game and in real life, chance determines the outcome when it comes to man-on-man actions.

ToV played quickly and a scenario can be played to conclusion in 30 minutes or less. It is quite possible if you and your opponent had an hour or so at the same time, you could play a game by email just like it was a face-to-face game. Dice rolls could be handled using the AHIXS Dice Roller. Another plus is the game plays quite well solitaire, and you can take it with you if you travel.

I really enjoyed the game, and I would recommend it to anyone as a fun game to play with lots of potential that would be welcome in anyone's collection.



Treasury Notes

Brian Stretcher



Absolute Victory: Initial Impressions

I've had my copy of **Absolute Victory** now for almost two months, and I continue to work my way through the rules. Boggled down here with youth soccer and property owners' association obligations, which are slowing down gaming a lot. A whole lot. But I wanted to give you my first impressions of the game.

Weighing in at \$140 pre-order (\$185 regular price), I expected a lot within the box, and, despite my cringing at the price in comparison to 1970's dollars, I was not disappointed: Three full-sized maps and a half-map of Antarctica (with some other holding boxes), seven counter sheets (five of 9/16" military units and two of 1/2" markers), three rulebooks of 48, 48, and 36 pages, and two events booklets (one for each side), fifteen(!) player-aid cards, two regular dice and two ten-sided dice. The attractive box is oversized, fortunately, and holds everything comfortably with room to spare, at least before the pieces are punched out, but there is probably room for those. Whew!

This is not as daunting as it sounds. The first rulebook describes the basic mechanics of the game: movement, combat, supply, and production. For those who might recall, the first edition rules to AH's **Third Reich** referred to these as "Rules of Infrastructure." Rulebook 2 are the "Regional Rules," which cover all the unique situations that occurred during WW2, such as the Nazi-Soviet Pact, how the various powers surrender, Vichy France, Kamikazes, and so forth. There are a lot of these, but remember they have to cover the entire planet, not just Europe or the Pacific. The ones you really need to know for the area of the world you are playing in are marked as such in the rules. There are also rules for China, assassination attempts, the US elections of 1940 and 1944, Cold War tensions and other things that many WW2 gamers are not necessarily used to, since the game can run as long as from July 1937 to April of 1950. The typical full game period runs from the usual September 1939 through August 1946. Rulebook 2 also has a number of Advanced (heh!) and optional rules. Rulebook 3 has the scenarios, of which there are 11 (although the 1937 start scenario has not yet been published), a hex listing by name of location, and the production charts for each major power. Finally, there are the two event booklets, each of which have some 1250 different events that may or may not occur over the course of a game. So, Rulebook 1 is the only set that has to be fully absorbed before play of any scenario, and Rulebook 2 you can learn what you need depending on what scenario you play (where and when). The rest are all for reference.

The maps are attractive. The scale varies across the map, so that areas that typically see more action, such as Europe (130 miles), are fewer miles across than hexes in Africa (230 miles), and South America (250 miles), for example, and some Pacific islands that would be nothing more than black dots on most maps actually have more than one hex. That allows them to have an appropriate historical significance despite the global map. The maps are busy, but not cluttered. There are relatively few cities, for example, and the designers left off city names where they do exist. Rail lines, which are important in the game, are traced along dots rather than lines, which visually

fade into the background when not being used. There are the usual borders, ports, and factories, some oil and resources, and plenty of different types of terrain (although rivers with any military significance exist only in the USSR). And weather zones, complete with little storm clouds for reference. The maps are unmounted. They do seem a little prone to tearing along the creases if mishandled.

The unit counters feature flag icons for infantry, nation-specific tank and plane type icons for armor and air units, with generic ship icons for naval units (with tiny little planes buzzing above carrier units). Infantry and armor units all have "firepower" and "fortitude" ratings, which I will explain later. For a single nation, all ground units within a type have identical ratings. For example, all German infantry units have a firepower rating of 2 and a fortitude rating of 4, while American infantry start out as 1-3s but improve to 2-3s later in the war. All infantry and armor are of a generic "Army" size. While they have historical designations, the designers tell us that those are for convenience and color only. They might instead be thought of as a sort of generic strength point counters, like the old SPI **Global War**. Indeed, the designers also tell us that **AV** is essentially a 30-year long reworking of **Global War**, and players of that game might recognize some of the terminology used in **AV**. Each major power has a set of HQ units as well, which are essentially ground units with unique ratings and an ability to pick up other units while moving, which as you will see is quite important. These units feature photos of the commander. An optional rule also lets you add some Admirals to your fleets.

Air units have unique Air Strike and Ground Strike factors, reflecting their relative abilities in the air against other air units and against ground targets. Some air units might be additionally rated "Bad(B)" or "Good(G)," giving them certain detriments or benefits against certain targets, and there are a few "Tankbuster (T)" air units that get a bonus against armor. There is no distinction between how air units are employed, despite some having fighter and others bomber silhouettes, it is only the ratings that matter. Ratings of air units get better as new units become available as the war progresses. A P40, for example, is rated as a 3-1, while an F4U Corsair is a 7-2. An Me 262 comes in as a 6G-2. The G means the Me 262 gets to roll each attack twice, and gets a hit if either roll scores a hit on the Airstrike Table. A Bad unit rolls twice as well, but only gets a hit against the target if *both* rolls hit.

Ship counters represent individual ships and supporting elements. So there is a *Bismarck*, a *Yamato*, and an *Enterprise*, for example. Ships have a Gunnery Rating and an Armor Rating, and carriers have an airstrike factor as well, which slightly confusingly does not work like the airstrike factor of the land-based air units. There are a number of named ships that are unfamiliar, as either planned or not built, or that serve as the replacement ships for earlier ships with the same names that historically were sunk, to keep things simple. So there is only one *Lexington*, with the carrier that replaced her given a different name. Gunnery ratings go from 0 to 8, with most CVs having no gunnery rating at all. For reference, *Bismarck* is a 6-15, *Iowa* a 7-16, and *Yamato* an 8-16.

You may have noticed that I haven't said anything about movement ratings. That's because those are the same across all nations. All armies have 4 movement points, whether infantry or tank. Garrisons, which otherwise function mostly as infantry, with a few notable exceptions, cannot move at all. Air units don't actually move around either, but exist "at the front" as I

will describe below. Ships have 30 movement points, but also have a limited “range” of 15 hexes from a friendly port. If they find themselves beyond range at the end of the Warfare Stage, they are lost. German ships may, in some situations, have a range of up to 30.

Given that this is a global-scale game, there are lots of units for minor countries and allies. These are not a bunch of generic units with identical values. This is the first strategic WW2 game I have ever seen with Brazilian, Pakistani, and other armies to play with. Some of them have air and naval units, so if you ever wanted the opportunity to take the WW2 era Mexican air force into battle or command Brazilian battleships, this is your game!

Each turn represents two months of time. The German invasion of Poland starts on the September/October turn of 1939, and the game goes from there. Most of the action takes place in the Warfare Stage, where the players alternate Pulses, going back and forth until both players are done. Generally, this means that the Axis player moves a stack anywhere on the map, then the UN player moves a stack anywhere on the map, although some pulse types don’t actually involve the movement of any units. One of those is the Event pulse, in which you pull an event chit instead of moving any units. Events are a significant portion of the game, and I will cover those more below. Other pulse types include naval air raids, amphibious assaults, and rail movement.

Let’s address the basics of movement and combat. First, although there are ZOCs in the game, they only affect supply. They have no effect on movement. Pick up your stack, and move it up to its movement allowance. Terrain has no effect on movement, although foul weather will increase the cost per hex moved. Weather varies from fair to blizzard, and the weather will differ between zones. A stack with an HQ unit can pick up other units as it moves, otherwise the stack cannot. If you move a stack into a hex containing enemy units, movement pauses and combat must occur. Otherwise, when you complete your stack’s move, you flip the units over to show that they cannot move again this turn. This process goes back and forth until both players take a “Pass” pulse, ending the Warfare Stage. There is no stacking limit for ground units, so it is apparent that strategy will in part consist of getting one’s stacks formed for attacks without depleting your defensive stacks elsewhere.

Of course, naval movement and combat can be executed as a pulse. A stack of naval units can make a move subject to Transit Attacks (remember that term?) if they pass near enemy ships or an enemy airbase. Ships that enter an enemy ship’s hex initiates Naval Interception, which leads to combat if one or both stacks sight the other.

I haven’t said anything about air units moving. That’s because air units do not exist on the map. Instead, they exist only at “The Front.” All of a side’s air units start the turn at The Front in their respective Air Available Box. As a matter of conception, you might think of your air units like airstrike markers than can be deployed anywhere within range of an airbase during combat, although these planes have individual rather than generic characteristics. Airbases are your ground armies, not separate counters or cities. Each army can serve as an airbase for one air unit. Therefore, two armies defending in a hex could summon as many as two air units from the Available Box to assist in its defense, whereas four armies attacking a hex could summon up to four.

The ground combat sequence is unique. There is a player-aid card also called “The Front,” which is where all the action

occurs, whether air, land, or naval. Both sides check supply, then remove their armies from the map and send them to The Front or put them in Reserve. Units in reserve don’t participate in the upcoming combat in any way, and will return to the hex after the battle is over unless there is a mandated retreat. Players then array their forces on The Front. There are limits as to how they can be deployed. This isn’t exactly a matter of tactical placement, but rather to limit the number of units that are on the front despite the unlimited stacking allowed in a hex. Tank units take up less space on the front, however, and so can concentrate for firepower purposes, and can also call on more air units, since each army at the front can serve as an airbase. Each side has 12 boxes on their side of the front, and infantry units take up two boxes each, tanks and HQs only one.

Next, players secretly select a “Mode” their forces will use in the upcoming battle. There are five Attack modes and five Defense modes. This is somewhat like the old tactical matrix found in *1776* and *Caesar’s Legions*, in that the selections are cross-referenced to determine effect, but a player’s selection does far, far more than simply determine a die roll modifier. Certain modes are more effective against certain other modes, of course, but picking a mode depends in significant part on what the objective is in the battle: kill units, take the hex, hold the hex, or to try to prevent your units from flipping after the combat so they can continue to be used during the turn, while flipping the enemy’s. Some negate defensive terrain. Each mode offers several potential conditions for combat, so it isn’t so simple. The secrecy involved in the selection complicates potential play by mail, email, or Vassal, however.

Players may then commit available air units. The total number of planes that can be committed by a side is based on the total number of units at the front. There is a determination of air superiority (he who has more planes), and there may be air-to-air combat if both sides commit planes for counterair. Planes from the side with air superiority may then conduct tactical air strikes against ground units, the other player may not. Plane commitments are announced out loud, but the number of planes committed is done in secret, so determination of air superiority is not a foregone conclusion, especially when players want to save air units for later battles. Airstrikes against ground units are then made in an attempt to shatter and so remove them from the battle before ground combat itself.

Ground combat consists of rolling dice in order to score hits on enemy units. Usually, combat is simultaneous, but the modes selected may allow one player to fire and implement results first before return fire is permitted. The modes selected set the “Violence Number” for each side, meaning the number one must roll equal to or less on a percentile die in order to score hits. An army throws a number of dice equal to its firepower rating, so a German infantry army will throw two percentile dice. However, it isn’t simply one hit for every roll at or below the violence number. All numbers equal to or less than the violence number are summed to give the total hits. Thus, if the violence number was a 5 and an army rolled a 2 and a 4, that would be a total of 6 hits, not 2. Rolls of 2 and 7, however, would be only 2 hits, as the 7 wouldn’t count at all.

Losses are then applied much as they are in *Paths of Glory*. The total hits are compared to the fortitude ratings of the other side’s units. Hits must be applied if they equal or exceed the fortitude factors. Thus, 3 hits against a fortitude rating of 4 does nothing, but once the threshold of 4 is reached, the unit is shat-

(Continued on page 8)

tered and sent to the remnants box. All the hits scored must be applied if possible, so if there are units with different levels of fortitude factors, players have to maximize the losses if possible. Hence, 7 hits applied to two German units each with a fortitude factor of 4 will shatter but one of those units. But, if there is a German plus a Spanish unit with a fortitude of 3, then all 7 have to be applied. I always found this slightly confusing in **PoG**, but it is easy enough in practice with a little care. A single unit will absorb up to twice its fortitude rating in hits, however. In that case, it is destroyed and returned to the force pool rather than going to the shattered remnants box. Remnants are easier to return to the map in the production phase.

After losses are applied, units on both sides are flipped, if called for, based on the modes chosen; sometimes the number of hits achieved as compared to the enemy's will force a flip as well. Same deal with retreats. If the attacker wins the combat (by remaining in the hex) and still has unflipped units, those units may continue their move and attack again.

That's ground combat in a nutshell. Naval combat also occurs on the front. Depending on which side sights the other, there may be a Day or a Night action, or both. If one side sights the enemy and the other does not, they may get one or two free rounds of combat. Unlike ground combat, naval combat can have more than one round, and there are no reserves. In a Day Action, either player can first launch a Naval Air Strike against enemy ships involved in the battle, which is explained below. Otherwise, ships fire at each other sort of like **War at Sea**. Ships fire by rolling both a d6 and a d10, adding those together and then adding their airstrike or gunnery factor, whichever was used. If the combined total is greater than the enemy ship's armor factor, that ship is hit. Two hits will sink any ship, but a damaged ship will also be sunk on a d6 roll of 6 after the battle if that side won, or a 5 or 6 if that side lost, or a 4,5, or 6 if every ship in the friendly force was also hit, regardless of who won the battle.

CV units cannot be attacked by gunnery in a day action unless all enemy BB units have already been attacked, or if they use their gunnery factor themselves (if they have one), but if CV units are alone, they can be attacked by BBs, even in a day action. Night battles differ only in that CV units cannot use their airstrike factors. That sounds harsh, in that in most games, CV units cannot be attacked with gunnery except in unusual circumstances, e.g. when they're caught alone or in a night action. The need to escort one's carriers in this game is obvious. The advantage to having CV units is in the sighting process, because they give you modifiers that increase the probability of sighting the enemy without being sighted, or even surprising the enemy fleet, giving you free rounds of combat. That, and they have a range of two for the purpose of Transit Attacks. Naval stacking is *not* unlimited. A maximum of 12 ships can be in a hex, no more than 6 BB plus 6 CV units.

After a round of combat, both players decide whether to stick around for another round, in secret. The designers *strongly* recommend that players withdraw if they suffer any losses at all. During playtesting, players were vastly more suicidal than historical commanders, and both sides would end up with no naval units at all long before the war was over.

Note that carrier-based air is not used in the same fashion as ground-based air. Ground-based air can conduct air combat as a Naval Air Strike, which is similar to the Tactical air strikes described above, except the targets will ultimately be ships rather than ground units. Either player may launch a Naval Air Strike

before a naval battle. Naval air strikes can also be made independently of an actual naval battle as a separate Pulse, or as Transit Attacks. Combat is resolved as in naval combat described above, after air superiority determination if both sides have air units, except that the plane's ground strike factor is added to the d6 and d10 to determine hits. There are some dive bomber units that get to triple their ground strike factor. Ships defend themselves by conducting AA fire using their airstrike factor or gunnery rating, whichever is greater. This is compared to the d10 rolled by the attacking aircraft. If the d10 is equal to or less than the ship's factor, the plane is shot down and sent to the shattered remnants box. There are a few crappy planes that are shot down automatically following an attack.

A bit more on Transit Attacks. Such attacks may be launched by available air units from airbases within range, as mentioned above. Transit attacks can also be made by non-phasing ship units, if the phasing ships pass through their "Zone of Patrol." The ZOP of a BB units is only within the hex it occupies. A CV ZOP extends out two hexes from the CV. If an enemy ship passes through a ZOP, the non-phasing player can attempt to intercept the moving ships, and play goes to the Interception process. Ships can attempt multiple transit attacks during a turn. My guess is that such attacks will not occur too many times over the course of a turn, however, as there just aren't that many ships and the world is a big place. It is, however, possible to attempt to blockade enemy ports in this manner, as ships can remain at sea indefinitely so long as they are within range of a supplied friendly port, and you can park a ship in the coastal hex containing the port if you want. Subject to Naval Air attack, of course.

That's the basic combat system. Other pulses can consist of rail movement (infinite, if you can trace the line), submarine potshots, amphibious assault, and some others. There are a total of 13 different types of pulses, including the event pulse, more of which anon. Supply is pretty simple, just trace to a friendly source, but not through enemy ZOC. Friendly units negate enemy ZOC for supply purposes. Supply lines can be traced across the sea under the appropriate conditions, called pipelines (a **Global War** term again). Units out of supply suffer various penalties in combat, and isolated units don't fare well at all, even if they are not automatically eliminated.

Now, to the events. Events are a fundamental part of the game. Not only do they present little challenges or benefits for the players, they are necessary to the obtaining of newer and better air units and ships. There is no counting of resources to produce units in this game. Each power gets a certain number of new infantry units each turn, regardless of factories, oil centers, or resources controlled. And you may return shattered units to the map more cheaply than getting new units, typically at a 3-1 ratio (you can return three infantry units to the map from the shattered remnant box instead of taking one new infantry unit from the forcepool). Your factories simply serve as places for these to arrive. You do have to dedicate factories to tank, plane, or ship production, but these units are added to the forcepool through event draws, not by spending more resource points, BRPs, ERPs, or whatever the game might call them.

During an event pulse, a player gets to pull one of the available event chits, new ones which are added to your cup each year. Each chit calls for several different things to happen. It might be a reinforcement, some sort of mini-disaster, or even an atrocity or strategic blunder of some sort. Some of them are good, some of them are bad. Some take effect immediately,

some are mandatory and some are optional, and some of them can be saved for later use, so there is another player aid card to save and track your events. These saved events may be as important as allowing an amphibious assault, such as Overlord or Torch. Otherwise, you don't get to launch repeated amphibious assaults over and over again each turn. But, the Graf Zeppelin doesn't get to be built unless the appropriate event is drawn, at which time the German player has to decide if he wants to commit the resources to build it (usually time and forgoing the build of a different type of unit). Compare to most other WW2 games, which simply require the right units to be based at the right place to launch an amphibious invasion, and where players can construct whatever they want within the countermix. Events can include developing nuclear weapons for most of the major powers. There are literally thousands of such events that can occur. The designers recommend that new players refrain from reading through the possible events, since historically no one knew what would happen when.

There are some Strategic Warfare rules. Unlike many games, in which SW allows direct attacks on resource points, or even employ air units for bombing, SW is abstracted in AV. Germany, Britain, and the US will each gain or lose SW levels as the game progresses. Important to those are some strategic bases spread across the map that the various powers can use to increase those levels. Thus, if the Germans can gain control of certain parts of South America, they might gain those bases and increase their SW ability against Britain. Generally, SW is used to affect production by delaying the arrival of new units. But there aren't hordes of B29s to send against Japan. Some players might be disappointed that there are no B29 counters at all. They are abstracted out. There are some B17s and B24s to play with, however.

That's the gist of the game. Of course, I haven't told you what the victory conditions are yet. Interestingly, there aren't any. Players are directed to play towards absolute victory. There are no objective hexes, no requirement to conquer the Axis by the end of the game, nothing like that. The designers state that the objective is to "crush your enemies." How successful a player might be is determined by the situation at the end of the game. "Have a good long discussion over a pizza about how the outcome should be judged...[d]id you get what you wanted? If so, you won!" While that produces a nightmare for rating purposes, it is actually the way most of the more complex strategic games are played: everyone argues at the end about how well they did, if you even get to the end!

The game has no multi-player rules per se, although it could be played in teams. The Pulse system would be challenging with multiple players, as there would be no way to determine player order among a team. How well could the game be played by mail or electronic means? No way to play the game by regular mail, as there is too much player interaction and a single turn might take years. Email would be doable, since each player only moves one stack at a time, but replies would need to be pretty prompt, or again the game could take forever. As a general rule of thumb, I try to complete a strategic game's turn within the time frame the game provides, or less, as it is otherwise too easy to forget what one is doing or lose interest if your game takes longer than the actual war. There is no Vassal module as yet, although according to the Consimworld forum, there is one pretty close to being finished. I think it unlikely that I could find the space to set the whole thing up for live play, solo or otherwise, although I could do some of the single map sce-

narios. Some of the secret aspects of the game, such as the commitment of air units and the selection of combat modes can be handled pretty simply by the honor system; players simply have to work out the order of mailings so as not to disclose things prematurely, and attach things as files that have to be opened to be reviewed. I play **Great War at Sea** in this way, with its simultaneous movement. The game would work well solitaire, you just have to make the appropriate decisions for the secret stuff, or determine them randomly. At least there are no hidden units to deal with.

From a complexity standpoint, the game probably has a pretty steep learning curve, because the system is so interactive, and I can imagine that the decision about what sort of Pulse to take over the course of a turn could get challenging. But, the principles aren't particularly difficult. The publisher gave it a complexity rating equal to **Balance of Powers**. I cannot tell you exactly how the game actually plays or how well balanced it is over the course of the war. Frequently, that is an issue with strategic games. Regardless of what the victory conditions might be, if the system allows the Axis to force Britain and Russia to surrender or reduce them to rump states repeatedly even with competent Allied play, there is a problem, just as there is a problem if the Allies can rarely force Germany or Japan to surrender. Similarly, a great game should occasionally present the Axis with an opportunity to completely defeat the Allies, not just eke out a meager survival into 1946 game after game. There is a small amount of published errata and a lot of favorable discussion online, so I suspect it works pretty well. Once the Vassal module comes out, I will be looking for a game.

[See a photograph of the game on page 22.]

Treasurer's Report

All print dues and contributions received have now been deposited, and we have paid our largest expense of the year. I have done the annual balancing of the checkbook and everything looks good. All we need now is something to spend our money on!

Total balance 1-30-17:	\$ 9,196.88
Dividend 1-31-17:	1.14
Dividend 2-28-17:	1.04
Dues and contributions:	115.00
Webhosting expenses:	-239.64
Total balance 1-30-17:	\$ 9,074.42

Until next time!



Open Match Requests from Duncan Rice

3rd Fleet VG	Thomas Ten Eyck (0826) PE
5th Fleet VG	Thomas Ten Eyck (0826) PE
1776 AH	Bob Herbst 1442 E
1940 GDW	Stuart Helm 1528 PEL
Air Assault On Crete	John Trosky 1554 CV
Afrika Korps AH	Alexander Martin 939
Afrika Korps 2ed AH	Roger Greezicki 1865 P
Arab Israeli Wars AH	John Trosky 1554 CV
Amateurs to Arms! CoA	Rod Coffey (1493) V
Battle of Bulge '65 AH	Roger Greezicki 1865 P
Bitter Woods L2	Art Dohrman (1551) EV
Bitter Woods AH	Mel Yarwood (36) P
Bitter Woods CG	Joe Ryan 1854 E
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
DDay '77 AH	Tom Walsh 1427 P
Dresden SPI	Albert Bowie (299) EP
Empire in Arms AH	Tim Dekker (1593)
Eylau SPI	Albert Bowie (299) EP
Flat Top AH	Chris Hyland 1862 EGV
Flight Leader '86 AH	Paul Pearson 1638 EPV
Golden Horde/Kulikovo 1380 ATO	Albert Bowie (299) E
To Green Fields Beyond SPI	John Trosky #1554 CV
Great Medieval Battles SPI	Albert Bowie (299) E
Hitler's War AH	Stuart Helm 1528 PEVL
Last Chance for Victory	Bruce Gelinias (1668) VG
Napoleon's Last Battles SPI	Mel Yarwood 36 P
Napoleon's Last Battles DG	Joe Ryan 1854 E
Operation Typhoon SPI	Thomas Ten Eyck 826 EP
Pacific War VG	Ross Jefferson 1836 FEVG
Rhichthofen's War AH	Scott Saunders 1664
Rock of the Marne MMP	Ken Oates (1238) PEV
Russia Besieged L2	Michael Paul 1586 P
The Russian Campaign	Joe Ryan 1854 E
Russian Front AH	Mel Yarwood (36) P
Seelowe SPI	Roger Eastep 291 V
Stalingrad AH	George Philles (697)
Storm Over Dien Bien Phu MMP	Andrew Patience 1646 V
Sweden Fights On GMT	Richard Passow (1453) EPS
Tac Air AH	Martin Sabais 1711 EVSL
Turning Point Stalingrad AH	Martin Sabais EVSL
Twilight Struggle GMT	Chris Hancock (565)
Twilight Struggle GMT	Michael Mitchell (1086) ETF
A Victory Denied MMP	Ed O'Connor (1243) V
A Victory Lost MMP	Ed O'Connor (1243) V
Waterloo 2ed AH	Roger Greezicki 1865 P
Wooden Ships, Iron Men AH	Bob Herbst 1442 E

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).

Advanced Third Reich – Tom Thornsens (470) V – learning/backup

Crown of Roses GMT – Mike Kettman (1067) V

Dune – Jeff Miller [1303] V

Empires of the Middle Ages – Mike Kettman (1067) V

En Garde – Jeff Miller [1303] EG

Flat Top – Bob Dowrey (1507) V

Gunslinger AH - Matt Scheffrahn 1844 VMG

Kremlin – Jeff Miller [1303] V

The Longest Day – Alex Martin [939]

Multiplayer Coordinator

Jeff Miller

Well, we almost made it through the winter without a major snow storm! Of course I was away from home at the time, which seems to be par for the course. Last year I was stranded in Atlanta for 3 days, this year I was in Maryland.

Looking forward to spring – and more games. ☺

I went to PrezCon for the first time this year. In comparison to WBC it is smaller of course, but also a bit more relaxed. Great bunch of players, and lots of games being played. It's actually slightly less of a drive time for me as compared to going to WBC, and the accommodations are good. Especially loved some of the promotions, even craft brew promotions on three of the nights. Worth a trip for those who can fit it into the schedule. Figure I will be back next year for winter con and am considering the summer con as well. [See photo on page 24.]

Okay, now for the multiplayer stuff.

Not too many changes on the list this time.

I am thinking I may offer to GM something I have in my collection once I finish dealing with a bunch of family stuff, hopefully this summer. I have most of AH's and VG's stuff, plus a fair amount of GMT's and a few other assorted goodies.

So I'm looking for some feedback on what everyone might be interested in. So drop me a note of what you would like to play.

I still have **EnGarde** listed. For those of you who are not familiar with it, picture playing the role of a musketeer in France. Lots of drinking, wenching, duels, and all that fun stuff. ☺

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.

★★

After-Action Report—**Silent Victory** Game

USS Sea Dog's Second Patrol Report

by Bob Best

This is an after-action report detailing USS Seadog's second war patrol. It was posted originally in the **Silent Victory** Campaign Game that is being played on the AHIKS forum. The after-action report is being presented here as an example of what can be done to enhance a player's enjoyment of the game with some story background found in our multiplayer campaign game.

USS Seadog was assigned to patrol Empire waters and perform a lifeguard special mission. The patrol was conducted in January 1945 when USAAF B-29 bombers were flying long range over water bombing missions to Japan. The submarines were assigned patrol areas along the bombers route so that crews could be recovered from damaged bombers forced to ditch in the ocean. Submarines also performed the lifeguard mission for Navy carrier based airstrikes against Japan. This is the story of one such mission.

USS Seadog's patrol is just one type of mission that can be performed in the **Silent Victory** solitaire game. I hope you enjoy reading about USS Seadog's mission. If you enjoyed this after-action report you can go to the AHIKS website and read more of the patrol reports submitted by our campaign game players in the **Silent Victory** campaign game.

Our patrol begins at Pearl Harbor.

USS Sea Dog (SS-401) was ready to depart Pearl Harbor on her second combat patrol. LCDR "Rusty" Gates (Seadog's Captain) ordered "All Back, Dead Slow" as Seadog cast off from the submarine pier and backed into the channel leading out to sea. Pearl Harbor was a bustling place in January 1945 and there was little evidence remaining of the devastating December 7, 1941, attack. The rusting hulk of the USS Arizona was the only victim still visible as Seadog entered the main channel. All the other battleships had been raised and repaired and were now fighting in various theaters of the war.

Seadog moved down the channel toward the open sea. Near the entrance to the harbor Seadog rendezvoused with their escort that would see them safely past the harbor defenses and into the open ocean.

Seadog was bound for Empire Waters. She had been assigned to Lifeguard Duty for several airstrikes planned by both the Army Air Corps B-29 bombers and Admiral Spruance's Fifth Fleet Task Force 58.

Saipan, in the Marianas Islands had been invaded in June 1944. It was secured after bitter fighting by Marines and Army troops in July. In late November 1944, USAAF B-29 Bombers from the 73rd Bomb Wing at Saipan bombed Japan for the first time. (If you want to read more about the B-29 bomber missions to Japan, check out the AHIKS Forum's "After-action Reports" section on the main menu. You will find after-action reports for Sweet Sue, a B-29 Bomber playing in another campaign game. Look under the section labeled "B-29 Superforress Game)."

The trip from Saipan to Japan for the B-29s was a 1500 mile flight and damaged bombers that could not reach Isley field on Saipan had to ditch in the ocean. Submarines were being used as lifeguards to rescue downed aircrew along the bomber's track to Japan.

"Rusty" Gates and USS Seadog were assigned to a lifeguard patrol station off the coast of Japan. "Rusty's" orders were to standby on various dates to recover downed aircrew that had to ditch. He was free to patrol and engage targets of opportunity between lifeguarding assignments.

There were no contacts as Seadog transited the zones to Empire Waters. Over the next few weeks, a number of B-29 Bomber strike missions were assigned to bomb various cities in Japan. LCDR Gates stood by at his assigned location for each strike. Seadog was on the surface during daylight, approximately 100 miles off the coast of Japan where B-29 bombers would pass as they returned from their missions. Plane crews were briefed on the submarine ditching locations and would rendezvous at that location if they were in trouble. Fortunately, Seadog was not called upon to rescue any B-29 flyers during these assignments.

Seadog patrolled the shipping lanes between lifeguard assignments. Targets were scarce as Japanese shipping had taken a terrible beating during 1944 from submarines. Over six hundred merchant ships had been sunk in 1944 alone. Seadog's only shipping contact was made at night by SJ radar. It was at extreme range and Seadog was not able to intercept.

On February 16, Seadog was ordered to take up a position just off the coast of Japan south of Tokyo. Admiral Spruance's Fifth Fleet Task Force 58 was conducting carrier strikes around Tokyo. The Task Force had moved to a position 125 miles south east of Tokyo and 60 miles off the coast to launch a massive airstrike. Seadog was to surface just a few miles off the coast as the strike planes were leaving the target area and going "feet wet."

During the Carrier Strike...

Seadog was at periscope depth about 5 miles off the coast near Tokyo.

Looking at his watch LCDR Gates said "Well, those flyboys ought to be heading back about now. Let's take her up!"

The klaxon sounded and Seadog started toward the surface. As the conning tower broke the surface Gates cracked the hatch and, amid a cascade of water draining from the bridge deck climbed out of the hatch and onto the bridge. Crewmen followed him up the ladder and raced to their surface battle stations.

"Gun crews man your guns," ordered the Exec Officer.

The ready duty ammunition lockers were broken open and belts of machinegun ammunition and shells for the 40 and 20mm antiaircraft guns were distributed. Lookouts were at their stations, and the radar antenna was deployed. Crewmen were standing by on deck with rafts in case they had to go into the water to assist downed flyers. Seadog was ready.

(Can't you just visualize in your mind John Wayne coming to the bridge during the lifeguard rescue scene in the movie Operation Pacific here!)

Gates was checking the sky looking toward the mainland with his binoculars. He could see a number of tiny black dots moving slowly toward Seadog. The dots were in loose formations and there were a number of other dots swirling around the rear of the formations. That would be the fighter escorts battling

it out with IJN fighter aircraft that managed to get into the air to defend against the raid.

The talker standing next to LCDR Gates announced "Captain, Radar reports the radar is off line. They are working to fix it"

"Ok," replied Gates. "All you lookouts stay sharp. Radar is down! We don't want any Japanese fighters sneaking in on us."

The Talker spoke again "Captain, Radio reports we have a customer. He is heading in our direction bearing 350 degrees. It's an SBD dive bomber with damage."

Gates shifted his glasses further to the right. "There he is," he said.

Gates could see a plane streaming black smoke low on the horizon heading in their direction. He could see the large white stars on the fuselage as the SBD Dauntless started to circle the submarine. The pilot waggled his wings and then set up to ditch. Gates watched him set the damaged SBD down in the water about a hundred yards away from Seadog. Gates ordered the sub to slowly approach the sinking plane. The crewmen



were standing on the wings of the slowly sinking plane.

Seadog's crewmen deployed the rafts and paddled out to pick up the aircrew. Both men were taken aboard safely. A few minutes later the Talker

reported "Captain, Radio reports another plane approaching. This one might not be able to reach us."

Gates glassed the sky in the direction the plane was coming from. He could see an F6F Hellcat fighter coming low over the water. It bellied in about a mile off the beach.

Gates gave the order to bring Seadog around and head for the downed airman. Sonar reported that Seadog was running in pretty shallow water and would not be able to submerge. Gates ordered Seadog in anyway.

A few minutes later, about a mile from shore, Seadog came alongside of the downed fighter. With great haste the pilot was picked up and Seadog turned to run for deeper water.

Just then a lookout reported another plane heading straight for them low on the port quarter.

Seadog was running at flank speed for deeper water but the plane, a Japanese fighter caught them with less than 40 feet of water below the keel. As he could not dive, Gates ordered the gun crews to open fire. A steady stream of tracers arced out from Seadog toward the Zero.



The Zero grew larger as it approached. Gates could make out the pilot sitting in the cockpit, then he saw the twinkling muzzle flashes along the wings of the Zero as he fired at Seadog. Gates watched a line of splashes in the water as shells from

(Continued on page 24)

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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: May 31, 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

ADMW Games

The III Caesars – Roman Civil War of AD 69. Rome had been a Republic with Senators for about 500 years. Then came the line of emperors: Julius, Augustus, Tiberius, Calligula, Claudius, and then the sixth evil Emperor Nero. Nero committed suicide in AD 68 after an attempt to prove he was God incarnate. It appeared the Roman Empire had received a fatal wound to its head (leadership) which could not be healed. **Three Caesars: The Roman Civil War of AD 69** re-creates this struggle. Galba, Ortho, and Vitellius engaged in a war where Romans fought against their fellow Romans to see who would become the next emperor of Rome.

Historically, none of them succeeded, either militarily or politically. Can you succeed where they failed? If not, General Vespasian is on his way to Rome to proclaim himself emperor, and begin the Flavian Dynasty. \$50

<https://www.admwgames.com/index.php/product/the-iii-caesars-roman-civil-war-of-ad-69/>



Avalanche Press

Soldier Emperor covers the entire sweep of the Napoleonic Wars from 1803 to 1815, as fleets and armies clash from Ireland to Persia. Military, economic, and political factors come together in a game playable to completion in just a few hours.

Each player has armies and fleets. There are also a handful of generals and admirals to assist these in battle and in movement. The best are Napoleon, Nelson, and Wellington, standing head and shoulders above every other general. The worst is Austria's unhappy General Mack, along with the hapless Prince of Orange, Spain's arrogant Cuesta, and Napoleon's profligate brother Jerome.

Players have allies; some are set at the beginning of the game, other alliances are forged during the course of play. Everyone else is an enemy. No one is "neutral"; those are just enemies you haven't attacked yet.

The map is divided into land areas and sea zones. Armies move on land, fleets at sea. Each land area is rated for the amount of money and manpower it generates each turn. Manpower represents not just fresh recruits for your forces, but also the things made with human labor: food, uniforms, weapons and so on. Money is, well, money. You expend manpower to rebuild your forces, and money to finance their actions.

Combat is conducted by rolling dice, one for each attack factor. These hits must be sustained by enemy armies by reducing them in strength, or eliminating them. A good general lets you roll more dice. Each area is rated for its garrison strength; to capture it, you have to defeat the garrison troops through siege (in addition to driving off any enemy armies there). The procedure here is very similar.

Throwing a twist into all of this is card play. The universe is loaded with random elements; life does not unfold as an orderly series of "phases." After a short countdown to start the game, players can play cards at any time, in any order.

The cards are the centerpiece of the game, giving it its free-wheeling nature. Dysentery can strike. Generals can vacillate.

Local militia can appear to help. Soldiers might run off to loot. Bridges get burned, snow falls early, the harvests are bad, the harvests are good. Royal marriages, minor country alliances, the rise of new leaders — all sorts of events take place during card play.

Soldier Emperor includes eight scenarios plus a campaign game covering the entire era. Play ends on a predetermined turn or when a player has achieved his or her conditions for automatic victory, whichever comes first. \$75

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



Compass Games

Nine Years: War of the Grand Alliance 1688-1697 uses the **No Peace without Spain** system. It also contains a campaign game combining the components and scenario rules of both the **Nine Years: War of the Grand Alliance 1688-1697** and **No Peace Without Spain** games into one epic scenario running from 1688 to 1713. For the epic scenario, ownership of both games is needed. Now players can recreate one of the decisive moments in European history, as France begins its long slide to revolution, Austria enjoys its last moment of continental dominance, and Britain asserts itself as the preeminent economic power of Europe.

In 1688, Louis XIV embarked upon a war of aggression later called the Nine Year's War or the War of the Grand Alliance. At the same time, supported by influential British political and religious leaders, William III Prince of Orange crossed the Channel to invade England, deposing the English King James II, his father-in-law in the "Glorious Revolution." **The War of the Grand Alliance** is a companion game to **No Peace Without Spain**. A new countersheet provides additional leaders (for such commanders as William III, duke of Luxembourg and Vauban), additional corps and additional fleet counters while a set of new event cards allow the players to recreate the most famous incidents of the war such as the Pacification of Scotland, the naval battles of Lagos and Beachy Head, and the death of Louis.



Nine Years: War of the Grand Alliance 1688-1697 offers some additional options, such as fighting in the Northern American Colonies, where the conflict was known as King William's War, naval battles in the Atlantic between the Bourbon and Allied Atlantic Fleets and special rules for invading England and—newly present—Ireland. Victory points are still gained or lost by the Alliance player, but with new features. Peace negotiations are influenced by the board position in Spain, Germany, Ireland, and England.

Note: Ownership of both games in the Series allows one to play the campaign game linking both scenarios. \$69
<http://www.compassgames.com/preorders/nine-years-war-of-the-grand-alliance-1688-1697.html>

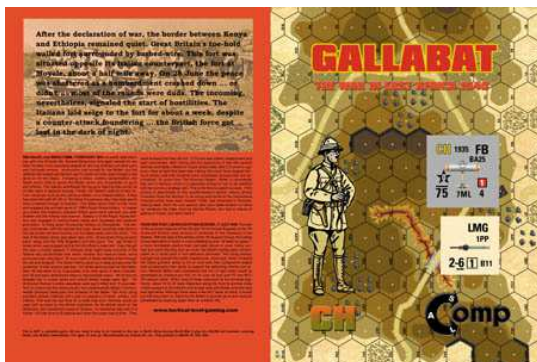
Critical Hit

Gallabat and Beyond, Moyale, Kenya, 1 July 1940: After the declaration of war, the border between Kenya and Ethiopia remained quiet, Great Britain's toe-hold walled fort surrounded by barbed-wire. This fort was situated opposite its Italian counterpart, the fort at Moyale, about a half mile away. On 28 June the peace was shattered as a bombardment crashed down ... or didn't ... most of the rounds were duds. The incoming, nevertheless, signaled the start of hostilities. The Italians laid siege to the fort for about a week, despite a counter-attack founding (the British force got lost in the dark of night). The Italian force then withdrew for 24 hours before striking again. This latest attack was also beaten back. By 14 July the defender's water supply had been expended. Resupply was impossible so the remaining soldiers of the garrison slipped socks over their boots and withdrew, weapons in tow, under the cover of darkness.

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

The recent French Algeria module was well received and set the tone for more esoteric campaigns of World War II and beyond. To that end, we bring you **Gallabat And Beyond: The War in East Africa 1940**. The set includes 10 historical scenarios, never before published, plus a collection of four 11" × 16" geomorphic boards to play them on. What's more, you receive 368 color, die-cut counters including new soldier art, providing ALL the combat counters needed to play! Just bring your ASLRB, markers and a love for the study of new terrain, situations, and combatants.

NOTE: this is a very limited print run and your copy is being created as a special order just for you. To that end please allow 4-8 weeks for delivery or when the module is completed. \$90 http://www.criticalhit.com/mm5/merchant.mvc?Screen=PROD&Product_Code=ASLGALLBAT



Warriors of the Negus This is the 2017 **Warriors of the Negus**, ap board edition. It includes six 11" × 16" geo boards, never published before, plus 8 **Lion of Judah** scenarios that use them, and the counter set from ASLComp **Gallabat And Beyond**. West-of the Mareb River, Ethiopia, 3 October 1935: On 28 March 1935, General Emilio De Bono was named as the Commander-in-Chief of all Italian armed forces in East Africa. In addition, he was the Commander-in-Chief of the forces invading from Eritrea, the "northern front". De Bono had under his direct command a force of nine divisions in three Army Corps: The Italian I Corps, the Italian II Corps, and the Eritrean Corps. At precisely 5:00 am on 3 October 1935, De Bono crossed the Mareb River and advanced into Ethiopia from Eritrea without a declaration of war. In response to the Italian invasion, Ethiopia declared war on Italy. At this point in the campaign, roadways represented a serious drawback for the Italians as they crossed into Ethiopia. On the Italian side, roads had been constructed right up to the border. On the Ethiopian side, these roads often transitioned into vaguely defined paths.

This is ASLComp **Lion of Judah**, a new take on the epic battle in Ethiopia, during 1935-36. The world was outraged, but stood by idly as Italian fascists and their minions moved in their armor and aircraft to crush a small nation. Rules, all new scenarios in color format, a sheet of counters, all included. \$80
http://www.criticalhit.com/mm5/merchant.mvc?Screen=PROD&Product_Code=ASL_NEGUS



GMT Games

Fields of Despair: France 1914-1918 is a 2-player hex-based strategic level block war game set on the Western Front of the First World War. Players take control of the Allies or Central Powers fighting the war on land, at sea, and in the air all the while making tough economic and technological decisions at home.

Fields of Despair has a unique block system designed to maintain the fog of war throughout the entire game. In most games, block combat values range from one to four. In **Fields of Despair** the range is zero to twenty.

The range in values makes **Fields of Despair** a very deceptive game. Players can build up a large force with a single block instead of giving away their strategy with a stack of blocks.

Movement is simple and free flowing. Players are allowed to "make change" during the movement phase. Thus a block with a combat value of 16 could be broken in two blocks of 8 before moving, or conversely two blocks could be combined into one. Zero-value blocks known as "Deception" blocks could also be part of the exchange. Thus after every movement phase you never really know the strength of your enemy.

A unique phase called Strategic Reorganization, allows players to make the large build ups of the First World War in secret.

The fog of war isn't lost after first contact with the enemy. Blocks remain hidden even when enemies occupy the same hex and stay hidden until one player decides to allocate an air squadron for reconnaissance or sends his men across no man's land.

Combat is fought in singular rounds and involves the allocation of limited artillery resources across the front. Unlike many games, the active player is not obligated to fight a round of infantry combat. If he wants to sit in his trench and fight an attritional artillery battle that is his prerogative. However, if he does choose to send his men "over the top" all blocks are revealed and one round of combat is fought. After losses are taken all blocks are stood back up as armies retreat back to their trenches.

In **Fields of Despair**, Allied and Central economies are in a constant state of decline. Therefore, at the start of each turn, the ability to supply troops, keep planes in the air and artillery full of shells, decreases.

Players are given a limited number of Economic Points (EPs) each turn and must make several tough choices. EPs must be allocated among the war efforts of supply capacity, logistics, and artillery or aircraft production and maintenance.

EPs may also be used to help fight the war at sea and in the East as well as advance technologies of the day including: aircraft improvements (the Fokker tri-planes didn't invent themselves), chlorine and mustard gas, as well as the gasmasks to counter them, and tanks.

Fields of Despair includes a 10-turn 1914-1918 historical campaign as well as historical scenarios for the early, mid, and late war. Free set up scenarios for all 4 periods are also included which allow for alternate history play. \$99
<http://www.gmtgames.com/p-473-fields-of-despair.aspx>

Building off the good works of COIN Series Creator Volko Ruhnke and series designers Jeff Grossman, Brian Train, Mark Herman, and Andrew Ruhnke, designer Harold Buchanan applies his knowledge of the American Revolutionary period to take a new look at the struggle that built a nation. COIN Series Developer Mike Bertucelli continues his work on this project and Volko Ruhnke is an active advisor.

Liberty or Death: The American Insurrection features the same card-assisted counterinsurgency game system as GMT's **Andean Abyss, Cuba Libre, A Distant Plain, Fire in the Lake, and Gallic War**, with a set of twists that take the COIN Series to the 18th century, including:

- Brilliant Strokes that trump initiative (Led by leaders like Washington, Rochambeau, Clinton and Joseph Brant)
- Irregular troops (Patriot Militia and Indian War Parties)
- Regular troops (British and French Regulars and Patriot Continentals) for battles and skirmishes with line infantry
- Rabble-raising, Skirmishing, Tories, variable French entry, and Indian Raids
- Variable impact of naval commitments between the British and French
- French blockades to confound British plans
- French financing options to feed the Patriot's war effort
- A large deck of 110+ cards for great play variety
- Short, medium, and long-length scenarios with period-event or random options.

Each faction in **Liberty or Death** brings new capabilities and challenges:

As the British, you have to deal with an Insurrection across a massive region. With control of the seas (at least until the French arrive), you have extreme flexibility and can move across the coast and cities at will. You will muster Tories to support your efforts. They will march with you to battle, but they need your cover. You can control any space you choose, but you cannot answer every threat on the map. The Indians will work with you but, like the Tories, will need you to coordinate and protect them when the Patriots become aggressive. With the leadership of Gage, Howe, and then Clinton, you will be able to strike a potentially decisive Brilliant Stroke if the stars align. Each leader brings something new to the war effort. If you can strike the decisive blow and win the day, you will be able to build support and reduce opposition in short order. If the option to Battle the French in the Colonies presents itself, it will be hard to pass up!

As the Patriots, you initially aren't powerful enough to counteract the British Army. You will need to pick your battles and initially spread the Militia to key areas. Over time you can train a force of Continentals to take on the British Regulars. Until then, Rabble-rouse and work with the French to challenge British dominance. Skirmish with the British in small numbers to make their stay expensive. Will the French be there when you need them? Persuade the local population to give you resources to keep the heat up. Watch the Indians on the Frontier; if they develop their forces unanswered, you won't be able to win the game regardless of what happens with the British.

As the Indian player, you have selected the lesser of two evils in aligning with the British. You will work with them to lower Opposition using Raids but you will be developing your footprint by gathering forces and building villages. The British can help you to protect them from the Patriots and in return you can assist the British in controlling the region. War Chief Joseph Brant and later War Chief Cornplanter give you the ability

Fields of Despair - Player Board

Supply Capacity
 Table: Number of hexes supplied during the production phase (17). Reduce by 1 on 2 during Economic Maintenance (11).

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25

Logistic Points

1	2	3	4	5
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Technology Advancements

Aircraft Improvements: Increase the value of available aircraft slots. Example: at Athens (1) all the planes have one slot with a value of 3, two with a value of 2 and all other have a value of 1.

Albatross	Fokker	Albatross	Albatross	Fokker	Fokker
(1)	(2)	(3)	(4)	(5)	(6)
2	2	3	3	4	4
2	2	2	3	3	3
2	2	2	2	3	3
2	2	2	2	2	2

Artillery - Gas Shells: Half of the shells (also considered armor) are called as gas shells. Choose gas shells on 4. Allocated gas shells on 4.

1914	1914	1914	1914	1914
Start	Start	Start	Start	Start
1	1	1	1	1
1	1	1	1	1
1	1	1	1	1
1	1	1	1	1

Gas Masks: Consults indicated number of gas attack hits (also considered armor) rolled with a 3 or 4. Refer to the first number of Gas attack hits and the 2nd number of Gas attack hits. Gas attack hits are rolled with a 3 or 4. Refer to the first number of Gas attack hits and the 2nd number of Gas attack hits. Gas attack hits are rolled with a 3 or 4. Refer to the first number of Gas attack hits and the 2nd number of Gas attack hits.

1914	1914	1914	1914	1914
Start	Start	Start	Start	Start
1	1	1	1	1
1	1	1	1	1
1	1	1	1	1
1	1	1	1	1

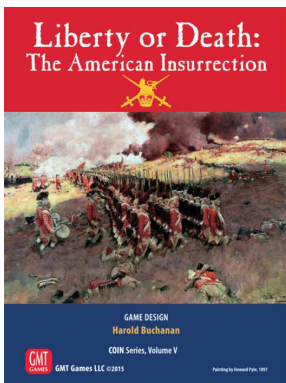
Tanks (Allies)/Sturmtruppen Squads (Central): During march warfare shows the reduced number of CV to make a breakthrough move if the hex is cleared during combat.

Central	Allied	Start	Start	Start	Start	Start	Start	Start	Start
1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1

Liberty or Death: The American Insurrection [Reprint Ed. Volume V in GMT's COIN Series] takes us back to the struggle of the American Patriots against their parent British government. A unique multi-faction treatment of the American Revolution, **Liberty or Death: The American Insurrection** will take 1 to 4 players between lines of clashing red and blue infantry, Indian raids, European politics, British control of the seas, French intervention, and the propaganda war.

to mount a decisive attack with your War Parties but will it be worth exposing your villages to Patriot attack?

As the French, you have the ability to be the thorn in the side of the British in North America. With the Hortalez Rodrigue et Cie Company, formed to feed the Patriots resources, you can fund the Insurrection. Your agents can rally assistance in and around Quebec and you can facilitate privateers to steal resources from the British. When you sign the Treaty of Alliance with the Patriots, you can bring French Regulars to America to march and battle. You can also increase French Naval Intervention, Blockade Cities, move Regulars by sea and Skirmish with the British.

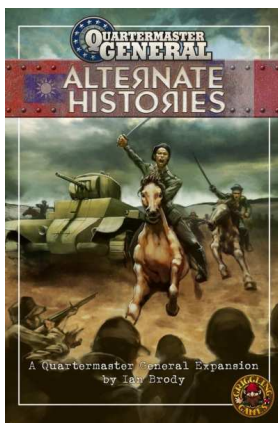


As with earlier COIN Series volumes, players of **Liberty or Death: The American Insurrection** will face difficult strategic decisions with each card. The innovative game system smoothly integrates political, cultural, and economic affairs with military and other violent and non-violent commands and capabilities. Rabble-raising, Indian Raids, Persuasion, Naval Pressure, Letter of Marque, Looting, Trading, Skirmishing, and Foraging and more options are available. Flow charts are at hand to run any faction short a player—solitaire, 2-player, 3-player, or 4-player experiences are equally supported. \$82 <http://www.gmtgames.com/p-582-liberty-or-death-the-american-insurrection-reprint-ed.aspx>

Grigling Games

Quartermaster General: Alternate Histories is the second expansion for **Quartermaster General**, the critically acclaimed fast-playing World War 2 game. It is playable in 90 minutes, and gives players the same experience of much larger games in a much simpler, digestible format.

Alternate Histories adds pieces for France and China as well as new cards to add even more variety to your games. \$25 <http://www.griglinggames.com/shop/euro/quartermaster-general-alternate-histories/>



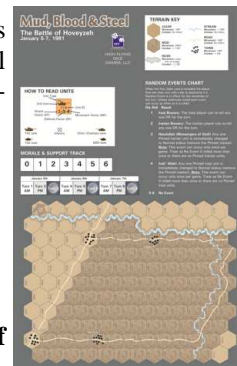
High Flying Dice Games

Mud, Blood & Steel, The Battle of Hoveyzeah, January 5-7, 1981 Game turns, each with 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 the final game turn with the winner based on victory points. \$6

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



Lightning and Steel, The Battle of Piotrków Trybunalski, September 4-5, 1939, is a war game simulation of the climactic battle fought near the town of Piotrków Trybunalski during the 1939 invasion of Poland by Nazi Germany. Taking the crossroads town was crucial to the German's XVI Corps offensive. The Poles ordered their 1st and 2nd Tank Battalions, along with elements of two infantry and one cavalry divisions, to counter attack and cut off the Germans. The result was the war's first major tank battle, and one that nearly thwarted the German's plans. \$18 <http://www.hfdgames.com/las.html>



Hollandspiele

Ukrainian Crisis simulates the Russian intervention in the Ukraine beginning in 2014. Diplomacy, propaganda, and international prestige play just as big a part in the proceedings as military force, if not more so: it's entirely possible for the situation never to result in armed conflict at all. Each of these various elements feeds into and off of the others, resulting in a complex and decision-rich strategic situation. Event cards provide opportunities to turn things to your advantage, or to collapse in folly. The game is driven by the allotment of Resource Points chits. These chits are divided into three categories that each provide a random range of Resource Points: Minimum (1-4), Medium (2-5), and Maximum (2-12, trending toward 7). Each player has a finite number of each type of chit. This not only means that the commitment of chits among different activities within a given turn is important, but that as the game progresses, the choices you made on previous turns limits the range of options available for the end-game. While the decisions are rich and nuanced, the game system is relatively straightforward, making it a great introduction into "pol-mil" gaming.

The Little War is a smaller game about a smaller conflict: the week-long 1939 border war between Hungary and Slovakia. This is more of a straight-forward military engagement, but that

doesn't mean it's any less interesting, clever, or innovative. **The Little War** is driven by an ordinary deck of playing cards (which you'll have to provide yourself). On each turn, six cards are drawn from the deck. One player gets the Hearts (movement) and Diamonds (combat), the other the Spades (movement) and Clubs (combat). The luck of this draw might favor one player this turn, but this will result in it being more likely to favor his opponent on the next. \$45

<https://hollandspiele.com/products/ukrainian-crisis-the-little-war>

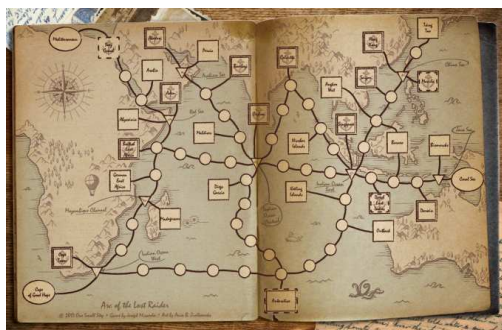


One Small Step

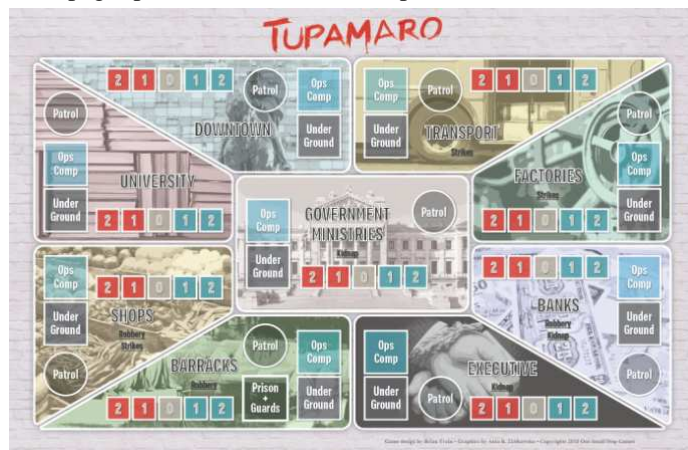
Folio No. 14: Arc of the Kaiser's Last Raider (designed by Joseph Miranda) puts you in the position of a writer of pulp fiction during the 1920s in which you are trying to complete an adventure fiction novel set some time during World War I on the high seas. You, the writer, are trying to construct a story arc in which the narrator of your novel, the commander of a German high seas raider in 1917, is trying to find a lost secret somewhere in the South Seas which, if he can return it to a port in Europe, will change the course of the World War raging in Europe. This objective is represented by an Objective card.

Along the way, your commander must face many perils, from shark infested waters to monolith haunted lost islands to Uber-Nemeses who will do anything to stop him from completing his mission. These are represented by various Plot Cards.

But you have many ways to complete your mission (i.e., finish the book on deadline). One of these is the mighty Cliche cards which you can hold and play at critical moments when all seems lost. However, the more Cliche cards you play, the greater the chance you have of losing the reader's suspension of disbelief, quantified as The Plot Thins Index. When you reach your Objective, you must use your Savvy and trusty crew to overcome the final obstacles, grab the prize, and then return home. \$45 http://ossgamescart.com/index.php?main_page=product_info&cPath=6&products_id=106



Folio No. 13: Tupamaro (designed by Brian Train) is a game about the internal war between the Tupamarus and the forces of the Uruguayan State security from 1968 to 1972 fought in Montevideo. The game is an unusual treatment in that because all the action took place inside a single large city, the map is a non-representational 'map of attitudes' of the people of the city of Montevideo, with an abstract troop and time scale. The guerrilla player has many subtle strategies to try while the Government player struggles to train his security forces and keep the people on his side. \$25 http://ossgamescart.com/index.php?main_page=product_info&cPath=6&products_id=105



Operational Studies Group

Napoleon's Quagmire: The Campaign in Extremadura

The year 1809 began with Napoleon's departure from the Iberian Peninsula, to face the Austrian threat on the Danube. He left his brother, Joseph, in nominal command of his armies in Spain, as puppet king in Madrid. Fighting flared on several fronts simultaneously, and the French occupation had some successes, notably at the siege of Saragossa, concluded by Marshal Lannes just before his departure to join the Emperor.

In 1809 the French under Joseph nearly mastered the plains of Old and New Castile. However, the Napoleonic magic could not work at such distances (a dispatch sent from Vienna to Madrid, would travel 2,400 km in 12 to 14 days); when dispatches arrived they were often days or weeks out of date. A series of battles were fought during the course of the year along the approaches to Madrid from Portugal, where the future Duke of Wellington had just arrived with a small British Army to second the Spanish Army of Extremadura.

The Battle of Medellin— March 28, 1809

Gregorio García de la Cuesta planned to attack Marshal Victor's Corps of 18,000 after it had crossed the Guadiana River over the single span at Medellin. The French crossed the river, deployed on the plain to face a Spanish army of 26,000 spread out along an extended front of 4 miles. An initial attack by Latour-Maubourg's dragoons against del Parque's infantry was met with firm resistance and repulsed. However, as the Spanish advanced and casualties increased, their formations began to lose steadiness. Seeing an opportunity, Latour-Maubourg launched a second attack. This time his dragoons overwhelmed the left flank of the Spanish army, while Lasalle's light cavalry were equally successful on the opposite flank. Cuesta's army disintegrated, losing 8000 casualties and 2000 prisoners along with 9 colors and 20 guns.

The Battle of Talavera— July 28, 1809

Viscount Wellesley set up defensive positions in front of Talavera (116 km from Madrid, flanked by the River Tegos) and waited for the advancing Marshal Victor. Victor had 46,000 veterans and 86 guns, Wellesley had 20,000 British and 35,000 unreliable Spanish troops. The French attacked Wellesley's center in column and were repulsed by British firepower. In the afternoon a gap opened in the British center and the French threw 10,000 troops into it. Wellesley could only spare 3,000 troops to oppose them. The British waited until the enemy were 50 yards away, both sides firing point blank. The French columns broke, leaving 1,700 dead and wounded. Further attacks were repulsed. As the day ended, news arrived that the Spanish Army of La Mancha, under Venegas, was moving on Madrid. King Joseph under the advice of Marshal Jourdan called off the attacks and withdrew.

The Battle of Almonacid—August 11, 1809

Venegas' threat to Madrid was meant to prevent General Sebastiani's 4th Corps from moving west to aid Victor, but Venegas had been inactive recently, allowing Sebastiani to move to Talavera. The arrival of a large army from the northwest of Spain, under Marshal Soult, forced Wellington and Cuesta to retreat back into Estremadura. Leaving Marshal Victor to pursue Wellington, Joseph took Sebastiani's corps and his Reserve east, to counter Venegas. On 9 August Sebastiani crossed the Tagus, racing for Toledo. The Spanish were not far behind. Sebastiani's men ran into the enemy 5th division, forcing them toward Mora and Madridejos. By 10 August the rest of the Spanish army had come up face to face with Sebastiani's corps and Milhaud's dragoons at Almonacid. Joseph and his Reserve were about ten miles to the rear.

The Battle of Ocaña— November 19, 1809

Juan Carlos de Aréizaga took command of the Army of the Centre and immediately marched from the foot of the Sierra Morena to the plain on November 3, crossing the Tagus 60 miles south of Madrid. This was a threat Joseph could not ignore. He sent Marshal Mortier across the Tagus, behind Aréizaga, and met up with him at Ocaña. Aréizaga was awaiting his baggage trains and took up a position in order of battle behind a ravine, in order to wait for them. Soult—now Joseph's Chief of Staff—chose to ignore the Spanish left, protected by a steep ravine, and attack on their right. Sebastiani took three brigades of cavalry against Freire's cavalry on the Spanish right wing, and quickly routed them. They then attacked the flanks of the infantry divisions, who had no chance to form square. At the same time the Polish and German infantry assaulted the main Spanish line east of Ocaña. \$109

<http://www.napoleongames.com/napoleon-s-quagmire.html>

Red King Games

Alfred The Great, War In The West Country, 876 AD Warrior Kings Campaign Series, Volume 2. In the first game, **Alfred The Great: The Great Heathen Army 871 AD**, Alfred had led the West Saxons to victory of a sorts, spectacular but not comprehensive.

Ivar the Boneless, the Great high King of the Vikings, is dead, killed in Ireland in 873 AD and his Lothbrok kin, Halfdan and Ubbe had traveled north to fight the Picts and the Britons of Strathclyde, And then to Ireland, to reclaim the land lost by Ivar. This left Guthrum and his fellow Kings Anwend and Osetel to mount another attack on Wessex.

What kind of plan had Guthrum hatched? We know that he moved 1,500 men quickly and with stealth and seized the fortress of Wareham. There he was to be joined by a huge fleet of 3,500 Vikings. A fortified Wareham situated on the Southern coast of Wessex had proximity to the West Country Fyrds of Devon and Dorset. Guthrum would need these to bring his enemy to battle. It would also provide a safe harbor for his warriors that had traveled by ship and was also within striking distance of Winchester, the capital of the West Saxons and a town that Guthrum knew that Alfred would defend at all costs.

There has been strong speculation that Guthrum had discussed with Halfdan and Ubbe Lothbrok a joint plan of attack. One possible scenario could have Halfdan landing in Exeter (that had a strong Briton population) where the groundwork had possibly been laid with the Britons of Cornwallum to stage an uprising against their Saxon lords. The Britons had bad memories of the slaughter following their last uprising and defeat by King Egbert in 836 AD (Alfred's grandfather). They would have needed some strong persuasion, but a three-pronged attack from Guthrum in Wareham, the Britons and Halfdane's army from Exeter, and Ubbe landing a force in the North of Devon or Somerset, would have stretched Alfred's army to a breaking point.

The last King of Cornwallum was Doniert and it is mentioned that he died sometime around 875 AD by drowning, presumably while out hunting, but it is also claimed in Irish annals that he was drowned for his collusion with the Vikings. Did Alfred seek revenge for a traitor on his border? Or did a leading West Saxon Earl hunt him down and exact vengeance? Unfortunately for Doniert and Guthrum, Halfdan died in Ireland and Ubbe was probably involved in seeking retribution (the Lothbroks did have a history of revenge!).

In Wareham, after making a deal with Alfred, Guthrum killed all his hostages and fled to Exeter with his house troops while the rest of his army readied to sail to Exeter. Possibly this was a last throw of the dice to get the Britons to stick to their plan, but unfortunately for Guthrum his fleet was caught in a storm off Swanage and his plan and fleet were literally sunk. \$15 <http://www.hfdgames.com/alfred2.html>



Slitherine [PC games]

Sovereignty: Crown of Kings Assume the leadership of one of the lands of Sovereignty and guide your people to glory and prosperity. The challenges you are going to face are intimately linked with the faction you select and the geography of your location in the world. Whether you want to build a wealthy kingdom or become a famous conqueror, your subjects

will expect you to take the right diplomatic and economic decisions. Maybe you covet a unique and precious resource produced from your neighbor? Then send a messenger to negotiate a trade agreement... or your army to seize this key region. Spies, treaties and solid alliances can prove to be better weapons than warfare. Still, recruiting military units, calling powerful heroes and learning new magic spells are always good ideas when other realms become too threatening. And if you're not afraid to get your hands dirty, you can directly command your troops on the battlefield in the tactical mode!

By wisely combining soft and hard power, you can eventually hope to reign over the whole land. However, In this divided and merciless land, holding onto power is likely to prove harder than seizing it! \$25 <http://www.slitherine.com/store/524/Sovereignty.Crown.of.Kings>



Command Live: Korean Missile Crisis The situation on the Korean peninsula is becoming more dangerous month by month. The bellicose statements from the 'Supreme Leader' notwithstanding, its North Korea's foray into the Nuclear weapons arena that has made the situation critical.

The Supreme leader of North Korea, Kim Jong-un, in somewhat typical fashion has been making extremely provocative boasts in the lead up to *Generalissimo Day*, a day which honors his father Kim Jong Il, the 14th of February. The main thrust of these rants is characteristically anti-western but there was a hint of something big that intelligence communities are taking seriously. True to form, both a successful missile launch and a Nuclear test on the same day startled the world. \$3

<http://www.slitherine.com/store/681/Command.Live.Korean.Missile.Crisis>



Strategemata

The board wargame **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 can not skip the random factor. All these aspects are described in rules which are not complicated.

Among the four scenarios it is 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.

Game mechanics based on random activations. However, 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 respond to your opponent moves makes **Battle of Grochow** a challenging game, even for experienced players. \$52



<http://strategemata.pl/en/21-battle-of-grochow.html>

Worthington Publishing

You must own **Hold the Line The American Revolution** to play the expansion set.

The French and Indian War expansion has 12 Scenarios from the French and Indian War plus plastic French soldiers in White. It also has unique custom plastic game pieces for Rangers and Indians. Additionally, new tiles are included in the expansion game. \$45

<http://worthingtonpublishing.com/?product=french-and-indian-war-expansion-game>



White Dog

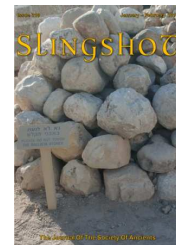
Steve Pole's **War in the Pacific 1941-1945** allows players to replay the conflict between the Empire of Japan and the Allies in the Pacific Theater of World War II. WIP is a campaign game on a grand strategic scale. Random event cards reflect the major political and technological changes and events which occurred during the War; depots are used to stress the crucial importance of logistics; and there is a mechanic that generally effects simultaneous movement (campaigning). The heart of **WIP** is the use of Resource Points which players spend to conduct their campaigns. The Japanese player starts with more RPs and is his challenge to use them effectively in the first months and years of the war before the immense resources of the Allies kick in and begin to be felt. \$48 <http://www.whitedoggames.com/war-in-the-pacific>

**MAGAZINES**

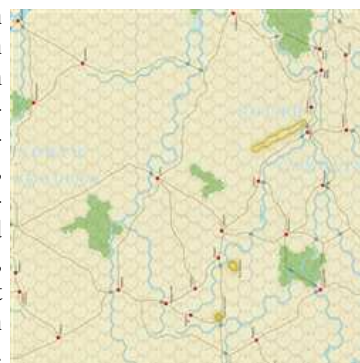
Modern War #29 Putin's War: Reclaiming the Soviet Empire in Eastern Europe is a strategic-level, two-player wargame of low-intermediate complexity that covers the campaign that could occur if the Russian dictator decides to give up his strategy of incremental "opaque" warfare and instead simply try for a big win. The game's sub-systems are crafted to present a supreme-commander's-eye-view of such a war. It's therefore almost fully strategic in its perspective, with only the most pastel of operational and tactical undertones added to enhance its tone and texture in those regards. **Putin's War** takes two experienced players only about two hours to complete, and it's adaptable for solitaire play. \$35 <http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW29>

Slingshot #310

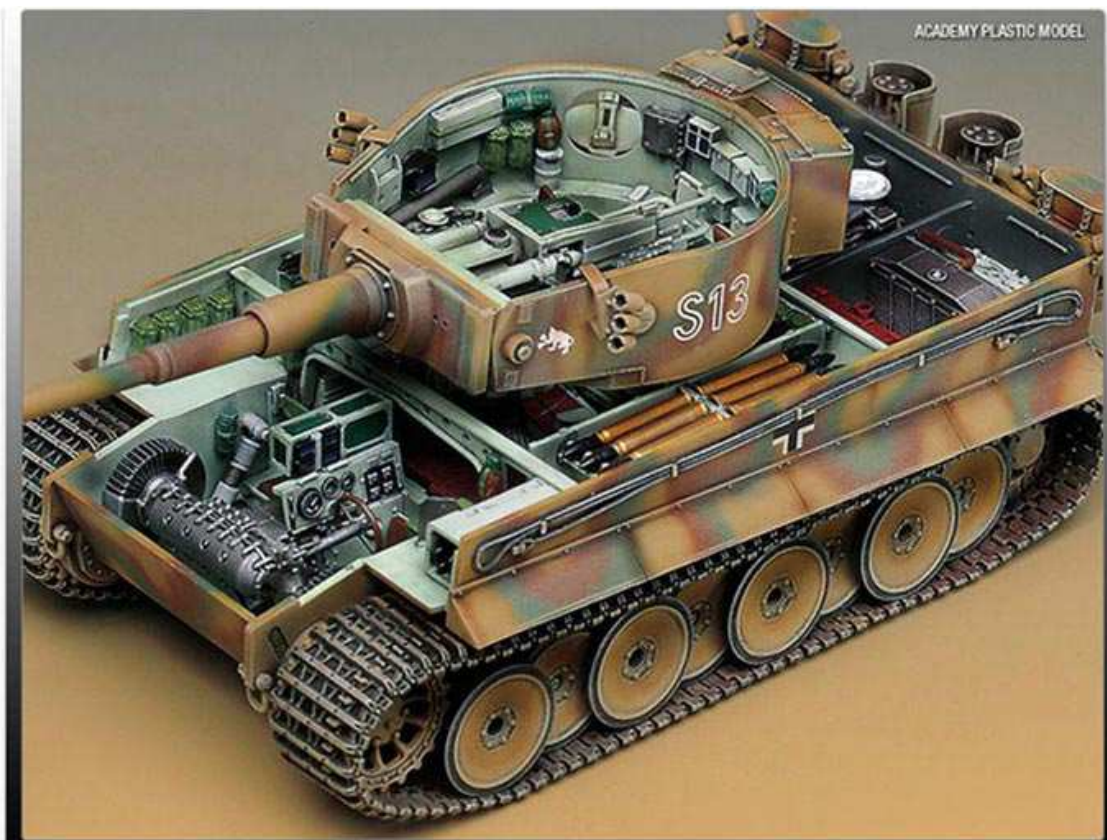
Containing articles on
 Arsuf Battle Pack, by Matt Bennett
 Cataphracts and Concubines by Peter Andrews
 The Second (Plastic) Punic War By Tim Thompson
 Glasgow Armati, by Peter Barham
 Pondering the Portrayal of Pachyderms, by Chris Hahn
<http://www.soa.org.uk/joomla/>



Strategy & Tactics #304 The American Revolution in the South is a single map game that simulates ten historic campaigns in North and South Carolina during the American Revolutionary War (from 1776 to 1781). The game system emphasizes the importance of individual leaders, and especially historical leaders from the time period, and highlights the relative skills, circumstances, and luck that could vary considerably, often within short periods of time. Throughout the game, leader skills will be tested as their unit's maneuver and fight, and every leader has the capacity to prove himself as either inept, capable, or in some cases, exceptional, during various incidents throughout the game. \$35



<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST304>



The Solitaire Game

by Bob Best

Welcome solitaire gamers! I have been considering entering the realm of solitaire individual soldier mission-style games that are on the market now. While I play the submarine solo games such as GMT's **The Hunters**, and **Silent Victory** and solo-style aircraft games such as Dan Verssen's (DVG) Leader Series games like **Deluxe Phantom Leader** and **Hornet Leader**, I have not yet gotten into the individual soldier games.

DVG has come out with the War Fighter Series of games. I have been considering this one, but it is set in the modern era and I am more interested in earlier times. DVG recently released **Warfighter—World War II** that has caught my interest. I am thinking about purchasing a copy so I have been doing some research on the game.

Here is DVG's description of the game:

Warfighter is a card game for one to six players. Command the world's best Special Forces operators and accomplish assault missions. We offer the combo packs as well as all the expansion packs for loads of continual entertainment.

You play cooperatively with your friends against the system to complete WWII combat missions. At the start of each mission, you each select a soldier, equip them with skills, weapons, and combat gear within the mission's Resource limit. You then fight your way through enemy territory, engaging hostiles, as you attempt to reach and complete your mission objective. Every mission is a stand-alone game. You build your Soldiers, select your Gear, and then run your mission. Within 30 to 60 minutes you will have succeeded or failed. **Warfighter** uses a new combat system that takes into account the fire mode you select for your weapon, range, running out of ammo, suppression, and cover - all in the same die roll! This system creates an incredibly deep narrative with every attack. As you eliminate hostiles, you gain experience to Upgun your Action cards. **COMPONENTS:** 280 Full Color Cards 2 Sheets of Full Color Counters 4 Dice "!!! 33" x 17" Mounted Display Rulebook

The game system controls the enemy soldiers. **Warfighter** does not require any special rules for solitaire play.

Before investing in this game system I wanted to see what some other gamers thought about it. Being a member of the "Solitary Wargames" group on facebook gives me the opportunity to read what other gamers think of the game. Here is a post by Mark Gutis about his experiences with DVG's **Warfighter—World War II**

Review by Mark Gutis at Solitary Wargames Group

Well, now on my fourth (counting the FUBAR first mission) Warfighter WWII mission and here are my observations, FWIW.

I love the fact that someone who has never had the least bit of infantry training can pick up the game and start playing. Aside from the huge complexity of the rules, games like ASL always put me off because I just didn't know enough about small unit maneuvers to play intelligently. I love the card format because it makes everything very obvious by simply reading the cards. The missions are reasonable in terms of balance. I haven't yet had a successful mission but it's not because they were too difficult. A better die roll here and there and I'd be 2-0 instead of 0-2. But unlike many other games, I'm not DIScouraged, I'm ENCouraged.

I'm also more and more understanding the allure of expansion sets. Even though I'm new to the game, I'm starting to get frustrated with the limited number of soldier cards I have. Also, I'd like to get the Eastern Front expansions because I'm so familiar with that history and it also brings in environment on a huge scale. Finally, I'd love to see Japanese hostiles and Pacific island missions. But even limited to the basic set, there's a huge amount of game play and this is one of my best game purchases ever.

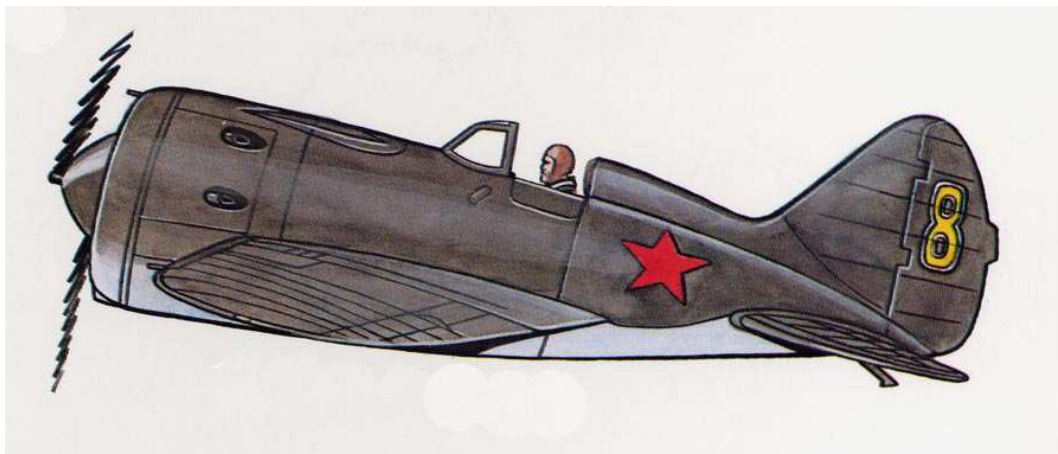
There are a number of favorable reviews and after action reports posted by gamers on the "Solitaire Wargames" group on facebook that have convinced me to add **Warfighter—World War II** to my solitaire wargame collection. Another positive on adding the game is that Dan Verssen is also a member of the "Solitaire Wargames" group and he is available to answer questions about this or any other game that DVG sells.

If you are not a member of Facebook and the AHIKS Facebook page, I hardly recommend that you join. There is a lot of really great gaming information available there.

You can find DVG games at: <http://www.dvg.com/>

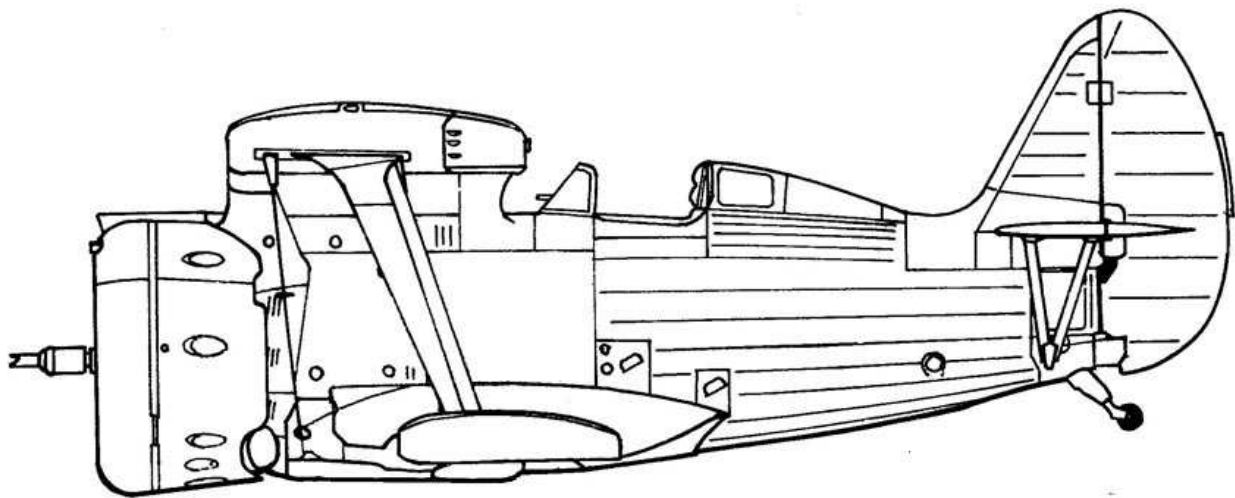
You can find the "Solitaire Wargames" group on facebook at: <https://www.facebook.com/groups/298935643609045/?ref=bookmarks>

Until next time, Happy Gaming!





Absolute Victory components.



Polikarpov I-16-10 Rata 1942

The Cabinet War Rooms

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

by Duncan Rice

I have two important pieces of business for the membership this issue. First is the AHIKS **Breakout Normandy** tournament. If you are interested in participating, contact me at duncanr@telus.net before April 22. I hope to begin around May 1. There are four people interested so far. We will be using the Avalon Hill version of the game and playing by email, using VASSAL. You are welcome to play live if you prefer. The format is not decided, but I hope that it will be a modified Swiss format. This will give each participant the largest number of games. Keep in mind that this will be a long commitment. Only enter if you plan on seeing it through. The winner will receive bragging rights and a championship plaque.

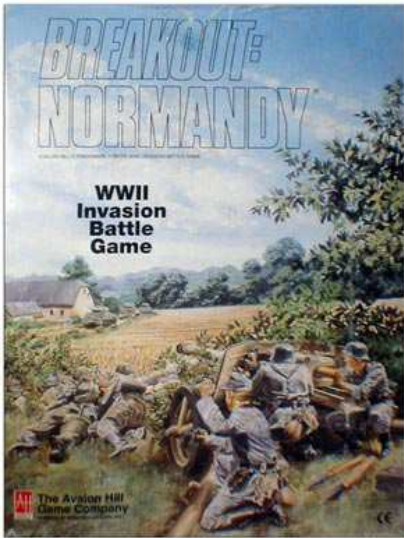
The second piece is the included list of matches made by the match coordinator's office in 2016. Forty three matches were made. I notice that the newer titles are beginning to show up more frequently, but there is no single outstanding title that gets played repeatedly. There are quite a number of games set up privately that are not listed here. In my own case I have a number of **Up Front**, **A Victory Lost**, and **Advanced Squad Leader** that are not listed. I believe that bypassing the match coordinator's office is a good thing. It cuts out the middle man and you can get to the action quicker. However, perhaps we should ask for assignment sheets for these so that they are recorded in the stats.

I've taken up a lot of space this issue. I'll leave you with a picture from a tournament I am participating in through Matrix Games/Slitherine. The game is **Battle of the Bulge** by Shenandoah Studios. It's a great little computer game. It's very simple and plays like an area movement board game. I have a number of board game to computer game crossovers, everything from ancients to NATO/PACT. I enjoy them for the board game feel and being able to let the computer worry about number crunching. Some of them, such as **Battle the Bulge** are quite simple and others, such as **Garry Grigsby's War in the East**, are large and complex. Many of them, such as **Tank on Tank** and **Heroes of Stalingrad** are direct conversions of board games. And there is everything in between. The biggest benefit is that many of these games upload your turn to a server, and you are notified in game or via email when it is your turn. There's no need to cut and paste files to play. Just log on and hit the play your turn button.



Fortress Europa	AH 3
Panzer Leader	AH 3
Advanced Squad Leader	MMP 2
Air Assault on Crete	AH 2
The Civil War	VG 2
The Crimean War	SPI 2
Squad Leader	AH 2
Adv.Squad Leader Starter Kit	MMP 1
Anzio	AH 1
The Arduous Beginning	VPG 1
Bastogne:	
Screaming Eagles Under Siege	MMP 1
Battles for the Ardennes	SPI 1
Bitter Woods	AH 1
Blue and Gray	DG 1
Caesar's Legions	AH 1
The Caucasus Campaign	GMT 1
Empire of the Sun	GMT 1
Flat Top	AH 1
Freedom in the Galaxy	AH 1
Germantown	GMT 1
A House Divided	GDW 1
Napoleon at War	SPI 1
The Napoleonic Wars	GMT 1
Richtofen's War	AH 1
The Russian Campaign	AH 1
Starship Troopers	AH 1
Through the Ages	CBG 1
The U.S. Civil War	GMT 1
Up Front	AH 1
A Victory Denied	MMP 1
War and Peace	AH 1
War at Sea	AH 1
Waterloo	AH 1
Wilderness War	GMT 1





AHIKS BREAKOUT NORMANDY TOURNAMENT

- Avalon Hill Edition
- Play Using VASSAL
- Modified Swiss Format
- Winner Receives Bragging Rights and a Championship Plaque
- CONTACT duncanr@telus.net by April 22nd to participate

(Continued from page 12)

the Zero struck the sea in front of Seadog. The line of splashes marched toward Seadog and then passed over the boat. Gates ducked below the bridge combing as shells struck metal. He could hear the THUNK, THUNK, THUNK of rounds hitting Seadog.

The roar of the fighter's engine drowned out the hammering of Seadogs anti-aircraft guns as the Zero passed a few feet overhead. Two lines of tracers from the Seadog caught the Zero as it tried to turn away after passing overhead. The engine coughed and then sputtered as flames poured out around the cowling. The fighter nosed over and rolled right. A few seconds later the Zero hit the sea and disintegrated.

Seadog had suffered its first casualties of the war. Three gunners and a lookout were killed by the Zero before it was shot down. Three US Navy Pilots had been rescued and would fly again another day because of Seadog's rescue.

Seadog returned to Pearl without further incident.

The patrol was successful as she completed her lifeguarding mission. No ships were sunk and Seadog would be ready for patrol again in April 1945.



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

Brian Stretcher
117 Camellia Trail
Brevard, NC 28712



From Jeff Miller. His visit to Prezcon.



Upcoming Events

Apr. 21-23, Mt. Clemens, MI
DARK CARNIVAL GAMES COMICON
<https://www.dcgcon.com/>

Apr. 21-23, Auckland, NZ
KEMYSCON
<https://www.facebook.com/events/1285823661464212/>

Apr. 22-23, Ottawa, IL
THE D8 SUMMIT
<https://tabletop.events/conventions/the-d8-summit>

Apr. 28-30, Dearborn, MI
MIDWEST MEDIA EXPO
<https://www.midwestmediaexpo.com/>

Apr. 28-30, Omaha, NE
PRETZCON
<http://www.pretzcon.org/>

Apr. 29, Chattanooga, TN
CHATTANOOGA TABLETOP GAME FEST
<https://tabletop.events/conventions/chattanooga-tabletop-games-fest>

May 5-7, Austin, MN
AUSTI-CON
<https://tabletop.events/conventions/austi-con>

May 5-7, Lexington, Kentucky
LEXICON TABLETOP GAMING CONVENTION
<http://lexicongaming.com/>

May 5-7, Portland, OR
PDXAGE
<http://www.pdxage.com/age/>

May 10-11, Brantford, Ontario
LION RAMPANT IMPORTS & DISTRIBUTION OPEN HOUSE
<http://www.lionrampantimports.com/news/>

May 12-14, Round Rock, TX
CHUPACABRACON IV
<http://www.chupacabracon.com/>

May 24-27, Madison, WI
ACD GAMESDAY 2017
<http://www.acdgamesday.com/default.aspx>

May 25-28, Atlanta, Georgia
MOMOCON
<http://www.momocon.com/>

May 26-28, Kansas City, Missouri
UNDERCON
<http://www.undercongaming.com/>

June 2-4:- Brandon, Manitoba
PRAIRIECON
<http://www.prairiecon.com/>

June 2-4, Birmingham, UK
UK GAMES EXPO
<http://www.ukgamesexpo.co.uk/>

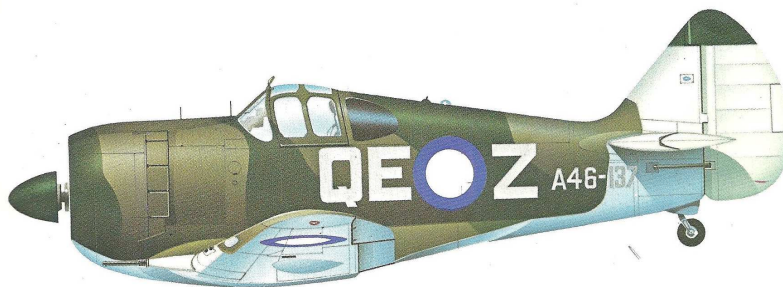
June 9-11, Atlanta, GA
SOUTHERN-FRIED GAMEROOM EXPO
<http://southernfriedgameroomexpo.com/>

June 10, Fort Myers, FL
SWFL SPACECON
<http://www.swflspacecon.com/>

June 14-18, Columbus, OH
ORIGINS GAME FAIR
<http://originsgamefair.com/>

June 23-25, El Paso, TX
BOARDER CITY GAME CONVENTION
<http://boardercitygameconvention.com/>

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



Commonwealth CA-13
Boomerang II