

The Kommandeur



Volume 52 Number 3

Publication of AHIKS

June 2017

From Your President Bob Best

Today is May 29, 2017. Summer is upon us and this is the third issue of *The K* already for 2017.

We have a winner in our **Russian Campaign** tournament! Robert Granville has advised the Executive Committee that the **Russian Campaign** tournament has been completed. This tournament was first announced back in issue 49x3 of *The K* as part of AHIKS' 50th Anniversary Year celebration, and a \$100 prize, graciously donated by member Joel Ramsey, was offered to the winner of the tournament. Congratulations go out to member Ed O'Connor, who prevailed in the final round of the **Russian Campaign** Tournament. Congratulations Ed from all of us here at AHIKS on winning the tournament!

When I contacted Ed to personally congratulate him and arrange for him to receive his \$100 dollar prize, he told me that he had a lot of fun playing in the tournament and that he wanted to donate half of his prize money back to AHIKS' perpetual fund. That is very kind of you Ed, and we appreciate your generosity. Thank You.

I also want to thank all of the players in the tournament for participating and everyone who was involved in making the tournament happen. Special thanks go out to Joel Ramsey for donating the prize and to Robert Granville for all his time and effort running the tournament for us. THANK YOU ALL!

Our **Silent Victory** campaign game that has been playing on the AHIKS forum has also wrapped up this past month. The campaign game was played for "bragging rights" to see which skipper would come out on top with the highest total tonnage of Japanese shipping sunk during the US submarine war in the Pacific. Congratulations go to member Jim Williams commanding USS Sea Bass for sinking 37 ships grossing 158,200 tons over his nine war patrols. CONGRATULATIONS, JIM!

I want to thank all of you who played in the game. I hope you all enjoyed the experience and had fun playing. I really enjoyed all of the GREAT After Action Reports that were posted and which are still available along with all of the submarine war background material on the forum. I certainly had fun running the campaign and writing the backdrop to the war. THANK YOU ALL!

And, I would like to send well wishes to member Sue Best, Sue ran the S-Boats in our **Silent Victory** campaign game that just ended. Sue fell, back on April 5th, fracturing her left leg. Sue is recovering She spent several days in the hospital and had to have surgery to repair the leg. She hopes to be back walking on it again sometime in July. Being mostly immobile right now, Sue has lots of time for gaming! Sue, we hope you Get Well Quick! (And, for those of you wondering, yes, Sue is my wife and a member of AHIKS!)

In Other News

Our Match Coordinator, Duncan Rice, has announced that he will be hosting a multiplayer tournament game of Avalon Hill's **Breakout Normandy** in the near future. I believe Duncan is still looking for players for the campaign game. Now is the time to contact him if you are interested in playing. His contact information can be found on page 12.

Our Judge, Brian Laskey, has started a new wargaming group on Facebook. The group is called "Vintage Wargames." It is for gamers interested in the older wargames made prior to 1990 and seems to be geared toward the game collector. I find the posted conversations about the old days of gaming and the historical figures involved in the hobby to be most interesting. Lots of interesting tidbits of information are posted along with some fantastic photos of rare and unusual games. The group was formed about a month ago and has already grown to 524 members. Our AHIKS survey said many of you were interested in the history of wargaming and the founders of the hobby. Well, here is a great place for you to meet some of these folks and hear some great oral history on our hobby while looking at photos of some really great collections of games. Contact Brian Laskey if you have any problem finding the group on Facebook or stop by the AHIKS Facebook page, and we can help you find it.

The Fassio Award for the best article of 2016 is now before the award committee. We are hoping to announce it in this issue. We are now half way through 2017, leaving you just three issues of *The K* to get your articles in to Omar so you can be included in the judging. There is a cash prize along with the award for the best article, so remember if you have not yet written up an after action report or some other article for *The K* then you are NOT eligible for the Fassio award or the cash prize. It's easy to do. We are all looking forward to seeing your contributions.

On the Home Front

My personal gaming time is a bit tight right now, and I have only a couple of games actively playing. In my **Trenches of Valor** game with our editor, Omar DeWitt, (reviewed in the last K) the American Doughboys (me) are really being pummeling by Omar's German Raiders. We are playing scenario 11 in the **ToV** expansion game scenario 11, Jacob's Well. This scenario pits the newly arrived American F Company, 16th Infantry Regiment troops against Major Bedell's 7th Bavarian Landwehr Infantry Regiment near Nancy in October 1917. Major Bedell was ordered to give the Americans a very warm welcome. Omar has certainly succeeded in doing that! In real life 11 US Soldiers were taken prisoner and 3 killed while the Germans lost two dead and one captured. Omar is running quite realistically as I have several "dead" troopers so far!

My other active game is SPT's **Wurzburg** with member Bill Klitzke playing the Russian forces. We are in turn 3 as the American troops (me) are driving on Wurzburg. Bill holds most of the city while the US troops are attempting to circle his left flank and cut his supply lines. Due to my error in placing one of his units from his last move, my move had to be redone. It's been corrected now and mailed back to Bill. Yep! It's a snail mail game! I do find snail mail games to be fun! Bill is an excellent tactician, and it is a real challenge to play him in any game. We've been playing games since the early 90s. Thanks for all the fun times, Bill!

I do hope to start another campaign game on the AHIKS forum in the near future. Legion Wargames' **Target For Today** is shipping now, and a **TFT** campaign bombing Germany may well be my next game entry on the forum. We will see!

So, until next time... Happy Gaming!

Vice President's Chair

Kenneth Oates

Warm weather has arrived here in deep South of Texas. Hope everyone is taking advantage of fair weather to get out and look at the available attractions near their homes.

As we reported in the last issue, the Mark Fassio award is once again being awarded. Just a short recap from the last issue for those just joining this discussion. Back in 1993, Mark Fassio established an official AHIKS award to "encourage, recognize, and reward" authors providing quality material to *The Kommandeur*. The first award went to Alan Libuszowski. This spring, in response to our irregular periodic survey of the membership, the award was reactivated and articles submitted from 2016 were to be reviewed and the selection made by a 3-man panel using the following criteria.

1. Articles submitted by officers will not be eligible.
2. 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.
3. The article must be interesting, luring the reader to continue.
4. Articles should explain game mechanics.
5. Strategic dimensions involved are described.
6. Authors back up their main points, with examples of play, historical context, visual appeal, why they recommend/do not recommend the game, etc.
7. The award will be announced in the second issue every year.

After reviewing the newsletters published in 2016, and removing the articles written by members of the Officer Corps (sorry President Best!), we had a field of seven nominees, including book reviews, a game variant, and reports from the World Board Gaming Convention. All were in contention, and after a review and considering the criteria above, I am pleased to announce that the unanimous choice for the relaunch of the Fassio Award, for his game variant for Richthofen's War (AH) (issue 51-4), "Voss vs. 56th," is Chuck Southerland. It was the Junta's opinion that this article best met the spirit, intent, and standards of the award. Congratulations, Chuck!

Now that it has been demonstrated the prize will be awarded, it is our hope there will be many more such articles submitted for publication. We are not limited by space or length since we use email to distribute the newsletter. With six months, there is ample time left in 2017 to be in contention for next year's award. Every topic is eligible, game reviews, after action reports, variants, replays, book reviews; any gaming related article is welcome.

RICHTHOFEN'S
WAR THE AIR WAR
1916-1918

Multiplayer Coordinator

Jeff Miller

Well it's been too peaceful the last few months, multiplayer game wise. ☺

We have a **Flat Top** game about ready to start up, still need one player, so if anyone is interested please reach out. It's being run via Vassal, which I can help walk you through if needed.

We also have a game of **Diplomacy** that we are trying to get launched. So if you like to wheel and deal, not to mention the use of the dagger, sign up and see if you can rule Europe.

Also along those lines, if you have a game you are interested in playing, drop me a note and we will see what we can drum up as far as interest.

While there are other options out there for multiplayer, which I can attest to, as I'm in two games of **TNW**, two of **Adv. Civilization**, **ADP**, **A3R**, and **Kingmaker**. However, with the exception of the three that are with AHIKS members, there always seem to be issues with people vanishing for a period of time, or completely.

So take advantage of the fact you have a solid pool of players and toss out some ideas of games you would like to play.

Made a trip to Maui a couple of weeks ago. I'm already missing the sun, surf, and beer; happy hour starts at 2 PM there. ☺

One of the high points was a dive on a submarine. It seats 48 back to back down the center of the sub with good size bubble viewports in front of you. I think the deepest we ended up was 150 feet down. Took us out around a shipwreck, plus the usual fish, sharks etc. Sadly there was one of the concrete blocks with an eyebolt that they used for an anti-sub mine in WWII, sans the mine. Apparently when they were mapping out the route they found the mine, reached out to the Navy who told them it was a dud and not to worry. But after the Navy found they were taking people out on a sub, they came out and blew it up, just to be safe.

Great experience. Apparently the company—Atlantis Submarines—has 7 of these boats at different places at a cost of 7.5 million each. The admission is well worth the money for the experience—quite fun; you are sitting on the batteries and, when we dove into the danger zone, the song from Top Gun kicked in. ☺

Picture of the sub below, as we got to see it surface.

Enjoy the summer, and remember, now is the time to start planning for games to play when fall and winter hits!



History Of the Iron Man

from Randy Heller

I extend a gracious thank you to the AHIKS Executive Committee for recently awarding me the Iron Man trophy for my contributions over the years to our organization. That was very nice. In response, I would like to share with the membership some history of the award, along with what I would like to see happen with the trophy sometime in the future.

The Iron Man originated under the tenure of our past President, Chester Hendrix. It was his idea to acknowledge the best overall player of the Classics at the World Boardgaming Championships (WBC). A selection of boardgames was selected to be included in the competition. Among them were: **Waterloo**, **Afrika Korps**, and **The Russian Campaign**. Our Match Coordinator, Roger Eastep, volunteered to administer the tournament that first year. The trophy was shipped directly from the manufacturer but was found to be damaged upon opening. Our trusty President came to the rescue and made arrangements for a replacement to be sent out right away. Due to a miscommunication, it was believed that only members of AHIKS could participate in the competition. However, this was not Chester's intent. I administered the tournament its second year, and I confess that it was not entirely successful. The reason for its lack of enthusiastic support was the amount of administrative paperwork associated with participating in the tournament and tabulating the results. Understandably, the chairperson for the convention was simply too busy with other responsibilities to assist. I am of the opinion that the vast majority of convention gamers are there for the primary purpose of gaming. Gamers don't want to be tasked with extemporaneous paperwork, tabulation, tracking down the administrator, and submitting the results. They simply want to game. Additional years at WBC resulted in the trophy being deposited at the front registration desk for the purpose of giving AHIKS some visibility. One year, the trophy disappeared altogether. It was ultimately tracked down, and I am sorry to say I don't recall which member had the trophy in his possession. However, it was all with honorable intent. The trophy was finally returned. With that, the Iron Man took a hiatus.

Two years ago, I obtained permission from the Executive Committee to re-introduce the Iron Man as an official AHIKS tournament at the WBC. My goal was to eliminate the administrative work, choose one of the more popular grognard games as the focus of the tournament, and assemble a generous prize list. TAHGC's **Bitter Woods**, **The Battle of the Bulge**, in its most current edition was chosen as the game. The tournament was a resounding success, the results being written up in *The K*. No administrative work was required of the participants. I did make it a point to be at tableside during the final round of play to ensure the details of the final match were appropriately recorded.

So what should ultimately become of the trophy, itself? I appreciate owning it, but I have to confess that I am not content to letting it rest on a shelf. What I would like to do, with the Executive Committee's permission, is to declare the Iron Man to be a perpetual tournament award to be presented at the WBC. Each year, the winner would be awarded with the trophy and photographed for a write-up in *The K*. The following year, the winner would agree to return it to be awarded to the next year's recipient. That is my wish.



The Russian Campaign Tournament

Ed O'Connor prevailed in the final round of the **Russian Campaign** Tournament and is hereby proclaimed the winner of the Tournament.

Congratulations to Ed, and a huge thank you to everyone who participated in the Tournament.

Robert Granville

Book Reviews from Tom Oleson

Twelve Desperate Miles

by Tom Brady

Crown 2012

To reach the Moroccan sea port of Lyautey, and its nearby airport, it was necessary to travel 12 miles inland along the Sebou River, dodging mines, and hostile forces along the banks. The invading Allies needed to transport aviation fuel to Lyautey to be able to use the air base. This is a gripping story, and a sad one too, when one reads of scores of American soldiers killed in skirmishes with the Vichy garrison.

Images Of War—Hitler's Mountain Troops 1939-45

by Ian Baxter

Pen & Sword 2010

I was disappointed by this book. I bought it to find out more about the several mountain units which fought in Italy, one of the more mountainous areas of the war, but other than mentioning their presence, little was said.

The book is mostly pictures with informative captions, 2 or 3 per page, with brief discussion of the combat role of these specialized units.

About half the pictures show mules and horses, mentioning what a key role hundreds of thousands of them played. There are so many specialized books on WWII that I am surprised not to have seen one on this subject.

Aircraft Of The Spanish Civil War 1936-39

by Gerald Howson

Putnam 1990

This 310-page book is a one-volume encyclopedia which would be of great value to anyone interested in the topic. There were nearly 300 different types of aircraft in the war. The book describes them in great detail, with an analysis of where they belong in the evolution of aviation. There is one or more photographs of each one. There is also a detailed discussion of how and when they took part in the conflict. The effort it must have taken to produce this book is impressive.

Operation Storm

by John Googan

Crown Publishing, 2013

The sub-title sums it up: "Japan's top secret submarines and its plan to change the course of WWII"

Japan built several huge submarines, 400 feet long, compared to 312 for a typical US sub. They were larger than a US destroyer, 376 feet. These subs carried 3 planes with which they intended to bomb New York, other cities, and the Panama Canal. The subs were capable of one and a half global circumnavigations without refueling.

In the end it was too little and too late. They were not ready in time to carry out their missions. We scuttled the two we captured to not share their technology with the USSR as promised. I recommend this very interesting book, which of course discusses the naval war in general, for context.

Whenever I read a book about WWII, I reflect on the contrast with today. Will the Japan which was capable of so much back then always be content with its current passive role, despite being the world's #3 economy? How will they respond to North Korean threats? Where will its rivalry with China over disputed islands lead?

I am a frequent critic of the USA, but our treatment of Japan post-war deserves a lot of credit. Curious, isn't it, that yesterday's ally China is now said to be our foremost rival, while former enemy Japan is one of our closest allies. But, things can change. Headline in recent NY Times says that Trump has stopped contesting China's control of the South China Sea. Also stories about Chinese students flooding the USA. Our realtor says that a good share of the buyers in the super hot Seattle real estate market are Chinese! Even more true of Vancouver, BC.

Living 20 years in Europe, I visited many battle sites, like Cassino and Anzio. I regret that I did not drive the half hour from where we lived for 4 years to the site of the battle of Jarama in February, 1937. It is said to be much the same as it was back then, during the second year of the Spanish Civil War.

They Shall Not Pass, by Ben Hughes, Osprey Publishing, 2011, is an interesting narrative of this key battle. Franco's forces tried to capture the last road leading from besieged Madrid to the rest of Republican Spain. Madrid finally held out to the very end, after Barcelona fell.

A provocative assertion in this book is that the fact that the Nationalists did not win this battle, failed to sever Madrid's life-line, was the turning point in the struggle against Fascism. It showed that it could be stopped. A bold statement many would dispute.

Many informative maps. If the subject interests you, worthwhile.

The Camp Of the Saints

by Jean Raspail

Charles Scribner, 1975

Highly controversial, this book is famous or infamous depending on your point of view. Raspail predicted the demise of the Western world, both Europe and the USA, by a peaceful Third World invasion. In Europe it is a flotilla of ships from India. Unlikely today. Jaguar cars failed under British ownership, failed when owned by Ford, now doing very well when owned by the Indian firm of Tata. But with hundreds of thousands of Africans and Asians desperately floating across the Mediterranean to southern Europe, those who share Raspail's viewpoint warn that his prediction has come true, although from a different source. President Erdogan of Turkey recently predicted that Islam would conquer Europe with population growth there.

I have also read a very different book by the same author, **Who Will Remember the People?**, a partly fictional account of the plight of a tribe of Indians at the remote tip of South America, Tierra del Fuego. Where "Camp" is considered hostile to those, some call the wretched of the Earth, this book is just the opposite. **Camp Of the Saints** is often spoken of as in a class with Orwell's great 1984 in its prediction of a dystopian future.

The French Foreign Legion

by Douglas Porch
Skyhorse Publishing, 2010

I can do no better than to quote what The Washington Post said about it, "Unparalleled in the thoughtfulness and detail of its coverage."

This 728-page book tells a remarkable story, much of which is surprising. Did you know that the Legion invaded the island of Taiwan (Formosa) and fought to maintain its beachhead there during 1884-5? This was part of a French war with China for control of what became French Indo-China, now Vietnam.

This is of the few campaigns of the Legion which is not illustrated by maps which help understand what happened.

We know a film critic, so I sent him photocopies of the half-dozen pages which discuss in detail the many films about the Legion, and how they affected public opinion.

If the topic interests you at all, a fascinating book.

I first went to Spain in 1952, returned several times on business, and lived in Madrid from 1979-83. Both my wife and I made good friends and we remain in contact.

We knew people who fought on both sides in the Civil War, and also those who, although not veterans, had very partisan feelings. For some years I had a weekly game of **Napoleon's Last Battles**, myself, two Marxists, and a Fascist. All three had little use for the USA, for opposite reasons. One of my opponents helped me publish a game in Spain's foremost newspaper, *El Pais*, 590,000 copies, and another game in a *Playboy*-style magazine, 10,000 copies.

The Spanish Holocaust

by Paul Preston
Harper Press, 2012

It is the 10th book he has written on the Spanish Civil War, this time concentrating on the atrocities committed by both sides. There were far more by the Nationalist rebels, although both sides had bloody hands.

Preston devotes some time to justifying the title of his book. Many are uneasy about use of that term for anything other than what is also called the "Shoah," Hitler's murder of 6 million Jews, but Preston makes a persuasive case.

A worthwhile book, albeit depressing. From personal experience, I marvel that for the most part Spain has gotten past this horrible experience.

Leningrad, State of Siege

by Michael Jones
Basic Books, 2008

As I often say, worth reading if the subject interests you. I nearly always learn something from books of this sort, even on familiar subjects. In this case, it was that the Germans almost certainly could have captured Leningrad at the end of 1941 when they first besieged it, and perhaps also in 1942. Why didn't they? The book contends that Hitler did not want the responsibility of the million-plus inhabitants. This was surprising, as we think of Hitler as happy to kill as many as possible, but the author contends that he was worried about the effect on the morale of his troops. They were not so indifferent to the suffering of civilians, especially women and children. Hitler hoped the inhabitants would starve to death out of their view, but they managed to survive. There are games on the siege.

★★



US ARMY

Company K, 180th Infantry Regiment,
45th Infantry Division

HIGHEST RANK: Sergeant

YEARS OF SERVICE: 1940-1945

CITATIONS: Purple Heart

Bill Mauldin

In 1940, 19-year-old Bill Mauldin joined the Army as a rifleman in the 180th Infantry Regiment. While serving in Italy, Mauldin began drawing cartoons for both the *45th Infantry Division News* and the Mediterranean edition of *Stars and Stripes*. Although surrounded by the brutality of battle, his main characters, Willie and Joe, reflected the inextinguishable spirit of America's citizen soldiers who overcame the hardships of war with resilient humor. The cartoons appealed both to GIs and civilians on the home front. Mauldin won the Pulitzer Prize in 1945 for his faithful portrayal of the soldier experience during the European campaign.

From the WWII Museum, New Orleans

Treasury Notes

Brian Stretcher



News from the Front(s)

When I otherwise don't have some epiphany about something else to write about, I like to issue dispatches from the front for the several games I have going on. Here's what's on my table at the moment.

Balance of Powers. Mike Kettman and I finished our opening game of the introductory scenario of **Balance of Powers**, *Before the Leaves Fall*. This scenario uses the rules for just the land portion of the game (no air or naval rules, and very limited production rules), and is only three complete turns long, from August through October, 1914. It does offer fighting in both the West and East, however.

I took the Central Powers in this game. My Germans had no problem overrunning most of Belgium in August, although Antwerp held out through all of September, as I could not afford the troops or the resources to assault it while my siege guns and troops were needed elsewhere, so I had to settle for the historical screening of Antwerp until later in the game. The French Plan 17 attacks went historically poorly against Metz in the south but were far from a disaster for the French, more of a managed defeat, with the benefit of historical hindsight. Worse for the French were the losses suffered in Belgium as the Germans approached the French border; single corps defenses do little to slow down armies, even if they do eat up resource points. The British failed to get organized for most of the game, and I was able to use my siege guns to crack the border fortress of Maubege while the French were still shifting forces from the south to stand in front of Paris. One of the interesting elements of the game is that while they are shifting north, the French cannot entrench to any significant extent, because if they entrench they cannot move to fill in the holes. And there are lots of holes when lots of units are lost in Belgium. So, the fighting stays mobile for most of the opening turns, despite no restriction on entrenching per se.

In the East, the Russians came flooding in to assault Konigsberg, as expected, but German probes towards Warsaw kept several Russian corps in defensive positions in the center. A brief Austrian foray towards Lutsk proved of limited value, as there were too many Russians and too few Austrians to threaten anything significantly while trying to defend Krakow, Przemsyl, and Lemberg. Hastily gathered forces added to the German defense of Konigsberg, and despite numerous efforts to take it, German reserves repeatedly were thrown into the trench lines to repel the Russian attackers. The Austrians slowly entrenched in Galicia, bolstered by a few German Reserve Corps, and similarly managed to hold a solid line from Przsemsyl to Lemberg, keeping those out of Russian hands.

By the time October began, the Central Powers were in good shape defensively in the East. The question was whether to make a final push towards Paris for a guaranteed victory, or hold on to the one-victory city edge for the win; the scenario is designed to make a one-city edge the likely outcome. Only two hexes away, Paris was tempting, but resources were limited and the French were entrenched in the city, and prior losses meant difficulty holding the flanks if I continued to push forward. So I settled on taking Antwerp and pushing as far forward in the West as I could, making the victory cities unassailable. The

game ended with the German front line west of the Somme to Rheims, with a French salient at Verdun. Mike threw in the towel after a final assault at Konigsberg failed to break the trench line.

Mike and I will be moving south to the Balkans for our next game, which covers the war in the Balkans, Turkey, and Italy from September 1914 through November 1916. It has some aircraft and we get to use the naval and diplomacy rules, but, until the Italians enter, there won't be much ground combat, as there are very few Allied units: four Serbian, one Montenegrin, and one French corps to start the game. The game should see the buildup of Entente forces, an amphibious landing by the British somewhere in the Med (Gallipoli not required, but there should the British be so inclined) to entice Italy to enter the war, and then Italian, Bulgarian, and possibly Romanian entry. Should be fun!

Jutland. Graeme Dandy and I have made it to turn 15 in our play of the Scarborough Fair scenario. Overall forces are fairly evenly matched in this scenario that takes place in mid-December 1914. My German battlecruisers sortied from Wilhelmshaven in poor weather to raid the English coast. In addition to bombarding targets along the coast, they first came across a group of old pre-dreadnoughts based out of Sheerness and sank all seven of them, suffering only minor damage to the Armored Cruiser *Blucher*. The weather turned and stayed surprisingly clear for most of the first two days, but started getting rough into the third day of the raid. The British battlecruisers raced south from Cromarty, but on the third day it was the main German fleet, consisting of 13 front-line battleships, that first found another group of mismatched battleships and destroyers, which could not launch torpedoes nor run away in the bad weather. The entire British force was annihilated at the loss of three German torpedo boats. By early in the third day, the Germans had nearly a 300-point lead.

Late on the third day, however, Beatty managed to make contact with Admiral Hipper's battlecruisers in stormy weather. That battle is currently underway, with the British sinking *Moltke*, while the cream of the British fleet, *Queen Mary*, is crippled and close to sinking herself.

The cat-and-mouse aspect of the Operational Game is enjoyable. Although fleets are not hidden, the two-turn-in-advance plotting mechanism prevents easy contact, and the search scheme provides for both discovery and passing unobserved no matter what the conditions. However, unless fleets make contact with an approximately even force, the battles can turn into a slaughter for the disadvantaged side.

Kingmaker. This 6-player game has made it into the 17th round of play. Currently, my Sun faction, led by Lords Howard, Herbert, Beaufort, Courtney, and the Duke of Lancaster, holds dominance over the field, but barely so, particularly in Wales. The price of having a number of nobles with offices is that it is very difficult to get all those powerful nobles in one place at the same time, since they are frequently called away to deal with some rebellion or raid. I am fortunate to hold the boy-King Edward, as King Henry died at sea and the Queen succumbed to plague early in the game. Currently, at least three of the other players are cooperating against me, I have a non-aggression pact with a fourth, and one player has had the rare misfortune to have drawn no replacement after his only noble died in a plague early in the game. Fellow players are Tony Arena, Jeff Miller, Mike Kettman, Dave Bergmann, and Stephen Chin-Quee.

The Solitaire Game

by Bob Best

Welcome Solitaire Gamers! This time we are wrapping up our long running **Silent Victory** Campaign Game that has been playing on the AHIKS Forum. We have reached the end of the war in August 1945 and the last patrol report has been posted to the game. The players have been playing for "Bragging Rights" to see who will be the "Top Tonnage" scoring Skipper. With the end of the war, that title goes to Jim Williams commanding USS Sea Bass. *Congratulations*, Jim, on winning top honors! In nine war patrols Jim sank 37 ships totaling 158,200 tons. During the game Jim received multiple awards of the Navy Cross as well as the Silver Star, Bronze Star, and the Purple Heart for various heroic acts. USS Sea Bass had nine Battle Stars to her credit!

As a comparison, the top real life US Submarine skipper of World War 2 was Richard O'Kane. In five war patrols commanding USS Tang, O'Kane was credited with sinking 31 ships totaling 227,800 tons. He had the best real life score.

Dennis Sheppard in his "Lucky Lady" boat came in second place with 19 ships sunk, totaling 154,900 tons, and Jeff Miller garnered third place with 26 ships sunk totaling 129,900 tons. The complete list of players and their results are shown in the Patrol Summary Sheet.

FIFTEENTH PATROL SUMMARY SHEET FOR SILENT VICTORY - September 1945

Player's Name	Submarine Name/Base	Patrol Number	Patrol Dates	No. of Ships Sunk this Patrol	Tonnage this Patrol	Total Ships Sunk to Date	Total Tonnage Sunk	Decorations Received
CDR Williams Jim Williams	USS Sea Bass Finished The War	(9)	Jul-Aug - '45	1	1,400 Tons	37	158,200	USS Seabass - Battle Star (9). CDR Williams Purple Heart, Bronze Star, Silver, Navy Cross w/3 Oak leaves.
CDR Sheppard Dennis Sheppard	"Lucky Lady" Finished The War	(6)	Finished the war	2	5100 Tons	19	154,900	Battle Star (6)
LCDR Miller II Jeff Miller Finished the War	USS Revenant (Tambor)	10	Apr-May '44	3	13,300 Tons	26	129,900	US Revenant (Tambor) - Elite Crew Battle Star (10) LCDR Miller: 4 Bronze Stars, 1 Silver Star 1 Navy Cross
CDR Jennings Bob Best	ComSubPac P.H. Staff	(5)	Mar-Aug '43	0	0 Tons	16	70,410	USS Salmon - Battle Star (5) CMDR Jennings - ComSub Pac Staff
CDR Sandy Sanderson MIA	Seal Missing - Presumed Lost	(2)	Aug-Sep 1944	5	17,135 Tons	2/S-39 12/Seal 14 total	9600/S-39 55925/Seal 65,525	LCDR Sanderson: 3rd Navy Cross Seal - Battle Star (2)
LCDR O'brein Brian Stretcher MIA	USS Tuna Missing - Presumed Lost	(8)	Sep - '43	3	9200 Tons	20	63,800	USS Tuna - Battle Star (8) Bronze Star for LCDR O'brein
CDR "Rusty" Gates	USS Sea Dog Pearl Harbor	4	Jul-Aug '45	4	11,425 Tons	12	63,595	Sea Dog - Battle Star (4) Crew - Combat Sub Badge, Bronze Star to CDR Gates. UnSuccess LG Mission
LCDR Yosemite Sam Brian Stretcher	USS "Tweety" MIA	2	Jan-Feb 44	0	0	7	27,200	Battle Star(2) LCDR Sam-Silver Star
LCDR Roger Mast MIA	S-43 Missing Presumed Lost	(2)	Aug - '43	2	2700 Tons	2	3,600	S-43 Battle Star (2) Submarine Combat Badge

I want to take a moment and talk about how the game was structured. My goal was to give an overview of how the Pacific submarine war was fought and to provide some details of little known events that affected the war. I also wanted to give more details on things that were covered in the **SV** rules that the average gamer might not know about, such as the defects in the torpedoes, etc. To do that, I broke the war down into quarterly reports. This fit well with the game system as each submarine was at sea for a two month patrol and then a one month mandatory refit period. The refit could be longer if your sub was damaged, but the minimum patrol plus refit was three months. This worked out to 15 possible patrol periods if a submarine survived that long and had no damage that extended the refit period.

As **Silent Victory** had just been released, and I knew everyone had their own favorite submarine and time period they wanted to play first so I structured the game to make a compari-

son of their patrol results regardless of just what period of the war they started in. Any advantage a player gained by starting with a better submarine later in the war was nullified by the fact that they started their patrols later in the war. So, let's say you started in 1944 you would only have a maximum of 7 war patrols possible before the end of the war as opposed to a player starting at the beginning of the war and having the possibility of conducting 15 patrols. It balanced out that way. It also allowed a player to join the game in progress and if a player lost his submarine he could continue to play with a new boat and skipper. Scores were not totaled if a player ran more than one boat. Each boat was unique and total tonnage figures lived and died with that particular boat. You will see where players did run multiple boats, but each boat is listed separately.

I abstracted a bit and ran the game based on patrol number rather than calendar dates. As an example, my USS Salmon was

at sea when the war started for its first patrol. Another player started in March 1943 as his first patrol and another player started in July 1942. Each turn was based on the patrol number, not on the calendar date. So, each of the above players played their first patrol at the same time in the first game turn even though the initial patrol dates were not the same. If you started later in the war you had less time to patrol as the game followed consecutively from the date you started the war. Each quarterly war summary report was a turn. After all we were measuring success based on tonnage sunk over your number of patrols run.

It worked well, I thought, and the game is preserved on the AHIKS Forum so anyone wanting background material on the submarine war in the Pacific for their own **Silent Victory** games can find it there.

I want to thank all of the players for participating in the game and for the *great* After Action Reports they posted throughout the game. I for one really enjoyed reading them, and they really added to the flavor of the game. I had a *great* time and I hope you all enjoyed it too! Thanks for playing!

Other News

For those of you who have been following the progress of **Target For Today, The Daylight Bombing Campaign in Europe**, you will be please to learn that it began shipping beginning May 29 from Legion Wargames. If you had **TFT** on order your copy should be in the mail. I am thinking of running a **TFT** campaign game similar to our **Silent Victory** campaign game on the AHIKS Forum. I will post details as we move further into summer.

A Game Review

As most of you know I am a member of the Solitaire Wargame group on Facebook. Being a Sci-Fi fan, I recently purchased two of Decision Games' Solitaire Mini Games; **Phobos Rising! Insurgency on Mars** and **Ceres - Operation Stolen Base**. The DG write up on the games looked interesting and both games are supposed to be prequels to their **Free Mars** boxed game that is soon to be released. I posted photos in the Facebook Solitaire Wargames group when the games arrived.

In the Solitaire Games group I received over 70 "Likes" and a considerable number of requests asking about the games and what I thought of them. Since there was so much interest expressed I thought I might post my comments on the game **Ceres - Operation Stolen Base** here for our members also.

Here are my comments back to the Fb Solitaire Wargames group after trying to read through the rules of **Ceres - Operation Stolen Base**:

The components of **COSB** are nice quality, and there are four pages of main game rules and two pages of scenario rules. I have been trying to wade through the rules, but it has been a struggle. I must say here that I do not own the boxed game (**Free Mars**) that this game is a prequel to and maybe that is why I'm having issues with it. One thing I did find is that you should start with reading the Scenario rules first rather than the main game rules. I was confused doing it the other way. Some of the sections seem way out of order to me and will require lots of hopping between sections it seems until you get familiar with the game.

Some rules are incomplete. Hyper troops are explained verbally but the counter for them was not shown in the rules and I'm assuming it is the one with the people (not soldiers) figures on it on the counter sheet??? I am assuming the "Opfor units" are the blue ones, but I could not find them described in the rules either. I personally am not put off by having to make corrections in a game as I like designing games and "tinkering" with them. I will probably work up a flow chart to play the game, but from a "new gamer" perspective or someone who wants well written rules I think you will be disappointed. I haven't got a game in yet but I think I have the system figured out finally and it looks like it will be a fun game.

I checked Board Game Geek and someone there wrote a new set of rules for **Phobos Rising!** I couldn't download them to my cell phone, but one of the posters on the BGG forum said they had application to **Ceres OSB** as well??? Guess I will look them over when I get a chance.

After looking a little further I see where both games are reported as having poorly written rules, so before I bought a copy I would check it out. Buyer Beware! as they say.

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

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

Until Next Time, Happy Gaming!



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

Adv Squad Leader MMP **Jim Reamer**

Air Assault On Crete John Trosky 1554 CV
 Afrika Korps AH Alexander Martin 939
 Amateurs to Arms! CoA Rod Coffey (1493) V

Armageddon S&T 34 Mike Dyer 1874 EV
 Battle of Bulge '65 AH Roger Greezicki 1865 P

Battle of Bulge AH Tom Yoder 1813 V
 Bitter Woods L2 Art Dohrman (1551) EV

Battle for Germany SPI Stephen Arthur ELV
 Bitter Woods AH Mel Yarwood (36) P

Bitter Woods CG Joe Ryan 1854 E

Blackbeard Jim Reamer

Bloody Buna #W Mike Dyer 1874 EV
 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 of Goeben S&T 21 Mike Dyer 1874 EV
 Flight Leader '86 AH Paul Pearson 1638 EPV

Golden Horde/
 Kulikovo 1380 ATO Albert Bowie (299) E

Grenadier SPI Mike Dyer 1874 EV
 To Green Fields Beyond SPI John Troskey #1554 CV

Great Medieval Battles SPI Albert Bowie (299) E
 Hitler's War AH Stuart Helm 1528 PEVL

Last Chance for Victory Bruce Gelinas (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

Panzer Leader AH Tom Yoder 1813 V
 Pacific War VG Ross Jefferson 1836 FEVG

Renaissance of Infantry S&T 22 Mike Dyer 1874 EV

Rise and Decline of the Third Reich AH Tom Yoder 1813 V

Richthofen's War AH Scott Saunders 1664

Rock of the Marne MMP Ken Oates (1238) PEV

Russia Besieged L2 Michael Paul 1586 P

Russian Campaign AH Stephen Arthur ELV

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

Tactical Game 3 PP Mike Dyer 1874 EV
 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

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 Thorsen (470) V – learning/
 backup
 Crown of Roses GMT – Mike Kettman (1067) V
 Diplomacy – Jim Williams [1276]
 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]

From the Editor

The WBC is coming up. That is always interesting. If you attend that convention (or any other) we would like to hear your opinion of it. To allow you time to write a few lines, the deadline for the next issue is delayed a few days.

Some of you build plastic models, I know. I've been constructing a 1/35 model of Krupp's 420mm Big Bertha, used in WWI. It is produced by a company called TAKOM. Assembly instructions come with the kit, but they are the worse instructions I have come across. It shows which pieces are glued together, but not exactly how. I had to saw two pieces apart and re-glue them. One set of glued pieces is eventually attached to another set of glued pieces—will they meld properly? Probably not. While the pieces are all there and well done, to properly build the kit, no gluing should be done until the very last moment. Beware TAKOM.

The game companies keep churning out games and gamers keep buying them. Are they any good? I don't know and the AHKS membership isn't saying.

We were not overwhelmed this issue with articles from the membership, yet, the newsletter is full every month.

Keep gaming.

After-Action Report—**Silent Victory Game** USS Sea Dog's Third Patrol Report

by Bob Best

Here is the After-Action Report for USS Seadog's third patrol out of Pearl Harbor in April 1945. This AAR comes from the **Silent Victory** Campaign game running on the AHKS Forum at www.ahiks.com/forum.

LCDR "Rusty" Gates, captain of the USS Seadog (SS-401) stood at the bridge rail looking aft. The deck was a beehive of activity. Crew members formed lines passing boxes and crates from supply trucks on the pier to the open hatches leading below deck. A small crane lifted a torpedo from an open trailer and suspended it over the deck where a crew of men maneuvered it into the torpedo loading hatch. Gates recognized the torpedo as one of the new Mk-27 homing models. The Mk-27 carried a 100 pound warhead and was able to use a sonar homing mechanism to lock onto the sound made by the propellers of a ship. While not powerful enough to destroy a ship, the Mk-27 was capable of damaging the screws of the ship and putting it out of action, perfect for knocking out that escort that was dropping depth charges on you. Seadog was carrying 4 of these Mk-27s along with 12 Mk-18 electrics and 8 of the old Mk-14 steam torpedoes this patrol. Gates had ordered that 1 Mk-27 be loaded into the aft tube to be ready for firing if needed.

There were also three of the new NAC Barrage jammers on board. The NAC was a "noise-maker" capable of deceiving sonar operators of escort vessels actively searching for a submarine. The NACs were launched from either a torpedo tube or one of the 3" signal ejector tubes on Seadog. It spewed a stream of noisy bubbles that masked the sounds of the submarine as it moved away, luring the escort to follow.

Captain Gates was thinking that he might need both of these new weapons in his current assigned patrol area. Seadog was going to the China Sea this time and most of the remaining Japanese shipping lanes ran through shallow waters in the China Sea..

The last of the boxes were removed from the trucks on the pier and the Chief of the boat directed the men to other tasks. Gates watched the supply officer hand a clipboard to his executive officer standing on the gangway. After a quick look at the supply requisitions, his Exec signed off on them indicating Seadog had received the supplies. Seadog was getting ready to sail on the evening tide. It was April 1, and Gates was hoping that there were not going to be any "nasty" surprises for them on this patrol.

The sun was setting over Ford Island as Seadog cast off from the submarine pier and backed into the ship channel. Seadog passed the rusting hulk of the USS Arizona as she turned down the channel toward the open sea. Near the entrance to the harbor Seadog rendezvoused with their escort that would see her safely past the harbor defenses and into the open ocean.

Averaging 12 kn. Seadog made good time as she transited to the East China Sea. There were no contacts in route. Seadog arrived in her area on the 15th of April and began patrolling south along the coast of China toward Taiwan. Seadog's first ship contact came on the 5th of May near Taipei.

Lookouts spotted a solo ship making about 8 knots toward the China coast. The target was identified as the 3400 ton freighter Sana Maru. She was not under escort. The sighting

occurred at night as Seadog was running on the surface. Captain Gates ordered Seadog to close into gun range for the kill. "Battle surface!" was ordered and the gun crew began firing Seadog's 5 inch deck gun into the target. 100 rounds were fired and Sana Maru was reduced to a burning hulk that quickly sank below the waves.

Seadog turned north toward Shanghai. Four days later, as Seadog was patrolling near the mouth of Yangtze River she received an Ultra intercept. Ultras, known as "Magic," were decoded intercepts transmitted by the Navy's highly secret Cryptographic unit that had broken the Japanese Naval Codes. The crypto people were reading Japan's Naval radio traffic in real time. The Crypto analysts were able to direct submarines to specific locations when valuable targets were known to be passing.

Seadog was advised that a major warship, the Kongo, and its task group of escorts would be leaving Shanghai at 0400 on the 10th of May. Seadog moved into position and waited off the harbor entrance to Shanghai. 24 hours later, while patrolling on the surface at night, Seadog's lookouts spotted a fast moving group of ships leaving the harbor entrance. Seadog changed course to intercept and was rewarded when the warships made a sharp zig-zag course change that turned the ships directly toward Seadog. She found herself right in the middle of the advancing Japanese task group.

In the moonlight, the Kongo was quickly spotted. Gates decided to attack on the surface at medium range. Kongo could be seen throwing a huge bow wave and would pass within 4,000 yards of Seadog. Using the Torpedo Data Computer or TDC scope as it was called on the sub's bridge, Captain Gates quickly lined up for the shot. He ordered the 4 Mk-14 and 2 Mk-18 torpedoes fired from the bow tubes and then ordered Seadog to turn hard to starboard. When the stern tubes came to bear he ordered 3 more torpedoes, 2 MK-14s and 1 Mk-18 fired at Kongo.

Gates ordered Seadog to dive. The klaxon sounded and running feet raced for the bridge hatchway. Captain Gates was the last off the bridge and hesitated at the top of the ladder to make sure everyone was accounted for before he closed and dogged the hatch. The deck was tilting downward as Captain Gates found his footing in the control room. Seadog was passing 60 feet when the Torpedo Officer clicked his first stop watch—NOTHING! It was an ominous sound in the quiet of the control room.

"Must have been a dud," he said as he looked over at Gates. The Captain just gave a shake of his head.

Seadog was passing 75 feet when the Torpedo Officer clicked the next stop watch. Again, NOTHING! He raised his eyes to meet the Captain's. Gates shook his head again.

"CAPTAIN! Sonar reports high speed screws turning toward us!"

"Looks like they spotted the torpedoes," said Gates. "Conn hard right rudder! Exec, how much water under the keel?"

"Not much, Captain. Bottom is at 325 feet." replied the navigation officer.

"Level off at 300 feet, then," said Gates.

The third Mk-14 torpedo had run past its hit time and also failed to explode. Gates was looking pretty grim.

Passing through 110 feet a muffled explosion was heard through the hull. "A hit, Captain!" called out the Torpedo Officer holding up the stop watch as a symbol of proof. 15 seconds later another explosion followed and then another and another.

"Sonar reports 'breaking- up' noises Captain."

"Put it on the PA," said Gates. Instantly, loud rumblings and tearing noises could be heard along with minor explosions. Kongo was in her death- throes!

"Thrummm, Thrummm, Thrummm," could now be heard over the breaking up noises of the Kongo.

"Captain, high speed screws approaching fast!" called the Sonar operator.

"Left full rudder" ordered Gates. "Fire that NAC Jammer." A WHOOOOSH-ing sound was heard from the speaker as the NAC left a noisy trail of bubbles as it headed away from the Seadog.

"It's not working, Captain!" called the sonar operator. "The escort is turning with us."

"OK, Torpedo Officer, fire that MK-27!"

The Mk-27's high speed whine from its electric motors could be heard leaving the tube. A few seconds later a muffled explosion followed and the loud Thrummming coming from the escort's propellers stopped. A HIT!

Seadog slipped away from the fight and made good her escape.

In her last week of patrol in the China Sea, Seadog spotted a single solo ship. It was identified as the 1,000 ton freighter Hosen Maru. Seadog made a night surfaced attack at close range and dispatched Hosen Maru with her 5 inch deck gun. Seadog returned to Pearl without further incident.

It was a happy boat that returned from her third patrol with a 37,200 ton battleship and 2 freighters under to her credit!

The patrol was successful. The 37,200 ton fast-battleship Kongo had been sunk, along with the 1,000 ton freighter Hosan Maru and the 3,400 ton freighter Sana Maru for a total of 41,600 tons sunk on this patrol.

Captain Gates received the Navy Cross for sinking Kongo.

Seadog will be ready for patrol again in July 1945.



Ship model from a museum in Fredericksburg, TX.

CENTRAL OFFICES

PRESIDENT

Bob Best
PO Box 5174
Concord, CA 94524
b52bob@prodigy.net

VICE PRESIDENT

Kenneth Oates
316 Hidden Valley Drive #27
Weslaco, TX 78596-7720
(956) 968-7984
koates@rgv.rr.com

TREASURER

Brian Stretcher
117 Camellia Trail
Brevard, NC 28712
(828) 774-8654
Doctorlaw@juno.com

MATCH COORDINATOR

MSO-RATINGS
Duncan Rice
408 - 1148 Heffley Cres
Coquitlam, BC V3B 8A6
Canada
604-468-0082
duncanr@telus.net

EDITOR/PUBLISHER

Omar DeWitt
Apt. 4434
900 Loma Colorado Blvd. NE
Rio Rancho, NM 87124
(505) 962-4077
AHIKSomar@cableone.net

SECRETARY

Chris Hancock
PO Box 84082
San Diego, CA 92138
chancocknh@att.net

JUDGE

Brian Laskey
162 Hull Street
Ansonia, CT 06401
(203) 732-1009
ahiks-ucp@comcast.net

RATING OFFICER

Dave Bergmann
429 Countryside Circle
Santa Rosa, CA 95401
opusone1945@sonic.net

WEB SITE ADDRESS
www.AHIKS.com

SUPPORT SERVICE OFFICERS

ARCHIVIST

William A. Perry
21 Fitzgerald Lane
Columbus, NJ, 08022
(609) 298-9823
bpilot8@comcast.net

WEB SITE MANAGER

Tom Thornsen
113 Glensummer Road
Holbrook, N.Y. 11741
(631) 472-3566
bjorn2wok@aol.com

MULTIPLAYER COORDINATOR

Jeff Miller
263 Buchert Road
Gilbertsville, PA 19525
610-367-8209
Blachorn@comcast.net

UNIT COUNTER POOL

Brian Laskey
162 Hull Street
Ansonia, CT 06401
(203) 732-1009
ahiks-ucp@comcast.net

PUBLICATION DEADLINES

Articles will be accepted at any time, though submission of an article does not guarantee its publication. News items will be accepted if received in sufficient time to allow production schedules to be met.
Deadline for next issue: August 5, 2017.

GENERAL INFORMATION

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

Game News

AGEod

English Civil War (computer game)

With a detailed selection of the historical units of the conflict you will find the Covenanters, Newcastle's whitecoats, Cromwell's Ironsides, the new model Army or the Cornish legendary infantry. Players can build and manage their armies, throughout the campaigns set in the various theaters of operations like Yorkshire, Cheshire, Lancashire, Bristol, Lincolnshire, etc. Ageod's unique system of detailed strategic representation of this era's conflicts makes the difference here.

A set of unique commanders with historical portraits and traits like the Royalist Byron, Prince Rupert, Hopton, Newcastle, King Charles or the Parliamentarians: Essex, Thomas Fairfax, Waller, Cromwell, the Earl of Leven help you in achieving your objectives giving a unique feeling of being in command in those key days of 1642.

Setting: The game covers England, Wales, Scotland and the surrounding sea regions. Two playable sides, The Royalists and the Parliamentarians.

Game map is divided into small regions, as usual in Ageod games, with a variety of terrain, climates, and development level to represent correctly the countries represented (England, Scotland, Wales, and Ireland).

Scenarios: 6 in total, with 3 tutorials, 1 Great Campaign covering the whole conflict and 2 more covering the war from later starting points to the end of 1646.

Historical leaders: All the great leaders of this war are well represented with historical portraits, strategic abilities and traits. Detailed units representing the regiments of both sides, their strength, historical names, origin, and a nice representation of this era uniforms. You could manage the Ironsides, the Cavaliers horse regiments, The Newcastle's Whitecoats, The Irish regiments, the covenanters, Trained Bands, etc. The navy, not so relevant in this conflict, is as well represented with historical warships.

Production: Control your factions spending wisely your resources to create new troops and pay the cost of your army, take control of key industrial cities and their production centers.

Regional Decision Cards: The game includes the already known card system that lets you trigger events such as Commission of Array, Recruitment, Break Blockade, etc. The cards, if played wisely, can affect the flow of a campaign.

Detailed game model includes features such as Weather, Attrition, Supply, Prisoners, and Fog of War. \$20

<http://www.ageod.com/store/683/English.Civil.War>



Avalanche Press

Panzer Grenadier: Korean War: Counter Attack

Driven back into the Pusan Perimeter, American and South Korean forces – soon joined by British, Turkish and other United Nations contingents – held the line and in the fall of 1950. With strong tank-led forces surging northward and other units landing by sea at Inchon, the United Nations rapidly turned their victory into a North Korean rout.

Counter Attack is a complete boxed game in the Panzer Grenadier series based on these fearsome battles. You do not need any other game to play all of its 63 scenarios. Design is by Jay Townsend, creator of our **Saipan** game.

The North Koreans have a wide array of Soviet-made weapons, spearheading their attack with T-34/85 tanks. The South Koreans are fairly lightly equipped, while their American allies bring the tanks and guns that won the Second World War: M26 Pershings, M24 Chaffees and a blistering helping of air power.

New forces arrive to help out: the U.S. Marine Corps deploys some real armor this time, M26 Pershings. There's also a helicopter (games with helicopters are always better) and the British are here, too.

The game includes four semi-rigid mapboards, with art by Guy Riessen. The maps are fully compatible with all others in the Panzer Grenadier series (and those from **Panzer Grenadier (Modern) and Infantry Attacks**, too). Plus 517 playing pieces: silky-smooth, die-cut pieces without that "bathtub effect" caused by die-strike damage to the flip side. And 63 (sixty-three!) scenarios. You can play those scenarios individually, or in one of the "battle games" that link them together. \$80 <http://www.avalancheexpress.com/gameCounterAttack.php>



Second World War at Sea: Sea of Iron

World War II began when the German battleship *Schleswig-Holstein* opened fire in the early morning hours of 1 September 1939. The war started on the Baltic Sea, and some of its very last actions took place there as well.

Sea of Iron is a complete Second World War at Sea boxed game based on actions on the Baltic Sea between 1939 and 1945. Thirty scenarios track the operations and battles that took place or could have taken place between the fleets and air forces of Germany, Poland, Lithuania, Latvia, Estonia, the Soviet Union, Finland, and Sweden. In addition to their complete Baltic Sea orders of battle, the Soviets, Swedes, and Finns all

have additional ships they planned or began to construct but did not complete. And of course we have scenarios for their use.

There are 140 “long” ship pieces and 420 standard-sized square ones representing smaller warships, transports, aircraft (many, many aircraft) and a handful of markers. This is a big game, at least in terms of pieces.



The map is not so big: the Baltic Sea is pretty small and almost completely land-locked, with ports and airfields in abundance. Aircraft are very potent in this theater, and ships have very little room to hide. The map by Guy Riessen shows the full Baltic on a single 11x17-inch panel.

The scenarios cover all of the action from the Polish “Operation Peking” in which three destroyers escaped to England just before the war began, to the planned Swedish invasion of German-held Denmark in May 1945. \$80

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

Compass Games

Fall Of the Third Reich is from award-winning designer Ted S. Raicer. It covers the dramatic last two years of WWII in Europe, as the Western Allies and the Soviet Union fight against fierce German resistance to bring down the Thousand-Year Reich.

The time is July, 1943. From the beaches of Sicily to the plains of central Russia, millions of men are poised to decide the fate of Europe and bring about the end of WWII.

Two large hex maps cover Europe from France to Central Russia, and Leningrad to Sicily. Units are Armies, Corps, and in a few cases, divisions. There are twelve two-month turns.

Those turns play quickly, and yet there is a lot of subtlety within each one, with rules for both reaction and exploitation. Getting the most out of the various movement segments is essential for both players: as the Axis for plugging gaps in the front line, and as the Allies for exploiting every last opportunity to move ever further into the Third Reich proper. But the German player will quickly learn that a passive defense is doomed to fail, and that selective counterattacks are vital to hold the enemy at bay.

The game includes rules for Soviet and German Command, while the effects of Hitler's increasing interference in military affairs is presented through a rule which requires the German player to use OKW (West Front Headquarters) or OKH (East Front HQ) to be able to retreat infantry units from an enemy ZOC.

While the Soviets and Germans begin the game locked in a death struggle at Kursk, the Allies face the early dilemma of where to invade, with a choice of invasion sites ranging from Holland to Greece. Knock Italy out of the war or Second Front Now! in Northwest Europe.

Supply rules have been kept as simple as possible, while still modeling the historic importance of logistics. The Western Allies in particular will learn the importance of ports in supplying their armies and having to base their strategy around them.

Perhaps most significantly, the game effectively models the Strategic Air War over Europe with only a few simple rules and a handful of counters. But though easy to learn, this ‘game within a game’ can have a dramatic impact upon the course of the war, as the Allies must prioritize their air resources while the Luftwaffe struggles both to slow the Allied air offensive

and support the German armies in the field. The challenges are numerous and subtle.

Other rules cover variable (and degrading) German troop strength, Allied Airborne drops, Strategic Transit, Forts, Yugoslav Partisans, and Axis Minor Powers, including Italian Surrender

The game can be played by two (Axis and Allied/Soviet) or three players (Axis, Allied, and Soviet) but also works well solo. **The Fall of the Third Reich** is a game of large scope and nail-biting decisions, combining fidelity to history with a fun playable game system. \$79 <https://www.compassgames.com/preorders/fall-of-the-third-reich.html>

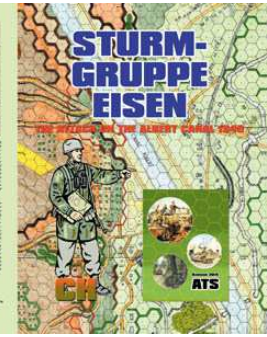


Saipan – The Bloody Rock The decision to invade The Marianas (of which Saipan is a part) was not an easy one. General MacArthur still favored the more westerly route through the Philippines and had support amongst the Joint Chiefs of Staff. It took several conferences and nearly a year before the decision was made. There were several reasons that the Americans finally decided to invade the Marianas: Firstly, it was the most direct route to Japan; secondly, they could base B-29 bombers there, which could bomb Tokyo; thirdly, Saipan would be the first piece of prewar Japanese soil taken during the war. Lastly, the American planners hoped that they could draw the Japanese fleet into a decisive engagement. With all these reasons, a battle for the Marianas was inevitable. From Adam Starkweather. \$125 <https://www.compassgames.com/>



Critical Hit

ATS Sturmgruppe Eisen, its main objective was the capture of the bridge crossing the Albert Canal in the village of Kanne. Five gliders landed on the plateau nearby the PC commanding strongpoints "C," "D," and "J." Attacked by the near with machine-pistols and grenades, the PC only gave a brief resistance then the paratroopers quickly dispatched the squads in the portion of "C" north of the sunken road. Victory was just seconds away went the bridge blew up. The 15 minutes delay



taken by Sturmgruppe Eisen since Sturmgruppe Granit had started landing on the nearby Fortress, had allowed the Belgian command sufficient time to send firm orders to destroy the bridge. The men in the Communication bunker were then captured or killed, ending the initial phase of the attack.

Can you say 'Belgium'? As it seems that this tiny, war-torn nation is getting the lion's share of attention in the new

Historical modules, with the Hindenburg Line, Kesternich, and here with the new ATS Kampfgruppe Eisen. One of the prettiest and most interesting maps is at the very heart of this brand new module: the winding Albert Canal, the bridge at Kanne, and the glider landing in less than ideal conditions. In addition to the brand new historical map, a new set of counters is included. All 8 scenarios play on the map, one we suspect you might find the most interesting, combat terrain-wise, of any historical module to date.

Ownership of your ATS Rulebook 2014 and system markers is required. A collection of combat counters is provided. \$70 http://www.criticalhit.com/mmm5/merchant.mvc?Screen=PROD&Product_Code=ATSKANNE

Dan Verssen Games

B-17 Flying Fortress Leader. You select and command Bomber Groups and Fighter Groups belonging to the US 8th Air Force as you carry out a strategic bombing campaign against German Occupied Europe.

As you plan and carry out your missions, the game's AI controls the German Air Defenses, Technology improvements, and allocation of resources to the European, Mediterranean, and Russian campaigns.

B-17 is a Dean Brown design. He has worked closely with us to make sure **B-17** is faithful to the Air Leader series, while at the same time having its own unique flavor!

You begin by selecting a Campaign sheet. Each Campaign details the year of your aerial campaign, point values of different types, objective, and special rules that make the campaign unique.

You then select your Bomber Group cards, Fighter Group cards, and any Renowned Commanders you would like to have command them.

It is then time to set-up the initial German resources and air defenses that you will be flying through.

During each Mission, you select which Target card you wish, plot a flight path to and from the target based on what you think the best path through the defenses is, and then resolve the Mission.

During the Mission, you'll move your Bomber Formation and Fighter Escorts one leg of the flight at a time to the target, checking to see if you encounter German fighters, "Bandits," and resolving the air engagements along the way.

During these battles, your Escorts will do their best to shield your Bombers from the



swarming Bandits, but some might slip through. At which point it will be up to your gunners to destroy the incoming fighters, or at least drive them off.

As you approach the Target, you'll lead your Bombers through deadly fields of flak guns before being able to drop your bombs.

It is up to you to inflict maximum damage on Germany's war-making capability, while at the same time bringing your brave crews home. \$90 <http://www.mcssl.com/store/danverssengames/tabletop-games/b-17-flying-fortress-leader>

Decision Games

RAF: Lion Computer Game (PC) France has fallen. England stands alone against the might of a triumphant Germany, defended only by the Spitfire and Hurricane squadrons of the Royal Air Force. Hitler orders his mighty Luftwaffe to destroy the RAF in preparation for Operation Sealion—the invasion of England. German fighters and bombers fill the English skies and the RAF responds.

Now you command the RAF or the Luftwaffe in history's greatest air campaign—the Battle of Britain. Improving on his award winning solitaire classic, designer John Butterfield ramps up the historical accuracy, tension and play options in this game.

RAF: Lion puts you in control of British Fighter Command, responding to German raids. The game's unique card system generates targets and forces, which may remain hidden until after you commit your squadrons. Your foe is no mindless system: the Luftwaffe has priorities and a strategy. Scenarios range from one raid day, taking an hour to complete, to the full campaign, playable in 12 hours. \$20 <http://shop.decisiongames.com/ProductDetails.asp?ProductCode=2108>



Game Crafter

Rise of Totalitarianism "War is Peace, Freedom is Slavery, Ignorance is Strength" Germany, 1919.

Jan. 1: The opening of the Paris Peace Conference is imminent, but unrest and violence are already spreading throughout Germany and Italy as well as in many other European countries. Communist forces are marching to power, following the example of the Bolsheviks in Russia. The murder of Rosa Luxemburg and Karl Liebknecht is still a possibility. Will the German Social-Democracy make an evil pact with the proto-Nazi Freikorps to eliminate the two revolutionary leaders from the political theatre? Extreme left and right parties face each other creating disorder and putting the Social-Democratic and Liberal governments under pressure to bring peace to Europe. Democratic forces have about fifteen years to save the Old Continent from the maelstrom of tyranny and totalitarianism. Will they fail as happened in history? The economic crisis of middle classes, the loss of monetary power and wealth, hyperinflation, the never-ending clash with the proletarian forces and the Great Depression. Will all such factors bring the liberal European countries to the verge of bankruptcy? Or will Mussolini and Hitler be left out of the history books?

Rise of Totalitarianism is an interactive simulation enabling you to explore all such questions. A card-driven strategy game, it reproduces the ideological conflicts and political struggles

that led to the establishment of totalitarian dictatorships in Europe throughout the 1920s and 1930s. The game covers the period 1919-1933 and is designed for three players. Each takes the role of one of the three Ideologies – Social-Democracy, Fascism, or Communism – that struggled for power during the timeline of the game.

Rise of Totalitarianism

offers an accurate and detailed historical context, supported by 90 game cards. Players exploit historical events and political actions to achieve political supremacy and must face the major crises that upset the European countries of the era. Game cards provide political points that are used by players to plan secret actions on the map by using action chits. Action chits are revealed simultaneously and players can then perform their reactions and activities (propaganda, conflicts, laws, and reforms) to influence society, public opinion, political orientation, the economy, and the stability of governments. \$76 <http://www.thegamecrafter.com/games/rise-of-totalitarianism>



GMT Games

Pericles is a ‘sandbox’ (unscripted) wargame that covers the ENTIRE period of conflict described in Thucydides classic history on the Peloponnesian wars. **Pericles** is a four-player game, where two teams of Athenian and Spartan factions fight for hegemony in 5th Century Greece. Each team of two represents a faction vying for control of their City States, strategy, and honor. Athens sees the Aristocrats debate issues with their opposing Demagogues, while in Sparta House Agiad and House Eurypontid contend for royal dominance.

Pericles uses elements from the Golden Geek best Wargame of 2015, **Churchill**, to simulate war as the extension of politics by other means. In the War portion of the game, it is US versus THEM (Athens versus Sparta), where each team implements their collective strategy to dominate Theaters of War, build economic strength, and fight battles to win Honor. In the respective Political assemblies, it is ME versus YOU (faction versus faction), where the battle for government control has to be balanced by your common interests in a series of wars that must be won, or all is lost.

Pericles uses an Issue Queue preplanning mechanic that the play testers have described as ‘insanely fun.’ After your Political assembly has debated and won issues, these issues (military, league, diplomatic, oracle) are secretly placed on the military map in one of the twenty Theaters of war. If you or your opponents place a second issue into a Theater, it creates a queue of issues. Once all issues are placed, they are revealed and resolved one at a time. The order of issues in the queues and the order in which they are resolved across all Theaters tells YOUR story of the Peloponnesian wars.

Strategy in **Pericles** unfolds in how you create combinations of issues to achieve the historical narrative. Do you want to conduct a Periclean raiding strategy? Then you would play two military issues into a Theater to first move forces into position, then raid. Do you want to build a base in the enemy homeland (historically Pylos or Decelea)? Then you would conduct a military expedition, followed by a league issue. Do you want to raise an opponent’s ally in rebellion? Then you would deploy a

diplomatic mission, and sow treachery for immediate or future advantage. It is in the placement, order, and resolution of the issues that the game allows you to explore and experience the broad range of historical situations without a script.

What would a game of Hoplites and Triremes be without a battle mechanic? Battle in **Pericles** is based on armies and fleets being led by the classic generals of yore, represented as Strategos tokens. During the Political assembly, each faction uses historical personalities to acquire Strategos tokens. Use the Spartan general Brasidas and gain four Strategos tokens, while Epitadas only generates one. Strategos tokens can be thought of as military capital that is spent in the war to lead and move forces. If you send forces to a Theater with enemy forces, a land or naval battle will occur. All players then secretly commit Strategos to the battle. Then, the commanding general of the military expedition and their teammate reveal their Strategos commitment and move wooden land and naval units to the battle. Now the defensive commitment of Strategos is revealed, each side then reveals a random battle card value, and the winner is decided. The winner of the battle now has the option to fight a subsequent naval or land battle. The outcome of these tactical decisions determines if any fortified bases are destroyed by assault or siege. Then the next issue is resolved. Winning battles awards and reduces honor.

Players will experience periods of Peace, where most action is conducted with Allied forces (Delian and Peloponnesian League), or periods of War where Athens and Sparta directly enter the fray. The end of the game is not set, and factions from the opposing sides can conspire to declare Peace, gain honor, and control the timing of how a game of **Pericles** ends.

But what do you do if you cannot get four gamers together? Fear not, **Pericles** comes with Strategy tables for both sides and rules to play **Pericles** with 3 humans, 2 humans, or in single human mode. So, no matter how many or how few players you can get to the table, you can take a walk through the Athenian agora (market) up to the Pnyx (Assembly hill) and debate policy with Pericles, while trying to both gain control of the government and win the Peloponnesian Wars.

Victory in **Pericles** goes to the side that conquers their opponents City State OR generates more honor points from geographic dominance and economic strength than the other. However, *there can only be one*, and the ultimate winner of the game is the victorious City State faction that has the most honor points. **Pericles** is a game of US versus THEM, but for the winning side it is a game of ME versus YOU! \$85

<http://www.gmtgames.com/p-587-pericles-the-peloponnesian-wars-460-400-bc.aspx>

Manoeuvre: Distant Lands is an expansion for **Manoeuvre**. Four new armies are included to allow you to bring the fight from the frozen north to the sub-continent and the mythic east. Included in this set are counters and cards for Sweden, the splintered Kingdoms of India, the Chinese 8-Banner Army and the crumbling remains of the Japanese Shogunate. Also included is a set of 8 new land tiles that will force veteran players to learn new tactics among the swamps and fields of the Orient as well as the forests of Scandinavia.

Sweden: The Swedes are reminiscent of the more traditional European powers and fit nicely into the current game hierarchy to allow for more balanced tournament play. The Swedish army fits the mold of both the Prussians and Russians but falls into line just below them in overall strength.

Indians: The Kingdoms of the Marathas, Mughals, Mysore, and Sikhs from the Punjab have banded together to overthrow the colonial powers of the day. Their problem is overcoming the lack of a true leader that makes it difficult to set aside their rivalries and squabbling. They have speed rivaling the Ottomans but far less of a capacity to use it well. They are a true guerilla force adept at denying their opponents resources or freedom to maneuver. \$46 <http://www.gmtgames.com/p-356-manoeuvre-distant-lands.aspx>



Battle Line is a two-player card game built around the theme of warfare during the age of Alexander the Great. **Battle Line** features 60 full-color Rodger MacGowan/Mark Simonitch cards depicting the prominent formations of the period (War Elephants, Heavy Cavalry, Phalanx, etc.) and 10 full-color tactics "wildcards" that give players extra flexibility and choices and help make each new battle wildly different from the last.

Battle Line takes about 30 minutes to play. To win, you must create powerful formations along your side of the line of battle that are superior to those of your enemy. Victory goes to the player who wins 5 of the 9 battle flags (an envelopment) or three adjacent flags (a breakthrough). Based on Reiner Knizia's original design published in Germany as **Shotten-Totten**, **Battle Line** enhances and expands that game system to give players even more tactical options and gut-wrenching decisions.

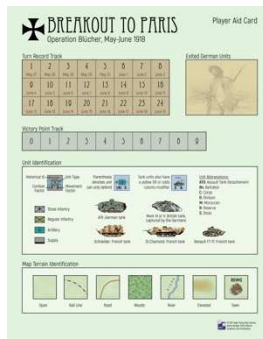
How will you muster your battle line? Will you use your elephants to trample a hole in the enemy front, or send Alexander to the front to win a critical flag? Maybe you'll dispatch the Companion cavalry to lead or reinforce a crucial point in the line, or perhaps you'll rely on your spies to determine the enemy's strengths and weaknesses before committing your best forces. You'll always have plenty of choices. With every card play, you'll determine the strength and direction of your attack while plotting to fend off your enemy's advances.

In **Battle Line**, you and your opponent lead the combined arms of the greatest units of the era. Designer: Reiner Knizia \$22 <http://www.gmtgames.com/p-48-battle-line-7th-printing.aspx>

High Flying Dice Games

Breakout To Paris, Operation Blücher, May-June, 1918, depicts the third German Aisne offensive. It followed Operation Michel in March. General Erich Ludendorff was determined to win the war, and these offensives were Germany's last attempts. Ludendorff's earlier Operation Michel was a near catastrophe for the Allies and Operation Blücher would be just as dire and another German near miss with the German offensive ending within hours of reaching Paris.

Some historians claim the two American divisions timely arrival



saved Paris from calamity. The German offensive within a period of a few days had created a huge bulge and gained over 35 miles and had taken 50,000 Allied prisoners. \$21 <http://www.hfdgames.com/botp.html>

Bloody Dawns: The Iran-Iraq War is a two-player grand strategic level card-driven wargame depicting the struggle between Iraq and Iran from September 1980 to August 1988. This terrible confrontation between Saddam Hussein and Ayatollah Khomeini drastically changed the geopolitical balance of power in the Gulf and was the last Total War of the 20th Century. Its events still shape and influence those of today.



It is a grand strategic card driven game with boxes, instead of hexagons and 4-month turns. The card driven system maintains suspense and obliges the players to coordinate carefully their actions. \$45 <http://www.hfdgames.com/>

Hollandspiele

Battles on the Ice, the third game in the Shields & Swords II series, tackles two unusual engagements. In both battles, the "invincible" Livonian Order—an autonomous branch of the Teutonic Knights—met their enemies atop a frozen body of water, and in both cases, they suffered a humiliating defeat.

The 1242 battle at Lake Peipus was immortalized in Sergei Eisenstein's rousing film "Alexander Nevsky," and is probably the first thing most folks think of when they hear "Battle on the Ice." This battle should have been a cakewalk for the Livonians, as their elite, well-armed, ruthless cavalry were facing a feudal army of peasants. But Nevsky exhibited sound tactical judgment, and a deployment of his own cavalry at just the right time turned the tide decisively in his favor. Similar to The Grunwald Swords, this battle allows the Novgorod player to choose the exact moment to bring in his horse archers (making their first appearance in the S&S II series). The longer he waits, the more VP he'll score, but the greater the chance that it'll be too late. The 1270 Battle of Karuse, fought on the frozen Baltic Sea, is a bit more obscure, but quite possibly more interesting. This time around it's the Livonians and their allies against a Lithuanian Army under Grand Duke Traidenis. The Lithuanians use sleds as a defensive barrier, and use hit-and-run tactics to unhorse the bold brothers. Special rules for unhorsing, dismounting, and charging the sleds give this one a lot of nuance.

Both battles see a force that's strong in cavalry brought low by a force that's predominantly fighting on foot. Semi-random force pools utilized in each battle provide additional replayability. As always, the core S&S II system—easy to learn, teach, and play—allows for a fun, fast, streamlined medieval experience. \$35 <https://hollandspiele.com/products/battles-on-the-ice>



Legion Wargames

Demyansk Shield, The Frozen Fortress, February - May, 1942. Historical Setting: From 22 June 1941 Axis armies attacked the Soviet Union on a broad front. While the northern group of armies (Army Group North) pushed towards Leningrad in a war of rapid maneuver, its 16th Army covered the flank in the Lake Ilmen – Valday Hills area. Here, fighting began to settle down in early fall 1941 and by January had become static. Then the Soviets attacked. By late January the Soviet 11th Army had broken the German front in several sectors and threatened to surround perhaps 70,000 Germans around Demyansk. When the 3rd Shock Army broke the southern wing of German 16th Army Soviet advances threatened now to destroy 16th Army and open the flank to Leningrad. It is at this stage that game-play begins.

General Introduction: **Demyansk Shield** recreates the World War II campaign in the Valday Hills region of Russia, from late January 1942 through May 1942. The playing pieces represent the actual units that participated in the campaign and the map represents the terrain over which those units fought. The players maneuver their units across the map and conduct combat according to the rules of play. One player wins by capturing certain specified objectives while his opponent wins by preventing that. Design by Vance von Borries. \$62

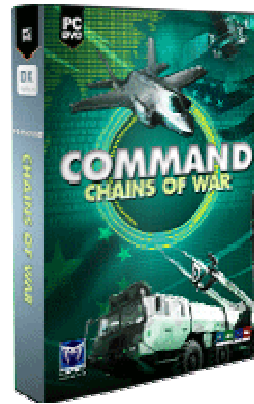
<http://legion-wargames2.mybigcommerce.com/demyansk-shield/>



Matrix Games

Command: Chains of War. 20 minutes into the future, a spark erupts in the Korean peninsula that will lead to a theater-wide conflagration embroiling the entire Western Pacific and drag all major powers into it. With nothing less at stake than control over the world's busiest trade routes and containment of the emergent superpower, the Pacific becomes the world's stage. The players are getting down to brass tacks, for this is the game that no side can afford to lose.

The geopolitical nightmares of the new century: The creators of the award-winning **Northern Inferno** shift their gaze from the Atlantic to the Pacific and bring into focus the challenges of the early 21st century: The ever-present tensions between North and South Korea reach a boiling point, while China and the US vie for control of the strategic choke points and bases through which the world's commerce functions. Will the US maintain its strategic pre-eminence in the most important world theater or will China complete its ascend to superpower status?



The new gears of war: Think the new war in the Pacific will be just like the 1940s but with better bullets? Think again! All-new systems and technologies radically change the face of modern high-level conflict. Network and cyber attacks pull apart carefully constructed communications networks, leaving forces in the field blind and separated from their consorts. Electromagnetic pulses delivered from high-

altitude nuclear detonations or tactical EMP weapons fry vulnerable electronics, disarming powerful units in a split-second. Massive anti-ship ballistic missiles threaten to turn aircraft carriers into sinking, burning hulks. Railguns deliver accurate, punishing fire at long ranges, challenging the post-WW2 reign of guided missiles. Anti-satellite weapons disrupt the critical communications and intelligence nodes orbiting high in the stars. High-energy lasers burn their targets with intense beams invisible to the naked eye. Are you ready for the intricacies of 21st century war?

Chains of War is a new DLC release for **Command: Modern Air/Naval Operations**, the premier game of air and naval combat and the Pentagon's hottest new simulation tool. Twelve campaign scenarios walk you through an erupting crisis in the western Pacific that threatens to bring chaos to world order, while an additional four bonus standalone scenarios take you back to hotspots in the past that did not lead to conflict, but could easily have. \$20

<http://www.matrixgames.com/products/product.asp?gid=693>

Revolution Games

Red Typhoon is a redesign by Revolution Games of the fourth game of the popular Panzer Korps series; originally published by *Command Magazine* Japan. **Red Typhoon** simulates the early 1942 Russian counter-offensive in front of Moscow that almost destroyed Army Group Center. Can you as the Soviet player complete the destruction or can you as the German player survive the Soviet onslaught?

Red Typhoon is a two player game following an IGO-UGO turn sequence with activation points controlling the movement and attack of each of your formations. This means that some units will not move or attack, some will just move or just attack and some will both move and attack. The players choices of how to use his activations is the most important decision in the game. Combat is fairly traditional with the additions that units are retreated by the attacking player and that retreated units are disrupted. Players able to take advantage of these two factors will be successful.

The game starts with several large Soviet breakthroughs that the German player must skillfully plug and in certain situations counterattack. There are special rules for German panzers and Soviet Airborne and Partisans. \$36

http://stores.revolutiongames.us/red-typhoon/?utm_source=Revo-Legion+Mail+List&utm_campaign=09c51b116e-EMAIL_CAMPAIGN_2017_03_30&utm_medium=email&utm_term=0_d7ce636fd3-09c51b116e-126322905

Patton's Vanguard: the Battle of Arracourt, 1944. As the summer of 1944 drew to a close and Combat Command A of the American 4th Armored Division passed through the French town of Arracourt, the war seemed all but over. It seemed as if nothing could stop the Americans from forcing their way across the German border and reaching the Rhine River. The weather, however, was rapidly deteriorating and Allied air reconnaissance failed to detect a counteroffensive by the German 5th Panzer Army. The stage was set for the largest clash of armor on the western front until the Battle of the Bulge.

Patton's Vanguard consists of two quick-playing four turn scenarios depicting the German attempt to drive the Americans from the German border. The first scenario pits two inexperienced German panzer brigades against a confident and veteran Combat Command A. The German side has more armor, including the superior Panther tank, and the poor weather generally favors them, but the American side has more artillery as well as better tactics and leadership. The second scenario pits the experienced German 11th Panzer Division against Combat Command A and the newly arrived Combat Command B, now hampered by restricted fuel supplies. In each scenario both players will be challenged to determine whether it is better to simply attack, or spend valuable time attempting to maneuver in continually changing weather conditions before attacking. Fast, furious, and chess-like, this is a game for players who love concentrated action! <http://www.revolutiongames.us/>



the board with it to enjoy the dividends forthwith (and racks up a victory point) and never returns. Obviously, if after the initial panic the Egyptian player can slip his baggage-tending infantry into the camp, he can go some way to denying the Hatti player victory, though this is easier said than done.

Victory compares Egyptian kills of Hatti chariot units with the number of baggage units the Hatti troops have seized, giving grades of success for either side. All in all, this is a fast-moving game with opportunities for both sides, and a slight bias in favour of the forces of Hatti is countered by the Poem-of-Pentaur-like exploits of Ramses.

The booklet also contains an assessment of the sources and forces for the battle. £7 <http://www.soa.org.uk/joomla/games/18-games/54-call-it-qids>



Society of the Ancients

Call it Qids is a stylised, fast-play, refight of the Battle of Qadesh between the armies of Ramses II and the collected forces of the Empire of Hatti, played out on a square grid with special rules for ford-crossing and the Egyptian camp. The Hatti army is entirely chariotry (the infantry in the historical battle seem to have remained east of the river and so are not featured in this game) while the Egyptians are split into four contingents (Amun, Ra, Ptah and the 'Nearin') in different locations. The Hatti player is after the Egyptian baggage, and clearing away the Egyptian troops is merely a means to an end. The Egyptian player is trying to kill Hatti chariots, and his trump card here is Ramses himself, whom the designers have granted the combat capability apparent in the Egyptian accounts of the battle. He can kill an opposing unit on a near-certain basis, but has to watch out in case he is surrounded and overpowered, an event that boosts the Hatti player's victory total considerably should it occur. Egyptian and Hatti chariots fight at par, their respective advantages and disadvantages being assumed to cancel out. Infantry is at a stiff disadvantage in the open, but able to fight at par in the camp, which is a great equaliser.

The game requires players to balance boldness against risk, and the range of outcomes rewards repeated play. The Hatti player has to choose between an early assault on the camp, which cuts the strength of the Nearin contingent when it appears, but brings it on early, or a later assault, which is more likely to clear the camp but allows a stronger Nearin division to arrive. The Egyptian player has to watch his infantry, who are dead meat in the open but can give a good account of themselves in camp. Baggage is taken around by infantry (only); a Hatti chariot unit that captures a baggage unit promptly leaves

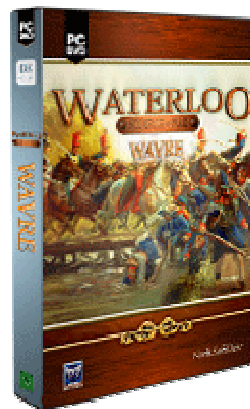
Slitherine

Scourge of War: Wavre is an expansion for **Scourge of War: Waterloo** and requires the base game to play.

Following and expanding on the scope of the base game, **Scourge of War: Wavre** focuses heavily on realistic units, formations, tactics, weapon ranges, and more.

In an extremely accurate Order of Battle, you will find all of the historical units that originally fought. Each unit has its own commander and objectives: whether you choose to give orders as the Maréchal Grouchy or as Generalleutnant von Thielemann, you can lead your army to victory in five new scenarios covering all the critical phases of the battle of Wavre.

The battlefield is meticulously represented in an extensively researched, historically correct 5-mile x 5-mile map. You will be pleased to find all of the features that have made **Scourge of War: Waterloo** the best simulation of Napoleonic warfare ever created. \$20



<http://www.slitherine.com/store/691/Scourge.of.War.Wavre>

Order of Battle: Kriegsmarine is a DLC for the free-to-play game **Order of Battle: World War II**. Feel free to download and try **Order of Battle: World War II**, it's free!

Kriegsmarine, focuses exclusively on the many engagements of the German Navy, as well as alternative "What-if" scenarios, involving battles in the North Atlantic.

Since our Pacific Campaign, this is the first that focuses exclusively on naval warfare, and in Europe nonetheless! Your focus is entirely on a German Naval core force. The campaign begins during 1940 where your main goal is to support the Wehrmacht by using your ships to assist them during various operations. Then we move to battles in the Atlantic and the Baltic, and it features several "what-if" situations as well: perhaps you can save the Bismarck, or even employ the Graf Zepelin carrier!

The icy North Atlantic is unforgiving, and only the finest admirals can see the battle to the end.

Kriegsmarine features 9 different scenarios and many new units featuring naval and air warfare, including several naval bombers and flying boats. \$10 <http://www.slitherine.com/store/677/Order.of.Battle.Kriegsmarine>



Strategemata

Festung Breslau 1945 allows players to see the events that took place in the besieged city between 15 February and 6 May 1945. The advantage for the game owners is that they have the opportunity to try alternative strategies for both sides.

Players take on the role of commanders of the Red Army or fortress' garrison. They determine the directions of assaults and dispose of available resources. Their decisions affect the outcome of the fighting. You can check whether the Russians could take the city earlier than they did historically or whether the Germans could organize the defense more effectively. Each side has its respective advantages. It is up to you whether you will use them appropriately. \$45

<http://strategemata.pl/en/22-festung-breslau-1945.html>

Vento Nuovo

Leningrad '41 The web site has no description of the game that your editor could find. It is a block game. Depending on which version of components you choose, the price varies from €80 to €199.

http://ventonuovo.ventonuovo.net/epages/15417.sf/en_US/?ObjectPath=/Shops/15417/Categories/%22Leningrad%20%2741%22



Leningrad '41

Wargame Vault

Plan 1919 is a two-player game exploring the most influential campaign that never was: J.F.C. Fuller's revolutionary plan to use new tank technology to penetrate past the frontlines, forgoing the brutal stalemate of "body warfare" to take out German lines of communication via a "shot through the brain." The 1918 armistice rendered the plan moot, and it was derided by the more traditionalist elements of the British Army. But others were paying attention, and the Second World War saw Fuller's vision realized with terrifying effect by Nazi Germany.

The Allied Player is on the attack, with many tank brigades at his disposal - but will they be enough? The Germans of this era have few armor units, but can utilize anti-tank units and aircraft to mount a stubborn defense. It's in their interest to prevent and minimize Allied advances while maintaining their tenuous lines of supply and communication.

Units represent corps, divisions, and brigades, moving across hexes that are about seven miles across. The time scale of individual turns is fungible and dependent on tempo, but the entire twenty-turn campaign represents about two months of real-world fighting.

Designer John Gorkowski is no stranger to the Great War, having designed a number of games on the topic at tactical, operational, and strategic scales. When Hollandspiele decided it wanted to publish a game on the subject, Mr. Gorkowski was the first and only designer we had in mind, and his experience with gaming the era results in a plausible, believable, playable version of Fuller's what-if. \$12

<https://www.wargamevault.com/product/205487/Plan-1919>



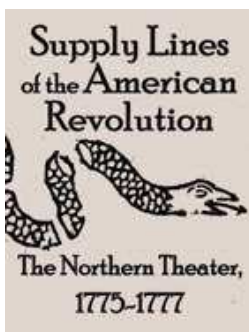
Panzertruppe is a set of tactical 1:1 rules for wargaming WWII armored combat using 6mm micro armor or 10mm miniatures (1/300 - 1/200 scale). The basic rules comprise only a few pages of text. Optional rules are provided for advanced play involving infantry, anti-tank guns, artillery, mortars, air support, minefields, indirect fire, hedgerows, and hidden set up.

Specifications are provided for more than 200 armored fighting vehicles covering the major nationalities from 1939 through 1945. These rules are also supported by a Yahoo user group. \$16

<https://www.wargamevault.com/product/208044/Panzertruppe-Armored-Combat-in-WWII-v4>

Armies march on their stomachs, and guns aren't much use without bullets. This simple, brutal truth is given dynamic, exciting expression in **Supply Lines of the American Revolution: The Northern Theater, 1775-1777**, which looks at the first three years of the American War for Independence through the lens of supply and logistics.

Cities generate Food and War supply cubes, which are used to activate Armies to move and to fight. A paucity of supplies for both sides means that you must choose your battles carefully, as well as your vulnerabilities: of necessity, in order to be strong enough to mount an offensive, you must choose to be weak somewhere else. Will your opponent be able to exploit your weakness, or you his? Or is that display of weakness a clever trap, which he has just sprung? Deceit is an important tool in any general's arsenal, and a vital part of this game. But it's not a matter of hidden information; it's all a matter of feints and counter-feints, and your ability to think three moves ahead.



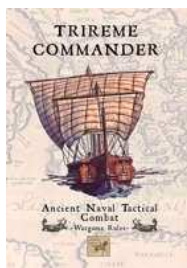
The game resembles chess in its abstract elegance, its structure of alternating moves, and its cerebral pleasures. Yet it is still a wargame. Control of cities, and particularly New York and Albany, is crucial not only to Victory Conditions but to effectively orchestrate the movement of supplies and redeployment of troops. The British navy allows for quick redeployment to coastal areas, but they have a harder time of it making roads inland. American hit-and-run tactics

might be their best hope for avoiding the sort of decisive battle that plays into British advantages.

This is a supremely unforgiving game, in which a single mistake will render your position unwinnable... provided your opponent is smart enough to notice it. \$12 <https://www.wargamevault.com/product/208715/Supply-Lines-of-the-American-Revolution-The-Northern-Theater-17751777>

Trireme Commander is a game of tactical naval combat, focused on the simulation of combat between small fleets of galleys, rather than great naval engagements. Supported by our full range of galleys & crews in 10mm scale.

The objective of the simulation is combat between a few galleys in situations such as combat patrol, merchant escort, counter-piracy actions, and pirate assaults, etc. A game is best played with two to four galleys per player. \$7 <https://www.wargamevault.com/product/209829/Trireme-Commander>



Sails & Powder: Trafalgar 1805 is a super simple and fast, introductory game of naval combat in the age of sails and black powder.

To play **Sails & Powder: Trafalgar 1805** you will only need a piece of flat surface (perfect is 3x3' / 90x90cm), printed counters, universal movement template and rules, and few six sided dice.

Sails & Powder: Trafalgar 1805 is ship-to-ship, i-go-you-go battle game which doesn't need to be played with any specific scenario. However, it was created to replay battle of Trafalgar and at the end of our short rulebook, you can find historical setting for both British and Franco-Spanish fleets.

As a bonus, in zip file together with game file, you will also find *free* sea surface game mat which can be printed on paper, cloth, or pvc.

Zipped game file include: A4 PDF file with rules, ship counters, Universal Movement Template, wind direction markers, and historical fleet settings; and a *free* sea surface game mat. \$8 <https://www.wargamevault.com/product/209214/Sails--Powder-Trafalgar-1805--FREE-sea-surface-game-mat>



Sails & Powder: Cape Finisterre is an expansion to the game **Sails & Powder: Trafalgar 1805**. This expansion replays part of Trafalgar Campaign—the battle of Cape Finisterre (22 July 1805), where a British fleet under Admiral Robert Calder fought an indecisive naval battle against the combined Franco-Spanish fleet returning from West Indies. It introduced a new class of battleships: frigate (Class 5), available in the mini expansion **Sails & Powder: Cape Ortegale**.

To play this expansion, core game **Sails & Powder: Trafalgar 1805** is required. \$4 <http://www.wargamevault.com/product/211029/Sails--Powder-Cape-Finisterre>

White Dog Games

The Last Stand, Little Bighorn, June 25, 1876 is an introductory-level, solitaire game of the first day of the battle of The Little Bighorn which took place on June 25-26, 1876 between the U.S. Seventh Cavalry and Native American Warriors of several tribal nations gathered at the Little Bighorn River. The Player controls the Cavalry side and solitaire rules control the Warrior side. The game can also be played as a two-player game. \$39 <http://www.whitedoggames.com/the-last-stand>



N: The Napoleonic Wars is a high level, grand strategic solitaire game on the turbulent decades from 1792 to 1815, when Europe was convulsed by the French Revolution and the wars of French Emperor Napoléon I. You play the monarchist “coalitions” of Europe – led by Britain – fighting to put down the ‘Corsican ogre’ and restore peace, order, and a bit of the Divine Right of Kings to the continent. **N** is not a detailed, tactical historical simulation but is designed as a fun, challenging game illustrating the general course of the wars and their salient historical themes. **N** is the second title in my British Wars Trilogy and is based on **Don't Tread on Me**, my game of the American Revolution (White Dog Games, 2014/15). If you've played DTOM, then many of **N**'s mechanics will be familiar. Each of the 16 Turns takes about 10 minutes to play (longer for beginners). There are two shorter scenarios (see other booklet) if you don't want to fight out the entire three-decade grand campaign. \$45 <http://www.whitedoggames.com/n-the-napoleonic-wars>



MAGAZINES

Modern War #30 **Enduring Freedom** is an operational-level solitaire simulation of the US-Coalition invasion of Afghanistan in the wake of the 11 September 2001 terrorist attacks in New York and Washington. The player controls the forces of the Coalition (US, NATO, and the Northern Alliance). The game system controls the opposing Islamist forces (Al Qaeda, the Taliban, and Pakistani Volunteers). The objective of the game is for the Coalition to destroy Al Qaeda and establish the basis for a stable Afghanistan such that a new civil war will not break out later. The game covers the period of October 2001 (the initial US invasion) to March 2002 (the conclusion of Operation Anaconda). \$35



<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW30>

Paper Wars #85 contains **Russia Falling—The Coming Civil War**, by Ty Bomba. The game enables two players to play the first year of a hypothesized near-future post-Putin civil war in Russia. The map covers the core area of the Russian ethnic heartland, from St. Petersburg in the north to Tula in the south, and from Smolensk in the west to Nizhny Novgorod in the east, at 16 miles per hex. \$42

<http://www.compassgames.com/paperwars/issue-85-magazine-game-russia-falling.html>



Slingshot #311

Contains articles on

Pushing in Greek Infantry Formations, by Richard Taylor

Hydaspes Battle Report Using Warrior, by David Beatty

Warlords and Rebels, by Simon MacDowall

Pondering the Portrayal of Pachyderms, by Chris Hahn

The Capture of the Black Prince at Crécy, by Anthony Clipsom

The Battle of the River Thatis, by Periklis Deligiannis

The Green Wood Rampant, by Steven Neate

Lost Battles Successor Campaign, by Aaron Bell

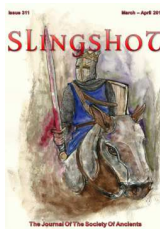
A Year in the Life of WRG 7th, by Stephen Pearce

Society of Ancients Hastings Report, by Roy Boss, Paul Stein, Owen Fitzpatrick & Duncan Head

A Reply from the Jungle, by Mark Fry

Simple Campaign for 10th Century Britain, by Paul Stein

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



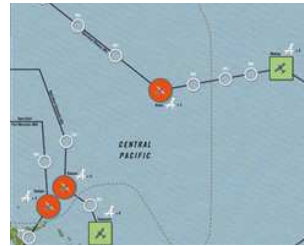
Strategy & Tactics #305 **Armies of the White Sun** is a solitaire wargame covering the fighting in China from the Marco Polo Bridge Incident through Pearl Harbor to the planned 1943 Operation Go-Go aimed at capturing Chongking and ending Chinese resistance at the national level. The single player actively commands the invading Japanese forces, while the rules system directs him in the deployment of the defending Chinese. The player wins by capturing key areas on the map. Throughout the

game, the player selects units for an operational force, then maneuvers with that force to achieve objectives while fighting Chinese forces as they appear during operations. \$35

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST305>



World at War #54 contains **Midway Solitaire**, a wargame of the Campaign in the Pacific Theater of Operations (PTO) in April-June 1942. This period saw the Japanese take the offensive in two major campaigns which resulted in the battles of the Coral Sea and Midway, both of which were decided by aircraft



carrier actions. In the game, the player takes command of United States Navy and Allied (USN) forces. The game system takes command of Imperial Japanese Navy (IJN) forces. You, as the USN commander, must defeat multiple IJN naval offensives while your foe has superior numbers.

What is at stake is the entire course of the war in the Pacific Theater. \$35

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW54>

BOOKS

The Second Great War

In November 1916, the freshly-re-elected U.S. President Woodrow Wilson renewed his earlier attempts to mediate a peace between the warring European powers. On December 18 Wilson sent identical notes to the warring powers asking them to state their conditions for peace, and later offered to mediate a settlement. The warring sides rejected his offer.

Wilson's failure marked the last chance for a negotiated peace to end the Great War before one side collapsed. What if he had succeeded? What if the First Great War had come to an end in December 1916, sparing the lives of millions and uncountable destruction?

The Second Great War is a sourcebook describing the world of Wilson's Peace, one in which the great empires of Eastern Europe—Germany, Austria-Hungary, Russia and the Ottoman Empire—survived for another generation. In this alternative reality, war returned to Europe in 1940 as the vengeful authoritarian regimes in France, Italy, and Russia unleash aggressive war against the prosperous social democracies of Germany, Austria, and Poland. That background forms the setting for our Second Great War at Sea series. \$20

<http://www.avalancheppress.com/gameSecondGreat.php>

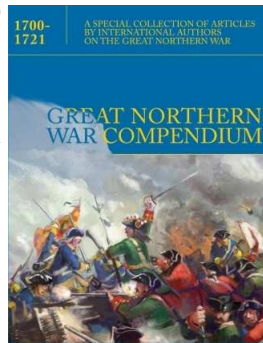


Great Northern War Compendium

A two-volume set with over 600 pages on the armies, battles, campaigns, events, and personalities of the Great Northern War. It is fully illustrated and in English. It is a collection of 70 articles by mostly international authors, academics, and experts on the Great Northern War. \$125

<http://>

www.thehistoricalgamecompany.com/product/great-northern-war-compendium-2/



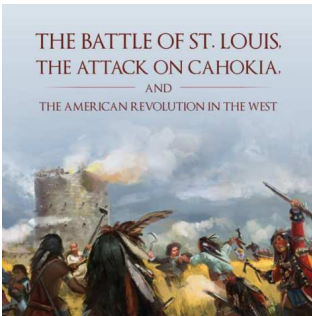
The Battle of St. Louis, the Attack on Cahokia, and the American Revolution in the West.

This is the relatively unknown story of the battle of St. Louis, the attack on Cahokia, and the American revolution in the west, focusing on the British plan to conquer the entire Mississippi River Valley. Critical to the defense was the "Defender of St. Louis," Spanish Lt. Governor Fernando De Leyba and the "Fort San Carlos" stone tower, built and paid for by the citizens of St. Louis and Leyba's personal funds.

Compared to events that occurred in the East, the American Revolutionary War in the West has received sparse attention despite its major impact on the geographical extent of the United States after the war. By 1779, the Americans, under George Rogers Clark, had wrested away most of the eastern side of the Mississippi River from the British. The same

year, the Spanish, who controlled the western side of the Mississippi River, entered the war against the British. Orders were issued from the highest levels in Great Britain to sweep the Americans and Spanish from both sides of the Mississippi River. While coordinating several separate attacks, the centerpiece of the grand plan was the descent from the north by a huge British-led Indian contingent upon St. Louis and Cahokia, which suffered simultaneous attacks on May 26, 1780. This book covers not only those attacks and the entire British grand plan in detail, but also the Willing expedition; the Spanish conquests of Baton Rouge, Mobile, and Pensacola; the attack on Arkansas Post; the final peace treaties; the Louisiana Purchase; the uniforms of the combatants; and a biography of Fernando De Leyba – the defender of St. Louis. \$50

<http://www.thehistoricalgamecompany.com/product/battle-st-louis/>



Pirate Nations

Piracy on the Seven Seas has reached a fever pitch. The black flag poses a constant danger for merchants and navies, as unscrupulous brigands seek their fortunes. But there are more dangers afoot than pirates: beasts lurking under the waves, rumors of haunted and immortal ghost ships...and the demon named "Reis."

This book contains material for 7th Sea: Second Edition including new Backgrounds, Advantages, Stories, and Sorceries. It also includes five new Pirate Nations:

Numa, the land where legends were born and never left

La Bucca, the once-prison island turned headquarters for international intrigue

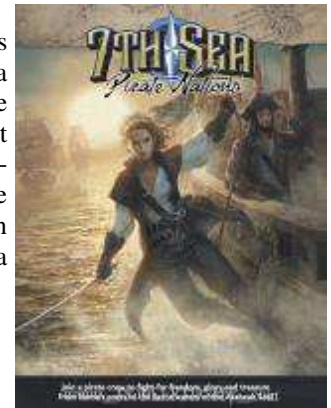
The Atabean Islands, where the ghosts of Rahuri ancestors sail alongside native peoples

Aragosta, home of the Brotherhood of the Coast and a pirate paradise

Jaragua, self-liberated slave colony and home of a new Sorcery called Kap Sevi

Pirate Nations also includes new setting materials for 7th Sea featuring the Devil Jonah, the dreaded Reis and Theah's first multinational, the Atabean Trading Company. There be adventure aplenty in these lands, more than any one crew can hope to see in a lifetime. \$60

http://www.nobleknight.com/ProductDetailSearch.asp_Q_ProductID_E_2147663449_A_InventoryID_E_2148521466



12.4 REINFORCEMENTS

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

1871 Rainer Bastian, Frankfurt, Germany

1872 Russ Jones, Columbus, OH

1873 Bill Mock, Yalaha, FL

1874 Mike Dyer, Bangkok, Thailand

1875 John Frei, Washington DC

1876 Stephen Arthur, Brooklyn, NY

1877 Jim Reimer, Toledo, OH

1878 Alex McPherson

Upcoming Events

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/>

June 26-July 2, Charlottesville, VA
PREZCON 2017
<http://prezcon.com/>

July 5-9, Morristown, NJ
DEXCON 2017
<http://www.dexposure.com/dexcon20.html>

July 7-9, Austin, TX
RTX
<http://www.rtxaustin.com/>

July 7-8:- Salt Lake, Utah
SALT LAKE GAMING CON
<http://www.saltlakegamingcon.com/>

July 14-16, Atlanta, GA
COS-LOSSEUM COSPLAY CON
<https://www.cos-losseumcon.com/>

July 22-30, Seven Springs, PA
THE WORLD BOARDGAME CHAMPIONSHIPS
<http://www.boardgamers.org/wbcindex.html>

Aug. 4-6, Richburg, SC
MEGAMOOSCON
<http://www.megamoosecon.com/>

Aug. 4-6, St. George, Utah
STGCON
<http://stgcon.org/>

Aug. 11-13, Bloomington, Minnesota
2D CON
<https://www.2dcon.net/>

Aug. 17-19, Indianapolis, Indiana
MUNCHKIN TAVERN
<http://www.worldofmunchkin.com/tavern/>

Aug. 17-20, Indianapolis, Indiana
GENCON
<http://www.gencon.com/>

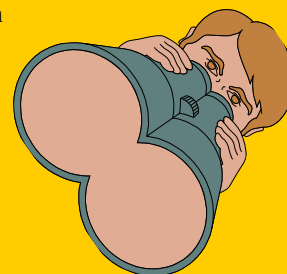
Aug. 19, Columbus, MS
GOLDEN TRIANGLE COMIC CON
<https://gtcomiccon.com/>

Aug. 25-27, Bellevue, Washington
DRAGONFLIGHT
<http://dragonflight.org/>

Aug. 25-27, La Crosse, WI
COULEE CON
<http://couleecon.com/>

Aug. 31-Sept. 3, Toronto, ON
FAN EXPO CANADA
<http://fanexpocanada.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>



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

Brian Stretcher
117 Camellia Trail
Brevard, NC 28712