

The Kommandeur



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From Your President Bob Best

Today is September 30, 2017. Fall is in the air and temperatures are falling now from those nice warm days of summer that we have been enjoying. I would like to start today by welcoming our 22 new members that have joined AHIKS since July! Many of them are looking for game matches and Duncan Rice, our Match Coordinator has been posting their game requests in real time both on the AHIKS website Forum at www.ahiks.com/forum and on our AHIKS facebook page. If you are looking for a new game match check them out and also look for the game request section elsewhere in this issue if you are looking for another game match.

The executive committee has been working hard on our recruiting efforts. Many new members have been recruited from the extensive array of gaming groups that can be found on Facebook. Many of our new members are looking for reliable opponents to play games with and have joined AHIKS looking for some quality gaming. If you are looking for a new game match, here is your chance to meet a new opponent.

Facebook seems to be the one-stop place to find just about any game related information. You can find just about any kind of game group, game club or game company there as well as the game designers and publishers who are available to answer questions or listen to your comments and suggestions on the games. If you have a rules question or want to find out what the newest game project is, you can do it on Facebook. Many of our own members have established gaming related groups on Facebook. If you haven't checked out our Judge, Brian Laskey's, Vintage Game Group, you should. His group has some really interesting nostalgia on our gaming hobby. Duncan Rice is also starting a **Traveller** RPG game on Facebook. We currently have a game in progress, but a new one will be starting soon if you are interested.

On the home front, Sue and I have been enjoying our outdoor activities over the last couple months, but now that the weather is cooling and the days are shortening I will get more time to enjoy some the new games that I have acquired recently. Some recent additions to my game library include **Enemy Coast Ahead - The Doolittle Raid** and **Comancheria**, both by GMT

Games, **Fleet Commander Nimitz**, by DVG and, of course **Target For Today** by Legion Wargames. All of these are solitaire games and they will be available to me when I want to have a quick evening game session, and there are no opponents available.

Your Editor, Omar DeWitt, and I have finished up our two game set of **Trenches of Valor**. We played scenario 11 Jacob's Well with the Germans vs. the Americans. Omar and I split the set but the German's won both games. It seems the scenario may be slanted in the German's favor. We are just starting another game of **ToV**, this time using the expansion game that includes leaders and a different map. ☺ **ToV** by Victory Point Games plays quickly and is a lot of fun. It's a good starter game to introduce kids to strategy gaming. Nice beer and pretzels game.

I am also playing SPI's **Modern Battles Quad Game - Wurzburg** with member Bill Klitzke. The Americans are into turn 4 driving on Wurzburg in the Advance to Contact scenario. Time is a factor as the Americans have to attack to push the Russians out of Wurzburg to have any chance of occupying enough city hexes and keep a supply line open to win the game. Bill is conducting a masterful defense, and his Russians are putting a lot of pressure on the Americans as we move into the final stages of the game. It should be exciting and down to the wire.

I am also playing a **Target For Today** cooperative game being run by Steve Dixon at his website at http://www.stevendixon.com/Target_for_Today_Campaign.htm. Steve is running both a B-17 and a B-24 bomber squadron and providing all of the game support for a bomber group engaged in the bomber campaign against Germany. You fly your missions using **TFT** and then post your mission results on the website. The idea is to survive your twenty-five bombing missions and rotate home just as our real bomber crews did during the war. It's a fun campaign with game moves due every other week. It's a fun time if you enjoy aerial warfare games. Stop by and see the action. There are still a couple of empty slots available.

So, until next time... Happy Gaming!

Report from WBC 2017

from Art Dohrman

Just a supplement to a couple of the WBC reports in the last *K*. This will actually be a two parter: the first part on WBC itself, and the second is a book review (the connection will be made clear at the appropriate time).

I played mostly in the **Panzerblitz** tournament and was lucky enough to take second place (Greg Tanner took first in a well-deserved victory for him). I did branch out a little bit and played a couple of games each of **Russian Campaign** and **Squad Leader**, and one of **Breakout Normandy**. Let's just say regarding those that I hope I'm a little wiser now.

The main attraction at WBC of course is getting together with fellow gamers. I personally saw and spoke with fellow AHIKS members Chuck Leonard, Michael Mitchell, Bert Schoose, of course Jeff Miller who filed a report in the last *K*, and a host of other friends, both old and new.

The gaming facilities at Seven Springs are nice. The grognards are off in the ski lodge, separate from the main convention area and the hotel; there's about a 50 yard uncovered gap between the ski lodge and the main building complex, which is no big deal when it's not raining but a bit of a challenge when it is (not so much for me as for the games, cardboard and rain not being best buddies). The management is promising renovations to the hotel rooms (which will be welcome) before next year's convention as well as refrigerators in each room at no extra cost. BPA has just signed a 10 year agreement with Seven Springs, so the con will be there for some time to come.

The book review is "The French and Indian War: Deciding the Fate of North America" by Walter Borneman. The connection to WBC is that both British axes of advance toward Fort Duquesne (modern day Pittsburg) are very near to the Seven Springs area. Fort Necessity National Battlefield, where Washington was forced to surrender to the French in 1754, is just to the south, and Fort Ligonier, which Forbes built as a base to approach Duquesne from the east after Braddock's defeat on the southern axis in 1755, is just to the west.

Borneman's book is very readable and has a wealth of detail on various campaigns in North America. In addition, he places the North American campaigns in context of the European and worldwide rivalries of Britain and France, likewise the goals and objectives of the Native Americans. For example: France was fixated on the European land war, neglected to build up its navy, and sent very few reinforcements and supplies to Canada. Lack of food in Canada became a major factor in the eventual French defeat. In Britain, King George II likewise was fixated on Europe, especially his German possessions (the Electorate of Hannover). However, after Newcastle and William Pitt had each separately failed to successfully execute a policy, they were more or less grudgingly forced to form a government together. This partnership, with Pitt supplying the vision and drive, and Newcastle handling Parliament, was able to carry out Pitt's global grand strategy, with the result that the Royal Navy became supreme, Canada and India became British, and the British Empire came into being.

The Iroquois Confederacy was the most powerful group among the Native American tribes but was not able to dictate policy to or coordinate actions with the various other tribes. The Iroquois attempted to sit on the sidelines until it became clear which European power would win, but this policy did not help them in the long run.

The book closes with a capsule summary of the aftermath of the war and the economic and tax policies of the British toward their colonies, which led eventually to the American Revolution just 12 years later, and at least a mention of some of the personalities who came to the fore in American affairs, including American, British, and Native American. Some of these are Washington, Benedict Arnold, Pontiac, Israel Putnam, the Howe brothers, Pitt (who opposed the crackdown on the colonists in the 1770s but had lost much of his influence by then), and the Georges – King George II and King George III, who succeeded his father on the throne in 1760.

The final ironic twist is that I spent 8 days at a boardgaming convention, cruised through the vendor area without buying anything, and it was my wife, the non-gamer, who came away with a board game: **Trekking the National Parks**, purchased in Shenandoah on our way home

★★.

Vice President's Chair

Kenneth Oates

This summer I received my P500 pre-order program GMT copy of **Pelicles**, a beautiful package, by Mark Herman, one of the prolific game designers for years. Unfortunately, it requires 4 players who play cooperatively as well as against each other, 2 Athenian factions and 2 Spartan factions. I knew this going in. Totally unsuitable for solo play. And that ends my unpacking video. On my game shelf is another Mark Herman (solitaire) game on the subject, **Peloponnesian War** published by VG, produced 26 years earlier. My purpose was to compare the difference in treatment of the subject then and now. Still in that process!

That is one of the fascinating parts of this hobby for me, looking at the interpretation of the same events through different eyes, or the same eyes later. And looking through my game library, this is not the first time I have consciously or unconsciously done this. And I am not talking about just the second or subsequent editions, but of totally different games. Of course, usually the historical outcome does not change (Ol' Yellar still dies in the end).

The past month has seen a lot of solitaire gaming activity for me. In addition to **Peloponnesian War**, I managed three careers in GMT's **Silent Victory** (getting draws in the first two, losing my sub to mines after 4 and 5 patrols) and then a decisive victory and 16 patrols in the third. I am looking at playing several more of my solitaire games over the next few months. Included in that bunch is **Enemy Coast Ahead: The Doolittle Raid**, which was recently released. As far as I know, this game is the first to simulate this operation, and, from an admittedly brief reading of the rules, forces many decisions on the player; my question is, how much becomes a die roll.

Also, there is one *Kommandeur* after this one to qualify for the Mark Fassio Award this year!

That's it from me for now.

Good gaming!

Iron Man Trophy by Randy Heller

Here within is the flyer announcing the details of the 2018 AHIKS Iron Man Tournament to be held at the 25th Anniversary of Prezcon The Winter Nationals Convention Feb 19-25, 2018, in Charlottesville, Virginia, at the Doubletree Charlottesville Hotel. Organizing the tournament proved to be interesting because it contained drama and maybe a little intrigue, as well. Readers will find all of this to be very engaging.

The first order of business was to decide upon a game or games for the competition. For a busy gamemaster (GM), it is much easier to focus on a single game, rather than a group of games. But what "classic" wargame to choose? Two that came to mind are **The Russian Campaign** and **Bitter Woods**. The former is due out in a new edition sometime in 2018. Rumors of new optional rules and scenarios indicate the game is likely to be in a state of flux. I know there are at least two new rules I am going to want to use to add greater realism. For this reason and other secondary reasons, I chose **Bitter Woods, The Battle of the Bulge**, which is in its fifth edition.

The next important order of business was to select a venue, i.e., a location. Traditionally, east coast events draw greater numbers than those on the west coast. Of course, The World Boardgaming Championships (WBC) immediately came to mind. This convention is sponsored by the Boardgame Players Association (BPA). Another prominent east coast convention is Prezcon The Winter Nationals. I first spoke with the convention director for Prezcon. He was very enthusiastic about welcoming our tournament to his convention agenda. He offered the following amenities and prizes for our tournament: A first-place plaque for both tournament tiers, free convention registration for 2018 and 2019 (\$190 value), and our own dedicated gaming room. He also assured me that he plans on hosting special events to celebrate the convention's 25th anniversary.

From there, I contacted the recently selected, new BPA convention director for the WBC. I recognized that, given the politics of such a large and diverse population of gamers and gaming events, he and the BPA Board were unlikely to match all that Prezcon offered. Much to my disappointment, he expressed no desire to begin discussion to accommodate our needs or bring my proposals to the BPA Board. With that, Prezcon was gratefully selected as our venue for the Iron Man Tournament.

As an aside, I have concerns about the final destination that the WBC is headed toward. I see it evolving into primarily a convention dedicated to Eurogaming, family oriented gaming, and children's gaming (witness the requests on social media for WBC babysitting services). Now, there is nothing wrong at all with this as long as traditional board wargaming does not become marginalized. Only time will tell as to how this ultimately pans out.

Back to the Iron Man. In my humble opinion, nothing brings in the numbers to tournament play as well as a solidly run event with a generous prize list. I set out to contact sponsors via networking with the many game company CEOs I happen to know personally. I am pleased to say the response was most generous and is reflected in the prize list. Only two companies contacted declined to participate. I think this kind of generosity speaks volumes about the status of our hobby. As a matter of fact, I felt the prize list was so generous that it made it possible to make the tournament a two tiered event, which I will explain.

The Iron Man Tournament will be single elimination with a mulligan round. As a GM, I have never been a fan of "round robin" tournaments where those that play the most games tend to advance based on points earned. If I beat someone in tournament

play, I don't expect them to go on to win the tournament. There is a caveat to this in that it is quite possible to compete in only one game, lose, and be out of tournament play. For this reason, I add a mulligan round to ensure at least two tournament games will be played. With the abundant prize list available to us, we can extend this further by creating a second tier tournament. Those that lose in the first or second round of play (mulligan round not withstanding) will be able to play in a consolation tournament, with its own prize list.

There are a few administrative provisos that should be addressed. First is the awarding of the Iron Man Trophy, which I consider the property of AHIKS; although it was last awarded to yours truly. By participation, the tournament winner will be handed the trophy with the understanding he will retain it in his custody until such time that it is returned for awarding at the next Iron Man Tournament. Essentially, the winner becomes the custodian for the trophy.

Next comes the free convention registration to be refunded by the convention coordinator. To be able to justify this award, the recipient must be a registered guest of the convention hotel. I think this a reasonable and fair expectation.

What is a mulligan round? It is essentially a "free" round of tournament play that need not necessarily be played. One can forgo it and move directly to the first round of play. Those that won their mulligan round will skip the first round and go directly to the scheduled second round of play. Those that lose their mulligan round will compete again in the scheduled first round of play. Since the mulligan round is a free round of play, certain liberties can be taken with GM approval. In this tournament, participants are free to play their mulligan game ahead of the scheduled start time providing the results are reported to the GM at the scheduled start time for the mulligan round. This needed clarification, because a GM sanctioned WBC mulligan round that was approved for early play was declared to be cheating by an individual not involved in the tournament. It created quite a firestorm even though the acting BPA convention director declared it not to be so.

Finally comes the topic of a spoiler. This is an individual used to fill a gap when an opponent is needed for the purpose of avoiding a pass or bye given to the gamer who lacks an opponent. The spoiler is not considered a part of the competition, and may have already been eliminated from competition for having lost a round of play. The use of a spoiler in past **Bitter Woods** tournament play has a storied past. A certain individual, with GM approval, had himself inserted into later round tournament play. Unknown to his semi-finals round opponent, he played the round, won, inappropriately advanced to the finals, and won the tournament, accepting the award. Sadly, this injustice was brought to the attention of the BPA Board, who decided to let the record stand. I would like to avoid any possibility of this happening during Iron Man competition, so no spoilers.

On the day I was planning to announce the tournament in multiple online folders and social media, the Charlottesville, Virginia white nationalist rally with its accompanying ugliness broke in the news. This was untimely, for sure. I did not want to risk pushback from anyone over having selected this geographical location for an AHIKS sponsored event. I cautiously decided to wait a few weeks for the dust to settle before moving forward. I encourage any and all to give consideration to joining us for what looks to be a fun, competitive, and exciting tournament and convention. Any questions or comments will be entertained and given thoughtful consideration. Enjoy the games.



September 2017 Anzio errata clarification to D.12. from Tom Oleson

B.2.3 Exceptions to "any unit can make a hex friendly" - partisans (L.9.3.3.1.3), defecting Italians (L.9.4).

B. 11.3.1 In an invasion turn unless there is at least one beachhead hex free of Axis ZOC, no port can be constructed, but a counter is used for the invasion. Invading units are supplied that turn, but next turn would have to use another counter - if available - to try to activate a beachhead or city/town port, and would be a turn ex-supply.

B. 12.3.5 Units forced to retreat off board return as though reinforcements, skipping one turn.

B.12.4.3 AA10 is a river hex.

C.5 In multi-player games, the player with the initiative has priority to use re-roll if available. Can cede to partner.

D. 2.4.2.3 German tac factors allocated for use in the following Allied turn count vs. the quota of the turn of allocation, not the next turn.

D. 10.2 "Usual mud rules" would not be severe weather so invasion permitted.

D.12 Using this rule, units beginning their turn ex-supply lose the 1 step/turn penalty at that time. In the BG this would be D.24 (2). In the AG L.12(3).

D. 22. Only for rolls with one die.

E. 12 Change victory conditions to read "put in ZOC or capture hex ZZ88." Other conditions (regiments, evacuation) unchanged.

E. 13.3 +5 first to put in ZOC or capture ZZ88.

E. 14.2 Any roll with one die may generate the reroll EXCEPT for the initial roll determining the fate of a Coastal Defense unit.

Combat vs. such a unit can generate the re-roll. Note L.20.2 which only applies to Advanced Game. Could be used in the BG.

E. 16.1.1 Delete reference to A87. Linkage begins the next Allied turn after Allies capture Messina.

E. 16.2.1-2 Armies get their replacement bonuses their next turn after the turn bonus was triggered.

J. For 3 player version see Scenario R on separate sheet.

K. This BG scenario differs from the similarly titled AG scenario. This scenario ends at the end of the war. AG scenario VII ends when the Gothic Line reached, 12-I/44

L. 2.21 cited twice. The second should be 2.22, and is the same as E.14.2 above.

L 3.1 from section E applies (only one coastal defense per hex).

L 3.2.3 Allied player with the initiative gets 2 replacements, other player 1.

L.5.4.2 EXCEPTION - Italian losses always taken first.

L.6.5.1.1 Four Italian divisions in Sicily may move freely from the start.

L.8.3 The effects of Mussolini's removal begin the NEXT Allied turn. Including:

3.5 Reduced Axis sea movement.

9.3.4.1.2 Countdown to armistice.

10.3.1 Palermo no longer a supply source.

20.5.3 Effect on invasions.

22.1.1 Effect on strait of Messina

25. Naval intervention.

25.5 Commando raids

L. 18.2 Axis Supporting Fire Factors (not if mud). See also

L.28.9 Maximum Effort. This differs from the Basic Game.

1 - defensively before Allied 7/II/43 turn.

2 - Axis 7/II/43 turn.

3 - Axis turn after Avalanche.

1 - in response to any invasion later.

1 - monthly first-half 1944*

1 - for entire remainder of 1944*

1 - all 1945*

*These allocations are replaced by any invasion reaction allocation, not added to it.

L.19.2 Start of permissible period for 1944 strike is March I, always must be good weather. Other rules unchanged.

L.19.3 Start of permissible period for 1945 is March I, ditto.

L.20.3 Invasion defense restrictions take effect Axis turn before invasion possible.

L.21.2 Replace text with D.19, variable viability of unused ports.

L.21.3 When invasions are separated by armies (E.4.3) an unused port counter may be placed with distance traced from a hex invaded by other army. Ownership not transferred however.

L.22.1.2 Should read E.16.2.5.

L.27.2.1 IMPORTANT CHANGE - Allies must put in ZOC or capture ZZ88.

L.27.2.9 A 9th option to choose from to decide victory. Start from Husky winning each scenario provides victory points which accumulate. One point for Scenario I, 2 for II, and so forth. Winner has more points. Might have unassailable lead before scenarios end, in which case, game over.

L.27.2.9.1 Option L.28 remains valid (Axis Maximum Effort) and would rule.

L.27.2.9.2 Option L.29 (Allied Maximum Effort) also valid, but does not replace point scheme, just ends it earlier.

L.28.3 No more invasions, nor ports received, but Baytown, Slapstick, Devon, allowed as usual. If an invasion port counter retained, it would be usable only to open a town/city port subject to L.21.2 (as changed, see above) and L.21.3. L.21.6 not permitted with this counter.

L.28.7 Garrisons released by proximity do count against 2 per turn allowed.

L.29 If Axis choose their Maximum Effort (L.28) it supersedes an earlier choice by the Allies of their Maximum Effort.

L.30 All scenarios, I included, may be chosen. If I chosen, victory between Allies decided in one of two ways - Most northerly city captured, or if that were not done, by E.13.3, except there is no evacuation. Ties to Monty.

L.30.3 One Allied player is eliminated in the 3-player game in one of several ways. The deciding factor between the Allied players always will be the capture of the most northerly mainland city, except for Scenario I. If neither player has captured a mainland city, Sicily victory conditions would rule for Scenario I. See L.30 above. .

L.30.3.1 If the Axis player declares Maximum Effort (L.28) only one Allied player continues, commanding all Allied OOB.

L.30.3.2 If Avalanche occurs, it would be decided by the Allied commander with the initiative at that time, and whichever Allied player has won takes over immediately, even if did not declare Avalanche.

L.30.3.3 Invasions are voluntary. See D.14. In the unlikely event that Avalanche does not occur, 3 player game continues until end of chosen scenario.

L.30.4 8th Army starts with the initiative but may cede it to 7th Army. It alternates thereafter.

L.30.7 While both players remain active, each may use the others' BU and CAP at double usual cost, if owning player permits. May not stack (confuses control).

EXCEPTION - if Avalanche occurs, only one IL port is involved, so beginning that turn, all army separation rules are no longer valid (including L.30.10), except for same-hex stacking prohibition. Penalty for combined attack (E.6.1) no longer applies. Player with the initiative commands all units and does all combats for that turn.

L.30.7.1 rule L.5.3 governs withdrawals. Priorities apply separately to each army, unless one army offers to withdraw a unit in substitution for other army's loss.

L.30.9 One player cannot do both Baytown and Slapstick unless other player permits it.

L.30.10 Replacements may only be used by their army, not the other army.

N. References to "M" should read "L".

N.3 Read L20.1-3.

O. 5. First turn weather is good. No need to roll. After that, normal rules.

Q. Add to component list:

Q.22. Advance North of Rome map.

Q.23 4 player Diadem OOB



From the Editor

Normally the new magazines and new books are listed at the end of the new games article. In this issue, for reasons too complicated for normal people to follow, the new magazines and books will be found elsewhere.

New members keep joining AHIKS. We welcome everybody and thank Chris Hancock for handling it all.

Many thanks to Richard Cottrell for forwarding some back paper *Kommandeurs*. Although I have essentially all of the back issues, our diligent archivist, Bill Perry, does accept and *send out* back paper copies.

We also thank Randy Heller for his efforts in the Iron Man tournament. Lots of work, much appreciated.

Tom Oleson's errata update will be of interest to the **Anzio** gamers. **Anzio** is so old that I was the Avalon Hill answer man when it came out. I still remember the pages of questions that Tom sent in!

Two new pieces on the WBC. News is always interesting. Thanks, Art and Anthony.

Ah, fall. Colorful leaves and football. The thing I like the most about TV football is the big pickups racing through big mud puddles and spraying water all around. You just don't see that on the home-and-garden shows.



Anthony Daw at WBC

A great time was held during the 9 day convention. I got in four games of 18XX, but didn't do very well and the semis weren't in the mix. This allowed me to get in a ftf game of **Churchill** for the first time. A fun game and our wargaming instincts came out, and we made sure that Germany and Japan both surrendered at the cost of the coalition; Churchill had a very triumphant solo victory over Soviet Union and U.S.

A close **St. Petersburg** game followed, 83, 81, 80 for the first 3 positions. Finishing 2nd was heartbreaking after I thought I had a one-point victory. **Russian Railroads, March Madness, Galaxy, and Thurn & Taxis** finished out the day.

A pickup game of **Gangsters** was held during the auction while waiting for the **Breakout Normandy** mulligan round that evening. A close game as 3 players had multiple chances at victory with the leader being taken down just in the nick of time for several rounds.

A victory in **Breakout Normandy** allowed me to learn and play a scenario of **Great Campaigns of the American Civil War**. Doug Smith was very patient in teaching me the game, and I look forward to the release of the new **Roads to Gettysburg**.

That took me up to the 2nd round of **BKN**, which matched me up against Don Greenwood. A horrible beach landing put me in a hole. I think I lulled him into a daze, which allowed me to make a game of it, but it was not to be, and I fell to his German defense. It did get me into 4th place.

Thursday, I managed 3 games of **UpFront** and went 2-1. Played the Americans, Germans, and Japanese. Got in a game of **War at Sea**. It had been a long time since I last played; I made it close but lost on the bid, 0.5 POC. Games of **PowerGrid, Puerto Rico, and Evolution** rounded out the day.

Friday brought a heat of **Brass** (too many conflicts earlier in the week), **PowerGrid, Puerto Rico, Stone Age, Acquire, and Tigris and Euphrates**; they made for a great day. Victories in **Acquire** and **T&E** were pleasant surprises.

Saturday started with my third 2nd place in **Puerto Rico** and a sescond in **T&E**. I had a great game of **Washington's War** and will definitely be adding this to my schedule to get more games. My victory in **Acquire** wasn't enough to get me into the semis. My 3 seconds put me as the highest non-winning qualifier for **Puerto Rico** and into the quarter finals. Alas, my streak of seconds ended, and I finished 3rd and not advancing to the semis. The semi of **T&E** was a close contest, but 3rd place kept me out the finals (again).

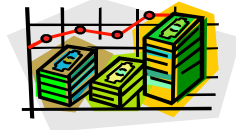
Sunday's getaway game of **Attack Sub** went well, going 4-0, into the semis. I lost and the other old timer lost his semi, and we had two under 18 year olds in the final. The GM exclaimed, "Since when was **Attack Sub** a Juniors' event."

I counted up and got in 24 different games for 44 game plays. Looking forward to my next return to Seven Springs.



Treasury Notes

Brian Stretcher



Summer Slows

This summer has been a slow one for gaming for me. While the number of games I have in progress hasn't changed recently, the pace at which they are moving seems ever decreasing. This is no one's particular fault, and I do not push my opponents for quick responses, since I usually have plenty of other things that need to be done. As such, I have made no progress on my solitaire **Absolute Victory** game that I wrote about last issue. I have managed to finish a game of **Jutland** (Avalanche Press), my High Seas fleet returning to Wilhelmshaven in a gale, victorious after a raid of the English coast by beating up mostly old British pre-Dreadnoughts and cruisers. Graeme Dandy and I will be starting a new scenario shortly.

I do have some new games on the Production Spiral. I purchased **Coral Sea** from Avalanche Press recently, which is their intro game to the **Second World War at Sea** series, the WW2 analog to the **Great War at Sea** series, of which **Jutland** is but one of many titles. I want to see how the air system works before committing to any other titles in the 2WWAS line. I did preorder **The Mediterranean, Ultimate Edition**, which covers WWI action in the Med, and which has over 100 scenarios. Plenty to choose from there! No idea when the game will be released, but I saved 30% with my Gold Club membership! It's not what you spend, it's what you save!

The African Campaign will be released by Compass Games later this month. This is an updated and larger version of John Edwards classic from the 1970s, a game that uses essentially the same system as **The Russian Campaign**. While I had and still have my old **TRC** game, I have never played nor even seen the African counterpart, as it was never bought nor reworked by TAGC or any other company until now. I think a friend of mine had a copy, but we never played it. I am looking forward to its arrival at the end of the month.

Compass is also re-issuing a game I played exactly one time (with the same friend) back in the '70s, **Red Star/White Eagle**, a game originally published by GDW about the Russo-Polish war of 1920. I remember the game being sweeping good fun, with the Poles pushing deep into Russia only to be later overrun by hordes of Red cavalry. That one is scheduled for release in mid-December, so a Christmas present from me to me!

The re-issue of **The Russian Campaign** by Consim Press, however, has been delayed, and its release has now been pushed to the end of 2018.

I believe Jeff Miller and I are set to start a game of **The Lamps are Going Out: World War I**, also a Compass release from early this year. This is a less complex strategic game of WWI, one map, limited counters, area movement. We'll see how it works, as small WWI strategic games often have issues. But, I'm sure Jeff will push me to play, and we will make good progress once we start.

I came close this summer to ordering **Revolution Road**, another Compass release that covers the battles of Lexington/Concord and Bunker Hill. It looked really nice and had good buzz, but I had concerns that the system would not lend itself to email play. Not even sure there is a Vassal module.

So many games, so little time!

Book Review: "Clouds of Glory"

Coincidentally with this summer's political firestorm over the removal of Confederate monuments, I was reading and am just finishing up "Clouds of Glory: The Life and Legend of Robert E. Lee," by Michael Korda, Harpercollins, 2014. Mr. Korda is an Englishman, so there should not be any inherent southern bias in this biography. Let me be clear on the matters so often argued over on social media and in the newspapers, including my local Transylvania Times: Robert E. Lee owned some slaves and managed those who were owned by his wife. Not many, but some, which were by that time inherited property in the South. However, before the war Lee had expressed his belief that slavery was a "moral and political evil." He emancipated his slaves in 1862, although for all intents and purposes they were already freed by the Union Army, since the lands he owned were in northern Virginia, by then federally-occupied territory. As did most Americans in the 19th century, including those in the North, he did not believe that blacks were capable of being citizens in the same way white men were, but qualified that by the phrase "at this time," meaning that he did not attribute a permanent inferiority to blacks, as many did in the South, but allowed that time (and God) might change their condition. That his opinions on race do not measure up to contemporary standards should not be surprising; Lincoln's do not either. I note that women at the time were not much more than property, either.

There is little doubt after reading this biography that Lee would have been appalled that monuments were erected in his honor. Lee had his faults; he was well aware of that fact and would be perplexed at the near-mythological status given to him by Southerners after the war. I will not weigh in further on the merits of removing or preserving monuments to Civil War, but one must consider the purpose for which many of them were erected.

As for the book, it is a fairly long one at close to 700 pages of text, plus the usual photos, notes, and bibliography. It is well written, with the author having a good command of language without being unnecessarily wordy or erudite in his writing. My only slight criticism is his tendency to repeat himself here and there through the text. Lee's flaw in avoiding conflict with his junior officers, i.e. his refusal to yell at them or reprimand them when they failed to carry out his orders is mentioned several times, as is his fondness for flirting with young ladies. Nice things to know, but a mention once or twice is enough. While most of the book is dedicated to the Civil War, there is ample discussion of his life before the war, including his time as an engineer building forts, making the Mississippi navigable, and his service in the war against Mexico in 1847. The "Clouds of Glory" title is a reference to the fact that Robert E. Lee was indeed a human being with human flaws, just like everyone else.

This was another cheapie I found on the Barnes & Noble website for my Nook. Well worth the \$3.00 I spent.

Treasurer's Report

Just passive activity these past two months.

Total balance 7-30-17:	\$ 8,993.97
Dividend 7-31-17:	1.15
Dividend 8-31-17:	1.15
Total balance 9-29-17:	\$ 8,996.27

Until next time!

NEW MAGAZINES

Dispatches from the Front is Minden's e-magazine, available for free download. Each issue contains news about current and upcoming Minden products, along with some gaming articles. Issue #1 is now available. It is 24 pages long, and contains the **Great War Salvo!** promo wargame (rules and components are in the download).

Contents of Issue #1

Latest Dispatches from HQ (Minden News)

New Releases: Dreadnoughts & Battlecruisers: Jutland; Sword fish at Taranto;

Pacific & Mediterranean Salvo!; Remagen Bridgehead; Retro 4th ed.

Game Peeks: Poor Bloody Infantry

Zip Edition Game Pricelist

Inside Look: Mighty Hood II

Design Analysis: Naval Fire Combat Resolution

Production Spiral: Combat Leader: East Front '41; Panzer Digest #10

Victory Conditions and The Evacuation of Konigsberg

Issue Game: **Great War Salvo!** promo (solitaire WWI tactical naval game)

Game Components: Rules, Game Tables, 28 color historical ship counters, markers. http://minden_games.homestead.com/Dispatches.html

Modern War, #32 **Operation Musketeer** is a wargame based on the assumption that the 1956 Anglo-French-Israeli invasion of Egypt turned into a major superpower confrontation in which the forces of the Soviet Union and United States became involved. Historically, the invasion was ended because both the USSR and USA opposed the Allied invasion. But, the assumption here is that, instead, both Moscow and Washington were drawn into the conflict and deployed combat forces to support their respective camp. The game system emphasizes command control. Each side is composed of different contingents. Players activate their contingents through the use of Command markers. This models the historical command-control factors involved in multi-national operations during the 1950s. Players command ground and air forces, and there is the possibility of nuclear war breaking out. There are two players: the Allies (including France, Britain, Israel, and the US); and the East Bloc (Egypt, USSR). \$35 <http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW32>



Slingshot 313, July/August 2017

Containing articles on

Wargaming with Vandals, by Simon MacDowall

Themed Competitions, by John Graham-Leigh, Richard Lockwood & John Vaughan

On the Byzantine Rhomphaia, by Periklis Deligiannis

Society Championship 2016 Results, by Peter Barham

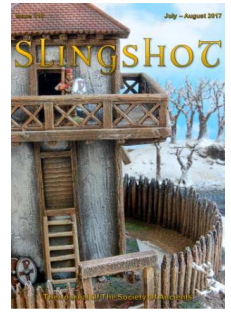
Arsuf: Armati at the Beach, by Roy Boss & Matthew Bennett

Bella Contra Barbaros, by Michael Collins

The Battle of the Five Lamas, by Nicholas Spratt

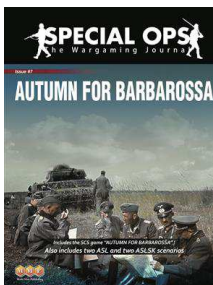
Addressing Adrianople, by Chris Hahn

Goliath With A Mace? You Must Be Kidon! by Alastair McBeath
Mythological Wargaming Ancient Greek Style, by Harry Ryder
<http://www.soa.org.uk/joomla/>



Special Ops #7 has eight articles, two ASL scenarios, two ASLSK scenarios, and **Autumn For Barbarossa**, a complete Standard Combat Series (SCS) game.

Featured articles cover **Baptism By Fire** (BCS), **Angola!** (IGS), Soviet play in **Case Blue** (OCS), BCS design concepts, analyzing OCS with hints and examples, deciding which OCS scenarios are right for you, pillboxes in ASL, and a preview of the upcoming PTO addition to ASL Starter Kit line.



Autumn For Barbarossa (AFB) is a Standard Combat Series (SCS) game covering the culmination of the initial German offensive toward Moscow in the fall of 1941. **AFB** features a small map area and a limited number of units, making it easily accessible for fast or competition play. The entire campaign finishes in 10 turns.

Play begins with the German offensive in full bloom. The German player attempts to rapidly seize as much of the map (in the form of Victory Point locations) as he can. Speed is essential; while he has several cities to reduce, he knows the clock is ticking before Hitler pulls the plug on his efforts. The commanders did not realize this was in the cards, but for design purposes we assume the player feels the pistol pointed at his head. The Germans have copious air and mechanized forces to accomplish their goals...for the moment. At some point determined by the "Hitler Roll," the German mechanized forces are taken off the map, their air support is cut in half, and the Red counteroffensive strikes in an attempt to turn things around.

The Soviet player stalls, withdraws, and conserves his forces while letting the German offensive expend itself. As the high tide passes, he prepares his rebuilt Red Army for the second half of the game: the Soviet effort to blunt the German gains and recoup their losses as best they can. \$26

<http://www.multimanpublishing.com/Products/tabid/58/ProductID/352/Default.aspx>

Strategy & Tactics #307 **Cold War, Hot Armor** is a two-player game in which players take command in armored actions during the Cold War. The game is part of a series; this particular game is set during the War in Vietnam, 1954-75. Future games will include battles in continental Africa, the Middle East and eventually a hypothetical NATO-Warsaw Pact conflict. The game system emphasizes command control, combined arms, and evolving technology. \$35

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST307>



World at War #56 **Bastogne** (Solitaire) is a wargame covering the German siege of the town of Bastogne during the Battle of the Bulge, specifically the period 18-26 December when the town was surrounded. Bastogne Solo is based on Dien Bien Phu (*Modern War* #17), but there are some significant differences.

You (the player) command US forces, while the game system controls the Germans.

The game is a race against time. You must hold out until relieved by Patton's Third Army. If not, the Germans take the town and possibly gain a better outcome for the Battle of the Bulge.

While a Solitaire game, Bastogne can also be played by two or more players, each taking charge of different aspects of the US defense. For example, one player can be overall commander, others command various defensive sectors, and another take charge of air and artillery. \$35

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW56>



YAAH! #10 As the days grow shorter, you're gonna need something to fill up all that extra time indoors - and this issue's game looks like a great place to start. Hermann Luttmann's **Steamroller** is a highly playable (and when we say "highly playable" we mean "fun as hell"), tense, operational look at 1914's pivotal Tannenberg campaign. Command either the German 8th Army or the Russian 1st and 2nd Armies in the battle that decided the early course of the Great War on the Eastern Front. The game is the latest iteration of the system used in Hermann's earlier **Race to the Sea 1914**, (as well as **Dead Reckoning**) with corps, divisions, and brigades traipsing around the wildlands of East Prussia and northeastern Poland. \$40

<https://flyingpiggames.com/products/yaah-magazine-issue-10>



12.4 REINFORCEMENTS

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

1887 Paul O'Neil	Baltimore, MD
1888 David Elkin	Las Cruces, NM
1889 John King	Cary, NC
1890 Andrew Laing	Johannesburg
1891 Brad Miller	Fredericksburg, PA
1892 John Mott	Auburn, AL
1893 Mark Goss	Lindsborg, KS
1894 Douglas Ilioff	Sykesville, MD
1895 Robert Lentz	Falls Church, VA
1896 Russ Gifford	South Sioux City, NE
1897 Greg Thornton	Oak Bluffs, MA
1898 Mark Spetz	Largo, FL
1899 Paul Campano Jr	West Haven, CT
1900 Richard Miller	

2018 AHIKS BITTER WOODS

The Battle of the Bulge Iron Man Tournament

First Place: \$100.00 Cash*

Free 2018 Prezcon Reg Fee**

AHIKS Iron Man Trophy***

Prezcon Plaque

OSG \$100 Gift Certificate

Big Board Games Gift Certificate

War Diary 'Zine Subscription

Second Place: Legion Wargames \$75 Gift Certificate

Quarterdeck International Gift Certificate

Lombardy Studios Gift Certificate

SECOND TIER CONSOLATION TOURNEY

First Place: Free 2019 Prezcon Reg Fee**

Prezcon Plaque

Compass Games Gift Certificate

Worthington Publishing Gift Certificate

Second Place: PKG Gift Certificate

Terran Games Gift Certificate

Door prizes to be announced throughout tournament play.

AHIKS (Avalon Hill Intercontinental Kriegspiel Society) was established in 1965, and is the premier gaming group. Membership is free. See GM for info.

Final Iron Man Flyer

1. Game to be played is the Six Turn or Eight Turn **Bitter Woods** Tournament scenario, as described in the game.
2. Opponents will be determined by random draw.
3. Choice of scenario and sides to be determined by players or die roll.
4. Mulligan round play may be conducted prior to tournament start. Report results with names and badge numbers to the GM at the scheduled start time for the mulligan round.
5. Games not completed by the time of the next scheduled round will be adjudicated.
6. No "spoilers" allowed. Byes will be given.
7. Second tier tournament will begin at the scheduled third round of play for any who lost their first or second round game.

* If declined, will default to winner of second tier tournament.

** Must be a registered guest at convention hotel.

*** Winner agrees to accept custody of AHIKS Iron Man Trophy and return it when tournament is once again scheduled.

Upcoming Events

Oct. 6-8, Cincinnati, Ohio
CINCITYCON
<http://cincitycon.com/>

Oct. 6-7, Noble, IL
NOBLECON
<http://noblecon.weebly.com/>

Oct. 7-8, Orono, Maine
NOR'EASTER GAMING EXPO
<https://www.facebook.com/Noreastergaming/>

Oct. 13-15, Stamford, CT
FALCON
<http://www.conncon.com/>

Oct. 13-15, Harrisburg, PA
SAVE AGAINST FEAR
<http://www.thebodhanagroup.org/about-the-convention>

Oct. 14, Glens Falls, New York
ADIRONDACON TABLETOP GAMING CONVENTION
<http://www.adirondacon.com/p/home.html>

Oct. 20-22, Oshkosh, WI
NEWGAMEAPALOOZA
<http://newgameapalooza.com/>

Oct. 20-22, Mobile, AL
QUEST-CON
<http://www.quest-con.com/>

Oct. 21, Sheridan, Wyoming
SHER CON
<https://www.shercongaming.com/>

Oct. 26-29, Essen, Federal state North Rhin
SPIEL ESSEN
<http://www.merz-verlag-en.com/>

Oct. 28-29, Vancouver, British Columbia
VCON
<http://vcon.ca/>

Nov. 3-5, Killington, VT
CARNAGE XX
<http://carnagecon.com/>

Nov. 10-12, Dayton, OH
ACADECON 2017
<http://theacadecan.com/>

Nov. 10-12, Charlotte, North Carolina
MACE
<http://www.justusproductions.com/>

Nov. 10-11, Jacksonville, FL
TRUE GAMERZ EXPO
<http://www.beaucoreenterprises.com/>

Nov. 11, Biloxi, Mississippi
COASTCON JR.
<http://www.coastcon.org/coastcon-jr/>

Nov. 17-19, Philadelphia, PA
PAX UNPLUGGED
<http://unplugged.paxsite.com/>

Nov. 18-19, Syracuse, NY
RETROGAMECON
<http://retrogamecon.com/>

Dec. 9-10, Gautier, MS
NARBYCON 2017
<https://www.facebook.com/GulfCoastPokemon/>

Good sources for information on all kinds of conventions is the Steve Jackson game site: <http://sjgames.com/con>

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

Open Match Requests from Duncan Rice

Across 5 Aprils VG	David Elkin 1888 FV
Advanced Squad Leader MMP	Jim Reimer 1877
Afrika Korps AH	Alexander Martin 939
Anzio AH	Mark Goss 1893 LSV
Armageddon S&T 34	Mike Dyer 1874 EV
Band of Brothers	John King 1889 V
Battle of the Bulge '65 AH	Roger Greezicki 1865 P
Battle of the Bulge '65 AH	Douglas Ilioff 1894
Battle of the Bulge AH	Tom Yoder 1813 V
Battle of the Bulge '81 AH	Mark Goss 1893 LSV
Battle of the Bulge '81 AH	Douglas Ilioff 1894
Battle for Germany SPI	Stephen Arthur 1876 ELV
Bitter Woods CG	Joe Ryan 1854 E
Blackbeard	Jim Reimer 1877
Bloody Buna 3W	Mike Dyer 1874 EV
Blue and Gray II SPI	Mark Willmorth 1885
Command + Colors: Napoleonics	John King 1889 V
DDay 77 AH	Roger Greezicki 1865 P
Flat Top AH	Chris Hyland 1862 EGV
Flight of the Goeben S&T 21	Mike Dyer 1874 EV
Flight Leader	Scott McAninch 1718 P
For the People GMT	David Elkin 1888 FV
Fortress Europa AH	Mark Goss 1893 LSV
Gettysburg 64 AH	Roger Greezicki 1865 P
Grenadier SPI	Mike Dyer 1874 EV
To Green Fields Beyond SPI	John Troskey 1554 CV
Kriegspiel AH	Robert Lentz 1895 EPX
Napoleon's Last Battles TSR	Mark Willmorth 1885
Panzer Battles	Martin Spetz 1898
Panzergruppe Guderian	Martin Spetz 1898
Renaissance of Infantry S&T 22	Mike Dyer 1874 EV
Rise and Decline of Third Reich AH	Tom Yoder 1813 V
Richthofen's War AH	Scott Saunders 1664
Richthofen's War AH	Scott McAninch 1718 P
Russia Besieged L2	Michael Paul 1586 P
Seelowe SPI	Roger Eastep 291 V
Squad Leader AH	Paul Campano 1899 E
Stalingrad 2ed AH	Roger Greezicki 1865 P
Stalingrad AH	Robert Lentz 1895 EPX
Storm Over Dien Bien Phu MMP	Andrew Patience 1646 V
Tac Air AH	Martin Sabais 1711 EVSL
Tactical Game 3 PP	Mike Dyer 1874 EV
Tactics II AH	Robert Lentz 1895 EPX
A Victory Lost MMP	Martin Spetz 1898
War and Peace	David Elkin 1888 LV

Match Coordinator

To accept one of the listed matches or have a new match listed, email to: DUNCANR@TELUS.NET

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

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 AH – Jeff Miller [1303] V
 The Longest Day – Alex Martin [939]
 World at War GMT – Jeff Miller [1303] Warplanner

The Cabinet War Rooms

(A.K.A. The Match Coordinator's Office)
 by Duncan Rice

I am writing a brief match coordinator article for you this issue. Take a look at the match request list. The listings in red are new to the list. Members with ??? behind their names are new, and I have not seen a membership number for them yet. Think about taking one of these guys under your wing and welcoming him to AHIKS with a match. And now for my usual begging. Please, when you send me a match request include as much information as you can. For example, if I get a request that simply says "Bulge" I am at a loss on how to match that. But if I get something that says "Battle of the Bulge '81 by AH using VASSAL" we're solid.

My responses have been slow lately because of family issues. I will be in and out of town for a while and my responses will remain slow. It is currently quickest for you to use the forum or Facebook to contact me and set up matches directly. I will get to requests but it might take a bit of time.

I'll leave you with a picture of yours truly, in black, playing **A Distant Plain** at BottosCon, which takes place in South West British Columbia every November. Yes, that is a smug smile. And for good reason. I went on to win.



The Solitaire Game

by Bob Best

Welcome Solitaire Gamers! Last issue we talked about Legion Wargames' newest release **Target For Today!** As I mentioned last time, Steve Dixon was running a Cooperative bombing campaign game on his website at:

[://www.stevenkdixon.com/Target_for_Today_Campaign.htm](http://www.stevenkdixon.com/Target_for_Today_Campaign.htm)

Today I'm posting an After Action Report of the second mission for my B-17 bomber "Sweet Sue." First let me give a short introduction of what **Target For Today!** is about if you don't have the last issue of *The K* handy.

Target For Today! is a solitaire game that recreates American's daylight strategic bombing campaign against Nazi-occupied Europe during the Second World War. The player can fly either as a member of the 8th Air Force flying out of England or the 15th Air Force flying out of Italy. There are six different bombing campaigns that cover the entire war from the American perspective. The player is in command of an individual bomber on an individual mission over Hitler's Third Reich—flying either the B-17F or G model Flying Fortress or the B-24D, or J model Liberator bomber. The YB-40 escort bomber has also been included and can be flown by the player.

TFT is designed so that each individual mission is fast and easy to play. A series of individual missions are strung together in the campaign game to form the player's tour of duty. Just as it was in real life, the objective of the game for the player is to survive your tour of duty so you can rotate home. The campaign game that comprises your tour of duty offers the player a

game that is rich in detail, making the game as realistic as possible while still remaining playable. There are a number of optional rules included in the game to allow the player to expand the complexity and the realism of flying a bomber deep into the 3rd Reich.

So with that review, here is an after action report on the second mission of "Sweet Sue."

800th BG/815th Sqdn -Sweet Sue

8 May 43

Mission 02/ TGT - Shipyards at Kiel

Middle Formation - Middle Cell - Mission Lead

Crew:

Pilot: 1LT Bob Best
 Co-Pilot: 1LT "Sandy" Sanderson
 Bombardier: 2LT Kelly Landers
 Navigator: 2LT Peter Schmidt
 Engr-TT : MSG Don Jennings
 Radio: T/Sgt Orv Reichert
 Ball Turret: CPL Rusty Gates
 Radio: SGT Steve Curry
 Right Waist: SGT Neil McLeod
 Left Waist: SGT Bill Schreeder
 Tail Gunner: CPL Rex King

From the pilot's diary:

Three days later on May 8, 1943, Sweet Sue and her crew flew their second mission. It was a deep penetration raid to the shipyards at Kiel, eight zones away. The Group Commander, BG S.K. Dixon selected Sweet Sue as the mission lead bomber and announced he would be flying her at our "Oh-Dark-30" briefing. I scrambled to rearrange the crew. Rather than leave our co-pilot Sandy Sanderson home, I had Sandy move to the nose and work with our navigator Peter Schmidt. After all, it was going to be a long overwater flight, 7 zones, and I wanted top notch navigation!

Sweet Sue was the first bomber lined up to take off. From the left seat General Dixon gave the signal, and I pushed the throttles forward to the stops. Sweet Sue shuddered and shook and then when the General released the brakes she began to rumble down the runway. Before we lifted off the next B-17 was rolling and so on until the entire bomb group was airborne. General Dixon found our brightly painted assembly ship, and we orbited until the group formed up. It was a smooth takeoff.

Out over the Channel, we headed northeast. The entire flight was over water. We would approach Kiel from the sea. Our fighter escorts joined us along the way, and we had good cover in zones 2-5 and then fair cover in zones 6-8. Lady Luck (random events roll) smiled on our CPL Rusty Gates in the ball turret. He stroked his lucky rabbit's foot and just knew he was going to be shooting like an ace gunner today!

We hit 100% cold cover in zone 3 but pushed through it. Our radioman CPL Steve Curry checked for recall but the mission was still a go as there was no "weather" over the target. We pushed on. Sandy Sanderson and Peter Schmidt were sweating out the navigation, but we were spot on. We found our escorts and pushed on toward Germany.

(Continued on page 21)

Multiplayer Coordinator

Jeff Miller

Not too much in the way of changes for the multiplayer list this issue.

Which leads me to a question, what are people interested in playing at the multiplayer level?

I have seen very few requests come through, although we have started several games among some of us who have played in the past. So I know there is interest out there – so toss your hat in the ring with a game you are interested in and see what happens.

Below is a picture of a Ha-Go tank I took at the British Tank Museum years ago. I played a recent ASL scenario with Ha-Gos in it, and it reminded me of just how small they are!!



NEW BOOKS

"Street" is set for 3d printing. From ESLO, this STL Files set includes:

5 straight: without manhole, with crater, with poller, and teeth

2 curves: 45 and 90 degrees

2 crossroads: X and T

My files shows objects for the period around the 2nd World War, from the area of German small towns / villages. These can be printed on the scales for the different figure sizes from 6 mm to 30 mm and the track sizes N to lane 1 (the larger scales could also require larger print areas).

The models are high quality and highly detailed pluggable and modular. You can print all models with ABS or PLA and mostly without supports and rafts. \$18

[http://www.wargamevault.com/product_info.php?](http://www.wargamevault.com/product_info.php?products_id=221289&it=1&SRC=newsletter_new_thumb)

[products_id=221289&it=1&SRC=newsletter_new_thumb](http://www.wargamevault.com/product_info.php?products_id=221289&it=1&SRC=newsletter_new_thumb)

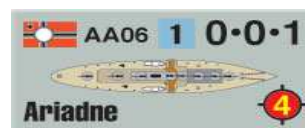
"Blood & Plunder" rulebook features an innovative initiative system with simple and intuitive rules. This fast paced, highly tactical ruleset, set in the 17th Century Caribbean during the age of piracy, can be played on your average kitchen table in about 2 hours and is sure to appeal to both casual and competitive players. This book includes all the rules necessary to play out battles on land, sea, or both simultaneously. It includes various factions of the Spanish, English, and French nationalities as well as ships and boats such as Light Frigates, Brigantines, Sloops, and Longboats.

"Blood & Plunder" was also produced with consultation from world renowned historian and author Bennerson Little to ensure that all models, scenarios, and strategies accurately reflect the period. \$15 <https://www.wargamevault.com/product/218079/Blood--Plunder>

"Ships of Plan Z" In January 1939, Germany's Supreme Leader approved a naval expansion program known as Plan Z. It included battleships, aircraft carriers, cruisers, and smaller craft as well. We added these ships to our Second World War at Sea series in the massive Plan Z expansion set.

"Ships of Plan Z" is a sourcebook describing these ships as well as those that Britain's Royal Navy would likely have built in response. And it has additional pieces of its own: "long" ship pieces for those that appear in other Second World War at Sea games on smaller, square pieces. You don't have to have these pieces to play the games, but if you're a hard-core naval gamer, then you know you *have to* have these pieces.

There are 105 new pieces included, most of them German torpedo boats (small destroyers in German parlance) plus anti-aircraft ships, gunboats, and a flight-deck cruiser. The pieces are mounted and die-cut, the same type of wonderful silky-smooth pieces with minimal die-strike markings found in Plan Z. \$30 <http://www.avalancheexpress.com/gameZhips.php>

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PUBLICATION DEADLINES

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

Deadline for next issue: November 30, 2017.

GENERAL INFORMATION

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

Game News

Avalanche Press

Battles of 1866: Blood & Iron. As war loomed over Germany in the early summer of 1866, Bavaria aligned itself with Austria against Prussia and armed for war. The Bavarian chief of staff, Ludwig Freiherr von der Tann, met with the Austrian leadership and suggested that the Bavarian army march into Bohemia. There they would form the left wing of the Austrian North Army, and along with the Saxons would hold off the Prussian First Army at Jicin while the Austrians dealt with the Prussian Second Army.

Von der Tann's bold plan might well have given the Allies victory, but the Austrian commander, Ludwig von Benedek, turned him down and Bavaria pursued a separate strategy. By the time Benedek changed his mind and called for the Bavarians to advance, it was already too late.

Battles of 1866: Blood & Iron is an expansion book for **Battles of 1866: Frontier Battles**. It adds the Royal Bavarian Army to the game, based on the Von der Tann plan. There are six scenarios included plus background on the Jicin campaign and the Bavarian proposal to participate. While this battle never took place, the scenarios are based on actual operational plans.

This module is not playable separately; it requires ownership of **Battles of 1866: Frontier Battles**. \$25

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

Cone of Fire. At the turn of the last century, South America seemed poised to make the same economic leap as the northern half of the hemisphere. Fueled by booming exports of grain, cattle, coffee, and rubber, Brazil and Argentina saw their economies grow rapidly and at one time both stood among the world's ten wealthiest nations.

All that cash led their leaders to seek the prestige symbols of the day: dreadnought battleships. Argentina, Brazil, and Chile all built dreadnoughts just like the Great Powers, but none of them ever fired a shot at a foreign enemy.

Cone of Fire is a boxed game for both the **Second World War at Sea** and **Great War at Sea** series. The fleets of Argentina, Brazil, and Chile plus those of Peru and Uruguay are added to both series, along with ships from Germany, France, and Britain. Most of the scenarios, or game situations, are based on hypothetical situations arising from the actual war scares between the South American nations and sometimes European interlopers, and the war plans with which they addressed them.

There are also scenarios based on the actual conflicts which took place in South American waters: the hunt for Admiral Maximilian Graf von Spee's German cruiser squadron in 1914, and the hunt for the cruiser that bore his name 25 years later.

Alongside the ships actually operated by the South American naval powers, there are also ships they ordered and did not receive, or contemplated but did not order. The Brazilians have several projected classes of battleships that they never completed, as well as the modern warships they sought from the U.S. Navy during World War II. Argentina and Chile have their projected battleships, carriers, and cruisers as well. And there are the actual jet aircraft flown by Argentina and Brazil.

There are six maps, three at **Second World War at Sea** scale, and three at **Great War at Sea** scale. These cover the region from south of Tierra del Fuego, the southernmost tip of the Americas, to well north of Rio de Janeiro. There are huge

stretches of ocean as well as the narrow, winding channels of the Chilean coast. \$120

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



Compass Games

Guam – Return To Glory is the second game to utilize the Company Scale System (CSS) by Adam Starkweather and will come on 4 maps.

The game will come with 6 scenarios and 1 campaign game:

W-Day – Fortune favors the bold – This is the first day of the Invasion on the northern beaches. 3rd Marine Division must land against Japanese defenders dug-in on a ridge overlooking the beaches. Single map and 8 turns long.

W-Day – Send in the Fire Brigade – This is the first day of the Invasion on the southern beaches. The 1st Provisional Marine Brigade must land and fight their way north towards Orote Peninsular to join up to the beachheads. Single map, 8 turns.

W-Day - This is the first day of the Invasion on the both beaches. The 1st Provisional Marine Brigade must land and fight its way north, whilst the 3rd Marines fight their way south and the two forces try to join up the two beachheads near Orote Peninsular. Two maps and 8 turns long.

Orote Peninsular – The first 8 days of the fighting saw the Americans expand their beachheads and join up so as to cut off the Orote peninsular with its important airfield. Once it was cut off, the Americans, then, had to force their way into the heaviest defended area on Guam, not knowing that the Japanese were preparing a sake-fueled Banzai charge. Two maps, 72 turns.

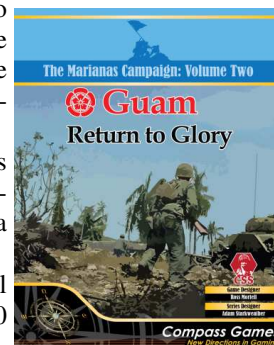
Into the Jungle - This scenario covers 3rd Marine Division's drive north of the beachheads to take the town of Agana and the airfield at Tiy-an. One map and 27 turns long.

Santa Rosa - This scenario covers 77th Infantry Division's attack to isolate the area around Mount Santa Rosa. One map and 27 turns long.

The Battle for Guam – The full historical campaign from 21 July- 10 August (188 Turns). This game covers the full fight for Guam in 1944, from the first invasion at Asan, in the north, and Agat, in the south through the vicious fighting in the thick vegetation at the south end of the island and the final Japanese stand in the north. \$135

<https://www.compassgames.com/preorders/guam-return-to-glory.html>

Triumph of the Will: Nazi Germany vs. Imperial Japan, 1948 enables two players to game the entirety of alternative history's worst nightmare: a triumphant Nazi Germany and Imperial Japan, having won World War II and conquered the planet in 1945, square off against each other – for total domination – three years later. The game's two area-movement mapsheets join along the equator to show the whole world, including the Arctic and Antarctic.

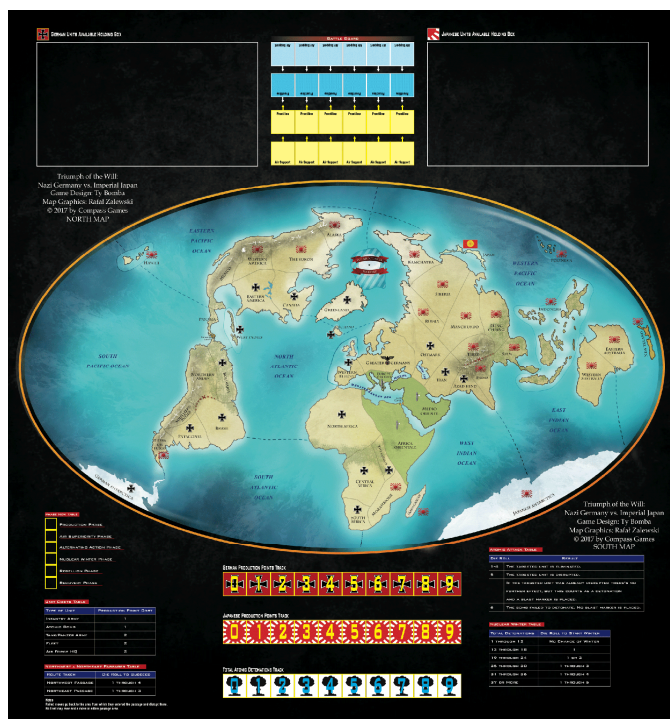


Game mechanics recreate the dilemmas and challenges inherent in grand-strategic warfare aimed at controlling an entire planet. The keynote is a system in which making moves switches rapidly back and forth between the players one “action” at a time. There are no long waits for your opponent to finish his move; both players are kept fully involved at all times.

In any order you want, you can: enter reinforcements; bring back into play previously eliminated units; move an army, air force, fleet or elite corps on the map via land, sea or air; launch a conventional attack or launch a nuclear attack.

Of course, if too many mushroom clouds appear, there’s an increasing chance “nuclear winter” will engulf the Earth, in which case both players lose. Similarly, clandestine guerrilla forces of the underground “United Nations” resistance organization are constantly lurking, ready to fill any power vacuum left behind your front and raise their sky-blue flag of rebellion.

Triumph of the Will is designer Ty Bomba’s second take on this topic – the first having been the now famous and infamous classic **Tomorrow the World**, published in 1989. This is a much more accessible, fast-playing, and exciting treatment of that nightmare scenario. \$69 <https://www.compassgames.com/preorders/triumph-of-the-will.html>



South China Sea (SCS) provides an integrated political-military simulation of near future contention and conflict around the South China Sea. Players take on the roles of China, the United States, Malaysia, the Philippines, and Vietnam. They simulate current political tensions through card play and structured negotiation keyed to real world events in an effort to “move the needle” to their side. Unfortunately, the cards with the greatest chance of moving that needle, such as Chinese Coast Guard and U.S. Freedom of Navigation Exercise, are also most likely to trigger armed conflict. If and when that happens, play transitions to traditional hex-and-counter format on a map scaled at 45 nautical miles (nmi) per hex and turns of 3-7 hours.

SCS is derived from **Breaking the Chains (BtC)**, but is definitely a different game. How do the two differ? **SCS** begins

with political turns that can lead to victory without armed conflict. For armed conflict, **SCS** focuses more closely on the South China Sea (45 nmi per hex) rather than the larger south-east Asian region of **BtC** (70 nmi per hex) and uses smaller units such as air squadrons, ship pairs, and land battalions. Therefore, the **SCS** map shows more detail, but less territory. **SCS** employs streamlined versions of **BtC**'s turn structure and strike mechanisms that expedite play by dispensing with numerous cycles and strike paths. **SCS** nodded to ergonomics by putting all scores on one side of each counter – less flipping. Most important, **SCS** allows naval units to move more than one hex in a single turn, but includes a mechanism, based on stealth, that enables the other side to “check” multi-hex moves to create a more dynamic, variable, and volatile environment. This last adjustment allows quick moves at a distance, but prevents close-in ships from “jumping” through the beaten zone of modern anti-ship cruise missiles (ASCM), 290 nmi in some cases. And, every turn has the option for a negotiations phase with some structure to enhance political play if desired. \$79 <https://www.compassgames.com/preorders/south-china-sea.html>



Decision Games

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

Dai Senso! takes the playable, unpredictable and enjoyable **Krieg!** system used for World War II in Europe and adapts it to tell the story of Japan’s struggle from a unique perspective. Most other Pacific wargames focus on the operational aspects of the 1941-45 war. **DS** starts in 1937 for a true strategic experience from the beginning of World War II in Asia. As the leader of imperial Japan, and seeking complete domination (“*hakko ichiu*”), will you strike at China or Russia or the British Empire or the United States? Whichever you choose, you must eventually face the grim struggle of total war. All of these options are literally in the cards that form the strategy for the major powers.

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

* **Dai Senso!** means Total War in Japanese. Total War refers to the moment in the game when play moves from Limited War with its combination of mobilization, maneuver, and diplo-

macy to Total War with its all-out warfare to achieve victory. \$120 <https://shop.decisiongames.com/ProductDetails.asp?ProductCode=1023>



Diffraction Entertainment

Day of Infamy (DOI) is the TSWW game covering the day that lived in infamy forever—Pearl Harbor and the first 3 years of the North Pacific and Central Pacific war. With more than 1200 counters, 9 maps (several at 75 mile SSZ scale) and the usual TSWW horde of At Starts (Pearl Harbor, Midway, Operation M (north), the Allied counter offensive in the North Pacific, Guam, etc. etc. etc. this is the ideal introduction to the TSWW game system.

With 11 maps, 2240 counters and the usual TSWW refinements including multiple modules and scenarios, DOI is the next release in the TSWW Game series, with massive fleet actions and a very special raid from Shangri La. \$325

http://www.nobleknight.com/ProductDetailSearch.asp_Q_ProductID_E_2147667527_A_InventoryID_E_2148533852



GMT Games

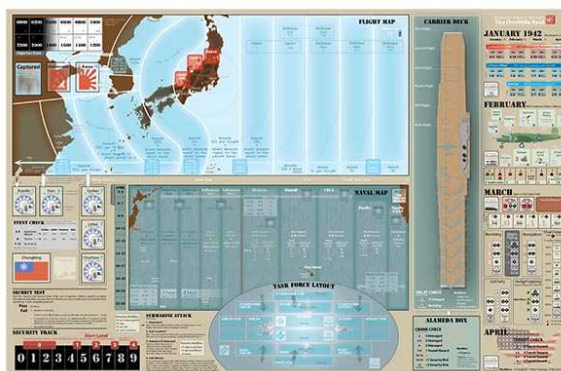
Arquebus: Men of Iron Volume IV features 8 major battles: Fornovo, Cerignola, Agnadello, Ravenna, Marignano, Bicocca, Pavia, and Ceresole. These are all really great game-players, with all but two of them half-mappers playable in 3 hours or less. The other two are the 'tiny' page-sized (8" x 11") Cerignola and the big one-mapper, the major, final battle of Pavia. Pavia was a crushing defeat wherein France lost over 50% of its army and almost all of its nobility of command, including her king, Francis I, who was captured. But, Pavia is wonderful gameplay, with units all over the greatly detailed map, much maneuver and many tough decisions to make.

Arquebus uses the popular "Men of Iron" mechanics with much concentration on detail of weaponry, from the differences between closed formation and open, to the decline of the Swiss (pas d'argent? pas de Suisse), and the rise of the German Landsknecht, the major force in warfare of the era and, ironically, the best-dressed men in Europe. Landsknecht uniforms literally set the fashion trend at the time for the entire western world.

And to match this sartorial splendor will be the great visual look of **Arquebus**, from the colorful units to the splendid maps and helpful charts. Most the battles are good for solitaire play. \$65 <http://www.gmtgames.com/p-584-arquebus-men-of-iron-volume-iv.aspx>



Enemy Coast Ahead: The Doolittle Raid uses the game format to explore this highly dramatic military episode. It is a solitaire game challenging the player to conduct a successful mission where the criteria for success is not purely military. The player must organize, equip, and train a squadron of B-25 medium "Mitchell" bombers to attack a distant and rather dangerous target. The game not only covers the raid from launch to landing, it extends the story on both ends. Threatened from the air and from the sea, the player must do his utmost to strike the Japanese capital, avenging the attack on Pearl Harbor, and then land his aircraft safely. If the raid goes poorly it may boost Japanese morale and deflate the mood in the United States. Getting the B-25s close enough to launch is vital, as is the recovery of aircraft and crewmen, but above all, the player's main dilemma will be secrecy. The risk is great. Failure could mean the loss of an entire squadron, or worse, the sinking of a precious aircraft carrier.



Much like chapters in a story, the game is organized in six narrative segments, chronologically arranged. Each poses its own set of challenges and prompts decisions that establish the environment and conditions of subsequent chapters. \$60 <http://www.gmtgames.com/p-567-enemy-coast-ahead-the-doolittle-raid.aspx>

Holland '44 is a two-player game depicting the Allies' combined ground and airborne attack in the Netherlands during WWII, which was code named Operation Market-Garden.

The game starts with the airborne landings on September 17 and continues until September 23. The Allied player must rush his ground forces forward as fast as possible to relieve his beleaguered airborne divisions and capture a bridge across the Rhine.

Each day has three turns—two daylight turns representing 6 hours each and one night turn representing 12 hours. The total length of the game is 20 turns. A short scenario covering the first critical 10 turns is included.

The scale of the map is 2 kilometers per hex and covers the battlefield from the Belgium border to Arnhem. The map also includes the area where the British 8th Corps fought on the right flank of 30th Corps.

Most units in **Holland '44** are battalions, but some company size units are included.

Holland '44 uses a system very similar to **Ardennes '44**. It is basically a simple move-fight, I-go then u-go game. If you have played **Ardennes '44** or **Normandy '44**, you will have no trouble learning the game. Rules such as ZOC Bonds, Determined Defense, Extended Movement, and Traffic Markers all make their reappearance. Due to the terrain of the Netherlands, special attention was given to river crossings, bridge building, and fighting in the flat polder terrain. \$55

<http://www.gmtgames.com/p-600-holland-44-operation-market-garden.aspx>



High Flying Dice Games

St. Clair's Folly, the Battle of Wabash River, Nov. 4, 1791. On the evening of 3 November, St. Clair's force established a camp on a high hill near the headwaters of the Wabash River. An Indian force consisting of around 1,000 warriors, led by Little Turtle and Blue Jacket, waited in the woods until dawn, when the men stacked their weapons and paraded to their morning meals.

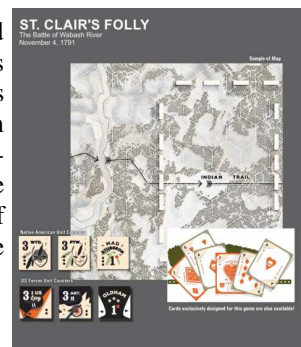
Little Turtle directed the first attack at the militia, who fled across a stream without their weapons. The regulars immediately formed battle lines and fired a volley into the Indians, forcing them back.

Colonel William Darke ordered his battalion to fix bayonets and charge the main Indian position. Little Turtle's forces gave way and retreated to the woods, only to encircle Darke's battalion and destroy it.

After three hours of fighting, St. Clair called together the remaining officers and, faced with total annihilation, decided to attempt one last bayonet charge to get through the Indian line

and escape. Supplies and wounded were left in camp. Little Turtle's army allowed the bayonets to pass through, but this time the men ran for Fort Jefferson. They were pursued by Indians for about three miles before the latter broke off pursuit and returned to loot the camp. \$12

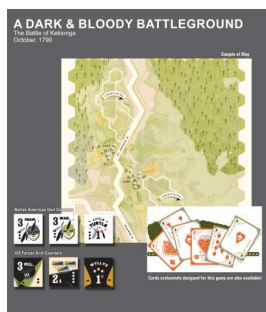
<http://www.hfdgames.com/scf.html>



A Dark & Bloody Battleground, The Battle of Kekionga, October, 1790. On October 15, the vanguard of the U.S. forces reached Kekionga and found that the Miami had burned and abandoned their town.

Learning that the Miami warriors had returned to Kekionga, General Harmar sent an attacking force back to the Indian town on the morning of October 22. Two companies of U.S. forces, under the command of Colonel John Hardin, took position along the west bank of the St. Joseph river. Three companies, under the overall command of regular army major John Wyllys,

advanced across the ford of the Maumee River, hoping to entrap the Indians in Kekionga itself. The Miami warriors challenged the crossing, killing several men as they waded the ankle-deep Maumee River. In the corn fields and flood plain outside Kekionga, the main United States forces were destroyed and Major Wyllys and the cavalry commander, Major Fontaine, were killed by Little Turtle's warriors, who held the high ground to the north. By the end of the battle at midday, 183 United States soldiers had been killed and about the same number of Indians had been slain. The Miami Confederacy had held its town, and General Harmar's main force retreated to Fort Washington. \$12 <http://www.hfdgames.com/dabb.html>

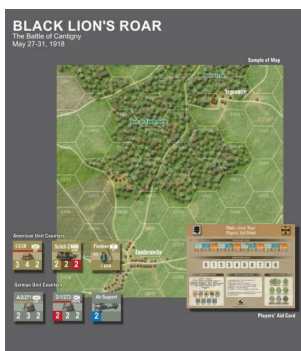


Black Lion's Roar, The Battle of Cantigny, May 1918, is a wargame simulation of the first major attack by United States forces during World War I.

During their spring offensive, the German 82nd Division captured the crucial crossroads of the town of Cantigny. The 1st US Infantry Division was rushed to the front and its 28th Infantry Regiment, nicknamed the "Black Lions", was ordered to retake and hold the town.

Although the Americans quickly retook the town from the disorganized and ill-prepared defenders, the Black Lions had to endure days of increasingly desperate and violent counter-attacks that decimated both sides.

The outcome of the battle would be a telling indicator of America's new role in the Great War. \$21



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

Last Stand Games

Stalingrad: Verdun on the Volga, Last Stand Games' debut release, covers a situation every gamer knows, and a game engine most gamers have experienced, but both offered in a totally new approach. **Stalingrad: Verdun on the Volga** demonstrates that Michael Rinella has continued to learn and adapt, as **Stalingrad: Verdun on the Volga** offers a clean, streamlined version of the classic area-impulse system, the most recent example of which is his own **Operation Battleaxe**.

With a setup time of less than 15 minutes, but with a huge mounted, double mapboard, players will have plenty of chances to try new approaches and come back for more. Three very different scenario situations give players the option to go for a game that might be complete in 3-4 hours or one that will probably take 8 hours, although there are VP checks along the way that could shorten things suddenly.

What is interesting is that the game gives players "more" of the Stalingrad situation than they are used to, while reducing complexity as much as possible. There are only a few different "unit types" that affect play, and there is no 'spending' of movement points from space to space in the traditional way, but an audacious (and lucky) attacker can move again and again.

The battlefield area depicted includes zones to both the north and south of the city, which not only increases available options but also set up situations where both players must look to attack and defend, from an early point in the game.

But while the mechanics are streamlined, the game functions at a high level, offering a very different and more realistic modeling of German combat attrition and a much more accurate Soviet order of battle, based on most recent publications of post-Cold War Soviet sources.

The game is "friendly to novices" in getting started, but offers grognards all the challenges they desire, with the focus on managing options and tactical swings of fortune, versus plowing through a big rulebook. Each turn forces players to interact and modify plans, as they balance the advantages of careful setup versus a turn that can suddenly end, leaving the attack either not-made or hanging. Lots of tension and play balance is excellent. Both sides can win and win with excitement. Surprisingly interesting solitaire as well. <http://www.laststandgames.com/Details.cfm?ProdID=1&category=3>



Lock 'n Load Publishing

A Wing And A Prayer is a design by Erik von Rossing where you, the player, assume the role of a Commander of a Squadron of B-17 "Flying Fortresses" stationed in England during World War II. In mid-1942, the United States Army Air Forces (USAAF) arrived in Britain equipped with B-17 heavy bombers. The B-17 was nicknamed the "Flying Fortress" be-

cause of their heavy defensive armament of ten to twelve .50 caliber machine guns and armor plating in vital locations. Because of their heavier armament and armor, the B-17s tended to carry smaller bomb loads than British bombers. With all of this, USAAF and British Commanders adopted the strategy of taking on the Luftwaffe head on, in larger and larger air raids by mutually defending bombers, flying over Germany, Austria, and France at high altitudes during the daytime. They claimed that by using the B-17 and the highly classified Norden bomb-sight, the USAAF should be able to carry out "precision bombing" on locations vital to the German war machine, such as factories, naval bases, shipyards, railroad yards, railroad junctions, power plants, steel mills, and airfields.

Your goal is to manage your squadron aircraft and complete a campaign consisting of a series of Daylight Bombing Missions against strategic Axis targets and score as many Victory Points (VP) as possible to assist the Allied war efforts. Campaigns can be Short (12 Missions), Moderate (18 Missions), or Long (24 Missions). To complete your mission it's going to take A Wing and A Prayer. \$65

<https://store.lnlpublishing.com/a-wing-and-a-prayer>



Lone Canuck Publishing

Battle of the Hedgerows - Drive For Saint Lo. DSL-1 Le Petite Ferme: Company E, 2d Battalion, US 137th Infantry Regiment is tasked to capture a small farmhouse. Suspecting that it was abandoned or held by a few Germans, Company E advanced toward the stone farmhouse, when a machine gun let loose, spraying bullets into the hedgerows in front of the Americans.

A small 5-turn scenario featuring, Germans: 6x Squads, 2x Leaders, HMG, and some fortifications; Americans: 7x Squads, 2x Leaders, 2x MMG, 2x Baz, and 2x M-10 GMC.

DSL-2 The Right Nostril: With the capture of the Le Petite Ferme, Kampfgruppe Kentner fell back to its next line of defence, astride the east-west lane from la Mare to Le Carillon. After clearing out the farmhouse and the surrounding buildings, Company E reinforced by Company G continued its advance. The Americans using the tactic of putting down heavy concentrating of fire on suspected German positions and then clearing them with small groups of men, proved time-consuming. A medium 7-turn scenario.

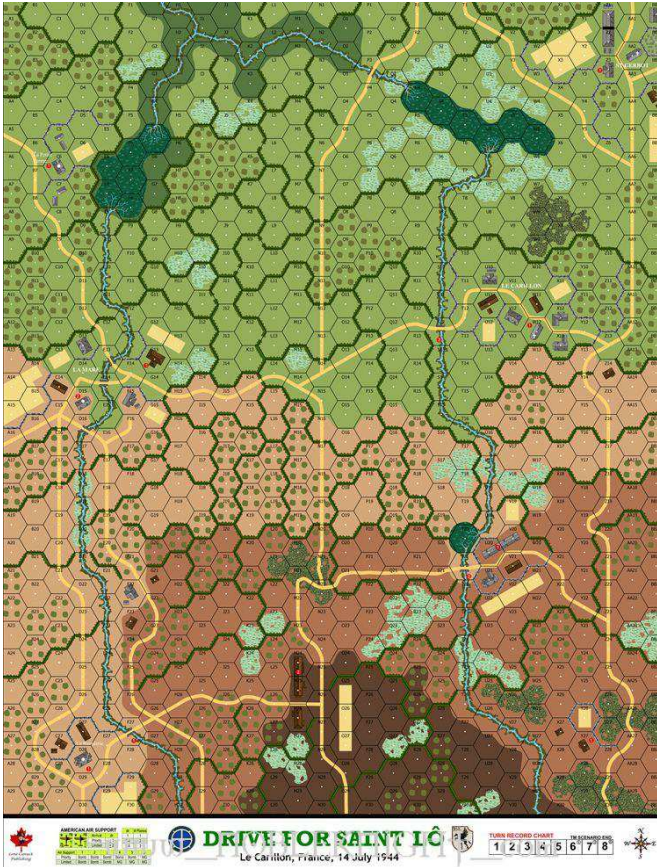
DSL-3 The Left Nostril: As the 137th Infantry Regiment struggled forward on the right, on the American left flank, the 320th Infantry Regiment was moving forward behind a creep-

ing barrage. The Americans had hoped that the enormous amount of firepower, supplemented by fighter-bombers attacks would overwhelm the Germans. However, the Germans were well dug in and well protected, so that when the barrage advanced passed, the Germans came out of the bunkers, remanned their weapons, and waited for the Americans to come into view. A medium 7-turn.

DSL-4 La Mare-Le Carillon Nose: The American attack kicked off a 0800 hours; from the start, the advanced proved to be time-consuming with heavy casualties. The Germans, were using the terrain skillfully and to the best of their advantage by setting up defensive line after defensive line to effectively slow and in some places stop the Americans' advance. But as the afternoon waned, the Americans had managed to fight their way to top of the "Nose." One more push would surely be enough to capture the high feature. A medium 7½-turn scenario featuring.

DSL-5 The Drive for Saint-Lô: The BIG scenario of the module, for those who don't want to play the Tactical Mission (Campaign Game), this scenario covers the entire map. A large 10-turn scenario. \$25

http://www.nobleknight.com/ProductDetail_Search.asp_Q_ProductID_E_2147675727_A_InventoryID_E_2148572368



Matrix Games

On December 7, 1941, Japan launches multiple surprise attacks, causing devastation to Allied forces from Malaysia to Pearl Harbor. As the defense of Singapore hangs by a thread, the Japanese set their sights on Burma. Their main objective: sever the primary Allied resupply line to China, the Burma Road. With control of Burma and the Burma Road, Japan would then be poised to strike directly at British India.

Order of Battle: Burma Road is a new DLC for the Order of Battle series, bringing you in the thick of the action in the Burma campaign. Lead many new units and fight on an unfamiliar terrain to stop and repel the Japanese invasion.

As commander of British and Allied forces in this new Order of Battle historical campaign, it's up to you to muster your forces to defend the Malaysian Peninsula and prepare an army to fight in the dense Burmese jungles. Re-live unique historical battles and events through special scenarios that include, but are not limited to:

Providing an aerial umbrella for a British Naval Task Force.

Launching a pre-emptive strike into Thailand to challenge the Japanese advance.

Escorting battered Indian Army units safely across Burmese rivers.

Paving the way for the replacement to the Burma Road: the Ledo Road.

Throwing back the massive Japanese invasion of India at Imphal.

Suppressing an Indian revolt in Bombay by arresting its leader: Mahatma Gandhi!

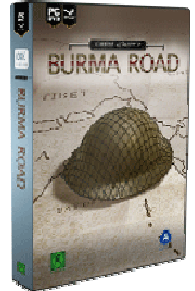
Expanded nations and units. Many new units for existing factions, as well as entire new armies for Thailand and British India!

Authentic scenarios built from real historical maps. Today's Myanmar was yesterday's Burma, and extra special care has been taken to accurately reflect the names and locations of the region as it was known during World War II.

New Campaign, Commanders, and Specializations. Encounter special Commanders including William Slim, leader of Britain's so-called "Forgotten Army." Fight alongside Brigadier Orde Wingate, mastermind behind the infamous Chindit operations, as you fight deep behind enemy Japanese lines to disrupt their command structure and supply lines. Re-take control of the skies over Burma with pilots such as Ace Elsdon. And earn even more special commanders through various campaign bonus objectives and missions!

Scenario list (13 scenarios): Operation Krohcol, Sinking of Task Force Z, Fall of Singapore, Kawkaik Pass, Sittang River, Rangoon Falls, Quit India Denied, Operation Cannibal, Operation Longcloth, Ledo Road, Imphal '44, Irrawaddy River, Race for Rangoon. \$15

<http://www.matrixgames.com/products/700/details/Order.of.Battle.Burma.Road>



Strategemata

Rzeszow - Lancut 1939 presents a battle for Rzeszów and Łańcut, which took place in September 1939. Players play the role of commander-in-chief of the Polish 10th Cavalry Brigade and the German 4th Light Division.

The rules are based on the "Great Battles of Small Units" system. Thanks to this, the author shows in a simple way the specificity of the fight between the large motorized units. An important factor of success is having the initiative, because taking advantageous positions before the opponent's troops can, makes it difficult for the other player to fulfill his task. Of course, in addition to mobility, the fire power of troops is also important. When both sides are having a fierce fight, the artillery fire, led by observers, may be crucial.

All these elements you will find in the game.

two boards of size 297x420 mm;

154 die-cut counters;

rules booklet in color (8 pages);
two scenario cards;
one player aid card 210 x 297 mm;
one player aid card 297 x 420 mm.



Important: Game doesn't include a deck of cards, which players have to supply.

Main features of the system are:

1. To resolve all of the procedures, players use traditional deck of 52 cards. Thanks to that, cards played at the beginning of the game, influence the final result, as the probability curve is quite different compared to die rolls.

2. During turn, only units of one side can be activated and the initiative is allotted to a player randomly. Chance of having the initiative changes with each turn. It encourages prudence in players and forces them to plan their moves as effectively as possible because it may be that during next turn there won't be any chance to correct potential mistakes.

3. Random events are involved into a gameplay (like snipers, change of orders etc.) and they can turn the table on players, at the same time bringing the chaotic reality of a battlefield to life.

4. Small modifications to the basic rules allow for depiction of single vehicles and guns that served as a support to combatants. \$23 <http://strategemata.pl/en/23-rzeszow-lancut-1939.html>

Tiny Battle Publishing

Operation Icarus On May 9, 1940, Great Britain issued a message to the leadership of Iceland, offering military defense of the island kingdom in exchange for permission for British troops to establish a base there, expelling existing German diplomats and forces, and preventing a German invasion of Britain from the north.

The Icelandic government declined, stating its neutrality. The following day, the British invaded without resistance at Reykjavik, and the rest is history. But what if German invasion forces had beaten the British to Iceland? Or had landed simultaneously or shortly after?

The Germans named their unrealized plan to invade Iceland "Unternehmen Ikarus," Operation Icarus. Tiny Battle Publishing's thrilling game of the same name revives this tenuous turning point in World War II, where British troops stood between Germany and the rest of the world, on 40,000 square miles of icy rock in the North Atlantic.

Iceland, a bleak, sparsely populated island of about 200,000 people, sat astride the northernmost maritime route between North America and Great Britain. From Icelandic bases, the Germans would have had a good shot at seriously disrupting maritime commerce along the North Atlantic. That having been said, the Germans would have been going against a far more powerful naval force than their own and would have had to rely heavily on stealth and luck to pull off such an invasion.

The conventional side of the equation was comprised of the German 163rd Infantry Division, supported by some light armor, a few extra guns, a few Luftwaffe reconnaissance aircraft with the range to make it, plus whatever bases they or their infiltrators might have been able to secure.

Opposing them were the British, licking their wounds from Norway but still the most powerful naval force in the Atlantic. They would have put up a desperate fight rather than allow their sea lanes to be horrendously impacted. For a number of reasons the two key objectives likely to be chosen by both sides were Reykjavik and Akureyri, hence the emphasis on these areas in the game.

Operation Icarus is a brigade-level tactical wargame featuring land, sea, and air units navigating Iceland, the ocean and sea surrounding it, and the skies above. \$30

<https://tinybattlepublishing.com/products/operation-icarus>



Vento Nuovo

Bloody Monday In June, 1812, Napoleon invaded Russia with over 500,000 troops, not so much to "conquer" anything but really intending to fight a big battle (like Austerlitz) and then dictate terms. Unfortunately, the Russian armies did not comply.

He finally got a big battle at Smolensk, which could be called a French victory...except the Russian armies just retreated. Now under the command of (recalled from retirement) Marshal Kutuzov, the army made a stand near the small village of Borodino, which had only marginal useful defensive terrain but was the best place to stop the French before Moscow.

After two days of skirmishing and probing, the major battle took place Monday, September 7. About 250,000 troops were involved and the two armies lost about 70,000 casualties. It was the single bloodiest day of the entire Napoleonic Wars period.

Using the game engine from **Moscow '41** (and not VNG's **Waterloo 200**) the game provides action and challenges, plus the joy of die rolling.

Unlike other VNG products, **Bloody Monday** uses large 20mm blocks and includes over 110, to provide enough detail and different unit types but still keep the game playable in one sitting. Colorful PVC stickers and "fog of war" give players everything they need. €80

http://ventonuovo.ventonuovo.net/epages/15417.sf/en_US/?

ObjectPath=/Shops/15417/Products/1812KS



Leningrad '41 begins right after the great tank battle at Raseiniai where the Germans met the heavy KV tanks for the first time, but the Soviets proved that lack of air cover could wreck major tank formations. The Germans have Riga and two bridgeheads over the Daugava River and are ready to invest the Baltic Republic and finish off Leningrad. To make the things even worse the Finns are advancing to recover land they lost in The Winter War, but will they go farther?

Leningrad not only had great symbolic value for morale in the USSR, but also had important factories and was the main base for the Soviet Baltic Fleet. What's more, the area to Murmansk is an important route for Lend Lease Aid. And all of these factors are reflected in the game!

Although based on a historical event, the two players can modify the course of the operations, with the German player trying to achieve a decisive victory before the winter comes, and the Soviet player playing a fighting withdrawal, while waiting for reinforcements and until ready to strike a decisive blow at the invaders.

The game is recommended for two players, but has excellent solitaire suitability. €80

http://ventonuovo.ventonuovo.net/epages/15417.sf/en_US/?ObjectPath=/Shops/15417/Products/112017

Wargame Vault

Cavalier is a set of miniature wargame rules for fighting large skirmishes from the age of pike and shot covering the period from the mid 16th century to the late 17th century.

The rules can be used to play battles from any of the many conflicts of this war-torn period such as the Italian Wars, the Thirty Years War, and the English Civil Wars.

The game has been designed with 28mm miniatures in mind, however there is the flexibility to use any scale with any system of basing. Games will usually involve small forces of 30 to 100 men or horse and can be played in a few hours.

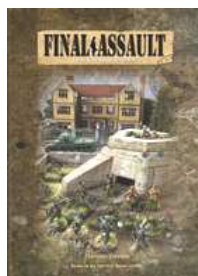
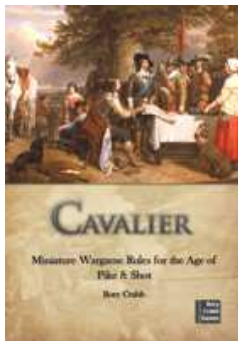
Standardized stats are included for unit types of the period giving players the flexibility to build any unit they wish be it fictional or historical. \$10

<https://www.wargamevault.com/product/220809/Cavalier--Wargame-Rules-for-the-Pike-and-Shot-era>

Final Assault allows players to field entire platoons of infantry and squadrons of tanks. The system relies on you comparing the roll of one or more d10 to a reference value (e.g. if the Tactical Value is 7, you'll need to roll 1-7 on the d10). The game stands out for its attention to historical detail, and highlights the differences between the various weapons of the period as regards their range and firepower. Players must pay attention because they can react to their opponent's moves, but despite this an average game will only last a couple of hours even if you use four or five vehicles and fifty infantry.

Of course, you can download here some free supplements: two Army Lists (Americans & British, Russians, and Germans), and another supplement with scenarios for friendly and tournament games. \$10

<https://www.wargamevault.com/product/220633/Final-Assault>



"Scenarios" is a series of expansions for **Final Assault**.

In this book you'll find a simple way of creating scenarios that you can use in friendly games as well as some guidelines for Tournaments, too.

This book covers five scenarios: The River, involving the protection of bridges to guarantee supply lines; The Village, where an enemy force has moved into the area; Break the Lines, the offensive is coming and you must find a gap in the enemy lines; Radio Station, you must silence the radio station that is observing for the enemy artillery, and Vanguard, where estimating the size of the enemy force is key to victory.

All of these scenarios are for the Late War period.

You will need a copy of **Final Assault** to play these scenarios. Free. http://www.wargamevault.com/product_info.php?products_id=220636&it=1&SRC=newsletter_freebies_thumb

Worthington Publishing

Hold The Line now available at hexwar.com for pc, mac, android, and ios. Playable on Steam.

Hold the Line covers battles fought during the American Revolution. This game is a careful conversion of the board game of the same name. Jump in and take command of the American or British forces during this pivotal moment in the history of nations!

Featuring an addictive "Action Point" system, you have a limited number of orders to dictate to your troops each turn. You must decide where to attack, who to rally, where to move and who to sacrifice to achieve your goals. Each scenario features unique objectives for both sides and can be played as either.

Replay the engagements of Commander-in-Chief George Washington and British General William Howe and see who has the strategic might to gain the upper hand for the control of the burgeoning United States of America.

Key Features:

13 unique scenarios playable as either the Americans or British

7 scenario tutorial teaching the main principles of gameplay

4 campaigns, play a series of scenarios in succession for a combined score

Faithful recreation of the original board game

Choose where to deploy your army

Bring in reinforcements when you need them.

PC and Mac - \$15; Android and iOS - \$8.

PC and Mac: <https://www.hexwar.com/downloads/hold-the-line/>



White Dog Games

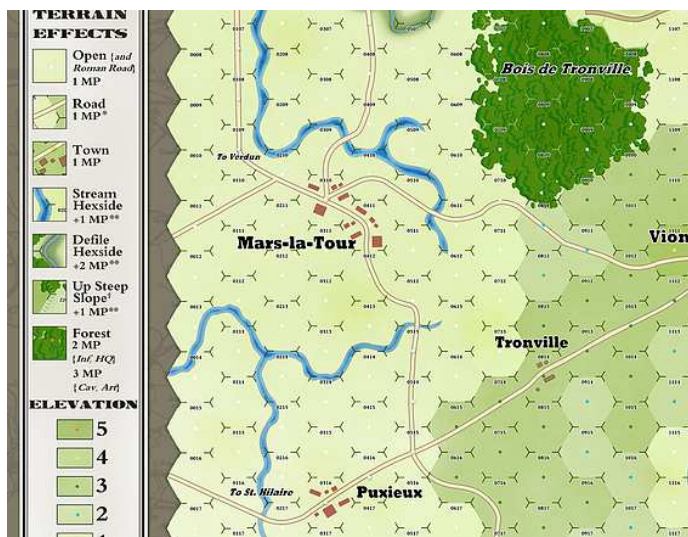
A Spoiled Victory is a solitaire game designed by Paul Fish and Hermann Luttmann that challenges the player with making decisions similar to what the British command was required to make during the evacuation at Dunkirk in May-June of 1940. Points are allocated each turn for defense of the perimeter, creation of evacuee units, and moving evacuees from the beaches to the safety of England. You cannot save them all, so you must pick who will stay and fight and who will escape to fight another day. The level of victory or defeat is measured by the number of troops and the amount of equipment that is saved through evacuation. \$45

<http://www.whitedoggames.com/dunkirk>



Designed by Hermann Luttmann and with game art by Dan Lamb, **Duel of Eagles II** centers on the battle of Mars-la-Tour, which was fought on August 16, 1870, and represents the pivotal battle of the Franco-Prussian War. In fact, many historians consider it to be one of the most important battles of European history, as it essentially sealed the fate of Napoleon III and his Second French Empire and confirmed the rise of Bismarck's German Empire. This new edition of the popular and acclaimed game includes expanded rules, two new scenarios for a total of three scenarios, and thick, laser-cut counters and markers. \$47

<http://www.whitedoggames.com/duel-of-eagles>



(Continued from page 11) *Solitaire Games*

The German fighters found us in Zone 4. They circled to attack, but the escorts kept them at bay. In Zone 5 a group of fighters broke through the escorts. Two Bf-109s attacked from the front, but one was shot down by an escorting fighter. The second one began his run, and I could see bright sparkles coming from his nose and wings as he rapidly approached. I scrunched down in my seat as bright yellow streaks passed over the top of Sweet Sue. I remember hearing a couple of loud bangs like someone hit the side of the plane with a sledge hammer, then I heard the rattling roar as our top turret and nose guns returned fire. I scanned the controls but all looked normal. I glanced at General Dixon. He was calmly holding the controls steady as the 109, streaming smoke passed overhead close enough that I could see the bullet riddled canopy and his bloody face behind the wind screen. Don Jennings in the top turret was yelling in the intercom, "I GOT HIM! ... I GOT HIM!" I could hear empty brass 50 caliber shell casings hitting the deck behind me as the turret rotated to face our 6 o'clock and Jennings kept firing. Rex King our tail gunner picked the wounded 109 up as it passed overhead and rolled over into a dive. "Scratch one Kraut!" He screamed into the intercom.

Then it was bedlam! Rusty Gates in the ball turret began firing on a Ju-88 C-6 that was attacking from 9 o'clock low. He put a long burst into the 88 and with the pilot dead at the controls watched the big twin-engine fighter roll over and make a fiery death plunge to the water below. Being in the ball turret he had a great view and followed it all the way to the water.

While more German fighters continued the attacks all the way to the target, the fighter escort kept them at bay. We crossed over the coast and turned onto our bomb run. For as important a target at Kiel the flak was only light and none came close to us on our way into the target. The target was hazy and only slightly obscured. Our bombardier Kelly Landers had no problem lining up and did better than our first mission. Landers was on target with 30% of our bomb load.

We hit more light flak on the way out. None was close and the fighters only chased us a little way out to sea. None broke through the escorts to attack us. It was a jubilant flight home. Don Jennings in the top turret was claiming a Me-109 and Rusty Gates in the ball turret was claiming a Ju-88 C-6. Landing was uneventful and the crew received an "ATTA-BOY" from General Dixon!

Related data on page 22.

Until Next Time, Happy Gaming!



The Kommandeur

Mission Number: 002	Date: 8 May 1943	Group: 800 th BG (H)	Target: (Zone 8) Shipping Yards at Kiel
Formation: Combat Box	Weather (Take Off): Good	Weather (Landing): Good	Notes: 817 th BS stands down

Assignments:

High Cell (825 th Sq.)		Middle Cell (815 th Sq.)		Low Cell (816 th Sq.)	
7	Lock 'em Up	1	Sweet Sue	13	Phantom of the Opera
8	Chicken Coop	2	Lethal Dose	14	General Lee
9	Miss Morgan	3	9 Count	15	Heavens to Betsy
10	Sugar's Blues	4	Errant Knight	16	Lucky Liz
11	Lofty Idol's	5	Archangel	17	Lil De-Icer
12	Boomerang	6	Wilderness Spirit	18	Miss Behavin

Red = Tail End Charlie for Cell +1 Me-109 (6Lo) if fighters attack

Yellow = Cell Leaders, +1 Me-109 at (12Le) if fighters attack

Allied Fighter Cover to and from Target

Zones 2-5: Good

Zones 6-8: Fair

German Fighter Resistance in Zones

Zone	To Target	Zone	Heading Home
2	Moderate (-2/W)	2	None (-2/W)
3	None (-1/W)	3	None (-1/W)
4	Moderate (-1/W)	4	None (-1/W)
5	Moderate (-1/W)	5	None (-1/W)
6	Heavy (-1/W)	6	None (-1/W)
7	Light (-1/W)	7	Heavy (-1/W)
8 (Target Zone)	Moderate (0/G)	8	Heavy (0/G)

Weather by Zone

Zone	To Target	Zone	Heading Home
2	Haze (No Contrails)	2	Haze (Contrails)
3	100% CC (No Contrails)	3	Clear (No Contrails)
4	50% CC (Contrails)	4	Haze (No Contrails)
5	Haze (No Contrails)	5	100% CC (No Contrails)
6	50% CC (No Contrails)	6	100% CC (No Contrails)
7	Haze (Contrails)	7	50% CC (No Contrails)
8 (Target Zone)	Haze (No Contrails)	8	Haze (No Contrails)
Contrails	Mission Recalls		
	Zone 3 to Target		

German Flak Over Target

Inbound to Target -- Heavy

Outbound from Target -- Light

Target Visibility

Slightly Obscured

NOTE: If you use Evasive Actions, are Out of Formation or Disrupted you will need to individually roll for FLAK and your Bomb Run.



Figure 1 – Aerial view of the target area at Kiel