

The Kommandeur



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From Your President Bob Best

Today is November 26, 2017. Turkey Day has passed and I hope you all had a very enjoyable Thanksgiving holiday. I know we sure did here in the Best household. It was turkey with all the trimmings celebrated with friends and family, and a great time was had by one and all. There was lots of food, fun, and games as we enjoyed the day.

The family has been engaged in Christmas shopping now as we are entering the Christmas Holiday Season. My kids have asked me for my Christmas list. So, as we approach Cyber Monday I have been checking out the on-line game companies so I can give them links to games on my Wargames Want List. This has given me a moment of pause to see just how many new games have entered the market place this past year. You can find a game now on just about any subject from simple print-and-play games all the way up to the two hundred dollar "monsters." What really amazes me though is the number of new people I am seeing in the board wargame hobby. AHIKS has been adding a steady stream of new members each month this past year. At my last count I see we are approaching the 490 member range now. This is the highest number of active members I have seen in many years.

I attribute this increase in wargamers to social media on the internet. I know that the wargaming hobby is growing on Facebook where I get most of my "Gaming Fix." The wargame groups there are growing at an unbelievable rate. There are several thousand members in each of the different groups that I am a member of. The Facebook "Solitaire Game" group is really a fun place to visit if you want information on solitaire games. Many game designers and game company owners hang out there. You can get game questions answered and you can just enjoy "talking" with other gamers. The game groups are growing too. There is the "Avalon Hill Games" group, the "SPI Games" group, the "**Traveller** Roleplaying Game" group just to name a few. And you can find just about all of the wargame companies from the 'biggies' in the industry to the small print-and-play guys. Many local hobby shops are there as well.

One of my favorite Facebook game groups is "Wargamers Pay It Forward." You have to be recommended to the group to join, and there are over a thousand members. How the group works is that someone offers up a free game that you can "Dibs" on. (No buying and selling, all games are free.) Each game that is offered has to be complete. "Dibs" are collected for a period of time and then the person offering the game selects a winner. The winner is then obliged to offer up a game or games of equal or greater value and the process starts again. This is a fantastic way to pick up games you have been looking for that are out of print or even brand new games, and it gives you a chance to offer up a game you may have no more interest in that is a "treasure" to someone else.

So far this year I have won a number of games that I have been looking for. They include AH's **MBT**, Lock 'n Load's **Forgotten Hero's - Vietnam (2nd Edition)**, MMP's **Bloody Ridge - TCS** (still in shrink wrap), and Omega Games' **Carrier War**. This is just a few of the ones I have won and all it has cost me is games I own and no longer want and the postage to send them on to someone else who wants them.

There are many great games being offered in the group, like **Target For Today**, **The Hunters**, AH's **Ambush Series**, and lots of others, both new in shrink wrap and punched and played. It's really a great group, and there are many AHIKS members involved in the group. If you haven't looked around the internet recently or at Facebook, you might want to give it a try. There is a really great big gaming world out there on the internet that to these old eyes rivals the old days of wargaming! Take a Look! You'll be glad you did.

So on to AHIKS business.

On a sad note, I recently learned that member Bill Watkins passed away on October 17, 2017. Many of you knew Bill well and played games with him. He was well known in the hobby and here in AHIKS. Bill served on the Executive committee as Secretary back in 2007. I took over from him, and he was a great resource who helped me get my feet on the ground in that job. Bill was a great guy and he will be missed.

The Executive Committee has decided that there will be no dues accessed to the membership again next year for your electronic copy of the newsletter, either email or by download. (We do still carry a few old-time members who have no computers or internet capability that we provide a paper issue to at a fee. Each of these members received a dues notice with their mailed *Kommandeur*, and they need to submit their payment to Brian Stretcher, our Treasurer, by the date stated in the dues notice to continue to receive the newsletter.)

With the publication of this issue, we close the submission of articles for the 2017 Fassio Award. As you may well remember, The Fassio Award is presented each year for the best article written by one of our members that appears in *The K*. The best article writer receives a trophy and a cash award of \$50 for writing the best article of the year. A three-person committee made up of VP Ken Oats, our Match Coordinator Duncan Rice, and me will select the best article for 2017, and the prize will be awarded in the next issue. Executive Committee members are not eligible for the prize. Thank you to everyone who submitted an article.

In closing I would like to wish every member and their family a Very Happy Holiday Season. May you have some great gaming times and maybe get a new game or two in celebration of the holidays!

So, until next year... Happy Gaming!

Vice President's Chair

Kenneth Oates

Since this is going out after Thanksgiving, I hope all members had a great and meaningful Turkey Day and found time to push a few counters around as well over the long weekend.

I pulled out a new game to become acquainted with, the game included in MMP *Special Ops 7*, the SCS series **Autumn for Barbarossa**, a division (Soviet)/Regiment-Division (German) treatment of the assault on Smolensk in late summer of 1941. The footprint is one map with roughly 50 units per side initially on the board, so this is a manageable game. To facilitate play I did make two player aids, one for both side's reinforcements and one for their initial deployment (OOBs are a weak point of this and the big brother OCS series). Still, it is going to take the better part of two hours to get ready to play. Victory is determined by the total number of Russian Victory Points scored for control of hexes. Historically, it was a draw. My plan is to play through the first five turns (of ten) to better gain familiarity with the system.

This is the final issue for the year, so to all Society members, a combined Happy Holidays and New Year! Look forward to reviewing the articles submitted this past year!

Kenneth

Unit Counter Pool News and Approach the Bench

from Brian Laskey

Yes, it has been a few issues since the last article, so let me get right to it. I'd like to give a big THANK YOU to William Byrne, Robert Fix, and Brian Ogstad for their very generous donations to the UCP. If I have missed anyone here, please let me know. Donations to the UCP are always welcomed, and they do help other members in need. So, if you have that incomplete game, extra counters, etc. please send them along. As for making a UCP request, I again ask that you please include your AHIKS number and mailing address and be as specific as possible as to what you are requesting. This will make it easier all around. Again, I'd like to thank everyone who donated to the UCP and/or made a request over the past year. It is always a pleasure dealing with you all.

My condolences to the family, friends, and opponents of Bill Watkins. Bill was a long time AHIKS member, former AHIKS Officer and a contributor to the UCP. His passing is a loss for both AHIKS and the wargame community.

I have started a Face Book group called Vintage Wargames for those who appreciate the older titles. The group covers any game or publisher prior to 1990. Post pictures of your games or collections, post articles/scenarios, wargame mementos, share an experience, or just simply enjoy the page.

Last but not least, I would like to wish everyone a Happy, Healthy, and Safe Holiday Season and Best Wishes for the New Year!

Be of Good Cheer.



Attack on the March

PanzerGruppe Guderian meets WiE/WitE from Chuck Sutherland

Version:01-31-2014

If you have any questions or comments on this article, query csutherlandewr@gmail.com

The following rules have been play tested several times on the **East Front** and in the **France 1940** scenarios. They are designed to fix most of the issues with **WiE/WitE** historical play. The gist of the changes is to make the game system much more mobile and focused on armor exploitation ability. Thus we will be downgrading the airborne operations rules while upgrading armor to more accurately show the blitzkrieg battles in **Europe 1939-1945**. The rules will break down into Common Changes, **WitE** and **WiE** Sections. You **MUST** read and understand the original rules set to use these rules as they are only changes!

Common Rules Changes for both War in the East 1st and War in Europe

Force Marches:

Infantry can force-march into but not through an enemy ZOC into an empty hex. They may execute AOMs (Attack on the March, or attacks during movement, by the moving stack) while using Force March but at 1/2 strength.

Stacking:

Both sides now stack using stacking points to resolve stacking limits; the maximum stacking limit is 9 stacking points. Corps-sized units are worth 3 stacking points, divisions are 2, and brigades and KG/BG are worth 1 stacking point each. The Russian 3-5 is worth 2 stacking points like a division and the 2-5 and antitank (1)-10 are 2 stacking points. Thus if you combine 3x3-5 and 2x2-5 you have 9 stacking points and 13 combat factors. This improved stacking limit will allow the Russians to use their 1-4 supply of units much more effectively than the original rules allowed.

Russian Units	Stacking Points (9)
0-1-10	2
2-5	1.5
3-5	2
1-3	2
1-4	2
10-1-10	3
2-3	3
4-4	3
5-5	3
8-6	3
9-6	3
BG	1
Non-Russian Units	Stacking Points
KG	1
3-8	1
Division	2

Rail changes:

All units may use rail during the regular movement phase; there is no separate rail movement phase! Arms and training centers cost 5 rail points not 20 to move them. Arms and Training centers have 12 movement points instead of 10. Rail movement now takes place in the initial movement phase instead of its own phase. Ground units pay one to entrain and one to de-train but may only use rail movement once in a turn. Mech. only movement units must start on the rail hex to move by rail and subtract 2 from their movement points. In the Mech. movement phase artillery may not fire if they use rail movement in the same turn.

ZOC changes:

ZOC costs are 1 to exit, to enter ZOC. AOM attacks cost 3 mp along with the ZOC and terrain costs.

Russian Divisional Fortifying:

The Russians receive a -1 on all die rolls from summer of 1942 on, when attempting to fortify. Russian Cavalry may be used to modify fortification rolls, and they may be used to double like infantry units when stacked with a fortified unit.

Overrun Combat, Attack on the March, replaces the overrun rules as follows:

Any unit or stack up to maximum stacking may attack during movement using the following procedure: The attackers pay 1 to exit any ZOC including the target hex, 1 to enter any ZOC excluding the target hex, plus cost of terrain plus 3. So even against a single hex alone it will cost you 1+1+3 for AOM. Please note the supply state of moving units is judged at the start of the movement of the units involved. Thus a stack might start the movement phase OOS or at a reduced supply state but because of other units AOM combat(s), they may be able to trace supply later during the movement phase and thus be in a supplied or in an improved supply state. The supply states of defending unit(s) in the movement phase are judged the moment combat is declared on them. During AOM attacks the Russian player may use an equal number of artillery units based on stacking points of the moving stack to attack the defending hex along with the ground stack that is attacking; no artillery can be in the actual moving stack however. The combat is executed just like normal combat in all respects except for the limitation of one stack of units and artillery units (limited by the regular attacking stacking points but can come from multiple hexes) as the only attackers. So if 3x8-6 are next to 2x6-5 and want to AOM because they are 9 stacking points attacking, they can use 9 stacking points of artillery so 24+30=54 / 12 or 4-1.

Out of Supply combat changes:

No out of supply AEX effects for attacking out of supply, because the supply system will now be a sliding scale of strength and combat table shifts based on supply level; there is no need for an artificial attacker loss, thus ignore all references to OOS AEX effects on any game tables.

Supply:

Supply range is in a multiple of 10 for major supply in non severe weather and 4 for severe weather. In **WitE 1st** the supply ranges are 4 on all map areas. Thus at range 1-4 you have normal full supply. At range 5-8 you have a -1 supply condition that affects your movement, combat, and CRT table as follows.

For units that have a movement or combat number 7 and above, you drop 2 points for each supply level down. Thus at range 5-8 a 10-8 armor assumes the value of an 8-6. An 8-6 at the same range of 5-8 would be worth 6-5 because its starting movement points were below 7. This sliding scale continues until the unit has lost half of its movement and/or strength. A unit may **NEVER** be below half strength or movement regardless of supply levels. Each supply shift lowers your CRT table by one level also! So at range 5-8 if you were on CRT table 1 you would attack on CRT table 2. Conversely if attacking a stack that is at -1 supply level your CRT shift would be to the positive 1. Thus in 1941 if the Russians were to attack a German stack who are at supply range 13-16 or -3 supply, they would shift up from table 4 to table 1 for combat. Units that have no ability to trace supply are considered at -4 supply level. Please note that supply state is the net of both attacker and defender; thus if an attacker were on table 3 and had a supply state of -1 but the defender had a supply state of -3 the two supply states would combine to cause a net positive shift of +2 for the attacker to table 1. You can never gain strength from positive supply shifts, only CRT shifts. Table summary to follow:

	Supply Range Severe and WitE 1 st	CRT	Reduction for a printed value of 6 or less	Reduction for a printed value of 7 or more
1-10	1-4	Normal	None	None
11-20	5-8	-1	-1*	-2*
21-30	9-12	-2	-2*	-4*
31+	13+	-3	-3*	-6*

Remember, a unit can never be below ½ strength rounded up so a 3-8 weakest would be 2-4.

From a player perspective, the effects of this new supply system will cause the defender to be able to launch spoiling attacks against an overstretched attacker. Even in 1941 the Russians may be able to mass enough 3-5 and achieve very good combat odds against the quiet sectors of the Russian Front. Please note that there are modifications to the printed ranges in the above table to reflect the Germans inability to supply itself deep into Russian the summer of 1941. They will be listed in the separate sections for **WitE** and **WiE**.

Antitank effects changes:

Antitank units modify the German Armor/Mech. strength in the following scale. 1941: -1 to each that attack, 1942: -2, 1943 or later: -3. Please note that you may have more than one anti-tank unit in a hex, and their strength point effects on the Germans are accumulative. Thus two antitank units in 1941 would cause a net -2 loss on the strength of all Mech./Armor units that attack their hex.

Ground Combat Terrain effects:

No unit regardless of supply state, terrain effects, weather etc., or combination of effects, may ever be reduced below half its strength rounded up.

Winter or Mud Weather effects on supply lengths:

The Axis reduce their supply line from 4 hexes to 3 hexes in Severe Weather Zones (**WiE**) and all of the **WitE 1st** maps and

are not allowed to concentrate supply during bad weather. MSU's in **WiE** may still move during bad weather turns.

First Winter Effects:

The Russians no longer receive the option to suffer an AR result for attacks launched in the first winter. Germans are still half strength and movement for mechanized and armor units.

Second Winter Effects:

The Germans are now 2/3 strength in attack and movement rounded up for all mechanized and armor units.

Third and Subsequent Winter Effects:

The Germans attack and movement are not affected after the second winter.

Mud effects in severe weather zones and WitE 1st:

Mud no longer affects the German defense strengths, only their attack strengths. I found that the mud effects with the new system were too strong on the Germans causing them too many casualties because of the increased Soviet strength at the front.

Air Combat:

Air superiority combat is now 1 loss inflicted on the enemy for every 5 planes that you fly in superiority; this makes the combat system use less dice to resolve combat losses. Those losses still come from the opposing enemy superiority aircraft as per the original rules! Any remaining aircraft of less than 5 roll the number or less to gain a kill. For instance if 29 air fly, 25/5=5 losses plus a roll of a 4 or less for the remaining 4 aircraft net a sixth loss.

Air Support:

Air support points can be used to gain a shift along with using 1 to add to the die roll. Thus if 40 attacked 7, you could add 2 air points to shift to the next odds level, i.e. 42vs7 or 6-1 and add one air to shift the die roll for a total of three aircraft used. You can never shift more than one odds level and add more than one to the die roll.

Reinforcements:

All 4-4 and 5-5 arriving from the Far East bring an air point with them also. Thus the Russians gain a total of 22 air points in **WitE 1ed** and 24 air points in **WiE**.

Production Changes:

Russia may not build any 8-6 or 9-6 armored units until January 1942. The time taken to build 3-5 and 9-6 are reversed on the production charts. The same for 2-5 and 8-6 builds. The reason behind this change is that historically many 3-5 and 2-5 units came online during the summer of 1941. The production delays are too long for both to allow historical builds to occur.

Changes to Militia reinforcement:

For the first 3 turns, Krasnodar uses 1-3 cavalry units instead of 1-4 infantry for Militia creation.

Production Manpower Change:

The Russians receive two additional major cities in the Urals, this will help to partially balance the higher losses they will suffer and keep them from totally running out of manpower.

KG/BG replacement and usage changes:

Dead BG/KG units can now be replaced at the cost of 1 replacement point per 3 dead KG/BG units. The units have to wait until the following turn to be built to full strength or instead of using a second replacement point on the next turn you may combine them into a single unit. Combining 3KG/BG units now places the 2 KG/BG units removed into the dead pile for replacement instead of placing them into the game box as being removed from play. Dead Russian BG units may be rebuilt at the normal cost of the unit and adding one to the arms costs for the unit. German 8-8s are considered infantry for replacement point purposes. US and Brits may bring 6 armor BG

units back from the dead for 1 infantry and 1 armor. Or 3 BGs may be returned for the costs of the same type of replacement.

Infantry Replacements:

Infantry replacements may now be used to replace 8-8 Mech. and 3-8 Tank/Mech. Brigade units.

Changes to the Russian setup:

Move the training Center in Minsk to the northern Leningrad hex. Add an additional training center to Moscow and Krasnodar. The Krasnodar training center may only produce 2-3 till all have been built. Add one arms center to the following hexes: Smolensk, Dnepropetrovsk, Zithromar, Stalino. (For a map that does not have the cities labeled, place the arms centers on rail near where they would be located.

Exclusive War in the East 1st edition rules changes:

Production changes WitE:

The Russians receive 3x1-4 for every 1-4 they produce and 2x 2-3 for each 2-3 cavalry corps produced. This will offset the no AEX for out of supply attacks. Air costs are 1/2 printed on the chart. Thus a new air build is 1 manpower and 15 arms points; air replacement is also 1/2 the original cost. Russia may not build any 8-6 or 9-6 armored units until January 1942. The Russian player must produce 2-3s in Krasnodar until all are built. Note that production changes only activate once war is declared.

Germans Supply Concentration Summer 1941:

The Germans may extend the supply ranges by concentrating their supply efforts for one rail repair unit while lowering the supply range for other rail units to compensate. They may increase the range of a rail repair unit by up to 4, this is done by shortening the ranges of his other rail repair units in 1941 up to two per rail unit. Thus the German player may increase his supply range breaks to a range of 8 for a single rail repair unit while shortening the other two down to a range of 2. This supply concentration will both allow the Germans to keep the Russians guessing as to where he will strike each turn and also simulate the struggles the Germans had in supplying the offensive across the front. You may subtract from only two rail units in order to extend range. (Stopping the gamey mass production of rail repair to abuse the extending rules from occurring!)

Supply Range in WitE when used for concentrating to another Rail Source (-2)	Supply Range Severe in WitE when Maximum Supply Concentration is applied	CRT	Reduction for a printed value of 7 or less	Reduction for a printed value of 8 or more
1-2	1-8	Normal	None	None
3-4	9-16	-1	-1	-2
5-6	17-24	-2	-2	-4
7+	25+	-3	-3	-6

As you can see by the table you pay a great price for concentrating supply but this is the only way to carry the fight deep into the interior of Russia.

Air Counter Limits:

The Germans may add to their total of 20 aircraft any turn they receive 2 air reinforcements and have no aircraft in the dead pile and suffer no combat air losses in the current turn. The rate is 1 addition for each turn this situation occurs. Russia receives 1 air for every Far East 4-4 or 5-5. Thus a total of 22 air for WitE 1st.

Production changes WitE 1st:

The Russians receive 3x1-4 for every 1-4 they produce and 2x 2-3 for each 2-3 cavalry corps produced. This will offset the no AEX for out-of-supply attacks. Air costs are 1/2 printed on the chart for the Russians. Thus a new air build is one manpower and 15 arms points. Russia may not build any 8-6 or 9-6 armored units until January 1942. Please note the additional 1-4 will have to offset the much larger ability of the Germans to attack in the summer of 1941. You will see in effect the elephant (Germans) vs. the ants (Russians)

German Replacement Division track:

Instead of a single unit on a box, the Germans get 10 rebuild points until the end of summer 42; it then drops to 8 rebuild points a turn. The German player pays the difference of the KG and the full strength side of the unit. Thus 6-5 infantry costs 5 rebuild points. Players note: The Germans are sometimes better off not placing units on this table in 1941 to maintain their attacking concentrations, while it is a waste of a resource, the Germans will have a hard time attacking if they use all their rebuild points each turn, starting in winter 1941 as that changes as you gain reinforcements and some depth of units.

Exclusive War in Europe rules changes:

Supply:

Ports may NOT chain MSUs in Severe Weather. MSUs must stay on the rail lines in severe weather zones until 1942 summer starts. Also MSUs may not chain except for the southern map that contains Rostov; the Germans are allowed to chain 2 MSU on that map. MSU may also move at the start of the combat phase. Thus they may move 3 hexes per game turn. You may trace supply onto the Moscow map from a chained MSU in the south edge but the second MSU may not enter the Moscow map itself!

Supply Concentration:

Germans Supply Concentration Summer 1941: Germans use a supply range of 4 in severe weather zones. Ports may NOT chain MSUs. MSUs must stay on the rail lines in severe weather zones until 1942 summer starts. Also MSUs may not chain except for the southern map that contains Rostov. The Germans are allowed to chain 2 MSU on that map. Units in range of MSUs are considered in full supply and they act like extensions of rail units in all respects. MSU may also move at the start of the combat phase. Thus they may move 3 hexes per game turn. Supply concentration works the same for them as rail units in WitE 1st except that you may concentrate only one point from each rail unit instead of 2 each in the 1st edition. If you concentrate supply, your MSU ranges will also be changed. Thus in the south if you had concentrated supply there you would trace 6 to the first MSU, 6 more to the second and then 6 from the second to max range full supply, each six hexes after that drop you one supply level. MSU chaining in the south may not be done to create supply extensions back onto the map con-

taining Moscow. You may trace supply onto the Moscow map but the second MSU may not enter the Moscow map itself!

Supply Range Severe in WiE when used for concentrating to another Rail Source	Supply Range Severe in WiE when Maximum Supply Concentration is applied	CRT	Reduction for a printed value of 7 or less	Reduction for a printed value of 8 or more
1-3	1-6	Normal	None	None
4-6	7-12	-1	-1	-2
7-9	13-18	-2	-2	-4
10+	19+	-3	-3	-6

As you can see by the table you pay a great price for concentrating supply but this is the only way to carry the fight deep into the interior of Russia.

Ports:

Ports in Russia and Finland may not chain MSU and a minor port may supply only 4 units while a major port may supply a total of 8 units.

Rail Repair:

You may repair only 1 rail hex per turn period. MSUs should outrun rail, not the other way around!!

Airborne Operation Changes:

Until full supply is gained the airborne units act like partisans after landing, they do not die while OOS however. They may move 1 hex per turn and may move zone to zone if retreating towards their own lines. They do not control the hex they are in as far as destroying rail or other facilities but temporarily render the resources in the hex they occupy unusable. Once eliminated or moved from facility hex it reverts back to the original owner and normal operations. Para combats are resolved first. Paratroop drops have to be planned in advance and recorded 1 week in advance for each division landing in that same area. Thus if you plan a 4 division drop you have to plan 5 weeks in advance. Any change done in planning triggers the delay period again.

Amphibious landing Changes:

Anytime that the supply source originates from the amphibious markers in North Africa, the units being supplied do not exert a ZOC until a normal supply source is captured. This change helps to eliminate cheesy amphibious attacks into NA to cut German supply. Amphibious supply range is one hex, supply levels drop for each hex in distance after the first hex supplied. Thus at 3 hex range to supply you would be in a -2 supply state. Amph hexes ignore retreat results.

Players note that with the flexible supply lengths and limited ZOC the amphibious and airborne tactics in North Africa will be much less effective against the Germans in cutting their supply lines.

German Production for WitE 2nd: Playing the Russian Campaign Only.

When playing **WitE 2nd**, use the Production chart for German production and use the **WitW** production deductible for the east front as their production point levels in the game.

Russian Production Changes:

When the Russians build an infantry 1-4 group, they now build 12x1-4 instead of 4x1-4. The same is true for 1-3 cavalry production. Also 2-3 Cavalry Corps are built in lots 4x2-3 per group. All 2-3 builds appear at Krasnodar. The point costs are the same as the original build. Air production costs are reduced to 1 manpower point and 8 arms points for new aircraft, and 0 manpower and 7 arms points for rebuilds.

Note the above production changes occur only after a DOW has taken place.

Russian State of Emergency:

At the start of any Russian player turn he may declare a State of Emergency. This allows him to take any 1-4 builds on the upcoming cycle chart and place them on the map. It costs 1 manpower and one arms point to do this for each 12 divisions taken. Basically you have converted a stack to an emergency build because the net effect is the stack costs you 3 manpower and 2 arms points. You may place the units on the map at any 3 or more centers as long as there are no more than 4 divisions placed at any one center

Major Cities in Russia:

Along with the additional major city in the Urals, Sevastopol is considered a major city for the Russians.

Political Point changes for WiE:

During 1939 all political point costs for DOW are tripled. This change is needed to reflect the still minor war aspect of the game and to prevent both sides from abusing their military power while a negotiated settlement was still possible. Had Hitler launched attacks across the board there would have been a possibility that his allies would have remained neutral. And an aggressive allied player venturing into Norway early will make the entry of Spain and Turkey much easier for the Germans. The bottom line is that you should wait until 1940 to be aggressive. DOW costs for the Allies vs. a neutral Italy are tripled until 1942. This is to stop the attack on Libya from Tunisia by the Brits!

Changes to the Russian setup:

Move the training Center in Minsk to the northern Leningrad hex. Add an additional training center to Moscow and Krasnodar. The Krasnodar training center may only produce 2-3 till the force pool has been built. Add one arms center in the following hexes: Smolensk, Dnepropetrovsk, Zithromar, Stalino.

Players Notes

German Player:

Pick your rail lines carefully and use armor reinforcements in Romania to clear rail hexes (**WitE 1st**). Concentrate your supply but don't overly focus on one area or you may find yourself swamped by Russian defenders in depth. Use your armor in stacks of 3x10-8 and cover them with a 8-8 so that you may take advantage of the infantry replacement of 8-8s. Use a couple of 8-8s in the stack if you expect to take more than one unit flip during the turn. Use your armor in two stack concentration or better, it will make forming pockets easier to pull off as you allow your mobility to run over those peasants. Take risks; it's the only way to win and take losses to pocket the enemy where you can. The Russians are much weaker once in a pocket be-

cause their supply state will positively effect your combat chart! Be willing to forgo the replacement table in the first summer, by doing so you create the maximum number of attacking units thus bringing more pressure on the Russian forces.

Russian Player:

Be cold hearted towards your army, trading their lives for time but be wise also and do not give up troops for the sake of fighting the Germans. Stay out of his primary supply ranges till you can mount a decent defense of 4-4 stacks! Do not build out your 5-5 till bad weather has come; those extra units are more important than the few extra defense points. Look for counterattack possibilities and don't just sit on your rear and take the beating; hit back where you can because you now have enough troops to bleed them. Do this if for no other reason then to force the Germans to strengthen their defensive areas and weaken their attacking groups. Ramp up 3-5 production for the first winter counterattack as soon as possible and you will find that emergency production is something to be done early and slowly weaned off of in few turns. Don't be afraid to take emergency builds to plug a hole. Be creative in setting up attacks, include some artillery in some of the frontline forces so that if the Germans skulk away and hide from your main artillery you can still drop a few rounds on him and perhaps gain an exchange. If he holds his ground and you manage to cause a loss and he retreats, those front line artillery may allow an AOM during the Mech. move phase and a breakthrough. Once you open a hole, exploit till you see his armor heading to counterattack, then dig in and hold that motherland for Stalin! And now that your air production can be ramped up earlier, do so as soon as you have a couple of artillery groups ready!

Developers Notes

For 20 years I have been trying to solve the problems of WWI style combat in the middle and later years of the war in the original **War in the East** four-map game known to most as first edition. I finally hit upon allowing combat during movement and talked it over with several at the Consimworld forums. I researched the combat losses based on several books and found that the loss levels and production levels of the Soviet forces were well below historical levels and that the Germans were carrying out a sort of attrition fight with the Russians early to try and take advantage of those lower than historical production levels. Thus what appears to be a huge increase in production for the Russians is offset by the increase of losses they will suffer at the front. I found that the combat system balances the force increases and that the game played much more historically. Once I had things hashed out on the original **War in the East** game, I set out to apply the system to the **War in Europe** game. I found that since there were additional unit types like airborne units etc. I was going to have to change the way many of those systems worked to balance the increase effect that armor had in the game. The airborne units have had their teeth pulled only slightly, and I may over time decide that they need even more downgrading to balance things. In the East Front I wanted to solve the games people played to take advantage of Leningrad as a supply source for attacks on Moscow in the summer of 1941. The increased stacking and lower supply levels for a port now does this. Also the allowing of MSU chaining of 2 units in the southern map allows a more historical campaign against Rostov in 1941. As a player, you will have to throw out everything you have learned and rethink things on a defense in depth system.



Treasury Notes

Brian Stretcher



Navigating the Great War at Sea by Email

I mentioned last time that Graeme Dandy and I had just completed a game of **Jutland**, a title in Avalanche Press's **Great War at Sea** series. The title itself covers the action in the North Sea and Baltic from the beginning of the war to the end, with a couple of hypotheticals going into 1919. This series has been around for a while, with a new edition about to be released with **The Mediterranean: Ultimate Edition**, which I have on pre-order.

I am not going to review the series here so much; pre-ordering a new title in the series should be enough to say I have a favorable opinion. Rather, I will give you impressions as to how it plays online. **Jutland** does not have a Vassal module, but there is a Cyberboard version you can get for free from Avalanche Press, and that's how Graeme and I played. As with many of the operational/tactical sort of naval games, one moves fleets around on an operational map, and if contact is made, the game moves to a tactical board to resolve combat. This is much like the old **Midway** game, although combat there was pretty abstract, as well as the later edition of **Bismarck**, published by TAHGC in the late 70s. That game had an intermediate level tactical board to resolve ship-to-ship combat, or you could use an advanced miniatures approach without a board, similar to the ancient **Jutland** by TAHGC. **Great War at Sea** also uses a tactical map to resolve combat, but there is no miniatures option. There is a **War at Sea** sort of combat system for those who don't want to bother actually moving the ships on the tactical map, but prefer just blasting away. I think the tactical combat system provides a nice balance between complexity and ease-of-play, but for you hard-core naval enthusiasts expecting sweeping maneuvers of grand lines of battleships trying to cross the T, that doesn't quite happen in this game. One must content oneself with stacks of ships maneuvering to close, hold, or increase range while exchanging fire.

The issue in these types of naval games is working out simultaneous plotted movement by mail. Whatever version of mail you use, simultaneous movement complicates things, sometimes making games impossible to play. Not so **Great War at Sea**.

Simply put, through the honor system, the players select one of the players to send the first email in each operational turn. Within the module, this player rolls for weather, and plots his moves for the upcoming turns, and executes his pre-plotted movement. Since the Central Powers player is supposed to roll for weather, we chose that player to send the first email, but it could be the Allied player just as easily. He then sends his move to his opponent by email, stating only the weather in the email itself. The move file is attached to the email. The receiving player boots up the end of the last turn, and plots his future moves. Only then does he step through his opponent's move and execute his own for the turn. He then checks for potential contact. If there is potential contact, he sends his recording to his opponent citing modifiers to be used, and his opponent decides on applicable modifiers and rolls to see if contact occurs. If it does, the players can start the tactical sequence. Since tactical movement and combat is sequential, it presents no problems in play. If there is no contact, play moves to the next turn. Since

there are typically only a handful of fleets on the operational map, this means the game plays pretty quickly unless combat occurs. Graeme and I probably average an operational turn every two to four days. If combat occurs, however, it does take a while to resolve, since each tactical phase has multiple rounds of movement, fire, and torpedo combat.

The game works well in practice. Since the players must trust each other with the movement plots anyway, it is a small step to agree not to look at moves before plotting ahead during the current turn. And, even if you do (usually accidentally by forgetting and looking at a move before plotting), since most moves are plotted out two turns ahead, it doesn't help a whole lot, especially when fleets are far apart. It is difficult to zero in on an enemy fleet that doesn't want to be found.

The module hides enemy pieces well, and unless your opponent releases them, you can't move or turn them over yourself. Thus, you cannot know what ships are in an enemy fleet, other than the information you have as to force composition from the scenario OOB and what sort of action a fleet might take, like detecting mines (unless, of course, you have an airship to spy on an enemy fleet's composition).

This produces an excellent cat-and-mouse game at the operational level. You think you know what might be in an enemy fleet, but maybe not. Players can organize different fleets with different missions at the beginning of the game depending on the victory conditions. You can combine and divide fleets during the game as well. It is possible to try to trick and bluff your opponent in this way. A side with a much weaker total force might catch an isolated enemy fleet in this way and force an advantageous battle. And that is pretty much the point of the operational game: forcing a battle on favorable terms. Evenly matched battles are dicey affairs, literally, in this game: lots of rolling for hits and damage. Sometimes, however, an even battle is the best one can hope for.

There are a LOT of titles in the **Great War at Sea** series, most of which remain available, and there are new ones in various states of design at Avalanche Press. There are also a lot of games in the **Second World War at Sea** series, which uses essentially the same system: different scale and a more advanced air system, but essentially the same sequence of play, operational to tactical upon contact (yes, my copy of **Coral Sea**, for which there is a Vassal module, arrived a couple months ago). That's a lot of potential gaming opportunity out there.

Opportunity Fire Problems

While we're on the subject of Avalanche Press games, I would be interested in hearing from anyone who has experience playing the **Panzergranadier** series by email or online platform. I have a few of the older titles in the series, and there are a massive number of current games and scenarios. But, the system employs that traditional killer of play-by-mail, opportunity fire. I would like to know if you are aware of any work-arounds that do not ruin the character of the game, i.e. removes opportunity fire altogether or makes it automatic. How do you keep opportunity fire as a viable option for the non-moving player to use or withhold without reducing the speed of play to a crawl? Any ideas??

'Tis the Season!

After my copy of **The African Campaign** arrived in October, I realized my desire to buy still more new games had not

been quenched. There was and remains time to pick up those games you have been wanting and get some pretty good deals. Compass Games is currently running a holiday sale, which goes through mid-January. A lot of their titles are greatly discounted. At a \$27 discount, I did finally pick up a copy of **Revolution Road**. I have been impressed with their line of games over the past few years, even if their choice of titles seems a bit odd at times; they currently have no fewer than three strategic level WWI games, for example, with a fourth in development. Two are multi-map and complex, and two are single map, simpler games. Are enough of us wargamers interested in differing treatments of the same subject to warrant four potentially competing titles within the same product line? I guess time will tell!

As I write this, Avalanche Press is still running their sale on some older titles they are trying to unload, so I ordered **Red Russia** (Russian Civil War) and **Alsace '45** for \$8 each, \$10 if you're not a Gold Club member. I also picked up **Atlantic Convoy**, one of the **Second World War at Sea** games for \$32, regular price \$70. I coupled this with a renewal of my Gold Club membership for 2018 and a preorder of **South Pacific**, which is another big title in the **Second World War at Sea** series, this covering action in and around the Solomon Islands. With those purchases, I managed to get free shipping on everything. I hate paying shipping! With the discounts I saved more than \$70, and with no additional shipping charge either. About a month ago I also picked up **The Great Pacific War** for \$28 and no shipping. This game is the successor title to **Rising Sun**, the Pacific War companion to **Third Reich**, so I am interested to see how the game system has evolved from the old **3R4** I used to discuss in these pages. There is a later incarnation called **The War**, I believe, which is more a way of life than an actual game, so I've heard, but I'm not shelling out \$200 for any game! AP no longer produces their version of **Third Reich**, so this reprint is not supposed to have any of the rules to link the two games together. Although AP produces a lot of games and modules that are essentially alternate history, which is not my cup of tea, they have some solid game series and other titles, so far warranting that \$35 a year to belong to the Gold Club.

Speaking of **Third Reich** and **South Pacific**, a few days ago I found an e-book on Barnes & Noble about the Solomon Islands Campaign written by none other than John Prados, the original designer of **Third Reich**, for two bucks. Had to buy it, and I will read it about the time my new game gets shipped.

The preorders will be a while yet, but there should be enough to put under the tree this year. And yes, I can be patient and wait until Christmas morning. Hopefully **Red Star White Eagle** will make it to me from Compass before Christmas as well. It has been a LONG time since I got games for Christmas!

Treasurer's Report

All quiet on the front. Passive activity only once again.

Total balance 9-29-17:	\$ 8,996.27
Dividend 9-30-17:	1.11
Dividend 10-31-17:	1.15
Total balance 9-29-17:	\$ 8,998.53

Until next time!

The Solitaire Game

by Bob Best

The holidays are approaching and with them come less free time for game playing. The solitaire game, however, allows each of us to use those bits and pieces of free time we do have to devote to a game where we are the only player. There are no deadlines to meet for solitaire game moves and no need to find an opponent who also is probably pressed for free time. The game system provides your opponent and is ready to play whenever you are.

There are many great solitaire games out there, and each passing month seems to bring more and more of them to the game market place, many of them seemingly covering the same topic. Take for example solitaire air war games on the Strategic Bombing Campaign in Europe during World War II. Three new solitaire games covering the campaign have been released in the later portion of 2017. These three games are; **B-17 Flying Fortress Leader** by DVG games, **Target For Today** by Legion Wargames, and **A Wing and A Prayer** by Lock 'n Load games.

If you are following the gaming news in such places as the "Solitaire Game Group" on Facebook, many solitaire gamers are asking just what the differences are in each of the three new releases and which game fits their gaming desires the best. Many people prefer different scales for their gaming and thus give preference to different aspects of a game. If you are considering one of these games to add to your collection and are unfamiliar with the scope and scale of these games, here's a description and a rating given by Board Game Geek on each .

Board Game Geek, is a website dedicated to all kinds of games and gaming. You can find them at: www.boardgamegeek.com. Many gamers use BGG's game descriptions and ratings as a guide to purchase their games. BGG uses a player rated system to give each game an "averaged" rating. The scale is 1-10 and BGG averages each rater's score to give an overall average on the game's popularity. Individual rater comments are also given with each game on their website for those of you who wish to read what owners of the games are saying. Here is what BGG says about each of the three solitaire air war games we've listed above.

A Wing And A Prayer (Rated at 6.9 on Board Game Geek) is a design by Erik von Rossing where you, the player, assumes the role of a Commander of a Squadron of B-17 "Flying Fortresses" stationed in England during World War II. 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.

So the scale of play for **AWAAP** is the player commands a B-17 Squadron, and the squadron bombs various targets during the campaign. Errata in the form of a .pdf file for the game along with answers to FAQs can be found on Lock 'n Load's website at: <https://forums.inpublishing.com/resources/a-wing-and-a-prayer-faq-corrections.178/>

Target For Today (Rated at 8.4 on Board Game Geek) is designed by Steve Dixon, Bob Best, and Shawn Rife. It is a solitaire game that recreates American's Daylight Strategic Bombing Campaign against Nazi Occupied Europe during the Second World War. 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 B24D, or J model Liberator bomber. The YB-40 Escort Bomber is also included for those wanting to fly this aircraft in an escort role. 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 player can fly with either the 8th Air Force in England or the 15th Air Force in Italy. the player can choose from six campaigns that cover the entire daylight bombing campaign. **Target For Today** is designed so that each individual mission is fast and easy to play. 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 numerous optional rules that cover everything from a simplified squadron game to run along with your bomber, to different combat box formations, lead crews, radar equipped "Mickey" bombers, and a variety of German fighters.

Game scale of **TFT** is the player commands an individual bomber. I own this game, and I have found that **TFT** in its original published form is very playable. After extensive public playing, some errata correcting minor rules errors has been published. Errata is available, as well as an updated version 1.1 of the rules, along with additional extras for the game at: http://www.stevenkdixon.com/TFT_errata.htm

B-17 Flying Fortress Leader is a WWII strategic bombing solitaire game that takes place in the European Theater of Operations (ETO). (Rated 8.2 by Board Game Geek).

In **B-17 Flying Fortress Leader**, you are in command of the Eighth Air Force stationed in England, charged with reducing Germany's ability to wage war. Your primary mission is to destroy the Luftwaffe to ensure a successful D-Day landing, but multiple secondary missions are also required to help advance the fronts in multiple theaters.

You will have multiple historic Bomber Groups composed of B-17 Flying Fortresses, B-24 Liberators, and B-26 Marauders. Optional B-29 Superfortress and B-25 Mitchell Bomber Groups are included. Your Bomber Groups will be protected on their journey in Luftwaffe controlled airspace by Fighter Groups composed of MK VII Spitfires, P-47 Thunderbolts, P-38 Lightnings, and P-51 Mustangs. Your groups can progress in experience levels from Newbie to Ace, but may be reassigned as they gain experience. Optional Renown Commanders provide groups with special skills and tactics, but could be killed during the Campaign.

The campaigns included in B-17 Leader include:

- The Air War Begins (Aug 1942 – Dec 1942)
- Operation Pointblank (June 1943 – May 1944)
- Combined Bomber Operations (June 1943 – Sept 1943)
- Allied Invasion (June 1944 – May 1945)
- Oil Campaign (Aug 1944 – Nov 1944)
- Operation Argument – Big Week (Feb 20 – 25 1944)
- Operation Crossbow (Mar 1943 – May 1943)
- Transportation (Apr 1944 – Aug 1944)
- Strategic Targets (Jun 1943 - Aug 1943)
- U-Boat Focus (Aug 1942)
- Aircraft Industry Focus (Aug 1943)

(Continued on page 12)

Open Match Requests from Duncan Rice

Across 5 Aprils VG
Advanced Squad Leader MMP

Anzio 7ed AH
Armageddon S&T 34
Battle of the Bulge '65 AH
Battle of the Bulge AH
Battle for Germany SPI
Bitter Woods CG
Blackbeard

Blitzkrieg '75 AH
Bloody Buna 3W
Blue and Gray II SPI

Brandywine GMT
Breakout to Paris:
Operation Blucher HFD
Chancellorsville
Clash of Giants I GMT
Clash of Giants II GMT
DDay 77 AH
DDay
Flat Top AH
Flight of the Goeben S&T 21
Flight Leader

Flying Colors GMT
For the People GMT
Fox's Gambit:
Gazala Campaign HFD
Gettysburg 64 AH
Guilford GMT
To Green Fields Beyond SPI

Kriegspiel AH
A House Divided GDW
The Longest Day AH
Napoleon's Last Battles TSR

Panzer Battles
Panzergruppe Guderian
Patton Goes to War
Race for Tunis GDW
Renaissance of Infantry S&T 22
Rise / Decline of Third Reich AH
Richthofen's War AH
Rhchthofen's War AH
Russia Besieged L2

The Russian Campaign
Saratoga GMT
Seelowe SPI

Siege of Constantinople
S&T #66
Stalingrad 2ed AH
Storm Over Dien Bien Phu MMP

Sweden Fights on GMT
Tac Air AH
Tactical Game 3 PP

Tactics II AH
Trireme AH
A Victory Lost MMP
War of the Suns MMP
Warriors of God MMP

David Elkin 1888 FV
Jim Reimer 1877

Mark Bayliss 1666 EP
Mike Dyer 1874 EV
Roger Greezicki 1865 P
Tom Yoder 1813 V
Stephen Arthur 1876 ELV
Joe Ryan 1854 E
Jim Reimer 1877

Jeff Bullard 1901 PLV
Mike Dyer 1874 EV
Mark Willmarth 1885

Jay Unnerstall 1264 EPS
Jay Unnerstall 1264 EPS
Greg Thornton 1897
Jay Unnerstall 1264 EPS
Jay Unnerstall 1264 EPS
Roger Greezicki 1865 P
Greg Thornton 1897
Chris Hyland 1862 EGV
Mike Dyer 1874 EV
Scott McAninch 1718 P

Graeme Dandy 916 EV
David Elkin 1888 FV

Jay Unnerstall 1264 EPS
Roger Greezicki 1865 P
Jay Unnerstall 1264 EPS
John Troskey 1554 CV

Robert Lentz 1895 EPX
Graeme Dandy 916 ECV
Jeff Miller 1303
Mark Willmarth 1885

Martin Spetz 1898
Martin Spetz 1898
Jay Unnerstall 1264 EPS
Jay Unnerstall 1264 EPS
Mike Dyer 1874 EV
Tom Yoder 1813 V
Scott Saunders 1664
Scott McAninch 1718 P
Michael Paul 1586 P

Greg Thornton 1897
Jay Unnerstall 1264 EPS
Roger Eastep 291 V

Richard Passow 1453 EPLX
Roger Greezicki 1865 P
Andrew Patience 1646 V

Richard Passow 1453 EPLX
Martin Sabais 1711 EVSL
Mike Dyer 1874 EV

Robert Lentz 1895 EPX
Mark Bayliss 1666 EP
Martin Spetz 1898
Jeff Miller 1303
Jeff Miller 1303

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
Here I Stand GMT – Jeff Miller, [1303] V
Kremlin AH – Jeff Miller [1303] V
The Longest Day – Alex Martin [939]
World at War GMT – Jeff Miller [1303] Warplanner

Multiplayer Coordinator

Jeff Miller

We have only one new entry for multiplayer this time around, **Here I Stand** from GMT.

One other item I'm looking for is some FTF play in my area if anyone is interested. I am in Gilbertsville, PA. For those of you who know the area, figure Collegeville to Reading and Quakertown down to Exton. That would pretty much box in the easy driving range. Have plenty of room to play with a game cabinet and more than a few games. ☺

If you are interested feel free to drop me a note. Address is on page 12.

I broke in a new game this past week, **The Lamps Are Going Out** from Compass Games. Very interesting, fairly light rules and not a bad game at all. Cards add in the events and the technology advances with the combat rules being easy to follow. The only thing I think may be a bit off is that, at least so far, trenches do not seem to be as effective as I would have thought.

With the holidays coming up I hope everyone had a Great Thanksgiving and will enjoy a Merry Christmas!!



The Cabinet War Rooms

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

by Duncan Rice

Making game matches has been quite slow lately. However, we do have a lot of new requests and new members. I encourage folks to look at the match request list and choose one of the new listings, printed in red, or one of the new members, with I.D. numbers above 1850-ish, and offer a match.

I have had recent reports of new members not returning confirmation emails to the secretary. They have not yet had their membership confirmed, though they have sent me match requests. Match requests will not be processed until a membership is approved by the secretary. I have also had one case of a new member abandoning a match without letting their opponent know. All of his match requests have been removed and there is discussion currently of expulsion. AHIKS requires good communication. If you need to leave a game, the reason is not important; let your opponent and the match coordinator know. The foundation of AHIKS is a pool of reliable opponents. Leaving a game by resignation and clearly communicating this with your opponent is not grounds for expulsion. Abandonment without notification is.

The **Breakout Normandy** tournament is ongoing. The tournament runs on a bracket system, but we had an early drop out and two games unfinished. This created something of a puzzle with the scoring. The tournament will continue with brackets, and points will be used in the event of a tie breaker or extra pairings being needed. Jeff Miller is our early leader. Things are beginning to get interesting.

I will leave you with not a wargame picture but something related at least. Here is a 1/72 Polish Sherman Firefly that I built some years ago. It's been too long, and I need to get back to the bench for some styrene therapy.



Book Review

Ploesti, The Great Ground-Air Battle of 1 August 1943

by James Dugan & Carroll Stewart

©1962 Random House

407 pages, maps, photographs

Reviewed by Omar DeWitt

After accidentally, I must confess, visiting Ploesti earlier this year, I decided to read a book that had been sitting on my shelf for some time. It was quite interesting.

The air raid described in this book was the second raid on the Ploesti oil fields. The first was in June 1942, the Halpro mission. It did not do much damage, but it gave Gerstenberg, the Defender of Ploesti, arguing power to get more air and ground defenses set up.

The August 1943 raid, Tidal Wave, took off from Bengazi with 178 B-24s, each carrying 3,100 gallons of gasoline and 4,300 pounds of bombs. It was immediately known to the Axis. The American bombers did not have a whole lot of luck on the mission. While still over the Ionian Sea, the lead plane with the lead navigator mysteriously flipped over and crashed into the sea.

The attacking bombers were divided into several flights: the Liberandos, the Traveling Circus, the Pyramiders, the Eight Balls, and the Sky Scorpions.

With the lead navigator dead, the rest of the planes had a hard time following their designated paths. Wrong turns were made, flights passed over/under each other. The attack was a low-level one, and they passed through horrendous anti-aircraft fire. There was even a train with anti-aircraft guns running alongside the low-flying aircraft. The gunners on the planes shot back, sometimes successfully. Many planes were shot down and crashed, and some damaged planes were able to land in Romania.

After the bombing, German and Romanian aircraft attacked the bombers, shooting down more B-24s. Some damaged planes landed in Turkey, some on Cyprus, and a couple on the shores of the Mediterranean. Some made it back to Bengazi.

Although more planes actually returned to Bengazi, only 33 were fit to fly. Lost to service were 579 effectives plus 300 men who had completed their flying missions.

The airmen captured in Romania and Turkey had extremely interesting internment. Some of it was quite posh, certainly different from captivity in Germany. When the Russians overran Bucharest, the Americans were able to fly out the captives in converted B-17s.

When Foggia, Italy, was in Allied hands, there were many, many more air raids on Ploesti, but they are not described much in this book.

The authors obviously did much research in writing this book. The details of individual planes flying through the anti-aircraft fire attest to that. They write well.



(Continued from page 9)

If you have played other DVG Leader Games, many aspects of **B-17 Flying Fortress Leader** will be familiar. But due to the Strategic nature of your bombing campaign, new game play aspects are introduced.

The game scale for this game puts the player in command of the Eighth Air Force stationed in England, and the war is conducted at a Strategic level. I own this game and find it to be very good with the new rule book. **B-17 Flying Fortress Leader** had several rule issues. A new rulebook - Version 2 - is offered by DVG. If your copy of the game does not have Version 2 of the rules you can get it at: <https://boardgamegeek.com/filepage/146690/b-17-ffl-rulebook-version-2-final>.

I personally can recommend DVG's **B-17 Flying Fortress Leader** and Legion Wargames' **Target For Today** as I own them. The games approach the air campaign from different levels, and, by owning both, I can choose to be a bomber pilot or I can change hats and be the director of bombing operations. Lock 'n Load's **Wing and a Prayer** looks to be fun for those times when all I want to do is run a bomber squadron. I am putting LnL's **AWAAP** on my holiday wish list, so maybe I will find the game under the tree this year!

I hope all you solitaire gamers who have been considering purchasing these games found this review interesting and helpful.

I wish all of you a Happy Holiday Season!
Until Next Time...

Upcoming Events

Dec. 9-10, Gautier, MS

NARBYCON 2017

<https://www.facebook.com/GulfCoastPokemon/>

Jan. 12-15, Columbia, South Carolina

SCARAB GAMING CONVENTION

<http://s-c-a-r-a-b.com/Home.php>

Jan. 12-14, Bellevue, WA

ORCACON

<http://www.orcacon.org/>

Feb. 23-25, Chattanooga, TN

CON NOOGA

<http://www.connooga.com/>

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

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

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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: January 31, 2018.

GENERAL INFORMATION

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

Game News

ADMW Game Company

2nd Megiddo – Josiah vs Necho II Archers, chariots, javelin throwers, infantry, initiative, and the Mount of Megiddo itself all play their part. This is a two player non-card driven war game. The Egyptians have to get 1/3rd of their forces, within a time limit, off the opposite map board edge. The Judeans either have to delay them, or inflict sufficient losses on them. Historically, the Egyptian forces were on their way to help their allies the Assyrians against the Babylonians. To do so, they had to pass through Judean territory. We do not know why Josiah went to war against Egypt. The Assyrian capital, Ninevah, had already fallen to the Babylonians and Medes in 612. The remaining Assyrian forces had regrouped at Haran, but in 609 they were forced west of the Euphrates. It appears to



be at this time that the Egyptians under Necho II were coming to the Assyrian aid. King Josiah marched out to meet them in battle. Perhaps Josiah opposed the passage of Necho's forces through the pass at Megiddo (See 2 Chron.35:20-24) because he feared that the growth of either Egyptian or Assyrian power would have adverse results for the continued independence of Judah. (TKB 2 Kings 23:29). Pharaoh Necho II sent word to Josiah that God had told him to immediately attack Babylon "so stop opposing God who is with me, or He will destroy you." (35:21) Yet, Josiah refused to accept the word of the Lord from Pharaoh Necho II and went to fight against him on the plain of Megiddo. "Josiah, however, would not turn away from him, but disguised himself to engage him in battle. He would not listen to what Pharaoh Necho II has said at God's command but went to fight him on the plain of Megiddo." (35:22) Josiah was wounded by an archer in battle and died in Jerusalem and was buried in the tombs of his fathers (35:23-24). There was great mourning in Judea and Jerusalem. This is 2nd Megiddo, King Josiah vs Pharaoh Necho II. \$50 <https://www.admwgames.com/index.php/product/2nd-megiddo-josiah-vs-necho-ii/>

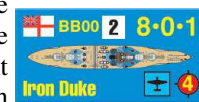
Avalanche Press

Second World War at Sea: Horn of Africa takes players to this little-known theatre of the Second World War, the battles between the Royal Navy's Red Sea Force and the Regia Marina's Red Sea Flotilla during the East African Campaign of 1940-1941. Ten battle and 15 operational scenarios depict the major actions of the campaign, along with a number of hypothetical situations that examine possible British intervention in the Second Italo-Abyssinian War of 1935-1936, as well as the use of ships on both sides not historically available but which with better preparation in the 1930s or even on the eve of war could have been present.

Horn of Africa is a complete boxed game in the Second World War at Sea series. There are 40 "long" ship pieces and 60 square pieces representing small warships, transports, aircraft, and markers needed for play. These include the complete Red Sea Flotilla and Red Sea Force, plus some unusual ships planned but never built (or never re-built) by both the Royal Navy and the Regia Marina.



The operational map depicts the Red Sea and Gulf of Aden, including all the major ports and airbases (such as they were) of 1940-42. The tactical map is a generic blue field of hexagons, used to resolve surface combat. There, ships maneuver and fight using their gunnery and torpedo factors. Each player rolls a number of dice according to the ship's capabilities, hitting on a result of 6. Gunnery and torpedo damage tables give the results: Ships can suffer damage to engines, hull or armament. Air attacks are resolved in similar fashion. The combat systems yield results rapidly but in a historically accurate fashion, giving a good balance. \$50 <http://www.avalanchepress.com/gameHornAfrica.php>



Panzer Grenadier (Modern): 1967: Sword of Israel In June 1967, Israeli forces struck first against the Egyptian, Syrian, and Jordanian forces massing on their borders for a final invasion of the Jewish state. For six days, battle raged along all fronts with the Israelis inflicting massive defeats on their Arab foes before the United Nations brokered a cease-fire agreement.

1967: Sword of Israel is a military history board game based on the battles of the 1967 Six-Day War, in which Israel held off and then defeated the combined armies of Egypt, Syria and Jordan. There are fifty scenarios, portraying each of the important battles that took place in this war that set the course of modern history.

The game system is based on the very popular Panzer Grenadier system, and will be instantly familiar to anyone who's played any of the games in that series.

Units represent platoons of tanks and infantry, batteries of artillery and anti-tank or anti-aircraft guns, and flights of three to five helicopters or aircraft. Designer John Stafford has provided fifty scenarios from the Six Day War. There are eight new maps by Guy Riessen, and 869 die-cut, silky-smooth playing pieces. \$150 <http://www.avalanchepress.com/game1967.php>



Columbia Games

Combat Infantry is a fast-paced World War II squad-level game, employing our wooden blocks. The game system features innovative and interactive rules for Fire Combat, Close Combat, Morale, and Leaders. The game is sophisticated, yet very playable.

You command a German or American infantry battalion, composed of three infantry companies and a heavy weapons company. Expansion sets will include British, Soviet, Italian, and Japanese battalions.

Unit types include: Leaders, Rifle Squads, Machine Guns, Mortars, Anti-Tank, and Tanks.

Units are organized by battalion, company, and platoon and must maintain unit integrity.

No WWII squad-level game can claim accuracy without depicting fog-of-war (keep your head down or die). The



wood blocks in this game provide fog-of-war and step reduction with no muss or fuss.

Two 16.5" x 22" geomorphic maps at a scale of 100 meters per hex are included. \$75 http://columbiagames.com/cgi-bin/query/cfg/zoom.cfg?product_id=3471

Compass Games

The African Campaign, Designer Signature Edition, designed by John Edwards, is faithfully remastered and updated with this all-new, supersized edition. Celebrated by many as "Afrika Korps done right," this two-player game allows players to explore the key elements of the Desert War, beginning in December 1940 with Wavell's first offensive, Operation Compass, against the Italian forces of Marshal Graziani, and culminating in December 1942 when the Americans landed in Rommel's rear, thus sealing the ultimate fate of the Afrika Korps. \$57 <https://www.compassgames.com/preorders/the-african-campaign-designer-signature-edition.html>



Brezhnev's War: NATO vs. the Warsaw Pact in Germany, 1980 enables two players to game the first month of a hypothesized communist invasion of Western Europe sometime between the fall of Saigon and the start of the Soviet intervention in Afghanistan. It was during that period the conventional "correlation of forces" between the two hostile alliances most favored the communists.

The scenario portrayed is the one that was most anticipated and feared by NATO's intelligence analysts at the time. That is, despite their knowledge of the existence of Soviet plans to begin such a war with massive chemical and nuclear strikes, the West's military planners gave those schemes little credence. They knew the Soviets understood such a strategy would bring on immediate nuclear retaliation by the West. That would've ended the war as quickly as it began – mostly likely along with all of civilization – with no winner identifiable.

What was feared then was, one fine summer day, the Soviet units in East Germany would move out from eating breakfast in their mess halls and roll across the border into West Germany. It would've been a "come as you are" kind of war, the aim of which would've been to blitz across Germany – using only conventional weaponry – in under a month.

The Soviets would then have called for a ceasefire before any nuclear or chemical weapons had been detonated or the massive economic power of the Atlantic community brought to bear. With that, West Germany – the geo-strategic lynchpin of NATO in Europe – would've been neutralized and its Ruhr industrial area – then as now, one of the most important manufacturing centers on the planet – entirely wrecked. That would've caused a shift in the global balance of power in favor

of the Kremlin, setting them up to deliver the knockout blow later.

The 50" x 35" map covers the core area of the Federal Republic of Germany at 6.66 miles (10.8 km) per hex. There are 352 large-size (5/8") unit counters, representing the divisions and brigades immediately on scene at the time, along with the masses of other units that could've been sent as reinforcements. Each of the 10 game turns represent three days of real time.

The turn sequence uses the classic fight-move or move-fight structure. Special rules account for heliborne units, Spetsnaz, the ultra-elite Soviet Eighth Guards and Guards Airborne Armies, East German and Czechoslovakian disloyalty, ranged Soviet artillery divisions, air power, supply, the criticality of Frankfurt for US operations, paradrops, German territorials, electronic warfare, and variable Soviet victory objectives. \$60 <https://www.compassgames.com/preorders/brezhnev-s-war-nato-vs-the-warsaw-pact-in-germany-1980.html>

Lion of Judah: The War for Ethiopia, 1935-1941 is a two-player wargame simulating two campaigns located in the Horn of Africa: Italy vs. Ethiopia in 1935-1936, and the British Commonwealth and Ethiopia vs. Italy in 1940-1941. The scenarios all use a common rule set combined with scenario-specific rules. Regular units are mostly divisions, brigades, and regiments, while irregular units include warrior levies and tribal bands. Armor, transports, air power, and headquarters (which represent corps-level artillery assets, engineers, and administrative and command centers) are also represented.

Lion of Judah has one large-hex map and approximately 400 counters representing Italian, Ethiopian, Commonwealth, French, and German units. In addition to the military units, there are markers to track game and unit status, as well as several Random Event markers used in the historical scenarios for added historical flavor.

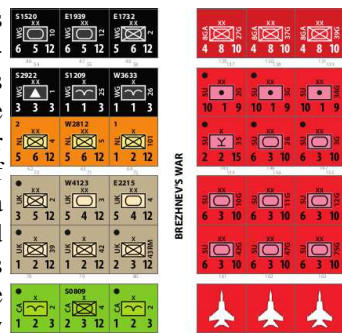
Colonial Warfare in Unforgiving Conditions.

The campaigns for Ethiopia were fought in extremely inhospitable terrain. Logistics was one of the key issues of these battles. This is simulated in **Lion of Judah** by supply counters: everything a modern army requires to operate, from replacements to ammunition to artillery, has to be moved across the harsh terrain. Western units have far more firepower than the Ethiopians, but much lower movement rates. This simulates the "safe" rate of movement for western units when moving across difficult terrain. They had to move through jungles, mountains and marshes, relying on local guides to move through this mostly-unmapped terrain.

Conventional and Guerrilla Warfare.

Both historical campaigns have conventional and unconventional warfare. In 1935-36, the Ethiopian army engaged a conventional Italian army in the north and south, while at the same time fighting rebels and tribal guerrillas in the far off corners of the Empire. In 1940-41, it was the Italian Army who had to face both a conventional, professional enemy (the Commonwealth forces) and Ethiopian guerrillas and Commonwealth special forces operating in its rear.

To win, players must successfully manage both kinds of warfare, guerrilla and conventional. When invading Ethiopia in 1935-36, the Italian player must invest resources to encourage trouble within the Ethiopian Empire, recruiting irregulars, bribing and encouraging rebellions. If the Italian player concentrates exclusively on the conventional military front, then the Ethiopian Empire will have a chance to concentrate its armies



and achieve a resounding, glorious Adowa-like victory over the Italian invaders.

Diplomacy and other Chrome

A random events system similar to that used in The Spanish Civil War accounts for political and diplomatic events, rebellions in the rear, the arrival of combat units, the purchase of foreign weapons (in the 1935-1936 Scenario) or the arrival of blockade runners to Italian East Africa. Pressure exerted by various political actors is also simulated through events chits: for instance, the event “Pressure by Mussolini” (1935-36 Scenario), simulates pressure from *il Duce* when he demanded a rapid advance on to Addis Ababa before he lost the favorable international situation. The Italian player may use chemical weapons, but at the risk of losing Italian Victory Points if the “League of Nations” event is pulled that turn.

Special units and rules cover the above mentioned Italian chemical warfare, as well as road building, supply dumps, Italian fuel and ammo shortages (1940-1941 scenario), open cities, the Red Sea Flotilla and blockade runners. The countersheet includes exotic units, such as the Somali Camel Corps, the Italo-German motorized company (a German volunteer unit that was recruited among German refugees from Kenya and crews of interned German ships), and Mission 101 or Gideon Force (Orde Wingate’s guerrilla force). \$52

<https://www.compassgames.com/preorders/lion-of-judah-the-war-for-ethiopia-1935-1941.html>



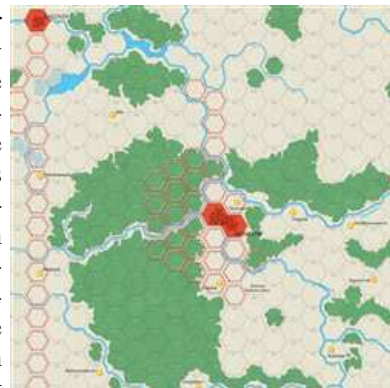
Decision Games

Drive on Moscow: Operation Typhoon 1941, is a reprint of the original game published in S&T 244. This edition incorporates corrections from the original publication, updated

graphics and includes a new German order of battle based on information that has come out since the original publication of the game.

Drive on Moscow is a two-player (solitaire friendly), low-intermediate complexity, strategic simulation of the German attempt to capture the capital of the Soviet Union late in 1941. Play encompasses the period that began with the Germans launching their offensive on 1 October 1941 and ends on 7 December.

The units of maneuver for both sides are primarily divisions, along with some brigades and one elite regiment. Each hexagon on the map represents 7.5 miles (12 km) from side to opposite side. Each game turn represents a week. The effects of the general air superiority enjoyed by the Germans throughout much of the campaign are built into the movement and combat rules. Soviet units are mostly untried with their exact strengths unknown until the first time they enter combat; however, their elite Guards divisions all have two steps and known strengths. \$50 <https://shop.decisiongames.com/ProductDetails.asp?ProductCode=1402>



Flying Pig Games

Old School Tactical Volume II: West Front 1944-45 \$90 <https://flyingpiggames.com/products/old-school-tactical-volume-ii-west-front-1944-45>



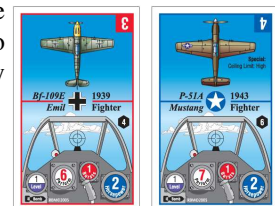
GMT Games

Wild Blue Yonder will be a true deluxe **Down in Flames** product. It will contain over a dozen full campaigns, over 200 aircraft cards, plus all of the necessary targets, resource sheets etc. needed for play. Many of the campaigns will be on the same subjects as those in **Rise of the Luftwaffe**, **8th Air Force** and various **C3i** modules. However, they will not be simple reprints of those campaigns.

In addition, **Wild Blue Yonder** will contain three different types of campaigns, Land Campaigns, Progressive Campaigns, and Operations (The Schweinfurt Raids, for example). The first type will be the familiar “standard” *DiF* campaign that players of the system are used to. Progressive Campaigns, though, will give both players a fixed “order of battle” along with reinforcements and replacements that they will have to use throughout the campaign. This will reflect the more attritional nature of these air campaigns.

Finally, the game will include at least one solitaire campaign for players who don’t have an opponent available.

Wild BlueYonder promises to be the best **Down in Flames** game yet. So strap on your parachute and get ready to take to the skies! \$55/\$89 <https://www.gmtgames.com/p-297-wild-blue-yonder.aspx>



Pendragon leverages the tremendous flexibility of the *COIN* system, from dual events to dissimilar approaches and victory conditions, to capture the complexity of the period and let the players explore alternative narratives. Unlike earlier volumes, **Pendragon** is not about counterinsurgency *per se*, but focuses on the asymmetrical clashes between and among Romano-British authorities and Barbarian powers gnashing over the carcass of the Roman Empire, including:

- Barbarian Raiders plundering the land and trying to surprise unwary towns and hillforts, then melting into hills or fens.
- Expansion or decline of the Saxon Shore naval defense system to counter sea-borne raiders.
- Authentic Late-Roman military doctrine—mighty but hard-to-replace cavalry tracking down raiding parties before they can return their booty home.
- Accessible, powerful but fickle *Foederati*: barbarian warbands in Briton employ.
- Nuanced battle system representing troop qualities and tactics.
- Fortified strongholds that must be assaulted, besieged, or rebuilt to gain regional political control.
- Civil wars, coups, religious shifts, and cultural assimilation.
- Population movements over the generations, due to good administration, barbarian ravages, or climatic changes.
- Epochal Events ranging from Roman usurpations on the continent to massive reprisals against barbarian homelands.
- Evolution of rules and victory conditions throughout the game, as the still vivacious Roman Empire may or may not end with Britain fragmented among competing semi-barbarian proto-kingdoms.
- A deck of 83 cards with gorgeous commissioned original art.
- Short, medium, and full-length scenarios
- Support for solitaire, 2-player, 3-player and 4-player experiences.

\$65/\$95 <https://www.gmtgames.com/p-572-pendragon-the-fall-of-roman-britain.aspx>



Next War: Poland ground units represent primarily brigades, regiments, and battalions of the armies of the Russia, her allies, and NATO. All ground units are rated for their attack and defense strengths, movement capabilities, and unit efficiency.

Air units represent fighter, bomber, and attack squadrons of the major combatants and are rated for All-Weather Capabilities as well as their range, average pilot skill, and their abilities in Air-to-Air Combat, Close Air Support, and Strike missions.

The game's map represents the area in and around the eastern border of Poland at a scale of roughly 7.5 miles per hex. The map stretches from Kaliningrad Oblast in the north to Warsaw in the south, and from the Belorussian border west to Poznan.

The Baltics are represented by a Strategic Display incorporating Land Areas and At Sea Boxes.

A game turn is generally composed of:

Weather Determination, bad weather can severely hamper air and naval operations activity and can significantly slow ground operations.

Initiative Determination and Air/Naval Phase, wherein Air Superiority levels and air availability are determined and Sea Control is established or modified.

Special Operations Phases in the Advanced Game allowing players to utilize their special operators in various recon and raid missions behind enemy lines.

Strike Phases in the Advanced Game allowing players to launch air strikes, cruise missiles, and artillery and SSM strikes.

One or more Movement and Combat Phases that allow both sides to move, react, and fight, with an advantage to the Initiative player on non-Contested turns.

Combat resolution examines not only unit strengths but also unit efficiency (representing training, doctrine, and morale), as well as the terrain where the combat takes place. The CRT tends to be very bloody in nature, reflecting what we believe will be a degree of attritional warfare early due to the lethality of modern weapons. As in many games, casualties represent not only actual combat losses but also losses of unit cohesion brought about by the rapid pace with which modern armies are able to engage and exploit on the battlefield.

There are several Standard Game scenarios. Some are small and focus on limited objectives while others are variations of a campaign game encompassing the entire map. Similarly to previous games in the series, the Advanced Game scenarios will be divided into various starting points scenarios allowing reinforcements to arrive at differing times as well as providing additional logistical support. \$89

<http://www.gmtgames.com/p-569-next-war-poland.aspx>



Hexasim

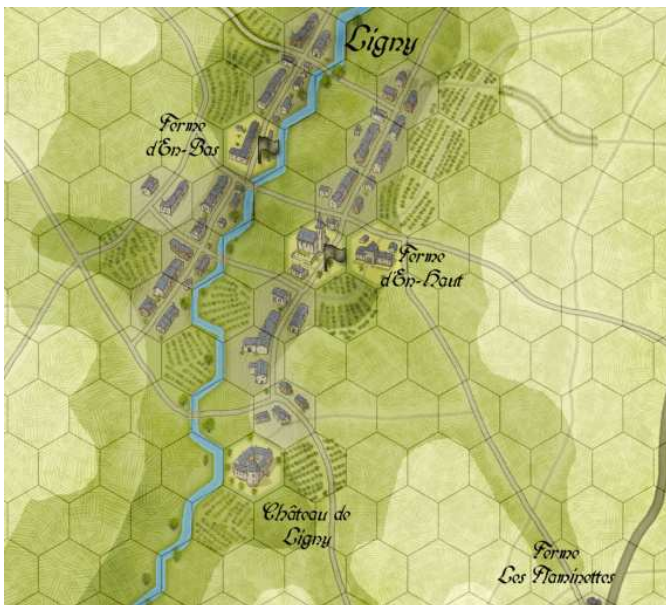
Ligny 1815 : Last Eagles Rules have not evolved since Austerlitz, only including a few precisions.

The focus is on morale, attrition and commitment of formation (division & corps) at the right time, rather than tactical chrome. The detailed order of battle and the scale of the game allow players to really see the action and the game system provides a quick but realistic resolution.

This system is a mix of well-known concepts and new features to maximize playability and realism of outcomes. Formations are given simple orders that limit their ability to freely react to any sudden change of priority. Orders take some time before being changed. Units are classically rated for size, quality, and movement. Formations activate one after the other at player's choice but have to follow the order they received at the beginning of the turn or even before. Game features offensive fire, defensive fire, opportunity fire, charge and counter charge, retreat before combat, and melee. A lot of classical "prohibitions" are transformed into options: for example, cavalry can move from ZOC to ZOC but risk counter charges or more opportunity fire. A ZOC of a strong unit is therefore not the same as the ZOC of a weaker one.

The game turn has a random ending procedure and players are never sure to have time to move all their formation reflecting the command control issues of any battle. Also, the fatigue and friction factors are built in a potentially shorter turn length in the latter stages of the battle. Focus on morale and attrition is a testimony of a battle which was a test of will of two densely packed armies fighting head to head. Players will have to choose which unit will "lead" the attack and take the first fire. Failing a key morale test can make the difference between a stalled attack or a promising breakthrough. €55

<https://www.hexasim.com/en/2168-Last-Eagles-Ligny.html>



High Flying Dice Games

The Ethandum Campaign, Volume 3, Warrior Kings Campaign Series, Alfred the Great, 878 AD. Alfred and Guthrum had arranged a truce at Exeter and with Guthrum retreating back into Mercia.

Within five months Guthrum had reinforced his army and on the twelfth night, while the Saxons celebrated their holy period, Guthrum and his Viking Allies launched a surprise attack at Alfred's Royal estate at Cippanhamm.

It is here in the most inhospitable of conditions of sea-flooded swamp, the Sommerset Levels, that Alfred, with a handful of followers, was to make a seemingly impregnable fortress at Althelney. It was from that that King Alfred was to launch a guerilla campaign against his Viking tormentors. Within five months the King's forces defeated the Viking Army of Guthrum in a pitched battle at Ethandun.

Kings are of great importance in this series of games. When they are leading the warriors in combat your moral and thereby fighting ability is increased, without them, weakened. Of course the loss of a King in battle can also mean the loss of your cause. However, in this era risks must be taken to take and hold the crown. \$15 <http://www.hfdgames.com/alfred3.html>



Hollandspiele

Charlemagne, Master of Europe The death of Carloman in 771 left his twenty-nine year old brother Charles in control of the Frankish Empire. What Charles did with that power over the course of the next forty-plus years is the stuff of legend. His unparalleled achievements in warfare, diplomacy, administration, and culture led to the sobriquet Carolus Magnus: Charles the Great: Charlemagne, King of the Franks and of the Lombards, and Emperor of the Romans.

In this solitaire strategy game, you assume the Frankish throne, and seek to duplicate - or exceed - Charlemagne's singular genius, while hopefully avoiding some of his mistakes, such as the famous defeat at Roncevaux (immortalized in the Song of Roland). As you conquer new territory and incorporate it into your empire, you'll need to contend with rebels and palace intriguers. Building public works and patronizing the Carolingian Renaissance will increase your prestige and wealth. Along the way you'll need to win the support of the papacy, buy off Viking marauders, convert the pagans in Saxony, contend with incursions from Moorish Spain (Al-Andalus), and maintain detente with the Byzantine Empire.

Like its spiritual predecessor **Agricola, Master of Britain**, this game models the consent of the governed (or lack thereof) with a series of three opaque containers, the contents of which

secretly change in reaction to the actions you take. Do something that people like, and the populace leans friendly. Do something they don't, and they lean in the other direction, inviting rebellions from within and invasions from without. Over the course of your long reign, these subtle adjustments will pile up, resulting in a game state that reacts to you and reflects the character and effectiveness of your rule. This makes it a solitaire gaming experience in which your decisions matter. You're not fighting against the vagaries of an event deck, trying to outsmart a braindead AI, or finding loopholes in a flowchart. Your job is to govern a vast and fractious empire with a savvy combination of wisdom and ruthlessness.

One of our first big hits, **Agricola** was a clever and challenging little game about bringing order to a small island. **Charlemagne, Master of Europe** delivers on the promise of **Agricola** with a grand, sweeping epic, saturated with period detail, spanning decades and a continent. \$45

<https://hollandspiele.com/products/charlemagne-master-of-europe>



Legion Wargames

The Great Game, Rival Empires in Central Asia 1837-1886, designed by John Gorkowski, recreates the 19th Century Anglo-Russian struggle for supremacy in Central Asia. In the actual contest, Tsarist Russia resented British expeditions into the Steppe Khanates while Victorian Britain feared that Russian entreaties to Persia and Afghanistan would jeopardize India's security. So the two imperial powers wove a complex tale of diplomatic intrigue, colonial conquest, and proxy wars that spanned 50 years. In the game, players alternate moving officers (historical personalities) and troops across a point-to-point map of Central Asia in yearly turns. Imperial powers strive to enlist vassal states such as Afghanistan and Bokhara into their camp by diplomacy or combat.

In the 19th Century, Victorian Britain and Tsarist Russia waged a daring struggle with frontier armies for control of Central Asia. Imperial officers leading local troops performed as scouts, spies, diplomats, and generals through a series of intrigues, negotiations and proxy wars that spanned 50 years. This "Great Game" has since become legend.

Open warfare started in 1837 when a Russian Count convinced the Persian Shah to take Herat, Afghanistan, by force. Meanwhile, another Russian officer, Vitkevich, rode for Kabul with a bounty of gifts to charm Dost Mohamed. This military-diplomatic pincer movement to capture Afghanistan threatened to give Russia control of the gates to India, the Khyber and Bolan Passes.

British Lieutenant Pottinger helped the Heratis repel the Russian-led Persians while British troops landed at the head of the Persian Gulf. Faced with defeat, Persia retreated ending the immediate threat to Afghanistan. However, because Kabul had received Vitkevich with full honors over British protests Calcutta saw no



choice but "regime change" to protect the passes. In 1839, Britain's 15,000-strong Army of the Indus marched north through the Khyber Pass to quickly defeat the less disciplined Afghan army. At the same time, Colonel Stoddart made his way further north on a diplomatic mission to assure Bokhara that British troops would not invade that country. Meanwhile, Russian General Perovsky led 5,000 men south from Orenburg, a Russian Santa Fe, toward Khiva near the Aral Sea.

Disaster struck both imperial powers. Perovsky's men and camels first froze and then starved on the Kazakh Steppe. Rebellious mobs threatened the British in Kabul so Sir William McNaughten accepted Akbar's duplicitous offer of safe passage out of Afghanistan via the Bolan Pass. As the column marched, Jezail-armed sharpshooters mercilessly sniped at the 4,500 troops and 12,000 civilians ultimately finishing the job in a last stand at Gandamak. Awed by this defeat, the Emir of Bokhara hauled Stoddart from the dungeon and chopped off his head!

The Russian conquest of Turcomans brought the British and Russian empires too close together. Both sides realized that with the previous safety zone now gone they needed an agreement to prevent bravado triggering war. After several years of haggling, the Anglo-Russian Afghan Boundary Commission of 1887 formally delineated Afghanistan's northern border to end the most dangerous phase of the Great Game. \$41/\$56

http://www.legionwargames.com/legion_TGG.html

Lock 'n Load Publishing

It Started Here LZ X-Ray is a simulation of the air assault by the 1-7 Air Cavalry Battalion into the Ia Drang Valley in mid-November of 1965. This platoon level game tells the story of the Air Cav's desperate fight for survival against the overwhelming strength of three North Vietnamese Army (NVA) regiments. This newly revised edition comes complete with new maps, counters, and updated rules. Test your strategies and outthink your opponent, using infantry platoons, machine gun sections, mortar batteries, and helicopter sections in furious jungle warfare.

Note: If you have purchased **Brothers By My Side** from the current LnLP Store, we will provide you a **FREE** Print and Play edition that can be downloaded from your order history from the LnLP Store.

The Print On Demand Edition includes full color printed, manual, player aid cards, large maps, counter sheets printed on sticker paper and chipboard sheets for easy mounting and cutting. The Print and Play edition is included for free with our Print On Demand Edition.



Print and Play Edition: The Print and Play Edition is available as downloadable Print and Play files that can be printed in both US Letter and A4 paper sizes. Our Print and Play Edition includes individual files for the manual, player aid cards, counters and smaller multi-part maps for home printers and larger map files that can be printed at a local print shop. You may select to purchase only **Print and Play Edition** and reduce the price of the game under the Available Options on the product page. \$25

<https://store.lnlpublishing.com/it-started-here>

Matrix Games

Mare Nostrum is a PC strategy game by the developer of **Quadriga**, and it is set during the turbulent *war galley era*, when the civilizations along the Mediterranean Sea started to extend their ambitions towards new lands.

Naval Squadrons employ real tactics of that time, and the **WEGO** system will force you to think three moves ahead of your opponent.

Choose between fourteen ship types, ranging from the small and primitive *penteconter* to the powerful *decares* and wage war in 24 historic naval battles.

Ram enemy ships, board them, or make use of your on-board *harpax* to make their encounter with Neptune the last!

From the dawn of history to the Roman Civil Wars, from Iberia to Cyprus, revive the ancient naval battles of the Mediterranean. 24 historic naval battles, including Salamis, the final defeat of Xerxes in Greece, and Actium, Downfall of Antony and Cleopatra.

Classic WEGO system. Plan the actions first, then execute and view a simultaneous turn resolution.

Battle AI adapts to the tactical situation and the historical settings.

Configurable skirmish battles allows choosing of map, size, wind and opposing sides, using a point buy system.

Multiplayer mode allows multiple historical and skirmish battles to be played by two players using Slitherine's easy-to-use PBEM+ system.

Squadron system with chain of command, the ships needs to be under command to be able to receive orders. Admirals and commanders have special abilities and a squadron range, lines of ships, could be arranged out of this range to give command to all of them.

Gameplay features include crew fatigue, atmospheric phenomena like fog, rain and a variable wind system and special rules for treasure ships, local command, plague, anchored ships and transports. \$20 <http://www.matrixgames.com/products/650/details/Mare.Nostrvm>



Noble Knight Games

Warsaw 1944 The attack of the 2nd Tank Army on Warsaw was a logical move in the aftermath of Operation Bagration, which ended when the Soviet forces reached the banks of the Vistula River. After an operational pause near Deblin and Pulawy, all units advanced north to capture Warsaw, attacking from the area of Garwolin and Minsk Mazowiecki. The first wave consisted of the 3rd and the 8th Tank Corps. The 16th Corps joined the fight later on, since it needed to wait for the 8th Guards Army to take its positions. On the German side, the front was defended by the 73rd Infantry Division supported by the Paratroop Panzer Division Hermann Goring. \$36 <https://www.nobleknight.com/Product/2147681939/Warsaw-1944>

Pacific Rim Publishing

The Summer Of 1863. Point-to-Point simulation of the campaign to Gettysburg. Uses military and political interaction to detail the compelling forces working on each side. Tom Eskey design. Todd Davis map. Rick Drennan cover illustration.

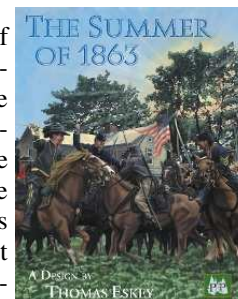
The Summer of 1863 sets the political, economic, and military aspects of the turning point campaign in the Eastern Theater of The American Civil War.

For a month after the bloody battle of Chancellorsville, the Union and Confederate armies faced each other across the Rappahannock River, their positions almost unchanged since before that fierce and costly struggle. Seizing the initiative in early June, Robert E. Lee moved his Army of Northern Virginia quickly west and north, driving across Maryland toward the fertile fields of Pennsylvania. The Army of the Potomac marched, seeking to bring the enemy's path to the North's heartland and bring another contest of arms. The confederates sought to wreak political and economic havoc by foraging for supplies in places untouched by the harsh hand of war.

The Southern forces reach for economic targets, stripping victuals from farmlands and commissariat materials from towns as they maneuver to cut communications between major cities in order to isolate Washington DC.

The Northern forces deploy to block routes to key cities. Both sides are watching for the opportunity to bring their opponent into a Major Battle that will tip the scales of victory in their favor. \$30

<http://justplain.com/THE-SUMMER-OF-1863-JPW-017.htm>



Strategemata

Battles of the Black Cavalry – 10 Cavalry Brigade/1 Armoured Division – From Poland to Wilhelmshaven The game presents a battle for Rzeszów and Lancut, 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 do, can make it difficult to fulfill task for the other player. Of course, in addition to mobility, the fire power of troops is also important. When both sides are leading a fierce fight, the artillery fire, led by observers, may be crucial. \$23

<http://strategemata.pl/en/23-rzeszow-lancut-1939.html>

Wargame Vault

We Happy Few: The Battle of Agincourt (from Tiny Battle Publishing) recreates one of the most famous battles of the Middle Ages by using the basic skeleton of the S&S system seen in such titles as Flying Pig Games' **Stamford Bridge** and **A Hill Near Hastings**, with important modifications to better suit both the later era and this specific battle. Chief among these is a clever, speedy, and diceless alternative to opportunity/reaction fire concepts that reflects the difficulties inherent in moving under missile fire. This results in a very tough game for

the French Player. The English Player is favored to recreate the historical result, but it's not a stroll in the park.

Like all S&S games, **We Happy Few** is an ideal introduction to wargaming, but with just enough grit to satisfy the seasoned counter-clipper. \$10 <https://www.wargamevault.com/product/226305/We-Happy-Few--The-Battle-of-Agincourt>



Avalon Battle Tiles, Grasslands Battlegrounds (from Avalon Game Company). Avalon is proud to present a series of 2D battle tiles for use in your games, be it an RPG, tabletop miniature, or for use by publishers and gamers in designing dungeon layouts.

Each set of these tiles comes as a layered PDF, allowing you to turn on or off set features on the tiles. This allows you to create hundreds of possible tiles from the single set.

Add to that the ability to buy more sets and combine them together and you have a great new tool at your fingertips for generated dungeons and environments for your gaming needs.

Each tile is set to a square equaling 5 feet, so you can use your collection of miniatures or paper models right away.

Warning: This is a layered PDF product and you will need a PDF reader that allows the use of layers to fully incorporate this product. Avalon recommends that you have Acrobat 6.5 or higher, but any PDF reader that allows the use of layers will do just fine. These are large files because we have given you the best resolution and tons of options on each tile, so expect a longer download than you would normally have with an Avalon product.

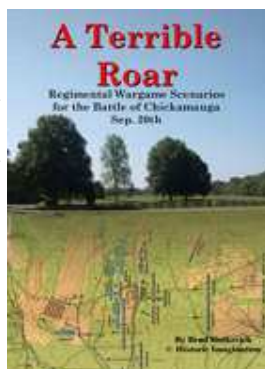


This set offers an outdoors battleground: Trees and brush, rocks and ruins of all sorts and placement \$2.48

http://www.wargamevault.com/product/226799/Avalon-Battle-Tiles-Grasslands-Battlegrounds?src=also_purchased&cover-SizeTestPhase2=true&word-variants=true

A Terrible Roar: Regimental Wargame Scenarios For The Battle of Chickamauga (from Historic Imagination LLC). The Battle of Chickamauga produced the second largest number of casualties of any battle in the Civil War, surpassed only by Gettysburg. As the largest battle in the Western Theatre of the war it was also the Union's most significant defeat there as well. Refight the struggle on the decisive second day of the battle, September 20, on the game table with these eight meticulously researched scenarios.

These miniature game scenarios are designed to be used with almost any American Civil War regimental level set of rules. Rules are included for figures based on 20, 30, 40, 50, and 100 historic men per figure/stand. Times are given for 10, 15, and 20 minutes per game turn. Maps are in full color, as are the numerous color photographs of the modern battlefield. This book doesn't contain rules for playing miniature wargames. \$14 <https://www.wargamevault.com/product/225750/A-Terrible-Roar-Regimental-Wargame-Scenarios-For-The-Battle-of-Chickamauga-Sep-20th>

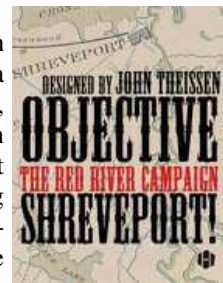


Objective Shreveport! The Red River Campaign (from Hollandspiele). Designer John Theissen has another compact operational sandbox for ACW gamers to play around in. While the game has some similarities to his MORE AGGRESSIVE ATTITUDES, important differences in scale and emphasis result in a unique experience that's specific to the factors that doomed the Union's 1864 Red River Campaign.

Each side has three Leaders whose presence is generally required to launch an attack, but there the similarities end. The Union army is larger but also more cumbersome, being dependent on slow-moving and vulnerable supply trains. A rigid leadership structure makes coordination difficult, and one of those leaders is going to sit on his hands in Alexandria for the first third of the game instead of advancing toward the Union objective: Shreveport.

The Confederates have fewer strength points to throw around, but they have a much more flexible command structure, and don't have to worry about their own supply. Slowing the Union advance (not that they need much help) and launching well-chosen attacks, supported by well-timed Special Events cards, is key for the beleaguered butternuts.

Within these parameters, there's ample room for players to experiment, with multiple ways to approach your objectives (and to frustrate your opponent's). There's only a handful of units on each side, but plenty of hexes to maneuver in. It's a challenging game, while remaining short enough to play in a single evening, and simple enough to serve as an excellent introduction to operational scale gaming. \$12 <https://www.wargamevault.com/product/224385/Objective-Shreveport>



White Dog Games

Mrs Thatcher's War: The Falklands, 1982 (a solitaire game) is available in boxed, folio, and PnP formats and can be shipped to a domestic or international destination. Shipping and handling are included in the price. A copy of the Vassal module for MTW will be provided by email delivery on request with purchase of any format of the game. Allow a week to ten days for shipping, a little more for international destinations. PnP orders will be sent by email delivery a day or two upon payment. \$43 <http://www.whitedoggames.com/falklands>



Worthington Publishing

Cowboys, The Way of the Gun, is now available on Kickstarter! First published in 2007 it was playable by 2 to 10 players with lots of historical and fictional scenarios. With over 10 years of comments and reviews, we've updated the game and got rid of the bad and ugly but kept the good.

What's new:

Large 20 x 30 hard mounted double-sided game board.

Chit draw mechanic that replaces igo-ugo keeping each cowboy interactive and unpredictable

Full color scenario book with new scenarios plus the best original scenarios modified for the new rules that simplify and speed up set up.

Solitaire engine.

1 to 10 players can play.

Tracker bases that rotate for keeping track of health, ammo, and weapons on board. No side charts.

Updated rules that add no complexity (all based on comments and suggestions from the original cowboys). \$50/\$75
<https://worthingtonpublishing.com/?product=cowboys-reloaded-preorder>



MAGAZINES

Modern War #33 contains **ISIS War**, set in a timeframe of the near future – 2017 through 2020 – in which the Iranians may have developed some kind of military nuclear capability. Even so, with the US likely still in another post-Vietnam-funk-type of “neo-isolationism,” the possibility for a blitz-style conventional Iranian victory across the region – aimed at fully establishing and certifying Tehran as the unchallengeable hegemon of the Gulf region – moves to the fore. The game’s scenario can also be taken as a model of a possible Iranian reply to a US and/or Israeli precision aerial campaign targeted against their nuclear development facilities. Furthermore, though entirely playable on its own, **ISIS War** can also be played as an expansion and update of the earlier design, **Oil War: Iran Strikes** (*Modern War* #2). \$35



<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW33>

Paper Wars #87 contains **Belmont: Grants Baptism Of Fire**. Ulysses Grant – who is he? Prior to the battle of Belmont on November 7, 1861, this was a valid question. General Grant’s Belmont offensive was his first action in the war, providing him and his green mid-western troops much-needed experience. Having overrun a rebel camp, he claimed victory. But later, Confederate general Polk would claim victory for forcing Grant and his troops to quit the battlefield and chasing them aboard their transports. \$47 <https://www.compassgames.com/preorders/issue-87-magazine-game-belmont.html>



Slingshot 314, September/October 2017

Contains articles on

Speed In Action, by David Karunanithy

Ancient & Medieval Battles, by Anthony Clipsom

Maths, Musings and Mistakes, by Chris Hahn

Arsuf: Rameses Rules, by Will Whyler

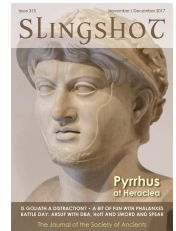
Gladiolus, by Neptunius

Fearsome Weapons, by Nick Harbud

The Second (Plastic) Punic War (2), by Tim Thompson

My Ideal Itinerary for Battle Day 2018, by Chris Hahn

China’s Defences, by Mike Haran



Slingshot 315, November/December 2017

Contains articles on

Guardroom

Is Goliath a Distraction? - by Alastair McBeath

A Bit of Fun with Phalanxes - by Chris Hahn

The Battle of Heraclea (280BC) - by Periklis

Deligiannis

Battle Day - Arsuf with DBA and HotT - by Martin Smith

Battle Day - Arsuf with Sword and Spear - by David Reynolds

Slingshot Reviews: Hoplites at War - by Richard Taylor

Slingshot Reviews: Into the Land of Bones - by Mike Haran

Slingshot Reviews: Samurai in 100 Objects - by Jim Webster

Slingshot Reviews: The Knights Hospitaller - by Jim Webster

Slingshot Reviews: The Mongol Art of War - by Mick Hession

Slingshot Reviews: Warfare in Medieval Europe c.400-c.1453 - by Anthony Clipsom

Slingshot Reviews: Northampton 1460 board game - by Mick Hession

Slingshot Reviews: Offa and Mercian Wars, by Martin Smith

Strategy & Tactics #308 contains **The War of Jenkins’ Ear**, a theater-wide operational two-player game that simulates that last great clash between the English and Spanish empires in the Caribbean during the mid-1700s. Before the American Revolution, control of the Caribbean was to be decisive, considering the lucrative commodities that were available to be traded in the West Indies, and this game pits the superior naval might of the English against the long-established Spanish fortified settlements throughout the Caribbean. Though presented as a strategic setting, the game's combat mechanics are operational in scope and so every individual ship-of-line is included, every unit, and even the prominent admirals and leaders that fought during this little-known war.



The War of Jenkins’ Ear is every bit as much a land game as it is a naval game, and players must manage production, defenses of their ports, and contend with the weather and the treacherous sea. \$35 <http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST308>

From the Editor

World at War, #57 contains **Escape Hell's Gate**, which covers the final attempt of the German 3rd Panzer Corps formations to reach those German units that were encircled within the Korsun Pocket between 10 - 17 February, 1944. **Escape Hell's Gate** is a two-player game using the standard *Fire & Movement* folio rules system and a set of exclusive rules that model the actual campaign. The game presents some unique challenges to both the German and Soviet player as the German relief forces attempt to break through the pocket, while the German forces within the pocket struggle to survive the Soviet onslaught. The Soviet player will be faced with moving his forces to block the relief attempt while making a final push to reduce the pocket. Both players will be fighting two battles and how well each player allocates his forces will determine the victor.

The battle of Korsun began on 25 January 1944 with an attack by the Soviet 2nd Ukrainian Front forces spearheaded by the 5th Guards Tank Army from the eastern side of the Korsun salient. The attack was followed a day later by a second attack on the western side of the salient by 1st Ukrainian Front forces. The forces of the two Soviet Fronts met each other near Zvenigorodka three days later. The Pocket the Soviets created centered on the airfield at Korsun, encircled most of the units of two German Corps, and was the largest encirclement the Soviets had achieved since the Battle of Stalingrad in November 1942. \$35
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW57>



BOOKS

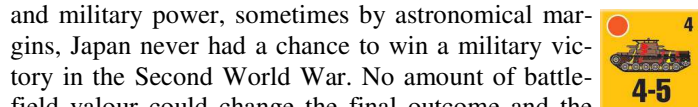
Great Pacific War: Co-Prosperity Sphere

In late 1941, Imperial Japan embarked on a suicidal course by launching an aggressive war against the United States. Out-matched in every meaningful category of economic, political and military power, sometimes by astronomical margins, Japan never had a chance to win a military victory in the Second World War. No amount of battlefield valour could change the final outcome and the Empire's defeat was only a matter of time.

Co-Prosperity Sphere is an expansion book for our **Great Pacific War** game that studies what circumstances might have given Imperial Japan an opportunity to match American power. It's part of our Long War naval game setting, which includes *Second World War at Sea: Plan Z*. In this alternative history, Japan has greatly increased her power and rules an Empire of 153 million people while holding firm political and economic dominion over the puppet Chinese Empire as well.

Co-Prosperity Sphere includes four new scenarios and 90 new playing pieces to bring this setting to **Great Pacific War**. This is not a complete game; ownership of **Great Pacific War** is required to play these scenarios. \$25

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



It was sad to hear that Bill Watkins recently died. He was a long-time AHIKS member, holding the positions of Treasurer and Secretary. He enjoyed attending the WBC. While he enjoyed playing games at the convention, I believe he enjoyed talking with the other attendees as much. Bill wrote several articles on his attendance at the WBC for this newsletter; always included were restaurant reviews.

I met Bill when we were living in New Jersey 35 years ago. He visited us a couple of times here in New Mexico when he was visiting his son.

Bill was always friendly, jovial, talkative. He was always interesting and told great tales. It is sad that he is no longer with us.

Recently I had cause to take off the shelf Richard Borg's **Commands and Colors: Ancients**, 2nd edition. It had been sitting on a shelf in shrink wrap since I bought it, probably ten years ago. For those of you unfamiliar with the game, the counters are wooden blocks in four sizes. The "faces" are Roger MacGowan drawn and printed in color on several sheets; they are peeled off the sheet and, being adhesive, are attached to the wooden counter. There are a lot of blocks with the game, and the faces are attached to both sides of the block.

Getting to work, I chose The Battle of Akragas—406 BC and attached the Carthaginian faces to their blocks. When I went back the next day (I work very slowly), several of the faces had fallen off their blocks. I stuck them back on, and they fell off again. Hmm. I went on-line and read over the reviews and looked for any reference to "counter problems." I found nothing.

Then, I assumed my game was so old that the adhesive had broken down. I went to Target to check out their tapes and related adhesives. I got stuck in the chips aisle for a while, but eventually I bought two scotch tape dispensers and a box of 3M's Scotch Create permanent adhesive squares, double sided. The box dispenses 1,000 squares of 0.45 inch pieces that bind to paper. They are relatively easy to apply. I have attached the Roman faces to the blocks. So far none have fallen off.

I re-attached several of the Carthaginian faces with scotch tape, but the adhesive squares seemed a better approach.

Many thanks to Chuck Sutherland for submitting the article on **War in the East** rules. His addendum is longer than many other total game rules!

This issue ends our efforts for 2017. We hope it has been a good year for you all. With the many new games available **continually**, today's wargamer is rolling in luxury. All we need is a second job.

Cm



Calibre 64,
made in
1779 by
Blyth
Brothers,
London

Chile from Omar DeWitt

On our recent trip to Chile I was a little surprised to learn that Chile had a military museum. Why I was surprised was strange because human beings have been fighting each other since they discovered the rock.

We found our hotel aide and asked about a taxi to the military museum, since it was a fair walk. Instead of telephoning for a taxi, he waved down a passing cab. I was a little apprehensive since we had been told that the local taxi drivers were not always completely honest. (How is that for being unusually fair?) It took the hotel aide a while to tell the driver where to go. (Apparently the museum is not on the top-ten list.) Then they talked about price. The aide said we were not to pay over 5,000 pesos (around \$8).

Off we went. It was an interesting drive through the city. People, shops, apartments, cars; could have been anywhere, except for the signage. The driver was still not sure where the museum was, and, when he stopped, he left us in the taxi and went into the building to ask. It was the place. The meter in the taxi read 3,840 pesos. The driver asked for 5,000 pesos! Either he misunderstood the hotel man, or, more likely, he wanted a 30% tip. It wasn't much money, so I gave him 5,000 pesos.

The entrance was a bit strange. No desk or reception was visible, but a man in a suit approached us. It was apparent that he spoke no English because he spoke no English. He took us into a giant courtyard surrounded by two floors of rooms. A few cannons lined the courtyard, so we knew we were in the correct place. In slow Spanish and by pointing, he told us what was where and in what sequence to see it.

Going toward the entrance, we passed a half dozen military men in attractive uniforms. Opening a rather plain door took us into the oldest era of the museum. Sue and I both agreed that it was, visually, one of the most interesting museums we had ever seen. The three sections of the museum were each one, long room.

Life-sized "people" and horses were on display in appropriate clothing (not behind glass). Memorabilia was behind glass. Unfortunately there were only six or so boards in English explaining various engagements. One part of the museum contained a sailing ship's mast, side decking, a couple of muzzle loading cannons, and, above, the commander and wheelman.

The entrance to the next section of the museum was clogged with school children, most of whom wanted to be elsewhere. We finessed our way through. It was another excellent display of later history, although with no English. O'Higgins, from Ireland (!), had figured prominently in the first display. His descendant was present in this one.

Outside again, we climbed to the second floor for the last part of the museum. This covered the modern era, although with no English, it wasn't apparent what was being displayed.

Descriptions of museums are rather terse, but I will shown a few photographs.

The War of the Pacific, 1879 to 1883, was fought in Chile against Peru and Bolivia. It was also called the Saltpeter War and the Guano War. The initial cause of the war was rivalry over the profitable saltpeter (used in explosives) and guano (fertilizer).

At the beginning of the war, Bolivia had access to the Pacific Ocean. Both Chile and Bolivia had concessions in that area, but Hilarion Daza Groselle, who had become dictator of

Bolivia in 1876, decided to take over the Chilean mines. Chile landed troops in the area, and Bolivia declared war on Chile. Chile declared war on Bolivia and Peru.

Chile had an excellent navy, necessary since the country is mostly coastline. The fact that there were few roads and rail lines made the navy very valuable. Bolivia had no navy; Peru's navy initially put up a good fight against Chile but was eventually bottled up.

With naval superiority, Chile could move troops by sea. Their troops were better trained, better led, and had better weapons. The four land campaigns in northern Chile defeated the armies of Peru and Bolivia.

The Treaty of Ancon "ended" the war with Peru, although altercations continued until 1929. Bolivia and Chile signed The Treaty of Peace and Friendship, in which Bolivia lost its connection to the Pacific.



Inca runner

The Spanish arrive

