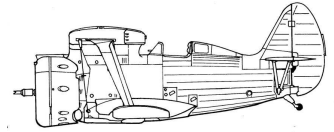


# The *Kommandeur*



Volume 53 Number 1

Publication of AHIKS

February 2018

## From Your President Bob Best

### The State of AHIKS

Today is January 29, 2018. AHIKS will be turning 52 years old in March of this year, and it's time for the annual "State of AHIKS" report from your President. All things considered, I think AHIKS is doing *really well*. We recruited 44 new members during 2017, and that recruiting trend seems to be continuing with 5 new members already in January and several other new applications (I'm told we received a couple more applications today) for membership that are in various stages of processing.

The Facebook social media site continues to provide an excellent pool of promising new recruits for AHIKS with its large number of wargaming sites that have attracted thousands of gamers. With our official AHIKS Facebook page for members only and our advertising of AHIKS in many of the other Facebook gaming groups, we are continuing to attract a small stream of gamers each month who are interested in finding quality wargame opponents.

On the Fiscal Front, we did not incur any major expenses during 2017. We had sufficient funds to offer a cash prize for the Best Article of the Year through the Fassio Award. We also were able to donate a cash prize for the Iron Man event to be run by Randy Heller this year, as well as make cash donations for couple other events. Baring any major unexpected expenses, AHIKS' budget continues to be sufficient to carry us through a number of years with similar expense patterns.

So what does this mean for you, the member? It means that with our good fiscal management we should be able to maintain the AHIKS website, our unit-counter pool service and our dice roller service, and our excellent bi-monthly newsletter, while still providing some modest prizes, both cash and "wood," for tournaments and such for several years to come. And with the continued influx of "new blood" from our recruiting efforts, AHIKS will have a large pool of reliable opponents for you to game with.

And, best of all, you get all of this at *no cost* to you. Dues are free for 2018!

### Other AHIKS Business

I am deeply saddened to report that long time member Lee Massey #1382 passed away on January 16, 2018. Many of you including myself have played games with

Lee. He was an excellent opponent and a great guy, and he will be missed. He was Judge in 2012. Lee's sister, Valerie Massey Horman, posted on Lee's facebook timeline:

My brother Lee Blake Massey passed away at 7:10 eastern time (January 16th) surrounded by his wife and children. Last night he suffered a massive brain hemorrhage. They did emergency surgery to release pressure but the brain damage was too severe. Our family will miss all of his craziness and comments on FB. Please pray for his beautiful family.

Our condolences go out to Lee's family.

Elsewhere in this issue we will announce the winner of the 2017 Fassio Award for best article of 2017. The best article writer receives a trophy and a cash award of \$50 for writing the best article of the year. Now is the time for you to be considering an article on one of your favorite game subjects for the 2018 Fassio Award! We are looking forward to reading about your gaming experiences.

### On The Home Front

Our wily editor continues to devastate my poor Canadian troops as we move into turn 5 in our **Trenches of Valor** game. We are playing Scenario 8, Point Du Jour with all of the **ToV** Expansion Kit rules. The dice are really against the poor Canadians and Omar's crack German troops led by an experienced "leader" unit are killing all my units and blowing up my dugouts. Looks like it will be a German win on our first round game.

I am also playing SPI's **Wurzburg** with member Bill Klitzke. We are playing the first "Advance to Contact" scenario and the American forces were just barely able to seize some of the Wurzburg city hexes. The US units were able to blunt a determined Russian counter attack that left both of the Russian flanks vulnerable. A series of counter attacks by US units secured the city of Wurzburg and pushed the Russian troops away from the single supply line into Wurzburg. Bill fought an excellent fight but good dice on the American side decimated the Russian advance in the last turn.

Thank you, Bill, for an *excellent* game! Stay tuned for future reports on our second game as I take over the Russian juggernaut.

In closing I would like to wish each of you a Happy and Healthy 2018!

So, until next time... Happy Gaming!

## Vice President's Chair

Kenneth Oates

### Fassio Award Candidates: 2017 Articles

It is time once again to announce the winner of the Fassio Award. First I would like to point out that although the Junta had eight articles to select from, we could use more. The officers are providing a higher proportion of those articles seeing print, and they are not eligible for the award. We do need more articles from the membership. The requirements used in selection can be found in Volume 52, Number 2.

Although not a shoo in (I had a sentimental favorite), the judges have considered the eligible articles in Volume 52 and made a unanimous decision. Here are the contenders.

Title	K Volume	Author	Type Article
History Of the Iron Man	52-3	Randy Heller	General Interest
Book Reviews	52-3, 52-4	Tom Oleson	Book Reviews
Veteran Encounter	52-1	Tom Walsh	?
Iron Man Trophy	52-5	Randy Heller	General Interest
September 2017 Anzio errata clarification to D.12.	52-5	Tom Oleson	Game Play
WBC Report	52-5	Anthony Daw	General Interest
Attack on the March, Panzer-Gruppe Guderian meets WiE/WitE	52-6	Chuck Sutherland	Game Analysis

The winner of the 2017 Fassio Award is **Chuck Sutherland** for his article "Attack on the March, PanzerGruppe Guderian meets WiE/WitE" which appeared in Volume 52, Number 6. Congratulations and well done!



## Can You Help?

Not sure who to ask about this. I am looking for some photocopies or PDFs of articles from *Fire & Movement* on the Avalon Hill Game **Flat Top**:

*Fire & Movement* had articles on FT and CV in the following issues: 16, 29, 36 & 37

Volume 1, Number 16:

Dunnigan, James F. "A Designer's Review: Flat Top." pp. 18-20.

Ruff, Matthew. "Flat Top Scenario Notes." pp. 22-23

Taylor, S. Craig. "Flat Top Designer's Notes." p. 21.

Volume 1, Number 29:

Proctor, Bob. "Midway by the Hour: C.V." pp. 10-18.

Taylor, S. Craig, Jr. "C.V. Designer's Notes." p. 18.

Volume 1, Number 36:

List, Steve. "Solomon Sea Battle Report: Umpired Multi-Commander

Postal Flat Top." pp. 42-51.

Volume 1, Number 37:

List, Steve. "Solomon Sea Battle Report: Umpired Multi-Commander

Postal Flat Top." pp. 32-39.

If anyone can send me copies, I would much appreciate it.

Chris Hyland # 1862

chris.hyland@360wisp.net

### 12.4 REINFORCEMENTS

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

1900 Richard Miller, Waynesboro, VA

1901 Jeff Bullard, Philadelphia, PA

1902 Brian Ogstad, Crofton, NE

1903 Chris Magee, Sunderland, England

1904 Jim Vaughan, Tipp City, OH

1905 Dave Goodwin, South Burlington, VT

1906 Andrew Nutgrass, New Richmond, OH

1907 Jordi Cairol, Moorooka, Australia

1908 Lourens te Beer, Leiden, Netherlands

1909 Jeffrey Lowry, Warren, MI

1910 Axel Van Looy, Fournival, France

1911 Mike Tabor, Portage, WI

1912 Bob Jacobs, Springfield, OH

1913 Nick Rusch, West Hills, CA

471 Michael Hicks rejoined Chilton, WI

## The Armor Museum in Bethpage, N.Y.

From Stuart Schoenberger

My friend Bruce Fiolek in from Canada took my picture recently outside the Armor Museum in Bethpage, New York.

This armored Soviet car is extremely small. It is almost smaller than the classic Volkswagen. 2 or 3 men? The top would have a machine gun.

These are rich men's toys. One similar "museum" in Connecticut was forced to close down, presumably for a lack of financial resources. Most of the tanks, armored cars, and fire engines on exhibit are in running order.

To help fund their "hobby," they charge a fee for membership to the museum and the privilege of engaging in activities involving their vehicles, consisting of regular "battle excursions." The visitor is asked to dress up in appropriate WW2 fatigues and is transported in US WW2 armored cars and tanks on a scouting recon. They may encounter their German Wehrmacht infantry as opposition. Elsewhere these enthusiasts may have their counterparts in German armor. The enthusiast is encouraged to bring cameras and take pictures. Of course, you need lots of land for these activities. This is still "rural" Long Island, which is in extremely limited supply. In fact, apartment buildings were going up outside the museum's perimeter.



## From the Editor

As you read in Bob Best's article, we have lost another long-time member, Lee Massey. When an organization has been around as long as we have, I guess that will happen. It is always a sad moment, however.

Being an editor is a tough job. He never knows what he will have available to publish. He does know the day after the deadline. This issue was surprisingly bereft of articles. I could, of course, stuff the Game News in the empty slots, but that is a lot of work even for an old, retired man. You could help me out. Write something. Write about a game you are playing, a book you read, a game you would like to see, a convention you attended. You don't think they are very exciting, but they are of interest to the membership.

One of the other residents of the retirement place where we live and I get together to play Borg's **Command & Colors: Ancients**. If you are not familiar with it, it is similar to **Memoir '44**. Play is directed by the cards you draw. The board is divided into three sections; the cards tell you in what section(s) your units can move. There is no time limit, so one can try to wait for the correct cards. There are several different types of units: infantry, cavalry, elephants, chariots. They move at different rates and attack with different number of dice. It's a pleasant game, and, if I lose, I know it was because I drew the wrong cards.

Recently I bought a relatively new book: *Zones of Control, Perspectives on Wargaming*, edited by Harrigan and Kirschenbaum, with a foreword by James Dunnigan. It is 8 by 9 inches and weighs 50 pounds (I think). The copyright is 2016 by MIT. It has 806 pages and many photographs. It has no dust jacket and I have forgotten its price. Amazon has it, of course. I am currently on page 121. I have read a very interesting history of wargaming article. I have skipped an article and skimmed another. To come are articles like: *Empire of the Sun: The Next Evolution of the Card-Driven Game Engine* by Mark Herman; *Creating Persian Incursion* by Larry Bond; *Amateur Designer: For Fun and Profit* by Charles Vasey; *Third Reich and The Third Reich* by John Prados; and *The Unfulfilled Promise of Digital Wargames* by Greg Costikyan.

Thanks to new member Axel Van Looy for sending in information on two French magazines.

*Q*



## Target For Today, After-Action Report

by: Bob best

On May 14, 1943, Sweet Sue, a B-17G bomber assigned to the 815th Squadron of the 800th Bomb Group, 8th Air Force flew its fourth mission to Gelsenkirchen to bomb the oil refineries there. This is the story of Sweet Sue and her crew on this mission.

Sweet Sue is my B-17G bomber that is flying in Steve Dixon's **Target For Today** campaign game. You can follow all the action on Steve's website at:

[http://www.stevendixon.com/Target\\_for\\_Today\\_Campaign.htm](http://www.stevendixon.com/Target_for_Today_Campaign.htm)

The mission orders for the Raid on Gelsenkirchen are shown below.

After reviewing the orders, I used my **Target For Today** to fly Sweet Sue's mission. The Narrative below records the action on Mission 4 against Gelsenkirchen. The Mission results are shown below the Narrative. Hope you enjoy!

<b>Mission Number:</b> 004	<b>Date/Campaign #:</b> 14 May 1943/#2	<b>Group:</b> 800 <sup>th</sup> BG (H)	<b>Target: (Zone 6)</b> Gelsenkirchen - Oil
<b>Formation:</b> Combat Box	<b>Weather (Take Off):</b> Good	<b>Weather (Landing):</b> Good	<b>Notes:</b> 817 <sup>th</sup> BS stands down

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

### Assignments:

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

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

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

<b>Fighter Cover to Target</b>	<b>Fighter Cover to Base</b>
Zones 2-5: Fair	Zones 2-5: Poor
Zones 6: Fair	Zones 6: Fair

### Weather by Zone

Zone	To Target	Zone	Heading Home
2	Haze	2	Haze
3	Haze	3	Haze
4	Clear	4	100% CC
5	50% CC	5	100% CC
6 (Target Zone)	100% CC	6	100% CC
<b>Contrails</b>	<b>Mission Recall Roll</b>		
	<b>No Mission Recalls</b>		

### Zone Modifiers and (German Fighter Resistance) in Zones

Zone	To Target	Zone	Heading Home
2	-2/W (Moderate)	2	-2/W (Light)
3	-1/W-N (Moderate)	3	-1/W-N (Heavy)
4	-1/N (Light)	4	-1/N (Light)
5	0/N-G (Light)	5	0/N-G (Light)
6	+1/G (Light)	6	+1/G (Moderate)



800th BG/815th Sqdn -Sweet Sue  
 14 May 43  
 Mission 04/ TGT - Oil at Gelsenkirchen (Zone 6)  
 Tail-end Charlie - High Cell

Crew:

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

From the pilot's diary:

After our stand in with the 816th BS on Mission #3 against the Shipyards in Wilhelmshaven, we got a two day break. Sweet Sue's crew was off to London on pass! It was our first time in London, and we saw "all the sights" if you know what I mean! We were back for the next mission that was fraged for 14 May 43.

The wake-up call came at 0200 hours. Chow and then briefing and then out to the bombers to saddle up. When the briefer uncovered the target map we were a bit relieved that we were only going 6 zones to Gelsenkirchen to bomb the oil refineries. (Little did we know what fate had in store for us!) Our route was across the Netherlands and into Germany. Looked like an easy flight. We checked out Sweet Sue, loaded up and waited for our turn to taxi. At the end of the runway, on the engine run up, #3 engine's temperature was running a bit hot. I was thinking we might have to abort but then it leveled out. High, but ok. We'd watch it.

Take off and form up went smoothly. We met up with our escorts in mid-channel and turned toward Germany. As we crossed the Netherlands' coast a shadowy lone B-17 followed our formation. We had been briefed about possible captured aircraft "shadowing" our formations to get our course, altitude and speed. It must have worked for them as the Krauts hit us just after we crossed the coast.

The Kraut fighters broke thru our escorts and seemed to concentrate on the high cell. It was chaos! There was bedlam on the intercom as our gunners were calling out targets amid the pounding of the guns and the occasional sledgehammer blows against Sweet Sue's skin as cannon and machinegun rounds found their mark. All told, our gunners were jubilant. Jennings in the top turret was claiming a kill as was Lt. Landers our bombardier. He was firing the nose turret. CPL King, the tail gunner, also claimed a Me-210 destroyed as did the left waist gunner Sgt Schreeder. It was over for us as quickly as it started. The attackers moved off and found other prey as we moved further into Germany. Then engine #3 began to run rough, and the temperature started to climb again. It must have picked up some shrapnel in the attack. Just when I thought we'd have to feather it, #3 smoothed out and the temperature fell back below redline. We breathed a collective sigh of relief for now.

Lady luck must have been smiling on me as I was feeling lucky today (Random event - reroll a die roll) came up in the next zone.

Then we could see Gelsenkirchen coming up ahead. There was a lot of flak in the air over the target. The enemy fighters had left us and we turned on final. I got Sweet Sue lined up and set the auto-pilot so Lt. Landers our bombardier had control. Now we sweated out the bomb run, flying straight and level while Landers acquired the target. Flak bust around us on the run in but, save from near misses, we were not hit.

Landers laid the bombs on-target, and we got 20% within 1,000 feet of the aiming point, or so the photo-recon guys said after the mission.

Coming off the target, flak was non-existent but the Kraut fighters were waiting for us. Sweet Sue was lucky. They went after the middle and low cells leaving us virtually alone. That all changed when we entered zone 5 heading home. A new group of fighters joined the fray and they started with the high cell. They had yellow noses! A shiver of fear ran down my spine as I recognized the dreaded JG 26 fighters. Their reputation as The Bad Boys from Abbeville preceded them. The Abbeville Kids as they were called were combat veterans and were noted for knocking down our bombers.

"It's those yellow nosed SOB's!" someone called over the intercom, "Here they come!"

I could hear the hammering of the top turret as empty shell casing rained down on the deck behind my seat as a fighter streaked across in front of us, barely missing Sweet Sue. The King on the tail guns called out a fighter coming in from 6 o'clock low... more firing... then a yellow nosed fighter pressed home his attack to point blank range. He hosed Sweet Sue down with cannon and machinegun fire. Rounds hit the belly and raked us from the radio room to the pilots' compartment. Rounds passed thru the bomb bay and into the pilot's compartment. Here is where Lady Luck smiled on me. A cannon round hit the back of my armored seat that would have passed right thru me, but thanks to my lucky day re-roll, the round hit my armored seat back and deflected upward thru the top of the compartment missing my head by inches. I could feel the blow thru the back of the seat and it hurt! The plexi-glass windows in the cockpit were shot out and rounds shattered several instruments on the panel. Sweet Sue was still flying!

The next pass of the fighters knocked out the heat in the pilot's compartment. We didn't notice it immediately but then as things quieted down it began to get colder in the compartment. Checking the circuits, we found the heat out. We were good for a zone but then we would have to decide if we were going to leave the formation or tough it out and risk frostbite. We decided to stick it out and stay in formation. Safety in numbers!

We checked for frostbite in Zone three. Sanderson and Jennings were moving around a bit to stay warm. My left foot began to feel numb, but I wasn't sure if it was the cold or the hard blow to the back from the cannon shell. We pushed on.

I was trying to keep Sweet Sue tucked in tight but #3 engine was running rough again. Jennings tapped me on the shoulder and pointed to the engine. It was beginning to leave a thin trail of smoke. I nodded and said "Watch it; tell me if it gets worse."

More Yellow Noses hit us again. This time they raked the tail and waist and radio room sections. That was when right waist gunner Neil McLeod was hit. T/Sgt Reichert our radio operator called out that McLeod was down. I sent Sanderson back to help out. We took hits on the rudder and tail plane from the attack.

The Yellow Noses stayed with us all the way to the coast and out over the channel. Fighter escort was really poor that day as the Abbeville Kids really had their way with us.

My left foot was numb by the time we got back to the field. I ordered a red flare fired to show we had wounded aboard and were cleared for a straight-in approach. The meat wagons and fire crews met us as we taxied off the end of the active runway. I rolled out and shut her down. The cockpit was a shambles, my foot was numb, and I had to be helped out of the nose, but I was still "whole." Mcleod was not so lucky. He died on the way to the field hospital. Sanderson had a light wound, and the medics said I had frostbite on my left foot. We were a sad crew as we assembled for debriefing.

Sue's gunners made the following claims:

Nose Turret: Lt Landers claimed a Me-109 destroyed. HQ denied the claim.

Top Turret: MSG Jennings claimed an Fw-190 and two Me-109s destroyed. The Fw-190 was awarded full credit and Jennings received 1/2 credit on each of the Me-109s.

Ball Turret: CPL Gates claimed an Me-109 destroyed. HQ denied the claim.

Right Waist: SGT Neil McLeod destroyed a Ju-88 which was confirmed by several eye witnesses. HQ approved the claim and it was awarded posthumously.

Left Waist: SGT Bill Schreeder claimed a Me-210 destroyed. HQ approved the claim.

Tail Gunner: CPL Rex King claimed a Me-210 and two Me-109s all destroyed. HQ approved the Me-210 but denied the two Me-109s.

My frostbite was not severe, and I will be ready for the next mission.

Lt Sanderson's light wound will also be healed enough to fly the next mission.

Sgt Neil Mcleod was KIA and will be replaced. (We will get a gunner from the pool before the next mission.)

The three of us received purple hearts for our wounds.

Bombs were on-target and 20% hit the target.

Our crew chief will have Sweet Sue repaired in time for our next mission.

8<sup>th</sup> Air Force  
20<sup>th</sup> Combat Wing  
9<sup>th</sup> Air Division  
Aggregate Results for Mission 4

800<sup>th</sup> Bombardment Group  
Target: Gelsenkirchen, Germany  
Type: Oil

Planes Assigned	Planes Lost	Mission Aborts	Excused Aborts	Unexcused Aborts	Total Over Target	Bombing %	Enemy Fighters Claimed	Enemy Fighters Credited*	Crew Casualties KIA/WIA/POW
17	1	0	0	2	14	42%	62	32	11/10/0

15<sup>th</sup> Air Force  
46<sup>th</sup> Combat Wing  
16<sup>th</sup> Air Division  
Aggregate Results for Mission 4

900<sup>th</sup> Bombardment Group  
Target: Rome, Italy  
Type: Airfield

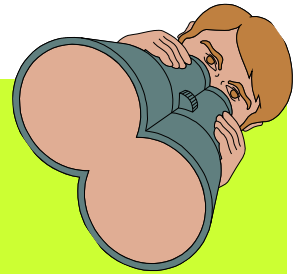
Planes Assigned	Planes Lost	Mission Aborts	Excused Aborts	Unexcused Aborts	Total Over Target	Bombing %	Enemy Fighters Claimed	Enemy Fighters Credited*	Crew Casualties KIA/WIA/POW
18	0	1	4	2	11	28	13	6	3/0/0

- Enemy Fighter Credits are approximate due to partial credits issued to gunners. The Historical Board is tracking figures and they will be finalized prior to release of the 8<sup>th</sup> Air Force Final Report as well as the 15<sup>th</sup> Air Force Final Report. Both reports will be released sometime after the conclusion of the war.



Sweet Sue returning home with battle damage after bombing Gelsenkirchen on Mission 4.

# Upcoming Events



Feb. 16-19, Los Angeles, CA  
ORCCON  
<http://www.strategicon.net/>

Feb. 16-19, San Ramon, CA  
DUNDRACON  
<http://www.dundracon.com/>

Feb. 17-20, New York City  
NEW YORK TOY FAIR  
<http://www.toyfairny.com/>

Feb. 23-25, Houston, Texas  
OWLCON  
<http://owlcon.com/>

Feb. 23-25, Chattanooga, TN  
CON NOOGA  
<http://www.connooga.com/>

Feb. 24, Rochester, MI  
WINTERCON  
<https://www.facebook.com/events/914587998696134>

Mar. 1-4, Layton, UT  
SALTCON 2018  
<http://saltcon.com/>

**Mar. 3-4, Kenosha, WI**  
**VICTORY IN THE PACIFIC TOURNAMENT**  
**Email: AREA1@ATT.net**  
**Glenn Petroski**

Mar. 9-11, Orlando, FL  
OMNI FANDOM EXPO  
<http://www.omniexpo.com/>

Mar. 12-16, Reno, Nevada  
GAMA  
<http://www.gamatradeshow.com/>

Mar. 16-18, Biloxi, MS  
COASTCON 2018  
<http://www.coastcon.org/>

Mar. 23-25, Madison, Wisconsin  
ACD GAMESDAY  
<https://www.acdd.com/>

Mar. 23-25, Frederick, MD  
BFGCON  
<https://www.bfgcon.com/>

Apr. 5-8, Portland, Oregon  
GAMESTORM 20  
<http://www.gamestorm.org/>

Apr. 5-8, Boston, Massachusetts  
PAX EAST  
<http://east.paxsite.com/>

Apr. 8, Dallas, Texas  
PHD BUSINESS CONFERENCE  
<http://www.phdgames.com/>

Apr. 13-15, Manitou Springs, Colorado  
PIKES PEAK GAMERS CONVENTION  
<http://pikespeakgamers.com/>

July 19-21, 2018 at the Hotel Valley Ho.  
THE 43RD SEMI-ANNUAL FLYING BUFFALO CONVENTION  
<http://www.flyingbuffalo.com/1999conv.htm>

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

## Treasury Notes

Brian Stretcher



### It's the End of the World, as We Know It...

From time to time I report on the games I have in progress, and not too long ago I was telling you about a new match of **BB81** I had in progress with long-time opponent, Bill Klitzke. This was a regular postal game. Bill and I have been playing a long, long time. Our first game, I believe, was a game of **The Russian Campaign**, which ended in the traditional draw in both games of the match. My recollection is that we started that game in the early 1990s, if not before. From there we went on to play matches of **Panzerblitz**, **Panzerleader**, one or two turkey S&T games, two incarnations of the folio-sized **World War I**, and some of the more recent **Blue and Grey** titles from Decision Games. We had been slowing our pace down, however, in part due to the usual life changes, and in part due to my increasing lack of enthusiasm about playing by regular mail, coupled with an increasing interest in more recent titles. While it can be played, **BB81** by regular mail is a lot of work, because it is necessary to work out all of the possible permutations of advance after combat for each attack. And, as the Germans, there are a lot of permutations and a lot of attacks early in the game.

Therefore, only 1.5 turns into our most recent game, Bill and I have decided to end our gaming relationship, or, perhaps more appropriately, suspend it for now. I must say that ending a long-term gaming relationship is a bit like ending other relationships, with both a little sadness and relief. Bill and I got along well, and we were evenly matched in terms of skill, but our tastes and interests drifted apart somewhat over time, as did our ability to commit time to the relationship.

There is hope, however! The Designer Signature Edition of **The Russian Campaign** remains on Consim Press's P-500 list, although it was delayed by about a year until fall of 2018. I still need to convince Bill that it is time to get a computer and teach himself how to use VASSAL. These Designer Signature Editions, while true to the original versions, are a lot larger in physical size, since most go with 5/8" counters and two maps to accommodate the larger pieces. I no longer have room to set large games up for the long term, nor do I enjoy the dust that accumulates on them or the scattering of pieces when I move them around or bump them.

While there is something to be said for the handling and pushing of cardboard, the game assistance programs have made a significant, positive difference in my enjoyment of the hobby. It has especially opened things up for me to enjoy newer titles that are supported by a program. Newer designs often come with a very interactive sequence of play that makes play by regular mail, or even regular email, somewhat difficult or impossible. That also increases my probability of making purchases, so game publishers take note: if I'm going to spend \$70 to \$120 on a game, I expect at least a VASSAL module.

I will make sure Bill gets himself a new edition of **TRC** when it comes out later this year, and perhaps once again join him in battle!

### Red Star, White Eagle

Speaking of Designer Signature Editions, Compass Games just released and updated version of the 1979 GDW classic, **Red Star, White Eagle**. As with these editions, the game has been graphically enhanced, rules cleaned up, errata incorporated, and do forth. Popular variants are also usually included if there were any from the past. The original systems stay intact.

This game is about the relatively obscure war between newly independent Poland (the White Eagle) and newly Bolshevik Russia (Red Star), which in 1920 was intent on spreading the revolution through the rest of Europe. I have to reread the course of the war, but I do know that the Poles prevailed, throwing the Russians back from the banks of the Vistula and so securing their independence until the Germans came from the other direction in 1939.

The game is known for its sweeping movements and back-and-forth opportunities for both sides. While infantry predominates, there is ample Red cavalry, tanks, and the always interesting armored trains. There appears to be a provision for a three-player game where the Russian side is divided up, but I haven't had the chance to really look at all of the rules yet. I only know it looks quite interesting. I will try to get back with some initial impressions next issue, as I suspect this game is highly playable in all formats.

### Treasurer's Report

All is still quiet on the front. Passive activity only once again, just a shell or two here and there to keep the lads on their toes. A few print *K* checks have arrived, but those will get deposited next month. I will correct the dates for the totals this time; sorry if my date listings caused anyone any confusion last time. I presume not, since I didn't hear anything. As always, any donations to the cause are welcome.

I was a little remiss last issue in including our yearly totals in my report. That is, in part, because our annual expenditures barely change from year to year, and nobody asked, so I forgot to include it last issue. Here is a truncated summary of where we are and where we were compared to this time last year:

<b>Total balance 11-29-17:</b>	<b>\$ 8,998.53</b>
<b>Dividend 11-30-17:</b>	<b>1.11</b>
<b>Dividend 12-31-17:</b>	<b>1.15</b>
<b>Total balance 1-30-18:</b>	<b>\$ 9,000.79</b>
<b>Total balance 1-30-17:</b>	<b>\$ 8,957.24</b>

For the entire calendar year of 2017, we spent a total of \$99.99: \$49.99 for our Bluehost certificate, and \$50.00 for a gift certificate to Ed O'Connor. We have yet to pay our annual webhosting charge of about \$240, which was paid at the end of December, 2016, so that should be coming up very soon, and I will also deposit the print *K* dues and donations. Essentially, we are trading water, with just the tiniest erosion year to year. It will be awhile before AHKS slides into the sea. Which is why we can continue to offer services for free.

Until next time!



## Book Review

### The Persian Expedition

by Xenophon

Penguin 309 pages, printed 1949/1965

one hard-to-read map

Reviewed by Omar DeWitt

In 401 BC, Cyrus, a Persian, raised an army to fight his brother, Artaxerxes, for the Persian throne. His army included ten thousand Greeks. The army marched from Sardis, in the western part of Persia, to Cunaxa, near modern day Baghdad, over a thousand miles.

In the battle there, Cyrus was killed while his brother, the king, survived. Well, what were the Greeks to do, surrounded by enemies now and no clear knowledge of how to get home? The Greek army was made up of hoplites and was vulnerable to slingers and horsemen. The army was canvassed and a group of slingers was formed. Also a relatively small group of horsemen was congregated into an effective group.

The king was in contact with the Greeks through another Greek who promised to help the army. Eventually, the king's Greek invited the Generals and Captains (these seemed to be the only officers) to his tent to discuss the situation. They had a meal, then the king's Greek had them all killed.

The dead men did not seem to be crucial, because the Greek army voted in new officers. They then started marching north. (They eventually reached the Black Sea.)

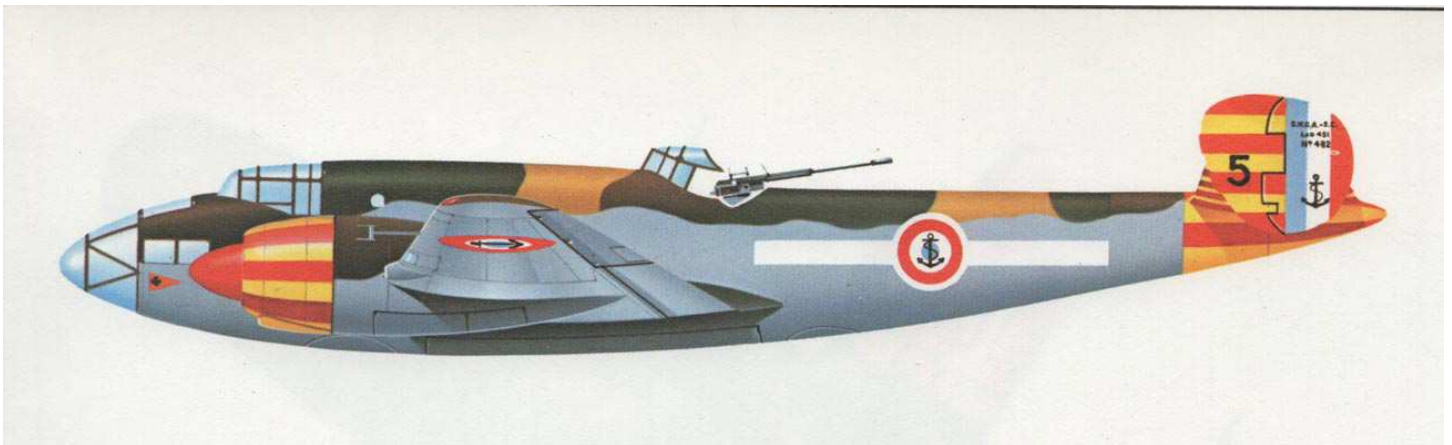
The march led them through several different countries, all of them hostile. They took food from villages they passed, sometimes with difficulty. Close to ten thousand Greek hoplites were a formidable force, and most of the opposition used guerilla tactics. Whenever an important decision was to be made, the Greeks made a sacrifice and examined it to see what the gods wanted them to do.

They eventually reached the Black Sea at Trapezus, a city friendly to the Greeks. The decision here was were they to proceed by land or sea. Men went off to find ships; others raided nearby villages for food. When the ships did not appear, they set off along the coast. More unfriendly settlements, more fighting.

Eventually modern-day Constantinople was reached. Some Greek personage sold off some of the army as slaves (!??). Most of the army joined a local strongman in Thrace (west side of the Dardanelles). The Greeks were successful, but then they had to argue with the strongman to get him to live up to his promises.

At the end of the book, most of the remaining Greeks joined the Spartans in another war.

I've been aware of the book for some time, and a copy has been on my shelf for many years, but just now has it been read. I enjoyed the book and was surprised that it kept me interested throughout the difficulties they encountered.



Lioré-et-Olivier LeO 451 B4

## Open Match Requests from Duncan Rice

Advanced Squad Leader MMP	Jim Reimer 1877
Anzio 7ed AH	Mark Bayliss 1666 EP
Armageddon S&T 34	Mike Dyer 1874 EV
Battle of the Bulge '65 AH	Roger Greezicki 1865 P
Battle of the Bulge AH	Tom Yoder 1813 V
Bitter Woods CG	Joe Ryan 1854 E
Blackbeard	Jim Reimer 1877
Blitzkrieg '75 AH	Jeff Bullard 1901 PLV
Bloody Buna 3W	Mike Dyer 1874 EV 17
Blue and Gray II SPI	Mark Willmarth 1885
Chancellorsville	Greg Thornton 1538
Conflict of Heroes AG	Lourens te Beer 1908 EL
DDay 77 AH	Roger Greezicki 1865 P
DDay	Greg Thornton 1538
Flight of the Goeben S&T 21	Mike Dyer 1874 EV
Flight Leader	Scott McAninch 1718 P
Flying Colors GMT	Graeme Dandy 916 EV
For the People GMT	David Elkin 1888 FV
Gettysburg 64 AH	Roger Greezicki 1865 P
A House Divided GDW	Graeme Dandy 916 ECV
The Longest Day AH	Jeff Miller 1303
Napoleon's Last Battles TSR	Mark Willmarth 1885
Panzer Battles	Martin Spetz 1898
Renaissance of Infantry S&T 22	Mike Dyer 1874 EV
Rise and Decline of Third Reich AH	Tom Yoder 1813 V
Richthofen's War AH	Scott Saunders 1664
Richthofen's War AH	Scott McAninch 1718 P
Russia Besieged L2	Michael Paul 1586 P
The Russian Campaign	Greg Thornton 1538
Seelowe SPI	Roger Eastep 291 V
Siege of Constantinople S&T #66	Richard Passow 1453 EPLX
Stalingrad 2ed AH	Roger Greezicki 1865 P
Storm Over Dien Bien Phu MMP	Andrew Patience 1646 V
Sweden Fights on GMT	Richard Passow 1453 EPLX
Tac Air AH	Martin Sabais 1711 EVSL
Tactical Game 3 PP	Mike Dyer 1874 EV
Trireme AH	Mark Bayliss 1666 EP
Tunisia II MMP	Lourens te Beer 1908 VL
A Victory Lost MMP	Martin Spetz 1898
War of the Suns MMP	Jeff Miller 1303
Warriors of God MMP	Jeff Miller 1303

### Match Coordinator

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

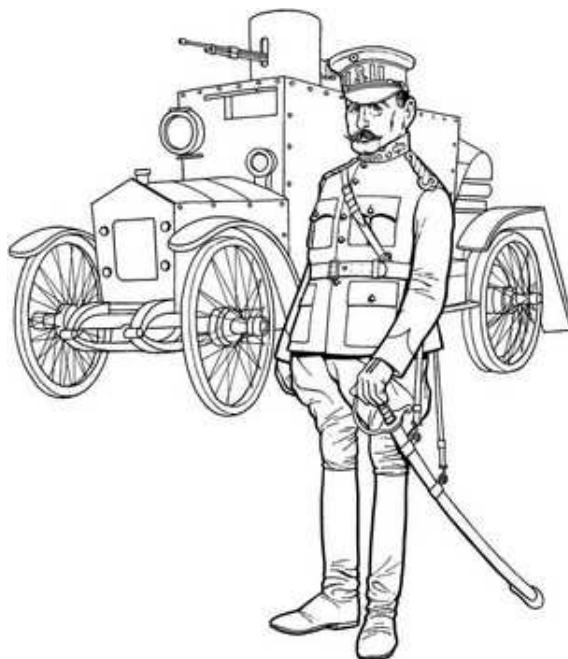
Nothing new to add to the multi-player requests this time around.

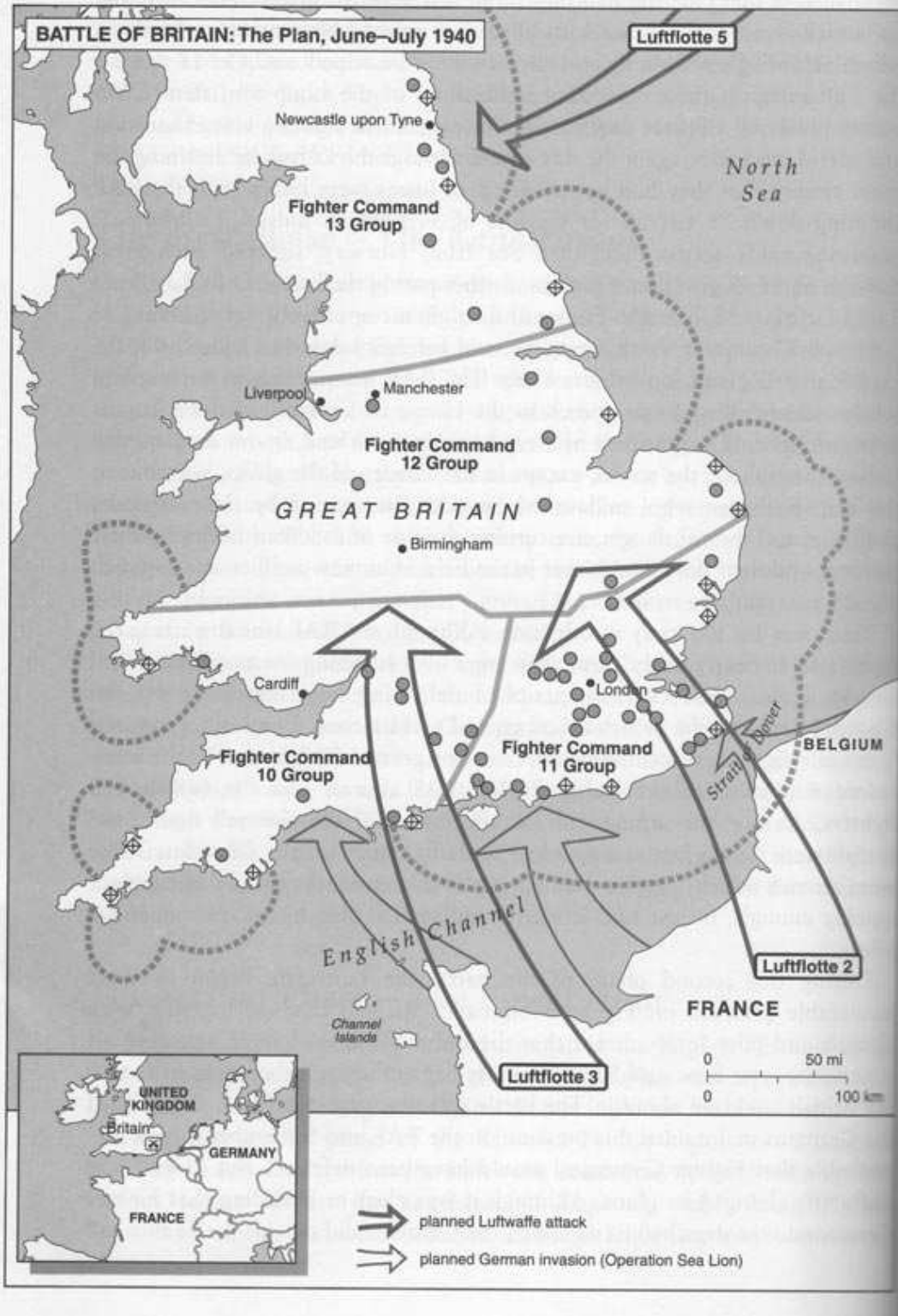
However we do have a **Flat-Top** game getting off the ground, or off the deck, at last. ☺

Which leads me to a question, with the ease of playing using Vassal and ACTS if needed I would think we would have more interest in multi-player games.

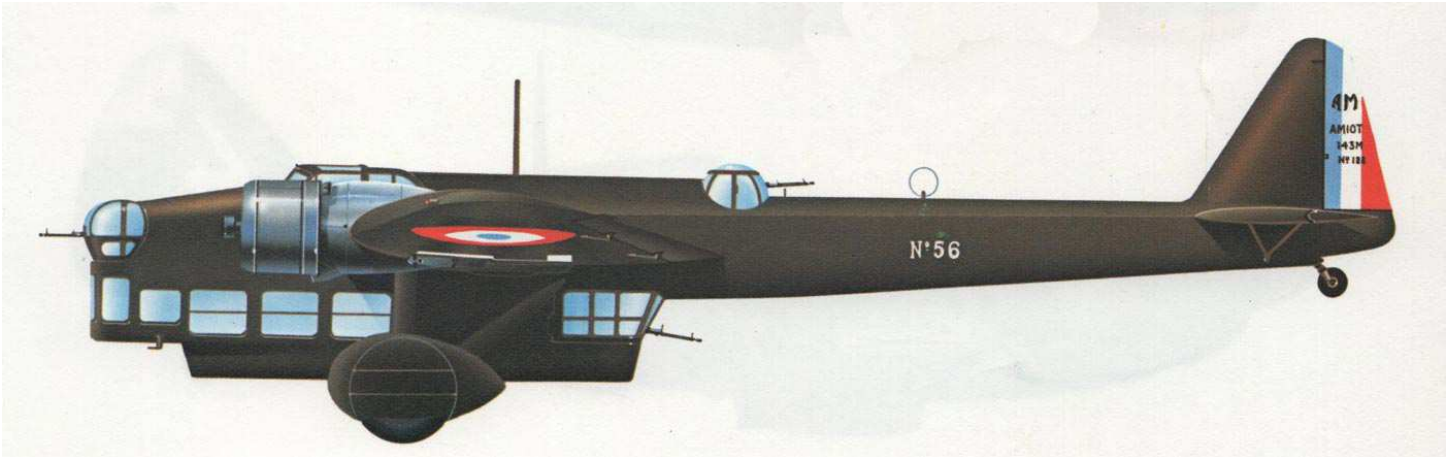
Personal experience has shown most multi-player games breakdown eventually over the internet. Which is why I'm thinking the advantage of having a pool of reliable opponents through AHIKS would be a major benefit of membership.

Any thoughts on that please reach out to me.









Amiot 143M

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

Brian Stretcher, 117 Camellia Trail, Brevard, NC 28712

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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: March 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

### Academy Games

**878 Vikings - Invasions of England** is an area control game for 2 - 4 players. Gain fame, riches and a new home as the Vikings voyaging to England, or defend your Kingdom and Christendom from the pagan hordes! Viking players control the Norsemen Viking freemen and the fearless Viking shock troops known as Berserkers. Players for each side work together in order to coordinate their strategies. The English start the game controlling all of England, but then the Viking players invade from the sea to strike deep into English territory. Players decide when to end the game by calling for the Treaty of Wedmore. The team controlling the most cities by the end of that round wins the game. \$70 <https://academygames.com/games/birth-of-europe/product/p878-vikings-invasions-of-england>



### Avalanche Press

**Panzer Grenadier: Land Cruisers** The First Great War ended in December 1916 with Wilson's Peace, a negotiated settlement that left all parties vaguely dissatisfied (except those called on to die by the millions). The Second Great War erupted in August 1940, with Russian, French, and Italian armies attacking the Central Powers in a naked grab for territory and power.

French armies pushed relentlessly into German territory, spearheaded by the massed armor formations advocated by Col. Charles DeGaulle and backed by waves of tactical attack aircraft. Caught off-guard, the Imperial German Army resisted as best it could but gave ground in front of the French and their Belgian allies. To stop the onslaught, the Kaiser's generals decided to deploy their most carefully-guarded secret weapon: the massive armored vehicles known as Land Cruisers.

**Land Cruisers** is a supplement for the Panzer Grenadier game series, set in the same alternative-history background as our Second Great War at Sea games. It is not a complete game: ownership of **1940: The Fall of France and Elsenborn Ridge** is necessary to play all of the 10 scenarios included. **Land Cruisers** also includes eight double-sized and 72 standard-sized silky-smooth, die-cut-and-mounted playing pieces. \$25

<http://www.avalancheexpress.com/gameLandCruisers.php>



**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. Outmatched 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.avalancheexpress.com/gameCoProsperity.php>



### Clash of Arms

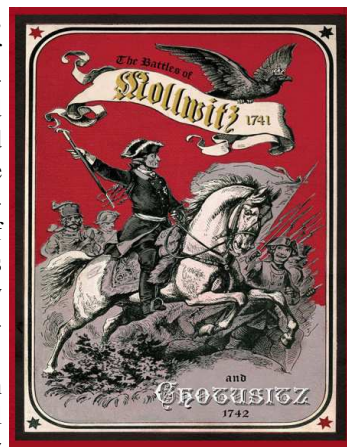
The latest installment of the BAR series, **Mollwitz & Chotusitz: Battles of the First Silesian War**, contains the first two battles of Frederick the Great's career as he began to forge his legacy as the greatest general of his generation. But be aware, this is not the Prussian Army of the Seven Year's War!

At Mollwitz (April 10, 1741) King Frederick II has been outmaneuvered by FM Neipperg. The plodding Prussians must advance over snowy fields to assault the waiting Austrian infantry and escape the entrapment. The Austrian player, with superior cavalry, must use that cavalry to slow down or distract the Prussian infantry before they devastate their Austrian counterparts. Each side has their strengths (and weaknesses) and must seek to maximize them to their benefit before time runs out. And, there is always the possibility that Frederick will flee the battlefield.

At Chotusitz (May 17, 1743), the Austrian army under Prince Charles has again outmaneuvered Frederick and hopes to annihilate the isolated part of his army. The pressure is on as the Austrians must attack quickly before the bulk of the Prussian army arrive as reinforcements. This is a finely matched battle with the Austrians as the attackers!

Both battles are one map in size with less than the usual number of counters. Chotusitz is roughly the size of the BAR game of Lobositz whereas Mollwitz has only 2/3 of the counters of Chotusitz. \$80

[http://clashofarms.com/BAR\\_Mollwitz.html](http://clashofarms.com/BAR_Mollwitz.html)



## Compass Games

**Red Star/White Eagle: The Russo-Polish War, 1920**, Designer Signature Edition, marks the return of a true wargaming classic by David Williams, remastered and updated with this all-new, supersized edition. Celebrated by many as one of the finest and often sought-after game titles ever produced by Game Designers' Workshop (GDW, 1979) on a fascinating, almost forgotten conflict that would determine the course of European history for the next twenty years or more. **Red Star/White Eagle** is yet another Classic Reborn! by Compass.

To the West, the First World War was "the war to end all wars". To the submerged nationalities of Eastern Europe, this war removed the obstacles to their political aspirations—Tsarist Russia collapsed in 1917; Germany and Austria-Hungary were defeated in 1918. The disintegration of these empires sparked a chaotic period of struggles in Eastern Europe, as proponents of the old order, nationalists, and revolutionary socialists fought for supremacy. The conflict between the Poles and the Bolsheviks was the most important campaign in determining the borders of Eastern Europe.

**Red Star/White Eagle** is an operational level simulation that faithfully recreates the 1920 conflict over the border areas of Eastern Europe. Game play is not for the faint of heart with open maneuvering creating a fast and fluid situation as both sides seek the opportunity to outflank and attack. Nearly any defensive line can be bypassed in the wide-open expanse of West Russia, forcing players to probe for vulnerabilities and seize the initiative. An exhaustive Order of Battle helps capture the key historical facets of the campaign including supply, cavalry charges, armored trains, loss of command, inter-front cooperation, rail nets, railroad reserve, flotillas and marines, border garrisons, numerous specialized units, and more.

This Designer Signature Edition provides a fully updated treatment to the GDW 1979 release that honors the original game design. All aspects of the game are being enhanced—rules, charts and tables, map, counters—based on years of player experience and feedback. One example is adding initial set-up and reinforcement entry codes to all units to ease set-up and play. Play time can vary with three scenarios provided and the Campaign Game. While suitable for solitaire play and designed as a two-player game, the Campaign game is credited as allowing for up to three players (with two playing the Russian side). This edition serves as the ultimate treatment in paying homage and celebrating the original classic design by David Williams. For your gaming enjoyment, this game has been supersized by featuring a larger playing surface (two maps) and larger 5/8" counters to deliver an optimal play experience that can be completed in a single sitting. \$57/\$79 <https://www.compassgames.com/preorders/red-star-white-eagle-the-russo-polish-war-1920-designer-signature-edition.html>



## Dan Verssen Games

**1500: England Expansion** These Nations give each player control of a specific European nation during the Age of Discovery! Each deck features a custom mix of cards unique to that nation.

Each Expansion pack also contains the cards and rules needed to add the nation to the game as an AI non-player participant! This means you can play 1500 with your friends or solitaire against 1 or more non-player decks!

The Expansion nation decks are: England, France, Portugal, The Netherlands, and Spain. \$25 <http://www.mcssl.com/store/danverssengames>



## GMT

**Battles of the Warrior Queen** It is AD 60, and Governor of Britannia C. Suetonius Paulinus stands ready to deal his final blow against a vicious insurgency in Rome's new province. Inspired by Rome's implacable opponents, the Druids, the remaining fanatical warriors of a two-year insurgency hold out on the island of Anglesey. Having made an amphibious landing on the island's shores, Paulinus and his legionaries must cut their way through fierce opposition on the beach.

While his cohorts ravage the island, a messenger reaches Paulinus with news of a tribe that is rampaging the eastern fringes of his province. The Iceni, led by Queen Boudicca, are reported to have murdered local Roman officials and their guards. Other reports soon arrive that the Iceni's revolt is gathering both force and momentum as local tribes are responding to Boudicca's call for open revolt. A large warrior force is said to be devastating Roman villas and farmsteads as it heads south towards the first Roman colony in Britannia, Camulodunum.

Paulinus realizes that with all four of his legions posted in the north and west, this new menace has the potential to ravage Roman colonies and cut his lines of communication. He faces the very real prospect of being Governor of Britannia in name only.

**Battles of the Warrior Queen** covers the major engagements during the rebellion of the Iceni tribe and Boudicca's allies against the legions of Emperor Nero. Led by Queen Boudicca, the rebellion would be the greatest British threat to nearly four centuries of Roman domination of Britain.

### Battle of Mona Insulis

Separated from mainland Britain by the treacherous waters of the Menai Straits, Paulinus faced the challenge of making an opposed beach landing on the Welsh island of Mona Insulis (today's Anglesey). The Britons, arrayed along the shore in a dense and heavily armed line of battle, awaited the assault. Helping whip them into a battle frenzy were the Druid priests, for whom the island was their last sanctuary.

### Battle of Camulodunum

On learning that the Iceni tribe had risen in revolt and were heading towards the Roman colony of Camulodunum (modern-day Colchester), the IXth Legion (named as "Hispana") set off from its base in Lindum (modern-day Lincoln), under the command of legate Petillius Cerialis. He was a mercurial individual who had escaped the brink of military disaster before. His luck would be tried once again in his encounter with the Britons.

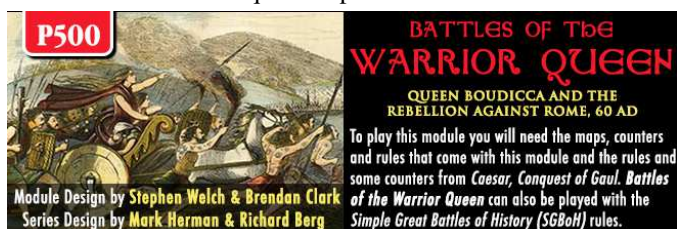


### Battle of Bannaventa

After arriving on the mainland, Paulinus rode east and south in great haste. Outside Londinium news of the defeat of Cerialis and his IXth Legion reached him. Ordering evacuation of the city, Paulinus withdrew hurriedly northwards to the midlands and urgently concentrated the XIVth Gemina and the XXth Legions.

As Boudicca's horde approached, Paulinus drew up his troops in close order in a defile, protected on his flanks and in his rear by dense forest. He knew that the Queen of the Iceni would struggle to keep her disparate coalition in check and would soon be compelled to attack. Whichever way it went, this would likely be the final, climactic battle of Boudicca's rebellion against Rome.

To play this module you will need the maps, counters, and rules that come with this module and the rules and some counters from **Caesar, Conquest of Gaul. Battles of the Warrior Queen** can also be played with the **Simple Great Battles of History** (SGBotH) rules. \$20 <https://www.gmtgames.com/p-616-battles-of-the-warrior-queen.aspx>



**Wing Leader: Blitz** is the first expansion for GMT's **Wing Leader** system. **Blitz** adds more aircraft and scenarios to play while expanding the game into new theaters of war. Fly Dewoitine D.520 fighters into the cauldron of battle against German Heinkels. Lead Japanese Ki-27s against the Soviets in the skies over Nomonhan. Direct Royal Navy Fulmars and Martlets at Italian torpedo bombers in Operation Pedestal. Launch P-39D Airacobras against Japanese invasion forces approaching New Guinea.

New aircraft will also include the Soviet I-16, I-153 and MiG-3, the Curtiss Hawk 75 fighter, and most of the major French fighters including the M.S.406 and MB.152C.

Players will need a copy of **Wing Leader: Victories 1940-1942** to play **Wing Leader: Blitz**. \$36 <https://www.gmtgames.com/p-612-wing-leader-blitz.aspx>



### Hexes and Soldiers

**Soldiers of the Sun** is a unique game in that it uses neither map nor combat results table. The game combines a clever activation system with a straight forward action point system to bring you something that is "off the beaten to death path" of tactical wargaming. Includes 6 scenarios and instructions to build your own scenarios. \$15

<http://hexesandsoldiers.wixsite.com/hsgames>

### High Flying Dice Games

**The Glory that was Greece** [Volume III] is a series of games depicting several battles from the ancient world. The games are introductory in level and complexity, designed for fun and competitive play, while also depicting the history of the battles.

**Battle of Delium:** Fought in 424 BC, was part of the Athenian campaign to secure a solid base for further action in the north. It ended with a defeat by a Beotian coalition, and among the dead was the Athenian commander, Hippocrates. Socrates participation in the battle is attested by Plato in *Symposium*; his heroism is testified by the word of Alcibiades.



**Battle of Amphipolis:** fought with only a few thousand troops from both sides, was a direct clash between the main antagonists in the war, Sparta and Athens. It ended with a decisive victory for the Spartans but, as both commanders died during the fight, it opened the road for the so called Peace of Nicias, that settled the situation for a few years. It also paved the road for the unfortunate Sicilian Expedition by the Athenians, that sealed the fate of the conflict for the Athenians following their catastrophic defeat at Syracuse. \$15 <http://www.hfdgames.com/greece3.html>

**Land of Confusion, The Battle for Fulda Gap 1985** If the "balloon had gone up" in Cold War Europe during the 1980s, one of the hotter spots would have been the Fulda Gap.

Communist East Germany's western border projected a salient that was pointed directly at this key geographic feature of West Germany. If offered the Soviet and Warsaw Pact forces the shortest and most direct route through West Germany and the Rhine River.

Defending here were the bulk of the US forces committed to NATO. How much of a fight that could be waged here would in large measure determine whether the Communist of Free World would prevail in this very hot and dangerous war.

This game came about at the request of my good friend and Ace play tester, Brian Brennan. During the early '80s Brian was a military policeman in intelligence operations, attached to the 11th Armored Cavalry. He was stationed in the Fulda Gap region. While play testing other games with this design he requested that I make a game on a possible "what if" battle for Fulda Gap; what you have now before is the result. \$15

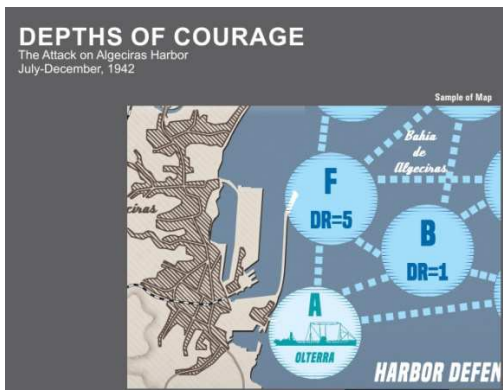


<http://www.hfdgames.com/fulda.html>

**Depths of Courage, The Attack on Algeciras Harbor, July-December, 1942** is a *solitaire* game on the Italian mini-sub attacks at Algeciras Harbor.

Starting in December of 1942, and again in May and July of 1943, the Italians used an interned freighter, the *Olterra*, as a base from which their “frogmen” limpeters commandoes conducted daring night-time raids against Allied shipping in the harbor near Gibraltar. The raiders’ base of operations was never discovered until Italy surrendered on September 8, 1943. During the time they were active; the Italian commandos sank or severely damaged many Allied ships, making them one of the most daring clandestine raiding forces of WWII.

The active player takes on the role of the commanders of the three or four, two-man crew S.L.C (siluro lenta corsa) Maiale (Pig) class mini-submarines. You must endeavor to overcome the Allied defenses and night-time visibility to inflict as much damage as possible before being killed, captured, or escaping. \$8 <http://www.hfdgames.com/algeciras.html>



**Depths of Courage, The Attack on Gibraltar Harbor, September, 1941** is a *solitaire* game on the Italian mini-sub attacks at Gibraltar Harbor. On September 18, the Italian submarine Sciré released 3 two-man crew S.L.C (siluro lenta corsa) Maiale (Pig) class mini-submarines to attack Allied shipping in what many thought was an impregnable harbor, safe from any enemy attack. The Italian raiders sank three merchant vessels; the cargo ship *Durham* and two tankers, *Denbydale* and *Fiona*. For their daring raid, all 6 of the Italian frogmen, as well as the entire crew of the submarine Sciré were hailed as heroes.

The active player takes on the role of the commanders of the three or four, two-man crew S.L.C (siluro lenta corsa) Maiale (Pig) class mini-submarines. You must endeavor to overcome the Allied defenses and night-time visibility to inflict as much damage as possible before being killed, captured or escaping. \$8 <http://www.hfdgames.com/gibraltar.html>



## Hollandspiele

**Horse & Musket: Sport of Kings** is an expansion. You need **Horse & Musket: Dawn of an Era** to play this game.

The ambitious task that designer Sean Chick has set before himself with his series **Horse & Musket** is to trace the development of battlefield tactics, doctrine, and technology from the end of the seventeenth century to the middle of the nineteenth over the course of six volumes. This second volume picks up where **Dawn of an Era** left off, covering 1721 - 1748. This is a dramatic and colorful era, “the pinnacle of classic linear combat”. Memorable personages such as Nader Shah, Maurice de Saxe, and Bonnie Prince Charlie march their grand armies across your hex grid. Stealing the spotlight is the young and untested Frederick II of Prussia. Early on he suffers embarrassments and setbacks, stumbling into victories by the skin of his teeth. But by the time this volume concludes, he will have become one of the greatest leaders in military history. \$45 <https://hollandspiele.com/products/horse-musket-sport-of-kings>



Some of the scenarios are listed below:

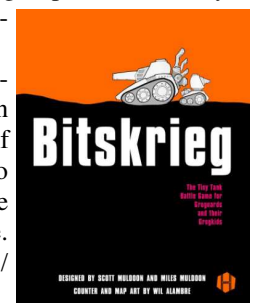
Gulnabad - March 8, 1722 – Zenith of the the Hotak Dynasty  
Mehmandost - September 29, 1729 – Safavid Restoration  
Samarra - July 19, 1733 – The Fate of Baghdad  
San Pietro - June 29, 1734 – The Blurred Line Between Bold and Reckless

Guastalla - September 19, 1734 – The Day the World Lost  
Ogoula Tchetoka - March 25, 1736 – Father Senat’s Hymn  
Ackia - May 26, 1736 – Bienville’s Blunder... and more.

**Bitskrieg** Once upon a time, there was a game designer named Scott Muldoon, who wanted a wargame he could play with his five-year-old son, Miles: a game that was simple and compelling enough that a child could play it, but also crunchy and subtle enough that a grown-up wouldn’t be bored silly—crunchy and subtle enough, in fact, that two grown-ups could play it, on purpose, and with nary a kid in sight. That’s a tall order, indeed, but working together, Scott and Miles created a game for grognards *and* their grogkids.

To begin the game, obstacles are arranged randomly on an eight-by-eight square grid, with 1,947,792 possible battlefields. Add the advanced Terrain rules that divide these obstacles into three types of terrain, and this number increases exponentially. All that’s before you and your opponent secretly and simultaneously pick five tanks from four different types (light, medium, heavy, and tank destroyers) as you feel will be best-suited to that unique map as well as what you think your opponent might be thinking. Tricky tactical moves and subtle strategic decisions await even the most seasoned gamers, while the game’s streamlined treatment of tried-and-true wargaming concepts such as Movement Points, facing, range, and rolling to penetrate enemy armor make **Bitskrieg** an ideal introduction for tiny gamers.

Optional advanced rules include flanking, ramming, bounding fire, stun, terrain types, etc. **Bitskrieg** handicaps easily, so if luck is not enough for your young one to turn the tables on you, you can customize the experience to find the right balance. \$35 <https://hollandspiele.com/products/bitskrieg>





**An Infamous Traffic** It's 1833. The East India Company has just had its monopoly of trade revoked by an official act of Parliament. You, and others like you, see a golden opportunity for profit in China. For too long the Company's polite deference to the Qing has smothered progress and stifled trade. There is real money to be made here and you intend to make it.

**An Infamous Traffic** is a brutal economic board game for two to five souls brave enough to conduct the opium trade in the fracturing political landscape of 19th century Qing China. Initially, you will need to rely on smugglers in order to get your products into the interior, but, if Parliament can be swayed, perhaps an open war can make the trade more secure. At the same time, you'll want to be careful. If British aggression goes unchecked, the region may become a failed state, which could jeopardize your hard fought gains.

Of course, the massive wealth you'll earn won't be enough. Trade is still a dirty word among those in the top rungs of society. You certainly haven't forgotten how your business holdings were sneered at by some prodigal baronet during your brief stint at Oxford. They don't understand. The empire they enjoy was built on trade, not pedigree. So, you'll play their game, snatching up the precious symbols of nobility with your hard-won cash. Perhaps you can restore a beloved castle and stuff it full of the latest luxuries. The right marriage or government post would certainly guarantee your place in society. You might even be tempted to rob your own firm to get that extra edge back home.

In any case, there's demand for opium in China, and you intend to meet it. \$50

<http://hollandspiele.com/products/an-infamous-traffic>

## Matrix Games

### Wars of Succession [computer game]

*I have resolved never to start an unjust war, but never to end a legitimate one except by defeating my enemies.* - Charles XII of Sweden

It is the year 1700, but this new century is not bringing peace to Europe. Two great wars are erupting almost simultaneously, covering the Old World with fire, smoke, and steel.

Over Western and southwest Europe, the War of Spanish Succession sees the French - Spanish Bourbon monarchs against the Grand Alliance built by Austrian Habsburgs, Britain and the United Provinces. The stakes are high, as every power involved is willing to conquer a share of the "Empire where the Sun never sets".

In Eastern and Northeastern Europe, Sweden, and Russia (and its allies) have started a bloody confrontation for dominance in the North. The consequences of a struggle between Czar Peter I and King Charles XII of Sweden are unpredictable. The Great Northern War is about to commence.

**Wars of Succession**, the new turn-based grand strategy game developed by Ageod and published by Matrix Games aims to recreate these crucial wars with incredible accuracy. With a detailed selection of each historical unit involved in the conflict, you'll have the chance to command over 200 different types of troops from Grenadiers and Musketeers to Winged Hussars and Cossacks, as well as a dozen types of different warships.

You will coordinate the movements of several armies across all major European countries, take care of supplies, fa-

...tigue and seek the most favourable conditions to engage in combat, hold sieges or retreat to recover. \$30 <http://www.matrixgames.com/products/637/details/Wars.of.Succession>



## Revolution Games

**Hitler Strikes North**, The 1940 Invasion of Norway (designed by Jack Greene) is a remake and facelift of a classic game from the 1980s by Quarterdeck Games, and licensed to Hobby Japan. Many of the changes from the original reflect research I have conducted since the original game design and are reflected from our co-authored book *Hitler Strikes North*. Errors have also been corrected. The game map shows portions of the North and Norwegian Seas.

In April, 1940, World War II was locked in a "Sitzkrieg"—a phony war. There were naval activities and limited air operations, but the Allied armies faced Germany on her border where little was going on beyond training and planning. Attention was drawn north to Norway because of vital Swedish high-grade iron ore resources feeding both side's weapons industry through the ice-free port of Narvik and brought further into focus with the Russo-Finnish "Winter War" that had just concluded. Great Britain, with ally France, had a preponderance of ships and naval support, even if the Kriegsmarine (German Navy) was more modern. Britain was on the defensive, though she had advanced plans for invading Norway to cut off the supply of iron ore going to Germany. But the British did not know when or with what that the Germans might try to break raiding warships out into the Atlantic to attack her vital convoy routes, or marshal an attempt to overwhelm a tragically weak and under armed Norway.

**Hitler Strikes North** allows you to explore the various possibilities of this highly charged strategic situation.

Can you break through the vaunted Royal Navy to unleash your raiders?

Can you successfully use all the elements of modern war—air, sea, and land to swiftly subjugate an entire nation in the world's first modern "Joint" operations?

Can you, as the Allies, respond to the German thrust with your forces to stop the German objectives?

**Hitler Strikes North** not only has these historical scenarios but also includes optional and hypothetical units, including the Danish navy, that allow you to play alternative plans and operations. \$39 <http://www.revolutiongames.us/>



## Slitherine (computer games)

**Strategic Command Classic: WWI: The Great War** contains a number of major campaigns that span the period, including a monster campaign featuring the biggest map of Europe

and the Atlantic yet, at over 39,168 tiles, or 384x102! **Strategic Command World War I** is a re-release of the great classic from 2010, with all the improvements brought by its original "Breakthrough!" mod!

The flagship campaigns that come with this release cover the war in Europe starting with the great German offensive into France in August 1914 and ending with the final grand battles in France and Flanders in 1918. The battles fought on the Eastern Front and in the Italian, Balkan, and Middle Eastern theaters are all fully represented, too.

This release will also include the expansion **Strategic Command WWI - Breakthrough!**, introducing a new unit, the armoured train, which substitutes for the rail gun in some scenarios. The game engine changes cover a host of improvements including new hotkeys and some nice combat features like combat unit swapping, improved bombardment options, and so on. Supply rules have been overhauled and improved. **Breakthrough** also adds a variety of additional scenarios and a range of modding features to the game editor.

**Strategic Command World War I: The Great War** provides you with the opportunity to re-write history in a war that changed not only the destiny of Europe but of the whole world. \$20 <http://www.slitherine.com/store/product.asp?gid=704>



**Field of Glory II: Immortal Fire** is an expansion of **Field of Glory II** and requires the base game to be played

Play your part in the epic events unfolding during this era, including the conquest of the Lydian Empire (in western Asia Minor) by the expanding **Achaemenid Persian Empire**, the **Persian Wars**, in which the Greeks of mainland Greece defeated two Persian invasions, the subsequent wars between the victorious Greek city states, the development of a new military system by **Philip II of Macedon**, his conquest of Greece, the invasion and conquest of the Persian Empire by his son **Alexander the Great**, and his campaigns beyond Persia into India.

Experience the wars between Alexander's generals (the **Diadochi**) after Alexander's early death, while **Rome** was expanding from a single city to controlling most of Italy by 280 BC, and in Sicily, **Carthage** fought a series of wars against Syracuse and the other Sicilian Greek cities for control of the island.

Command either side in any of these conflicts, or explore what-if scenarios – such as what Alexander might have done next if he had not died so young. Would he have been able to conquer Carthage and Rome? \$15

<http://www.slitherine.com/store/product.asp?gid=716>



## Tiny Battle Publishing

### Lion of Malaya

*"The jungle is not such a terrible place. We can live on rice, salted sesame seeds, and salted fish....the jungle did not have the fear for us that it seemed to have for some of the Allied soldiers." - Unnamed Japanese soldier, recounting his experiences during the 1941 invasion of Malaya.*

The thick, lush, wild jungles of the Malay Peninsula held an abundance of some of the most sought-after resources of the Second World War. A staggering 60% of all the tin in the entire world lay beneath the tropical terrain, and 40% of the world's rubber flowed through its trees. Its war machine starved by Allied embargoes, Japan set its eyes on Malaya both for these and other resources and as a staging point for further invasions into nearby oil-rich countries.

**Lion of Malaya** sets the defending British Imperial and Commonwealth forces against the Imperial Japanese Army in an operational level game covering the Japanese invasion of Malaya and the advance to Singapore between December 1941 and February 1942.

Clever fatigue rules simulate the mounting exhaustion and dread. Nuanced air rules—that's right, baby, air rules!—and the assignment of tank and anti-tank assets deftly emphasize their importance in modern warfare. The Commonwealth is in a desperate situation, but the game's just as tough for the Japanese, who must win a total victory, or no victory at all. It's WW2 gaming at its finest.

Originally published in *Yaah! Magazine*, 6, this version of **Lion of Malaya** includes a number of clarifications and updates from the designer. \$10/\$22/\$25

<https://tinybattlepublishing.com/products/lion-of-malaya>



## Worthington Publishing

**War Along the Chesapeake** It is the summer of 1814 and the British Navy controls the Chesapeake Bay. With that navy is a small professional army, fresh from the battlefields of Europe and Napoleonic warfare, ready to land on the shores along the bay and bring this war to an end. Their targets are Norfolk, Washington, and Baltimore, the heart of American ship building and maritime industry. Standing in their way is a large disorganized militia and a handful of marines. The historical campaign resulted in Washington being burned. But now the decisions are yours.



Our **War of 1812 Campaigns** uses the game system from our Blue and Gray series adapted to this era. **War Along the Chesapeake** is Volume 1 and will be followed later by Volume 2: **War Along the Great Lakes** and Volume 3: **War Along the Gulf Coast**.

Our goal is a delivery in March or April.

All Kickstarter backers will receive a book on the campaign, using excerpts from Henry Adams classic "A History of the United States during the Administrations of Jefferson and Madison".

[https://www.kickstarter.com/projects/1456271622/war-along-the-chesapeake-limited-250-copies?ref=avxk3f&token=6ad3c0e6&utm\\_campaign=cf8e8665b3-EMAIL\\_CAMPAIGN\\_2018\\_01\\_17&utm\\_medium=email&utm\\_source=Newsletter+Subscribers&utm\\_term=0\\_899ff40d70-cf8e8665b3-238726261](https://www.kickstarter.com/projects/1456271622/war-along-the-chesapeake-limited-250-copies?ref=avxk3f&token=6ad3c0e6&utm_campaign=cf8e8665b3-EMAIL_CAMPAIGN_2018_01_17&utm_medium=email&utm_source=Newsletter+Subscribers&utm_term=0_899ff40d70-cf8e8665b3-238726261)



**Enemies of Rome** It is 300 BC. Since being founded as a Republic in 509 BC, Rome has grown in power and influence. You and up to 4 other players are one of Rome's great leaders. Take control of legions and lead them across the known world for the next 600 years as you deal with uprisings, rebellions, political intrigue, and wars. Players can make alliances with one another (and true to Rome, break those alliances!) maneuver their forces and the enemies of Rome, all as they try to become the one true Caesar! All others are fed to the lions and their legacies lost to history. \$65/\$75

<https://worthingtonpublishing.com/?product=pre-release-sale-enemies-rome-shipping-december-january>



## MAGAZINES

**CounterFact # 7 Islamic State: War in Syria (ISWS)** is a two-player wargame simulating the post-Russian intervention phase of the Syrian Civil War.

In this game, there are two coalitions fighting parallel wars against a common foe: DAESH and Al Qaeda in Syria, with one player (the US player) commanding US/NATO Forces, Kurdish/SDF and non-Islamic Syrian Rebels, and a second player (the Russian player) controlling the Syrian Arab Army (SAA, Assad's forces) and their allies (Iran/Hezbollah, Russia).

DAESH and Al-Qaeda in Syria are controlled by the game system, although certain game events allow players to use these forces against each other.

"DAESH" is the English-language acronym for the Arabic phrase (also presented here in Anglicized form): al-Dawla al-Islamiya al-Iraq al-Sham, and meaning "The Islamic State of Iraq and the Levant."

Each game turn represents about from two to six weeks. The units of maneuver are regiments, brigades, divisions, or equivalents. \$15/\$32 [http://www.wargamevault.com/product/232087/CounterFact-Issue-7?manufacturers\\_id=4712](http://www.wargamevault.com/product/232087/CounterFact-Issue-7?manufacturers_id=4712)

**Le Franc Tireur #13** has issued its yearly magazine related to ASL with 17 scenarios, articles, etc. €37 <http://www.lefranc-tireur.org/spip.php?article111>

**Modern War #33 ISIS War.** This game is 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 my earlier design, **Oil War: Iran Strikes** (*Modern War #2*). \$35 <http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW33>



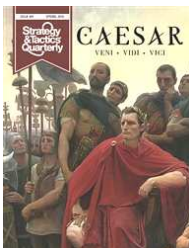
**Strategy & Tactics #309 The War of Turkish Liberation** begins during the first half of 1920, when the victors of World War I (Greece, France, Italy, and Great Britain) tried to implement the partition of the Ottoman Empire that had been agreed to at the treaty of Sévres. There are two players in this game: the Revolutionary player and the Imperialist player. The Revolutionary player controls the Bolshevik and Turkish Nationalist armies, and the Imperialist player controls the armies of Greece, Armenia, Azerbaijan and Georgia.

There are a total of 11 game turns (from Spring 1920 to Autumn 1922). At the end of game turn 11, the Imperialist player wins if he has accrued enough Victory Points for capturing key objectives throughout Turkey



and adjacent countries. The Revolutionary player wins if he prevents his opponent from capturing key objectives. \$40  
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST309>

*Strategy & Tactics Quarterly* #1 - **Caesar**: Julius Caesar arose at a turbulent time when the Roman Republic was facing military threats from abroad and insurrection at home. It was an era where rival gangs fought in the streets of the capital for control of vital political offices, armies engaged in incredible battles on far-flung frontiers, and generals seized control of the state to ensure justice for their troops against an increasingly corrupt government. Caesar came to the forefront, not only conquering Gaul, but by defeating many foes in the Great Roman Civil War and establishing himself as the sole power in Rome, revolutionizing the political system. This issue covers Caesar as well as profiling figures that are still known to us today—Cleopatra, Spartacus, Cicero, and many more. \$15  
<http://shop.strategyandtacticspress.com/>



*Vae Victis* (French wargame bimonthly) in its January 2018 edition, #137, has articles on the Fleurus battle of 1794 and the campaign of Cortes in Mexico, as well as the usual review of numerous games, an ASL scenario (**USSR 1942**), an **Mémoire '44** scenario (Ukraine 1941), and a **France 1940** scenario for Bolt Action). The magazine has a special edition which comes with a die-cut game on Cortes' Conquest of Mexico. English rules and a command table are available on their website. In a next issue of the magazine an extension of the game (map for battle of Tenochtitlan) is announced as well as a few extra counters. €16.

<https://www.vaevictismag.fr/fr/edition-jeu/113-vaevictis137.html>



*World at War* #58 **Stalin Moves West** is a two-player strategic level hypothetical simulation of a potential World War II campaign in which the Third Reich did not invade the Soviet Union in 1941 and instead Stalin launched an invasion of central and western Europe. The map depicts the Soviet Union (USSR), the Greater German Reich, the General Government (German-occupied Poland), Hungary, Romania, and Slovakia as they were in 1941.

Each hex on the map represents about 70 kilometers and each game turn represents one month in summer and two in winter. Units are corps/armies with supply, leadership and air support covered as unique support units on the map. The uncertainty of

the effect of the purges is depicted by the Soviet units being deployed to show their “untried” status, where even the Soviet player is unsure of the combat value of any given unit. The game has several different scenarios which look at various situations in which such a war might have occurred. \$40  
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW58>



*Wargames, Soldiers & Strategy* No. 93. Your editor was wandering around Barnes and Noble recently and happened upon this magazine. Its sole focus is miniatures. Since this is number 93, it has been around for a while. It is in color with slick paper and deals with games, painting the miniatures, book reviews. \$10 [www.wssmagazine.com](http://www.wssmagazine.com)

*Yaah! Magazine* #10 As the days grow shorter, you're gonna need something to fill up all that extra time indoors - and this 78-page issue's game looks like a great place to start. Hermann Luttmann's **Steamroller** is a highly playable (and when we say "highly playable" we mean "fun as hell"), tense, operational look at 1914's pivotal Tannenberg campaign. Command either the German 8th Army or the Russian 1st and 2nd Armies in the battle that decided the early course of the Great War on the Eastern Front. The game is the latest iteration of the system used in Hermann's earlier **Race to the Sea 1914**, (as well as **Dead Reckoning**) with corps, divisions, and brigades traipsing around the wilderlands of East Prussia and northeastern Poland.

If you "read it for the articles", we've got you covered. Nick O'Neill visits a galaxy far, far away with his take on popular *Star Wars: Rebellion*, while Deborah Malmud dives deep into VPG's gorgeous new 2nd edition of **Nemo's War**. Roger Leroux gets up close with **Urban Ops**, newcomer Keith Beason scrutinizes **The Fall of the Third Reich**, and John Burt takes a look at **Bloody Dawns**. Brad Smith shows the true grit of some gamers playing a convention game of the hyper-complex oldie **Phoenix Command**, and Col. Smitty provides some context for this issue's game with a historical overview of the Tannenberg campaign.

It's not *Yaah!* without the scenarios, right? We've got the second part of Chuck Turnista's fascinating King Arthur scenarios for **Command and Colors: Ancients**, an exclusive setup for **Space Cadets: Away Missions** by Tom Russell, a **Sticks and Stones** scenario pulled from Mark H. Walker's **Dark War: Retribution** from the designer himself, and a desperate alliance of bitter enemies for Grindhouse Games' **Incursion**. \$40  
<https://flyingpiggames.com/products/yaah-magazine-issue-10>

## BOOKS

*Splendid Little War* (from Long Face Games) Watermarked PDF \$10.52. A campaign system and tactical rules for pre-dreadnought naval warfare, by David Manley.

A mini campaign covering the Spanish American War in the Caribbean and the Philippines, with a campaign system covering both theatres of operation. Also included is a brief history of the naval campaign and the “Broadside and Salvo” fast play pre-dreadnought rules and a complete set of ship data for the rules allowing the campaign to be fought out over a weekend or a few club nights. <https://www.wargamevault.com/product/226986/Splendid-Little-War>

