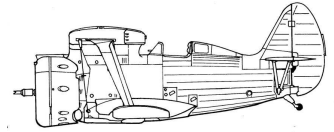


The *Kommandeur*



Volume 53 Number 2

Publication of AHIKS

April 2018

From Your President Bob Best

Today is March 21, 2018. It is raining here today at the "Best Casa." The house is quiet; Sue is off doing volunteer work and I am home alone. I can hear the clicking of the keys as I type this and the soft patter of the rain as it hits the window of my game room. The weatherman says we are in for several more days of rain and maybe a light dusting of snow in the foothills around the Bay Area. Always a fun sight when it happens here.

Moving On To AHIKS Business

I would like to congratulate member "Chuck" Sutherland for winning the Mark A. Fassio Award for the Best Article of 2017. Chuck wrote a great piece titled "Attack on the March - Panzer Gruppe Guderian meets WIE/WitE." That was published in issue 52-6 of the newsletter. In his article, Chuck presents a series of rules changes and additions that are designed to fix most of the known issues with WIE/WitE historical play. Chuck tailored the rule changes to make the game system much more mobile and focused on armor exploitation ability as was the case historically. Chuck indicted the rule changes "...have been play tested several times on the East Front and in the France 1940 scenarios." I found this article to be an interesting read. Thank you, Chuck, for taking the time to write and present your article for publication.

Winners of the Fassio Award receive a plaque and a \$50 award for their work.

When Chuck was notified that he had won the award he wrote: "WOW! I am flattered to win the Fassio award ... I would like to donate the 50 dollars back to the organization though! I would love to place the trophy on the mantel, however, for our Eden NC war gaming group to view! ... Thanks, I'm very honored to receive this!"

Chuck, on behalf of AHIKS, I would like to thank you for your *generous* donation to the group! Again, congratulations on winning the award. You should be receiving the plaque about the time you read this.

You, too, can be eligible to win the Mark A. Fassio Award and the \$50 cash prize. All you have to do to be eligible to win is

write up an article for *The K* on some aspect of your gaming experience and submit it to our Editor, Omar DeWitt, for publication. Articles can be about any aspect of our gaming hobby from After Action Reports on games you play to game reviews and any other game related topics that might be of interest to the membership. Have fun with it and we look forward to seeing *your* article published in *The K* during 2018.

And A Quick Word About Our Society

AHIKS was established to foster fair, fun, and friendly game play between our members. Our Society maintains the highest standards of fair play so that our members will have the best gaming experience possible. We strive to encourage the building of friendships, relationships, and camaraderie among all of our members. In some cases our members have established lifelong friendships as a result of their participation in AHIKS.

Prompt and courteous communication is one of the cornerstones for maintaining these high standards. I know we all have busy lives outside of our gaming hobby, but I would like to ask each and every one of you to make the effort to respond to emails, phone calls, or letters from the Officers or other members of our Society. Even if you are not interested in pursuing a game match or other request from someone, please take a moment and write a brief reply to the sender rather than just leave them hanging. It's only common courtesy. Thank You.

On the Home Front

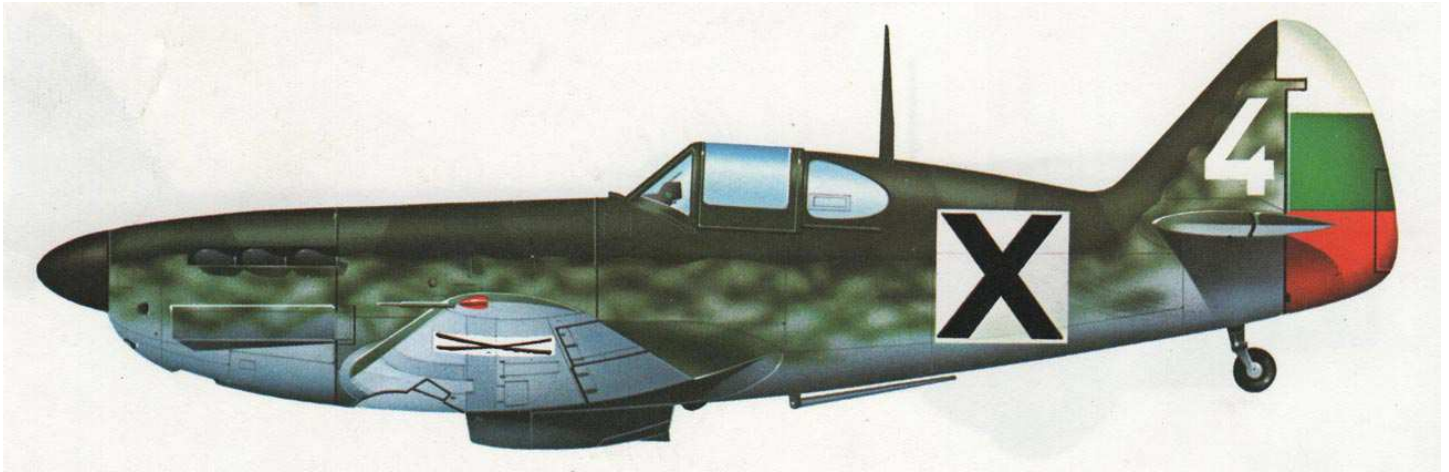
I have been writing an ongoing commentary about my game of **Trenches of Valor** from Victory Point Games with our editor, Omar DeWitt, these last few issues. Displaying great tactical skill our editor "took out" several of my Canadian troops and destroyed four dugouts, thus giving him enough victory points to win Scenario 8 "Point du Jour" in our match. Omar succeeded in taking his objects in just six of the nine game turns allotted for this scenario. We are now in the process of setting up the second match with me playing the Germans. I'm thinking it's going to be tough to beat Omar's six turn win record. Great Game Omar! :-)

Scenario 8 "Point du Jour" can be found in **ToV's** Expansion Kit. Not only does the expansion kit contain more scenarios, but it also has new types of soldier counters including Leaders, Engineers, and Flamethrowers. Each of these soldiers have unique abilities, and they really give a new twist to the game play. Overall, I think **Trenches of Valor** is a fun "Beer and Pretzels" kind of game that would be an excellent game to use to teach someone how to play wargames.

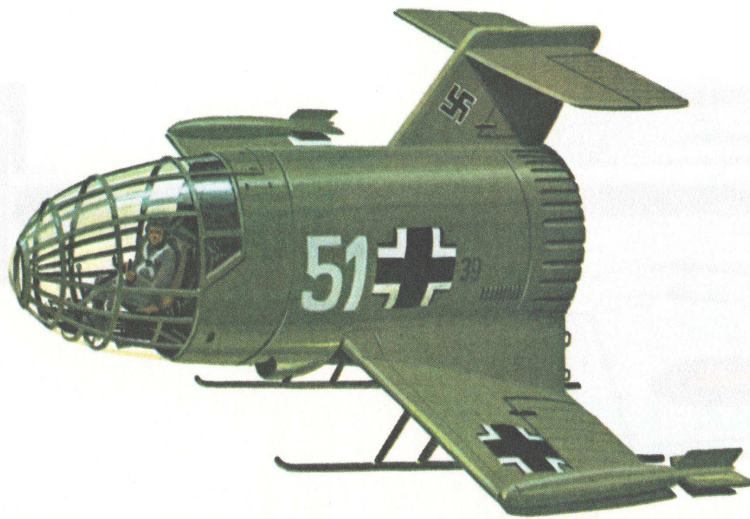
I am also playing SPI's **Wurzburg** with member Bill Klitzke as I have mentioned in past columns. We finished the first game with a win for the Americans in the "Advance to Contact" scenario. We've changed sides for our second game and my Soviet troops have advanced into Wurzburg. Bill was able to "pick off" one of the defenders in his turn and now the Soviets are trying to hang on to that little piece of Wurzburg until reinforcements arrive. It's looking like this game will also be a nail-biter. Stay tuned for more reports on the progress of our second game.

So, until next time... Happy Gaming!





Dewoitine D.520. Royal Bulgarian Air Force, winter 1943-44.



DINKEL GX "KLEINEFEUERWERKSWAFFE" When the Reichsministry of Sportive and Jolly Activities issued its edict banning unauthorized use of fireworks in April 1945, it triggered creation of one of Nazidom's last violent flying death throes: the potentially vicious Dinkel "Little Fireworks Weapon." The Dinkel was merely a metal tube, its fat nether end hollowed out and stuffed with every skyrocket, cherry bomb, Roman candle and other explosive that could be culled from warehouses, private homes and factories. The pilot hung on for dear life as someone lit the wick protruding from the stern. The craft wiggled and shot ahead on skids, rising into the air if the pilot was quick-witted enough to so direct its erratic course. Few Dinkels saw active service, but in the last great sentimental gesture of the Hitler era, Reichsmarshal Hermann Goering had four such craft assembled, ordered them fueled with fireworks, and then, as his *Fuhrer* watched, had the Dinkels fly overhead skywriting a multicolored swastika in the night sky. Alas, the swastika proved a skywriter's *Gotterdammerung* when all four planes collided at the axis. The *Fuhrer* was nonetheless said to be delighted at the show. A repeat gala featuring 60 GXs was scheduled for the next August, but was canceled by the unexpected turn of events that May.

This appeared in my files. I do not know where it came from, probably an old Playboy magazine.

Open Match Requests from Duncan Rice

Adv. Squad Leader MMP	Jim Reimer 1877
Anzio 7ed AH	Mark Bayliss EP
Armageddon S&T 34	Mike Dyer 1874 EV
Battle of the Bulge AH	Tom Yoder 1813 V
Battle Cry Milton Bradley	Axel Van Looy 1909
Battles for the Ardennes	Thomas Ten Eyck 0826 PE
Bitter Woods CG	Joe Ryan 1854 E 170329
Blackbeard	Jim Reimer 1877 170631
Blitzkrieg '75 AH	Jeff Bullard 1901 PLV
Bloody Buna 3W	Mike Dyer 1874 EV 170631
Blue and Gray II SPI	Mark Willmarth 1885 170704
Chancellorsville	Greg Thornton 1538 171011
Circle of Fire ATO	Rudy Quiroz 1915 SEV
The Civil War AH	Axel Van Looy 1909
Conflict of Heroes AG	Lourens te Beer 1908 EL
DDay 77 AH	Roger Greezicki 1865 P
DDay	Greg Thornton
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
Holland '44 GMT	Rudy Quiroz 1915 SEV
Kriegspiel AH	Robert Lentz 1895 EPX
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/Decline of Third Reich AH	Tom Yoder 1813 V
Rhichthofen's War AH	Scott McAninch 1718 P
Second Fleet VG	Thomas Ten Eyck 0826 PE
Seelowe SPI	Roger Eastep 291 V
Siege of Constantinople S&T #66	Richard Passow 1453 EPLX
Silver Bayonet GMT	Rudy Quiroz 1915 SEV
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
Tactical Game 3 PP	Mike Dyer 1874 EV
Tactics II AH	Robert Lentz 1895 EPX
Third Fleet VG	Thomas Ten Eyck 0826 PE
Trireme AH	Mark Bayliss 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

Multiplayer Games

If you are interested in playing any of the following games, contact Jeff Miller (address on page 12).

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
 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]

From the Editor

If you are following closely, you may have noticed some irregularities with our new-member numbers. The problem has been solved and we are confident things are OK now.

Why I mention this I don't know. It has been very lacking in results in the past. There are quite a few illustrations in this issue. Your article on rolling dice against the wall for the best result could be printed instead!

Bob Best has mentioned in his Presidential column the **Trenches of Valor** game that we have been playing. He has talked about my cunning ability to get him to roll ones for me. [By the way, if you are interested in my skill in that area, I will be willing to share that with you for the trifling sum of \$100.] However, Bob has not touched on the most outstanding feature of our games. **Trenches of Valor** has very few counters on a small map. Face-to-face, it can be played in under half an hour, if the players go into the kitchen for a beer. Sitting at computers and mailing move after move would incorporate maybe 35 minutes. Bob and I have taken several months to finish a game! You have to admit that **that** is impressive.

If you have seen "Wonder Woman," you may have wondered about an item. Wonder Woman, and a few other super-hero women, wear their super costumes with bare legs and arms showing. I have yet to see a super-male who wasn't clothed up to his neck with very strong, bullet defying material. You may have wondered why that was. I know, and I will tell you. Wait, there's the door bell. I'll be back in a minute...

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

Target For Today, After-Action Report

by: Bob best

Mission 10 for the B-17F bomber Sweet Sue and her crew in Steve Dixon's **Target For Today!** Campaign. If you are interested in learning more about the TFT campaign game, check out the Solitaire Game column elsewhere in this issue.

Sweet Sue is a B-17F model Flying Fortress bomber based at Molesworth Air Base in England. She is assigned to the 8th Air Force's 800th Bomb Wing/815th Bomb Squadron. In game time, the date is 1 Jun 43. I hope you enjoy the AAR.

800th BG/815th Sqdn -Sweet Sue

1 Jun 43

Mission 10/ TGT - Oil (POL) in Recklinghausen, Germany

(Zone 6)

Position # - Low Cell (Position 17)

Crew:

Pilot: CPT 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: CPL Dave Miller

Left Waist: T/SGT Nate Thompson

Tail Gunner: CPL Rex King

From the pilot's diary:

We had four days off before we were "fragged" to go to Recklinghausen. Passes were handed out and my blonde USO show girl, Sue, met me in Huntingdon for a "quiet" couple of days relaxation. Huntingdon is a nice little town about 10 miles east of our base here at Molesworth. It's a quaint village with little shops and nice people. Sue and I shopped and enjoyed the restaurants and pubs and a picnic in the country. All great fun!

I should tell you about Molesworth, Station 107, home of the 800th Bomb Wing too. I don't think I will ever forget it, but someday my kids might want to know what their dad did in the war! I've attached a photo of Molesworth taken from the air. It was an RAF station until it was turned over to the 8th Air Force in 1942. The main airfield was lengthened to 6000 feet for heavy bomber use, and they put in more hardstands (where we park the bombers) to accommodate 50 bombers. We live in "temporary" buildings on the north and south sides of the main

east-west runway. The elevation is 240 feet. The fog does get heavy here at times.

Mission 10 was slated to Recklinghausen. We were going after oil targets. This would be my 10th mission. It started just like all the rest with an 0200 wake up from the Charge-of-Quarters, or CQ - NCO coming into our two man room and turning on the light and making sure we were awake before he went on to the next room in the billet. We dragged ourselves out of the racks and dressed. Then it was off to chow. The food was hot and plentiful, but most of us were too keyed up to have much to eat. It was just toast and coffee for me. When we finished eating, we stopped at the equipment building, picked up our flight gear, and emptied our pockets, making sure we had no person items that could compromise us if we were shot down and taken prisoner. I picked up my Colt .45 Auto, charged it at the sand barrel, and shoved it into my shoulder holster inside my flight jacket. "Sandy" Sanderson, my co-pilot and roommate, was doing the same. Then, we walked over to the officer's (pilots, navigators, and bombardiers) briefing at Wing HQ.

We were a bit relieved. When the briefing officer pulled back the cover on the map board, the route string went only a short way into Germany! A low murmur of relief could be heard from the assembled group and then the Lt. Colonel called for quiet and went on with the briefing. It looked like a straight forward mission, a little light on fighter escort I thought, but I hoped that would not be a problem. After the briefing our 3/4 ton Dodge truck drove us out to the hardstand where Sweet Sue waited patiently.

There was a light rain falling off and on but nothing that would stop us from going. M/SGT Jamison, our crew chief was standing out of the rain under the left wing. He rendered a snappy salute as I got out of the back of the truck. He said Sweet Sue was ready and held out the clipboard. I signed it and handed it back. M/SGT was a 30 year veteran and had forgotten more about aircraft maintenance than I ever knew. If he said Sweet Sue was ready, then she was ready. I saluted him back and grabbed my flight bag and walked to the forward entry hatch. Grabbing the edge I kicked my feet up and pulled myself into the belly. "Sandy" pushed his and my bags up into the open hatch and I took them. He pulled himself up and into the plane as I had while I made my way to the flight deck.

Our enlisted gunners had already arrived with the machine guns and ammo when we got there. They had loaded the guns and ammo on board and got them set up. As we were in 17th position to take off in the low group, we had plenty of time to get ready. We got Sweet Sue fired up and went through all the checklists. Commo was checked and all was A-OK.

Take off went well in spite of the rain, and we formed on our assembly ship with no problems. General Dixon was leading today and the Wing assembled smartly. We turned out over the channel and headed for the continent.

We had 100% cloud cover over most of the channel. T/SGT Reichert kept a close radio watch, but there were no recalls. I know General Dixon didn't like to "turn back" and would push through to the target. As we crossed the coast, the cloud turned to haze, and we could see the other bomb groups



formed up with us to hit Recklinghausen. I could hear the other bomb groups calling out Kraut fighters over the radio, but none of them found the 815th bomb squadron.

We were deep into the Netherlands in Zone 5 when 3 waves of Kraut fighters hit the 800th bomb wing. T/SGT Jennings in the top turret called out an incoming Me-109 fighter from 1:30 high. Lt. Schmidt our navigator and CPL Dave Miller our right waist gunner all opened fire. I could see the single streams of tracers from the right cheek gun and the right waist gun passing harmlessly behind the approaching Me-109. Then I heard the pounding of the top turret guns and the rattle of brass on the deck behind me. Two fiery lines of red tracers ate into the left wing root of the approaching fighter. When the 109 was less than 100 yards away, the wing separated from the fuselage and fluttered free, almost hitting us as it passed. The 109 began to corkscrew and burst into flames. "Sandy" in the right seat watched it all the way down. "No Chute!" he said.

The intercom was a bedlam of voices calling out attacking fighters. Sweet Sue was lucky. No Hits! During a lull between waves a random even occurred, and it appeared the Luftwaffe was having communications problems (Random Event #9 Bad Luftwaffe Communications) as we were no longer in their sights.

An FW-190 did attack from 1:30 high and we had several calls. Schmidt fired the cheek gun again as did Miller in the waist. Jennings' fantastic shooting did tear a piece off of him before he passed underneath Sweet Sue. CPL King in the tail made a passing shot at him and claimed "I got him!" Jennings also made a claim, but I didn't see either one. I was setting Sweet Sue up for Landers to take over for the bomb run.

Then the flak started coming up. I was sweating it out. That 90 seconds seemed like forever as we flew straight and level while Landers lined up on the target. I put my hands in my lap and looked out the window. I could see the angry red puffs bursting around our group. In one of the high groups I could see a flak burst right in the belly of one of the B-17s. The tail section separated and the main body began to spiral down. I don't know how they got out, but I counted five good 'chutes. I watched the B-17 all the way to the ground.

Sweet Sue was spared. All the flak went elsewhere, both on and off the target. Landers got a good line up and the Recon boys said we dropped 20% on target.

We turned for home. There were a couple of stretches where the Kraut fighter attacks were really heavy, but, between our fighter escorts and the bad Luftwaffe communications, we made it home relatively unscathed. Landing went smooth as did the debriefing.

Jennings claimed a FW-190 and an ME-109 and King claimed a FW-190 for:

One (1) FW-190 was claimed and one (1) ME-109 was claimed. Both were awarded

T/SGT Jennings was awarded one (1) ME-109 and 1/2 credit for the FW-190

CPL King received 1/2 credit for the FW-190.

LT Landers put 20% of the bombs on target.

Sweet Sue will be ready to fly the next mission.



Molesworth (Station 107) - Home of the 800th Bomb Wing



Arms from Romania.

Two New Mexico Forts

By Omar DeWitt

Fort Craig is about five miles east of I-25 and about 25 miles south of San Antonio in New Mexico. It was operational from 1854 to 1885, some 31 years. We drove down highway 1 from San Antonio on a two-lane, paved road. At the sign we turned east on a dirt road for some four miles. The visitors' center had a rest-room building, a large permanent awning covering a mobile home (a car was nearby), and a small visitors' center building. The sign on the visitors' building read "Closed on Tuesdays and Wednesdays." Today was Tuesday March 20, 2018.

We were advised that there was a map at the beginning of the walk, and we were welcome to take pictures. There was actually very little to take pictures of. Parts of two walls of the commanding officer's house were still standing. Some of the walls of the entrance guard house/sally port/jail were still standing. A tall, wooden flag pole supported a flag; the white paint was peeling, but I rather doubt if the flag pole was original. Everything else was flat, covered with desert growth.

I am guessing that the area the fort covered was over 15 acres. Some dirt walls were visible. A couple commissary buildings dug into the ground still had adobe bricks visible; these were large buildings, some 60 feet long and 30 wide. Informative plaques were stationed along the walk and were informative. However, the fact that the officers' quarters once covered this patch of yucca and scrub grass was not awe inspiring. The fort was built not far from the Rio Grande, which was visible from the eastern side.

The fort was built to protect the American citizens from the Indians, who were trying to protect their land. By the middle of 1861, Fort Craig had become the largest fort in the southwest, containing over 2,000 soldiers. It is unlikely that any of you are familiar with Civil War activity in New Mexico. New Mexico was invaded from Texas by General Henry Sibley and about 2,500 Confederate soldiers. After the battle of Valverde (more later), Sibley moved north along the Rio Grande (aiming for the gold fields in Colorado).

[The Battle of Valverde took place on February 21, 1862 between some 2,500 Confederates under Sibley and 2,000 or so Union soldiers under Colonel R.S. Canby. The battle area was filled with deep ravines, making communication very difficult. At the end of the day, the Union men retired to Fort Craig. The Confederates claimed a victory, but history has said it was a draw.]

Canby moved his men into Fort Craig. The fort, reinforced with Quaker Guns (wooden) and soldiers' caps on the bastions, did not look inviting to Sibley, who kept moving north.

Sibley (and the South's) invasion of the west came to an end a month later with the Battle of Glorieta, a bit east of Santa Fe. That was a rather interesting battle, taking place mostly in a wide ravine. The Union forces kept retreating as the Confederates advanced in the ravine and along the edges. Another Union cavalry force moved around the Confederates and captured their supplies way in the rear, burning most of them. The Confederates, with little ammunition and food, gave up and went back to Texas.

After the Civil War, Fort Craig was used to help subdue the Indians. After the surrender of Geronimo and Nana, the fort was permanently abandoned. It was sold to a land-and-

irrigation company and eventually donated to the Archaeological Conservancy and transferred to the Bureau of Land Management.

Fort Craig is not too far from Albuquerque, and it was of minor interest to visit. I think that anyone flying in from the coast to see it would be disappointed.

Fort Stanton has buildings! It was formed in 1855 for the same reason Fort Craig was formed. The troops here worked at bringing the Mescalero Apaches under control. In 1861, during the Civil War, with Confederates approaching, the Union soldiers abandoned the fort after setting it afire. Night rains extinguished the fire, and a Confederate company took control for a short time.

After 14 months (the Confederates were back in Texas), Kit Carson with five companies was sent to the fort in October 1862 to find it in shambles. It was rebuilt and the Indians Carson was sent to subdue were subdued.

"Black Jack" Pershing began his career at Fort Stanton in 1887. The fort was officially closed in 1896. The fort was reopened in 1899 when President McKinley set it as a tuberculosis hospital.

During WWII it served as a POW camp, primarily for German sailors.

From 1963 to 1996 it was a facility for the care of "mentally challenged."

From 2000 to 2009 it was a drug rehabilitation center.

So, it is no mystery why the buildings have roofs, walls, and doors that work.

In 2010 the museum and visitors' center opened.

At the visitors' center we were greeted by a knowledgeable and talkative woman, shown in to see a short video, and were pointed to the museum. We walked around the grounds, entering a few buildings, although the buildings were mostly empty rooms, except for the barracks. It was a New Mexico sunny day with a reasonable temperature.

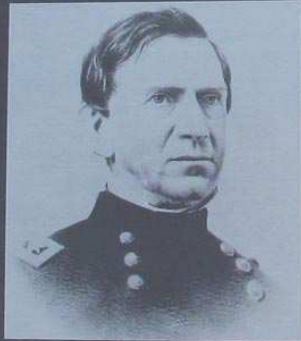
The visit was only mildly interesting. The guys on the coast needn't move from their easy chairs.



Fort Craig, what remains. Two walls of the commanding officer's quarters.

Colonel Edward Richard Sprigg Canby and Colonel Henry Hopkins Sibley were seasoned soldiers and leaders with many Indian campaigns under their belts by the time they confronted one another in the 1862 Civil War Battle of Valverde, a few miles from Fort Craig.

Canby, son of a Kentucky country doctor and graduate of the American Military Academy, had served in military campaigns against the Seminoles, Cherokees, Creeks, Choctaws, and Navajos prior to coming to Fort Craig. His was an illustrious career. He had been named colonel of the Nineteenth Infantry at Fort Defiance in New Mexico Territory soon after the Civil War began. In a series of battles at Valverde, Apache Canyon, and Glorieta, Canby's troops effectively prevented a Confederate expansion from Texas into the greater Southwest. After the Civil War, he aided reconstruction efforts in the South. He supervised the process that gave blacks the right to vote in Texas, and he was widely known for the judiciousness of his political appointments. Canby was killed by Modoc Indians in California during an attempt to parley with them, making him the only army general killed in the Trans-Mississippi Indian Wars.



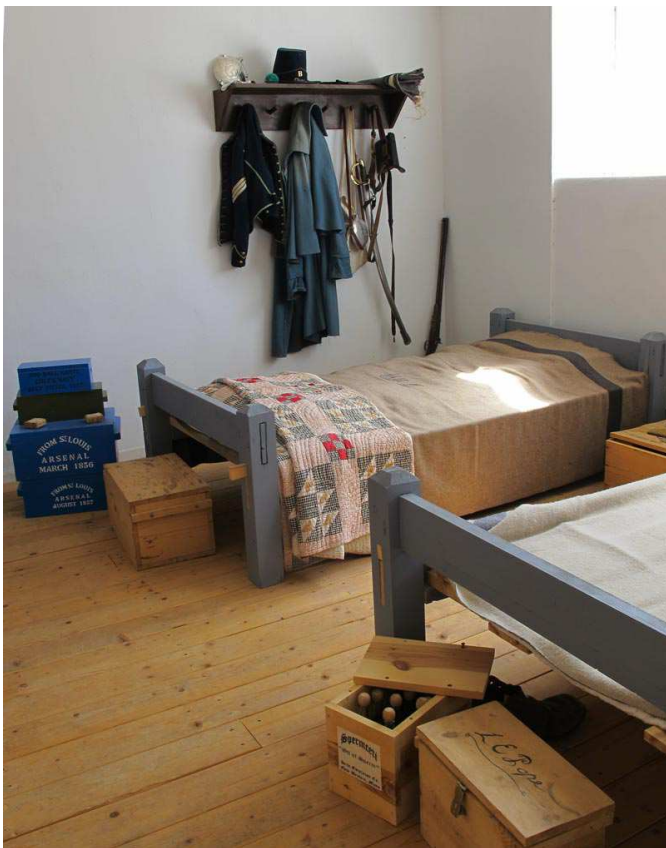
Museum of New Mexico (negative #54169)
Colonel Canby



Museum of New Mexico (negative #50541)
Colonel Sibley

Sibley, graduate of West Point and veteran soldier from Nacogdoches, Louisiana, had served in the Mexican-American War and on the frontier in New Mexico against the Navajos. He resigned from serving the North at Fort Union in New Mexico in 1861 to join the Confederacy. His first objective was to take the Colorado gold fields, which he hoped would provide support for the Southern cause. His second objective was to establish a supply port on the Pacific Coast that the Union could not blockade. However, his expeditions were doomed by miscalculations and the poor state of his own health. He failed to gain the support he expected from New Mexico Hispanics, who had become tired of ill treatment at the hands of the Texans, and he was unable to acquire anticipated supplies along the western route. During the Battle of Valverde, Sibley suffered miserably from kidney-stone pain, and he was known to frequently become incapacitated from the alcohol he drank to dull this pain. Sibley never matched the achievements of his fellow West Point graduates during the Civil War, or afterward. One report has him dying in 1883 in Egypt, where he served as an officer in their army. Another claims that he died in Louisiana, in poor health and spirits.

Photos of a plaque on the walk around Fort Craig.



Fort Stanton.

Fort Stanton: reconstruction of NCO quarters.

Treasury Notes

Brian Stretcher



Of Intrusions, Excursions, and Other Diversions

Since the last issue, gaming time for me has been at a premium. I spent about 10 days with a mild case of the flu, fortunately functional due to my flu shot in the fall, took a week's vacation, spent inordinate amounts of time getting the youth soccer season underway here right before that vacation, kept up with an ever-increasing court calendar as my practice grows, and spent additional inordinate hours working on 2017 taxes.

That has slowed down the **Kingmaker**, **Lamps Going Out**, **Jutland**, **Pearl Harbor**, and **Balance of Powers** games I still have in progress, but as of this week I am caught up on everything, with only a freshly returned **Pearl Harbor** move back from Tony Arena to work on as I write this. Whew! But I have also had precious little time to look through my recent Christmas additions of new games, meaning that I have yet to do anything other than peruse the box contents of **Revolution Road**, **Red Star/White Eagle**, **Red Russia**, **Great Pacific War**, and **Arctic Convoy**.

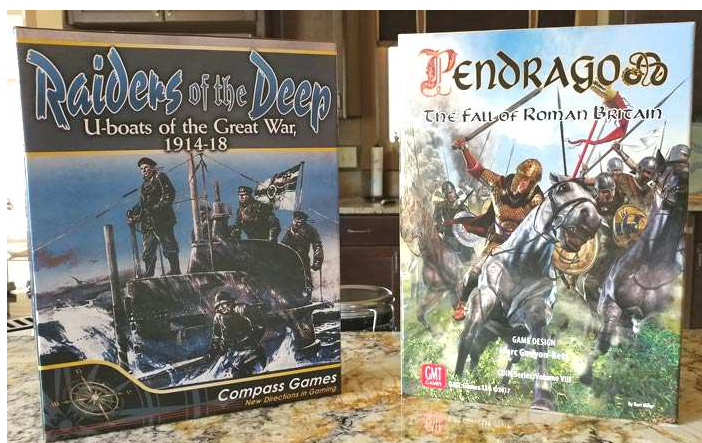
I have managed to read through the rules of **Alsace '45** and **Red God of War**. Both of those titles use similar operational game systems, systems reminiscent of **Panzergruppe Guderian** and its relatives, being at regiment and division level and featuring divisional integrity for armor formations and overruns during movement, with step losses as combat results. These games can be found under the "Campaign Series" folder on the Consimworld forum, even though Avalanche Press has never actually labeled them as such. I see no reason why these titles could not be played by mail or email, although I don't know of any VASSAL or Cyberboard modules. Somehow, I think I have managed to collect all of the available games in this particular series without consciously deciding to do so, even if there are one or more additional titles in the series that have been out of print for some time. It helps that they have been cheap, relatively speaking. The series includes **Gazala 1942** and **Bitter Victory**, which covers the invasion of Sicily in 1943. Avalanche Press also has a big Operation Crusader game which I suspect is based on the same system, but I can't confirm that, and it is out of my price range relative to my interest in the battle and for games of that physical size.

That doesn't mean, however, that I have lost my interest in purchasing new titles! My copy of **Raiders of the Deep** arrived yesterday, and I suspect we'll be seeing another submarine forum game relatively soon, since I know Bob has also ordered a

copy of the game. I will give the game system another chance in a Great War setting (recall my frustration with the complete randomness of the detection and submarine attack sub-systems). On pre-order using the same solitaire system applied to an air campaign is **Night Fighter Ace**, also from Compass Games. The components of this one looked too good to pass up. It is due to be released in May. It is my understanding that GMT has available (or available for pre-order) a similar WW2 submarine game set in the Mediterranean with Italian submariners, but the title escapes me.

Since I have spent the last two months reading about both the Plantagenets and Lannisters, I also ordered **Pendragon** from GMT last week, with my copy still in the mail as I started writing this. **Pendragon** is set in late-Roman Britain, with the remnants of Roman civilization fending off Celtic and Anglo-Saxon invasions. It is also one of the COIN series games, meaning the game features asymmetrical play, even though this one is not strictly-speaking a counter-insurgency situation. Since I have heard a lot about COIN, but until recently didn't even know what the acronym meant, I thought **Pendragon** would be a good introduction to the series given my interest in the era, although it's a bit pricey. But, the wooden pieces looked intriguing. Now I know why it's pricey, since it arrived at my doorstep yesterday: it is essentially a Mercedes-level game, with mounted mapboard (enclosed in a zip-loc bag, no less), an entire booklet devoted to articles about the game and examples of play, heavily illustrated rules, a set of li'l baggies for storage, and a cardboard tray inserted in the extra-heavy box. No wonder shipping was \$19, as the game must weigh some 4+ pounds! Good thing my wife doesn't fuss too much about my game purchases these days!

Along similar lines, I have caught a glimpse of **878 Vikings** online. The theme of that game is also fending off invasions of England, this time from masses of Viking warriors, led by historical leaders with likenesses of striking similarity to actors in the History TV series with the same names. My hesitation at this point comes from the rather juvenile artwork on the cover, although the images of the game itself look pretty good: area movement, interesting plastic pieces, cards with better artwork, and so forth. Reviews are mixed, with some haters and some lovers, but there are a lot of complaints about the miniatures and the randomness of play. If any of you know anything about this particular game and how it plays, or the company that produces it (Academy Games) I'd love to hear about it. You can only get so much reliable information online, and I don't want a game with a fatal flaw, rules holes that you can drive a truck through, or is simply a rip-off of another popular game or worse (i.e. **Risk** in Viking trappings), or a game built around how a TV series depicts war and politics.



The Curmudgeon Speaks:

Give Us Those Game Assistance Programs!

The hobby (and by hobby, I mean game publishers) has yet to fully embrace the need to release all or most of their titles with an accompanying electronic version. Let's face it, gentlemen, we are getting older. As we get older, there is a tendency to downsize. Downsizing means less space, and less space to keep those tables with cardboard maps and pieces set up.

It wasn't that long ago that I looked unkindly towards electronic versions of the games I love to play. Indeed, I felt the same way about e-books. I enjoy handling the pieces and perus-

ing the full map at a glance as much as I do turning the pages of a good book. But, games and books take up space that many of us will be surrendering as we get older, in no small part because we start to realize that we simply don't need all that stuff. Books on a shelf take up space, and unless they are there to eventually re-read or to impress visitors, there really isn't much of a reason to hang on to them unless they are collector's editions. Games take up even more space, especially when they are laid out.

There is little doubt that our hobby will keep us collectively mentally sharp as we age. But, being sharp does not necessarily equate to good physical health, and there is the potential issue of the physical health of our significant others. We may therefore need independent or assisted living arrangements in our later years. Unfortunately, such living arrangements rarely come with the space to leave more than one or two small games set up, and no way to keep that two-to four map monster up for the time it takes to actually play. Then there is the issue of being able to see and handle all the pieces and components. Interestingly, Compass Games claims their new designer editions series address that issue by re-issuing classic titles in larger formats. They recognize that we are getting older, and tiny pieces in tiny hexes with tiny lettering don't meet the needs of older people who have the money to actually spend on games and the time to play them.

For that same reason, companies like Decision Games that rarely if ever permit VASSAL modules of their games or the titles to which they hold ownership (to all those old SPI titles, for example) will soon be missing out on most of the market if they don't release game modules with or soon after their new titles are published. While I have yet to specifically decline to purchase a title because there isn't a VASSAL module, that time is not very far away. My wife and I built our current home three years ago to accommodate two people and occasional guests. I have a large closet in which I store the games that I am not playing or keep the rare print title set up, but ordinarily I play in my study on my computer with the printed version at

hand, and so keep the few active games I have in progress on the shelves in the study within arm's reach. My big, ugly game table that I built out of closet doors and that my wife has been trying to get rid of for the past 20 years has now been relegated to the garage. So if I need to go downstairs to play, it slows the game down. I do purchase any title for which I download a game-assistance program; I feel it would be unethical to download electronic components for free to play online without actually purchasing the game, but I presume there are some cheapskates out there who would so take advantage, just like the people who order takeout in a fast-food restaurant to avoid paying sales-tax and then promptly sit down and eat inside anyway. That is cheating, plain and simple. Quite possibly illegal as well.

I would like to think that those sorts of cheaters are few and far between, and that most of us appreciate the efforts of the various wargame publishers and recognize that without people paying for their games, there won't be any new ones. So, I submit that it is in any game publisher's self-interest to get those modules out as soon as possible after a printed game's release. Otherwise, fewer and fewer players will be buying their games.

Treasurer's Report

I actually had to make deposits and write checks these past couple of months! But, many thanks to our award winners who graciously donated their prizes back to AHKS

Total balance 1-30-18:	\$ 9,000.79
Dividend 1-31-18:	1.15
Dividend 2-28-18:	1.04
Print K dues and contributions:	95.00
Randy Heller, Ironman reimbursement:	-124.57
Bob Best, Fassio award plaques reimbursement:	-89.78
Total balance 3-30-18:	\$ 8,883.63

Until next time!

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.

- 1908 Lourens te Beer, Leiden, Netherlands
- 1909 Axel Van Looy, Fournival, France
- 1910 Anthony Fizzera, Trento, Italy
- 1911 Mike Tabor, Portage, WI
- 1912 Bob Jacobs, Springfield, OH
- 1913 Nick Rusch, West Hills, CA
- 1914 Bob Zmuda, Seal Beach, CA
- 1915 Rudolph Quiroz, Mission Viejo, CA
- 1916 Frederick Schwartz, New Baltimore, MI
- 1917 Jeffrey Lowry, Warren, MI
- 1918 Gerald Upton, Kitchener, Canada
- 1919 Michael Plummer, Holly Ridge, NC
- 1920 Matt Ward, Richmond, VA



The Solitaire Game

by Bob Best

Welcome to the Solitaire Game column. This time I would like to talk about Cooperative Game Play for our solitaire wargames.

Cooperative Play is becoming increasingly popular with Solo gamers. Cooperative Play can be defined as a group of solo players, each using their own copy of the same solitaire game system playing a predetermined mission or scenario monitored by a "game organizer" or Game Master. Many times the scenario or missions are strung together by the Game Master to give each player the feeling they are participating in a long term Campaign.

This is different than a Multiplayer game in that in Cooperative Play all of the solo players are on the same side and are loosely playing together as a group against the game system's artificial intelligence that controls the opponents, rather than each player competing against the other players.

These Cooperative Play games see the Game Master creating a story line or a background against which these missions or scenarios are played out by the solo gamer. Solitaire games where the player controls a single aircraft or ship seem to work the best for this and are the most popular it seems.

For aircraft games, Avalon Hill's **B-17 Queen of the Skies**, and Legion Wargames' **Target For Today!** have a large following. For example Steve Dixon is running a **Target For Today!** campaign game now. There are about 50 players flying in two different Bomb Wings in his World War II European bombing campaign game. The 800th Bomb Wing flying the B-17F Flying Fortress is operating out of England with the 8th Air Force. The 800th BW is composed of four Squadrons of six B-17 bombers each. I am flying Sweet Sue, a B-17F bomber in the 815th Bomb Squadron. We have just now finished Mission 10.

Our Editor has published several of my After Action Reports for my B-17F bomber Sweet Sue that is flying with the 800th Bomb Wing/815th Bomb Squadron here in the pages of *The K*. I hope you have enjoyed reading them.

The 900th Bomb Wing flying the B-24D Liberator bomber out of Foggia Italy with the 15th Air Force is composed of three squadrons of seven B-24D bombers each.

Missions are flown every week to ten days. Steve rolls up mission parameters from the **TFT** game tables for each bomb wing and distributes it to each player. The player then uses his individual **TFT** game to fly the mission created by Steve. At the end of the mission each player writes a short after-action report on his mission results and submits it to Steve for publication at his website. The bombing results, enemy aircraft claimed and credited, casualties taken, and the overall disposition of the bombers and crews are compiled by Steve and distributed to the players before the next mission is posted. Each player is trying to survive his 25 mission tour. It gives the game a very realistic flavor.

There are several Virtual Bombing Groups currently flying missions around the internet. If you are interested in joining or finding out about any of these active virtual gaming bomb wings, here are the web addresses where they are located

Steve Dixon's **Target For Today!** Campaign game: http://www.stevendixon.com/Target_for_Today_Campaign.htm

The 509th (H) B-17 Virtual Bomb Wing lets the player use either AH's **B-17 QotS** or Legion Wargames' **TFT** to fly missions can be found here: <http://509th-vbw.proboards.com/>

A third group called "Bombers over the Desert" has several squadrons of the 87th Bomb Group flying in North Africa and the Med with the 12th Air Force. They are using **B-17QotS** and **TFT** games and can be found at:

<http://bombersinthedesert.freeforums.net/>

This Cooperative Game Play also works well with several of the recently published solitaire submarine and ship games. We have several Cooperative Play campaign games on our own AHKS forum that have played out over the last few years. Some of the better solitaire naval games for Cooperative Play are Legion Wargames' **Picket Duty** where you command one of the Picket Duty Destroyers sent out to screen the US Navy's "Invasion of Okinawa Task Force." **PD** is quite an interesting game where you try to fight off attacking Kamakazi fighters while maneuvering your destroyer and trying to stay afloat. **Picket Duty - Version 2** featuring updated rules and components has just been released by LW. If you want the latest edition.

Also good for Cooperative Play gaming is ConsimPress' **The Hunters** and **Silent Victory**, both submarine games. You can find several Cooperative Play campaigns of these three games along with submarine patrol After Action Reports on our own AHKS Forum. Just go to the AHKS website at www.ahiks.com and enter the Forum. You will find the campaign games under the "On-Line Games" menu item and the After Action Reports in the AAR section.

For those of you who like **The Hunters** and **Silent Victory**, Compass Games just published **Raiders of the Deep**, a World War I U-Boat game quite similar to CP's **The Hunters**. I am still awaiting my copy to arrive in the mail, but, from everything I have read about **RotD**, it promises to be another "nail-biter" submarine game like **TH** and **SV**. I'm hoping to see a Cooperative Play campaign of **RotD** start up on the AHKS forum in the months ahead.

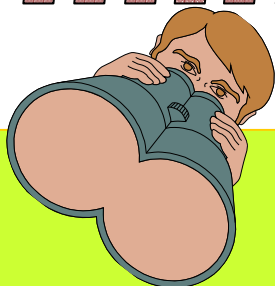
The internet and social media (Facebook) has furthered Cooperative Play solitaire wargames by helping gamers meet other gamers of like interest through the wargaming groups found there. There are several thousand gamers in many different wargaming groups on Facebook alone. If you want to expand your solitaire wargame play, then I really recommend checking out these gaming groups on Facebook.

Another place to look for solitaire game information and Cooperative Play is Board Game Geek. You can find some great reviews and information on the games, and they have some fun add-ons available for download. There are also lots of links to dealers, products, and game groups. BGG can be found at: <https://boardgamegeek.com/>

The advantages of Cooperative Play gaming is that large numbers of players can be accommodated, and you as the player can feel like you are really involved in an active story line game that involves many other players. I know I sure enjoy playing them.

Until next time...

Upcoming Events



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/>

May 4-6, Austin, Minnesota
 AUSTI-CON
<https://tabletop.events/conventions/austi-con-2018>

May 25-28, DFW Airport, Texas
 BGG.CON SPRING
https://boardgamegeek.com/wiki/page/BGGCON_Spring

May 25-27, Bloomington, MN
 MANTICON
<http://manticonorg.ipage.com/Manticon/index.html>

May 25-27, Kansas City, Missouri
 UNDERCON 2018
<https://www.undercongaming.com/>

June 1-3, Birmingham, UK
 UK GAMES EXPO
<https://www.ukgamesexpo.co.uk/>

June 13-17:– Columbus, Ohio
 ORIGINS
<http://originsgamefair.com/>

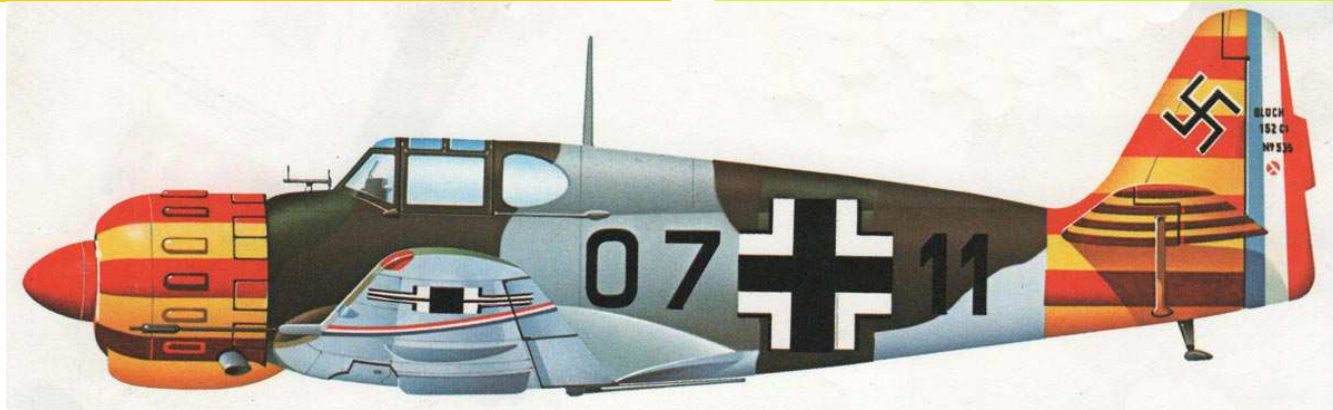
June 15-17:– Brandon, Manitoba
 PRAIRIECON
<http://www.prairiecon.com/>

June 21-24:– South Portland, ME
 PORTCONMAINE
<http://portconmaine.com/site/>

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

July 21-29, Seven Springs Mtn. Resort, PA
 WORLD BOARDGAMING CHAMPIONSHIPS
<http://www.boardgamers.org/wbclodging.html>

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



Bloch 152. This machine was one of a number seized by Luftwaffe's "Monte-Rosa" special detachment for flight testing and transfer to German fighter schools; standard Vichy AF finish with Luftwaffe call sign and markings superimposed.

From a Plaque at Fort Craig

Civilian Life

Life at Fort Craig during its heyday, between 1854 and 1884, was isolated and rustic for soldiers and civilians alike. Loneliness, tension, and tedium were all forces to be reckoned with. So was social stratification; officers and their families never mingled with enlisted men or with hired civilian workers.

Life at isolated frontier forts like Fort Craig for the civilian wives of officers was difficult. They were far from family and friends and all things familiar, and did not receive the free rations, clothing, medical care, and reassignment transportation that their husbands did. Servants provided most household services, so the women spent their time visiting with other officers' wives, reading, writing letters, sewing, entertaining official military and other visitors, teaching at the post school, riding horseback, fishing, hunting, or studying desert plants and animals. Most of the soldiers' children spent their days attending school (if an officer's wife or the chaplain could serve as teacher), reading, riding horseback, swimming, fishing, hunting, playing games like "Soldiers and Indians," and sharing in the daily round and special events at the fort. The

children of laundresses, servants, the sutler, and other civilian workers were put to work gathering firewood, helping with laundry, taking care of animals, and performing other household chores.

Because of its isolation, Fort Craig had to be almost as self-sufficient as a small town. Most labor usually fell to enlisted men. When they were not available to provide needed services, civilian workers had to be hired from outside, sometime living at the fort, but most often "commuting" from San Marcial, Paraje, or other nearby villages. Laundresses were a vital part of life at all frontier forts. The wives of enlisted men sometimes worked as laundresses to earn extra money. Teamsters, wheelwrights, blacksmiths, and wagonmasters were hired to take care of the livestock and haul supplies. Stonemasons, painters, and carpenters might be hired for post maintenance. A cook, butcher, or baker might be brought into the post for kitchen work. The all-important civilian sutler sold clothing, food, hardware, and other items, and sometimes also served as postmaster. His store was a gathering place for gossip, illicit gambling, playing pool, bowling, and drinking.

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: May 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

NEW GAMES

Since 1996 Funagain Games has been providing board gaming fun to our customers across the United States and the entire globe. We love what we do and we're happy that we got to be part of such an exciting hobby. Unfortunately, we've had to make a very tough and difficult decision. Funagain Games will be ceasing our online retailer operations in the coming months. Starting immediately, most of our stock is offered at, or close to, or even below, wholesale prices and will not be replenished as it sells out. orders@funagain.com

Avalanche Press

Soldier Kings: The Potato War. Russian Empress Catherine the Great launched a war of aggression against the Ottoman Empire in 1768, starting a process that would completely transform the region known today as Ukraine from a wild grassland into the well-settled breadbasket of the Russian Empire and Soviet Union. The Russo-Ottoman War secured Russia's great power status with reverberations felt down to the present day.

A decade later, the last war of the Enlightenment broke out in July 1778, following the death of the Elector of Bavaria. Austrian Emperor Joseph II sought Bavaria for himself; Prussian King Frederick II wished to block this acquisition. Their conflict became known as the War of the Bavarian Succession or, more colorfully, as the Potato War. Armies of both sides marched about Bohemia, scouring the landscape for food (potatoes in particular) while the diplomats worked on a solution.

The Potato War brings these world-wide interlocking conflicts to **Soldier Kings**. In the Russo-Ottoman scenarios, Russia's supposed allies, France and Austria, seek to prevent Catherine from seizing too great a share of southeastern Europe, while Prussia's Frederick the Great schemes to profit from the confusion at the expense of Poland. In the **Potato War**, Britain struggles with a growing insurgency in her American colonies, France fans those flames and supports Austria, Prussia seeks to block the annexation of Bavaria and Russia supports Prussia. Happy Austria has once again married her way to more territory but still has to take possession.

The Potato War is a supplement for **Soldier Kings**, our multi-player game of the Seven Years' War. The book includes a full-color 17 x 11-inch map of the Black Sea Steppe and Caucasus regions. In addition to the new Russo-Ottoman and Potato War scenarios and their additional pieces, there are new pieces (with optional rules for their use) for the Seven Years' War scenarios of **Soldier Kings**, plus some additional options. If you like **Soldier Kings**, you'll love **The Potato War**: Never before has a wargame included a Potato Depletion Table. \$35 <http://www.avalanchepress.com/gamePotato.php>

Korean War: Pusan Perimeter. On June 25, 1950, North Korean forces surged across the 38th Parallel into South Korea, starting what would become the Korean War. Within days the South Korean capital of Seoul had fallen and the Republic of Korea (ROK) Army had been routed. Remnants retreated southward and finally gathered around the port city of Pusan, where American troops had begun to arrive under the authority of the United Nations. Here on the Pusan Perimeter the U.N. forces would make their final stand.

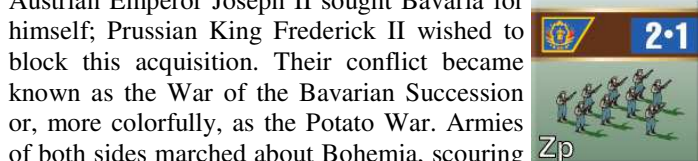
Pusan Perimeter is a complete boxed game in the Panzer Grenadier series based on these fearsome battles. You do not need any other game to play all of its 48 scenarios. Design is by Jay Townsend, creator of our **Saipan** game.



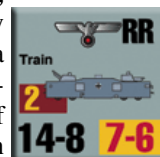
The North Koreans have a wide array of Soviet-made weapons, spearheading their attack with T-34/85 tanks. The South Koreans are fairly lightly equipped, while their American allies bring the tanks and guns that won the Second World War: M26 Pershings, M24 Chaffees, and a blistering helping of air power.

The game includes four semi-rigid mapboards, with art by Guy Riessen. The maps are fully compatible with all others in the Panzer Grenadier series (and those from **Panzer Grenadier (Modern)** and **Infantry Attacks**, too). Plus 517 playing pieces. And 48 scenarios. \$80

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



Fire in the Steppe: Battles in Ukraine, 1941 On 22 June 1941, the German Army Group South invaded Ukraine as part of a massive surprise attack against the Soviet Union. The Southwest Front of the Red Army of Workers and Peasants struck back, resulting in World War II's largest tank battle.



Fire in the Steppe is a complete Panzer Grenadier game based on the early battles of Operation Barbarossa in Ukraine: the huge tank battles around Brody and Dubno. There are 42 scenarios based on these battles, organized into "battle games" that allow you to play the scenarios in sequence toward your army's operational goals. Plus a solitaire campaign game!

Fire in the Steppe includes 562 playing pieces, most of which originally appeared in our old out-of-print **Eastern Front** game. There are eight heavy cardstock maps: new versions of those which appeared in **Eastern Front**, with completely new artwork by Guy Riessen so they match up nicely with those from games like **Broken Axis** and **Burning Tigers**. \$90 <http://www.avalanchepress.com/gameFireSteppe.php>

Second Great War at Sea: Tropic of Capricorn. In late 1916, Woodrow Wilson attempted to bring an end to the First World War. He failed.

In another reality, he succeeded. The great empires survived, yet the peace proved flawed, and world-wide war returned in 1940. That war is the background of our Second Great War at Sea series.

Tropic of Capricorn is a complete boxed game in the Second World War at Sea series, bringing our alternative-history Second Great War story arc to the shores of South America.

Argentina, assisted by Chile and Britain, faces off against Brazil in a naval war in the South Atlantic.

Tropic of Capricorn includes one 22x34-inch operational map, the same “Rio de Janeiro” map included in our old **Cone of Fire** game (which will soon go permanently out of print). It covers the most important politically- and economically-important stretches of the Argentine and Brazilian coastlines, including Buenos Aires and Rio de Janeiro.



Tropic of Capricorn also has 180 new silky-smooth and die-cut playing pieces: 100 “long” ship pieces and 80 standardized ones representing small warships and aircraft as well as task force and flight markers. These represent the fleets of Argentina, Brazil, Britain, and Chile, though not exactly as they appeared in our reality.

Each of these fleets has undergone the expansion and reconstruction allowed by strong economic growth and relative political stability. Without a German economic collapse to fuel it, the Great Depression is no more than a world-wide recession. Political and especially economic ties have aligned the Latin powers with their European partners: Argentina with Italy, Chile with Britain, and Brazil with the Central Powers of Imperial Germany and Austria-Hungary.

Tropic of Capricorn tells the story of the Second Great War in South American waters in our popular story-arc format: there are 24 scenarios, tied together with a narrative of the wider events they represent. The Second Great War setting was designed to maximize battleship action, and **Tropic of Capricorn** delivers.



Tropic of Capricorn is one of the first two new games to include the Second Edition rules for Second World War at Sea: they’re even easier to play with, with more options plus full-color play aids. \$60

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

Compass Games

Raiders of the Deep: U-boats of the Great War, 1914-18 is a solitaire, tactical level game placing you in command of a German U-boat during WWI (known at the time as The Great War). Your mission is to destroy as much Allied shipping as possible, while advancing your crew quality, increasing your Commander rank, and attempting to survive until the Armistice and the end of the war. **Raiders of the Deep** is based on the popular **Hunters** game system by Gregory M. Smith.

The story of the first U-boat war is one of the desperate battles above and below the waves, of piracy and atrocities, and of the frustrations caused by the maneuverings of politicians and military leaders who failed to understand the realities of this new kind of warfare. **Raiders of the Deep** offers players an opportunity to experience the story of that first U-boat campaign. It was a campaign that combined savagery and chivalry in equal measure, reflecting the twilight of the old system of warfare and the dawn of the modern age: an age of Total War.

The object of the game is to conduct numerous patrols in the role of a German U-boat Commander and sink enemy ships. You command one of 19 available German U-boat models which undertook missions. The success of each patrol is reflected by the total tonnage of ships sunk, which will result in promotion and crew advancement, and in receipt of the highly coveted Pour le Mérite award. Just as in the real U-boat war, the game system involves a great deal of chance (as was the

case historically), but ultimate success rests on the decisions, you make during your career.

Game play is rapid and intense and centers upon conducting patrol assignments and resolving encounters at sea until safely returning to port. Upon completion of each patrol, you assess your success by consulting the log sheet, which may result in a promotion/award for yourself as Commander or crew advancement. Between patrol assignments, your U-boat is refitted for one or more months based upon damage incurred. There are many unique elements of the The Great War captured in this game, including the impact of politics and technology advancements which changed the course of the war. Experience how the German government placed restrictions on U-boat commanders in order to court public opinion in neutral countries, and how the Entente navies’ desperate ramming tactics started to be superseded by the advent of the depth charge and advances in naval air power. The game also captures the difference in strategy and tactics in the various theatres where the U-boats operated.

This game is highly accessible to those familiar with **The Hunters** or **Silent Victory** designed by Gregory M. Smith (published by Consim Press). Game designer and WWI historian, Ian B. Cooper, answers the call of many who have asked for the same dynamic and tense gaming experience covering The Great War. While **Raiders of the Deep** is designed as a solitaire gaming experience, additional options for play are provided for both multi-player gaming sessions and organized tournament play. \$75/\$99

<https://www.compassgames.com/preorders/raiders-of-the-deep.html>

Type SM U-14
(available June 1915)

Rank	Medal & Rewards	Torpedo Load 8 4x C/06, 4x G/6 until Jan '16 8x G/6 after Jan '16	Crew Quality	Random Event												
Fwd. Torp. Tube	Outboard Forward Torpedo Tubes	Deck Gun	Aft Torpedo Tubes													
1	2 3 4 5	3.7in Status Unlimited Ammo	6	7												
Forward Reloads (total capacity 1)	Damage		Aft Reloads (none)													
C/35/91 or C/06	<table border="1"> <tr> <td>Hull</td> <td></td> <td></td> <td></td> <td>SUNK</td> </tr> <tr> <td>Flaming</td> <td></td> <td></td> <td></td> <td>SMOKE</td> </tr> </table>		Hull				SUNK	Flaming				SMOKE	Engines			
Hull				SUNK												
Flaming				SMOKE												
G/6			Electric 1 Electric 2 Diesel 1 Diesel 2													
Adriatic (green overboard)	Patrols		Misc.													
The Med. (grey overboard)	<table border="1"> <tr> <td>Transit</td> <td>Transit</td> <td>Adriatic</td> <td>Adriatic</td> <td>Transit</td> <td>Transit</td> </tr> <tr> <td>Transit</td> <td>Transit</td> <td>The Med</td> <td>The Med</td> <td>The Med</td> <td>Transit</td> </tr> </table>		Transit	Transit	Adriatic	Adriatic	Transit	Transit	Transit	Transit	The Med	The Med	The Med	Transit	In Port (Refit) Perhaps Wireless Hydrophones Batteries Fwd Torp. Durr Aft Torp. Durr Dive Plates Fuel Tanks	
Transit	Transit	Adriatic	Adriatic	Transit	Transit											
Transit	Transit	The Med	The Med	The Med	Transit											
1-14 was poorly armed compared to other Austrian U-boats. Immediately before any patrol, the commander may request an overhaul. To do this, roll 1d4 (1d4=1:4 chance). Once approved, immediately roll 1d4 to see how many months the boat is out of action for refit. There roll 1d4 to see which type of gun is installed: 1-2 (3.7in - only a relatively useless gun is approved), 3-5 (3.9in), 6 (18.5cm). Once an overhaul is done, the commander may request no further overhaul. Prior to the above overhaul, this U-boat suffers from engine problems. At the beginning of each encounter, roll 1d4 on the following table to check for mechanical problems: 1-2 Mechanical breakdown. No combat possible. Proceed to next Patrol Run. 3-4 All as other. Proceed as normal. 1-14 had unique outboard torpedo tubes. These were difficult to aim and their torpedoes could drift from their intended path by up to ten degrees. As a result, torpedoes fired from these tubes may only be fired at close range. Outboard torpedoes were vulnerable to depth charge attacks. Whenever the boat takes hull damage, roll 1d4 for damage to outboard torpedoes: 1-2 (no damage) 3-5 (1 of the 8 available torpedoes are damaged/cannot fire) 6 (all 8 available torpedoes are damaged/cannot fire)																
Length: 173 feet (52.1 m) Displacement: 397 tons Speed: 13.8 knots surfaced Range: 1,700 nm Crew: 28 Total Produced: 1																

Battle Hymn Vol. One includes two games: **Gettysburg: The Tide Turns** and **Pea Ridge: The Struggle for Missouri**. **Battle Hymn** is a new brigade-level system based upon the latest research into Civil War combat.

Battle Hymn is a new brigade-level game system that simulates the chaos of the America Civil War using a simple activation system combined with a detailed combat system. The system's designer, Eric Lee Smith, originated the "chit-pull" activation system in his game **Panzer Command** and later used it in **Across Five Aprils**, **Battle Hymn's** forerunner, both published by Victory Games. Units are organized by command, usually divisions, and activate for movement when the command's activation marker is picked from the cup. The system uses traditional mechanics for movement, with units differentiated by type, but adds a level of detail to combat that feels almost miniatures-like. In fact, the system is designed for easy conversion to miniatures. When one side has the initiative, they decide when their combat phase occurs; without it, you don't know when it will happen.

Units have strength point steps, which are either "formed" or demoralized, and losses are taken point by point. Based upon the latest research into Civil War combat and tactics, units suffer attrition in both losses and demoralizations until they finally shatter and are removed from the map. There are two combat phases, each of which consists of two rounds of combat. Engagements are fluid, with retreats and advances setting up unexpected confrontations during the second round of combat.

Battle Hymn is a "player's game" designed to play fast and provide lots of fun and historical insight. With scenarios taking as little as an hour, up to a full campaign taking eight hours, there is plenty of variety. The system is streamlined and does not have the complications seen in other games, such as logistics and leadership hierarchy. Here it is all about strategy, movement, and fighting.

Gettysburg: The Tide Turns needs no introduction as to subject, but the treatment is noteworthy. Using a graphics approach based upon the maps produced by the US Government after the war, the map is a pleasure to behold. There are six scenarios in the game, some of which have alternatives for additional variety.

Pea Ridge: The Struggle for Missouri simulates the decisive battle of Pea Ridge, which determined that Missouri would stay in the Union. It could have gone the other way. This is a classic meeting engagement with the Confederates on the offensive and outnumbering the Union for once.

Optional rules include hidden movement and more randomization during combat (more historical and also simulates async computer play). \$57/\$79 <https://www.compassgames.com/preorders/battle-hymn-vol-1-gettysburg-and-pea-ridge.html>



Empires and Alliances is a new and improved game based on Avalon Hill's **Guns of August** also designed by Rob Beyma.

Empires and Alliances is a strategic level simulation of the First World War. Players command the Central Powers and Allied forces that fought in Europe from 1914 to 1918. The map runs from the French Atlantic ports to Moscow and Rostov in the east. The map includes St. Petersburg in the north and Italy, Greece, and the portion of the Ottoman Empire that encompasses modern day Turkey in the south. There are off board Boxes for the Caucasus and the Middle East. Terrain types include forests, swamps, mountains, rivers (along hexsides), lakes, and major and minor cities.

The basic unit is the corps with a few divisions. Most of the minor countries have divisions and the major powers also have a few division breakdowns. There are infantry, cavalry, and army level artillery units. Tanks, air, and Stosstruppen begin to arrive in 1917. Units have historical corps and division IDs. Britain has their professional army at the start and receives Territorial and Kitchener reinforcements in 1915-1916. The British Commonwealth has distinctive Australian, New Zealand, Indian, and Canadian units. The French also have their Colonial and Territorial units.

The armies set up in their historical mobilization sectors. The August 1914 turn is divided into two halves. August-1 has limited movement and regular combat. August-2 is a regular game turn. Thereafter, the game has monthly turns. There are several optional rules – Schlieffen Plan, Plan 17, and the Austro-Hungarian Second Army to better simulate the opening month of the war. There is also a Flexible Mobilization optional rule to allow players to explore other mobilization plans. The game has a simple game system and a fairly short rule-book. The Sequence of Play features a Reinforcement Phase followed by a Supply Phase, then a Movement Phase and a Combat Phase. Reinforcements continue throughout the war. There are three levels of reduced replacements due to war weariness. There is a clean, simple, and effective supply system that allows players to concentrate on movement and combat.

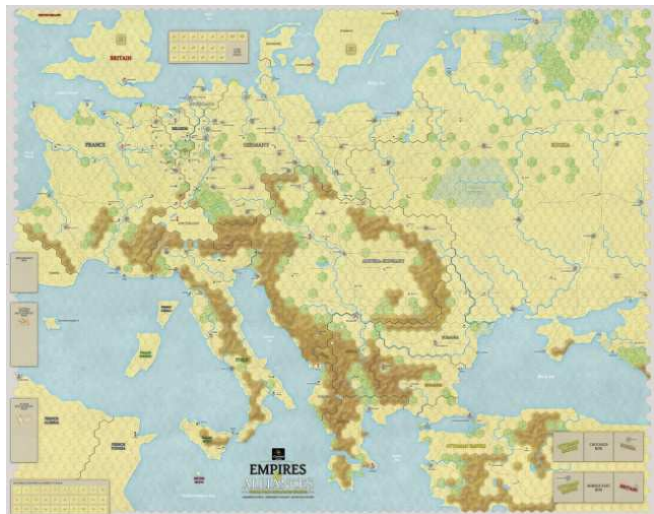
Combat uses a traditional odds based CRT with strength multipliers and DRMs with a 10 sided die. Unlike a lot of World War I games, it is easier to attack in **Empires and Alliances** although combat tends to be bloody. Example: The 2-1 column has two Attacker Demoralized results, two Defender Demoralized, two Exchanges, two Half Exchanges, and two No Decision (ND) results. On a ND result, both players lose one corps (their largest). There is also an optional Stosstruppen Infiltration Combat rule.

France, Britain, Germany, and the U.S. all receive air units in 1918. Air units are used for ground support

There are two types of fortifications: forts and entrenchments. Pre-war forts, such as Liege and Verdun, provide defensive DRMs (either -1 or -2) and negate retreats. Siege Artillery can be used to negate the defensive DRMs of forts. There are two types of entrenchments: Level 1 and Level 2. Beginning in 1916, Level 1 entrenchments can be upgraded to Level 2. The defensive DRM is equal to the level of the entrenchment.

There is a 1914 scenario which is played on all fronts. The Germans have to contend with a Russian advance as well as concentrating on the French. There is a nine turn 1918 scenario where the Germans need to try to win quickly before American reinforcements overwhelm them. This scenario introduces tanks, Stosstruppen, and air units. Then there is the four-year Campaign Game. Barring a quick victory in 1914, both players

settle in for a war of attrition to exhaust their opponent. Britain can blockade the Central Powers, and Germany can initiate Submarine Warfare against Britain. Countries entering the war, or war weariness results, can provide strategic opportunities for one player and major challenges for the other. There are Sudden Death Victory Conditions that can end the game at the end of 1916 if either player is doing exceptionally well. \$75/\$99
<https://www.compassgames.com/preorders/empires-and-alliances.html>



Korea: Fire and Ice is the first game in a new system called Operational Scale System. This system will cover large scale combat from World War Two into the modern era. The scale for the system will be 10 miles a hex and weekly turns, with Divisions as the primary maneuver unit.

Using at its heart a system that is from an older but wonderfully conceived game called **Road to the Rhine**, players will be able to move all their units once but can, if they can afford the supply cost, move the still unmoved units impulse after impulse. The opposing player will have to maintain adequate reserves to counter this.

The grand campaign game covers the first year of the war.

Using a moderately complex rule set, players will be able to concentrate on the play and not the rules. Keeping your units well supplied will be the key to victory – but as you advance, you'll see your supply situation deteriorate. Detection will also be a key to victory as finding your enemy is vital to defeating him. Also covered are the epic F-86 versus MiG-15 battles, political limitations of surrogate wars, possible Soviet intervention, possible nuclear weapons, and of course, the United States Navy – for both support and invasions.

There will be scenarios covering various sized battles and campaigns (with a play time of 2 to 20 hours), as well as a grand campaign game for players that want it all. \$64/85

<https://www.compassgames.com/preorders/korea-fire-and-ice.html>



Europa Simulazioni

The War of Gradisca 1615-1617 In the early 17th century two powers competed for the predominance of the Adriatic Sea: the Republic of Venice and the House of Austria. Venice held the rule of the sea, but Austria did not miss any opportunity to challenge it. When the raids of the Uskoks, corsars of Catholic faith in service of the Habsburgs, from the Kvarner Gulf to the Venetian routes became more insistent, Venice reacted by triggering a long and bloody war in its eastern borders with the idea of ending the raids, to win the Austrian challenge and to regain the fortress once founded and then lost, Gradisca.

The War of Gradisca 1615-1617 is a simulation game of that ancient conflict, which saw the confrontation of two powers of the era in a political and military context that anticipated the long period of the Thirty Years War. The war was very costly in terms of human lives and resources for both sides and ended with poor results, a minor Venetian victory, but at least the threat of the Uskok pirates vanished.

The game is based on accurate historical researches and the system is designed for both beginners and wargames fans. The game mechanic allows activating units in an unpredictable sequence, enabling uncertainty about campaign outcome and replayability. Cards introduce political and historical events and allow the development of custom strategies. € 49

http://italianwars.net/games/the_war_of_gradisca_1615-1617



Fog of War Publications

Ides of March is a three-player simulation representing the end of the Roman Republic, with each faction vying for control of the state through both political and military means. As the leader of one of the three major factions, you control the leaders, forces, and political resources of your faction in a struggle to win personal control of the machinery of state and thus become "Principis," or undeclared Emperor of the Roman World.

On the Ides of March (15 March) 44 BC, ruler of Rome, Gaius Julius Caesar was assassinated in the Senate house by a small group of disaffected senators. After a brief period of confusion, three factions began to emerge to fill the vacuum left by Caesar's death. The Tyrannicides led by Marcus Junius Brutus and assisted by Gaius Cassius Longinus left Rome and took provinces in the East to govern, there to bide their time, gather strength, and hopefully complete the restoration of the Republic. A second faction under Marcus Antonius, Senior Consul and Caesar's chief lieutenant, and supported by Marcus Aemilius Lepidus, initially attempted to come to an accommodation with the Tyrannicides with the intent of securing a power-base in Cisalpine Gaul and subsequently to seize control in

Rome. The third faction under Gaius Octavius, Caesar's nephew and adopted son, was intent upon claiming his inheritance and assuming the position that was Caesar's in the state. Initially making common cause with Decimus Brutus (a tyrannicide) and the Senate, he attempted to check Antony's ambitions whilst pursuing a dual agenda of avenging Caesar and assuming primacy in the state. By 30 BC, Octavius (later Augustus Caesar) had eliminated all competition and become the undisputed leader of Rome.

A shorter *Rubicon Module* simulates the earlier struggle between Julius Caesar and Pompey the Great who was backed by the Senate, that ultimately led to Caesar's victory and assumption of the position of Dictator-for-Life. Each separate game shares a common set of Strategy Cards, with cards specific to individual periods of civil war added to the common deck for the play of that module. Players share a force pool of land and special units, as well as factional naval forces and major leaders/generals. \$20 <https://fogofwargames.com/product/ides-of-march-the-end-of-the-roman-republic-44bc-30bc/>



Age of Bismarck: The Unifications of Italy and Germany 1859-1871 is a four-player game based on the 19th Century Italian Risorgimento and the struggle for supremacy in Germany, both of which were predominately directed against the Austrian Empire.

Players control one of the four major powers involved. Specifically Piedmont – Sardinia/Italy, Prussia/Germany, Austria, and France. Control of the minor powers varies based upon the strategic situation and individual player strategy. The game also includes rules for shorter scenarios and for three-player and two-player versions. **Age of Bismarck** begins in 1859 and ends at the conclusion of the 1870-71 turn. \$15 <https://fogofwargames.com/product/age-of-bismarck-the-unifications-of-italy-and-germany-1859-1871/>



GMT Games

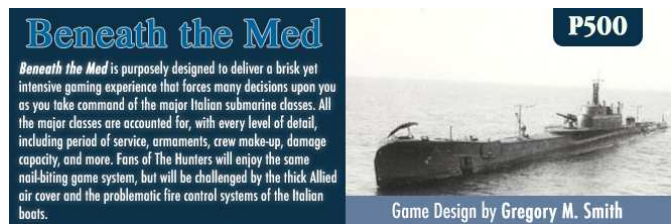
Beneath the Med is a solitaire tactical-level game placing you in command of an Italian submarine during WWII. This is the fourth game in the **The Hunters** series, and covers one of the largest fleets of submarines in the world at the time. You command one of many submarine models available starting in 1940, and look to successfully complete patrols until the armistice in September 1943. Not only is this a standalone game, but fans of **The Hunters** will enjoy having the capability to complete Italian careers in one of the many interesting classes of Italian submarine.

While your mission is to destroy as much Allied shipping and as many Capital ships as possible, players will find it extremely challenging to survive until the Armistice.

Beneath the Med is purposely designed to deliver a brisk yet intensive gaming experience that forces many decisions upon you as you take command of the major Italian submarine classes. All the major classes are accounted for, with every level of detail, including period of service, armaments, crew make-up, damage capacity, and more. Fans of **The Hunters** will enjoy the same nail-biting game system, but will be challenged by the thick Allied air cover and the problematic fire control systems of the Italian boats.

Ten Italian submarine classes are profiled and available for you to choose from. Patrol zones reflect the period during the war at sea and will shift as the war progresses. All stages of the U-Boat campaign are represented; difficult missions include mine-laying, commando delivery, and the extremely dangerous harbor penetration missions. \$36/\$52

<https://www.gmtgames.com/p-697-beneath-the-med.aspx>



Nevsky is a board wargame about the storied clash between Latin Teutonic and Orthodox Russian powers along the Baltic frontier of the mid-13th-Century. It is the first volume in GMT Games' Levy & Campaign Series portraying military operations in a variety of pre-industrial conflicts. In **Nevsky**, players raise and equip their armies, then provision and maneuver them to ravage or conquer enemy territory or defeat enemy forces in battle. Feudal politics obligate an array of lords and vassals to serve on campaign—but only for limited periods. Players must keep an eye on the calendar and reward lords to keep their armies in the field.

Nevsky is solitaire friendly or can add a rules option with screens that hide what the two players' lords levy. A second option adds detail regarding vassal forces' terms of service.

In **Nevsky**, two players take the roles of "Russians" and "Teutons," respectively. The Russians represent the wealthy city-state of Novgorod and its allies. The Teutons comprise German and Danish landholders—including the Teutonic Order—expanding a Baltic dominion.

The sides every 40 days will levy various lords and vassals and their forces, transport, and capabilities, backed by higher political authorities—a papal legate for the Teutons and Novgorod's city council (*veche*) for the Russians. Each lord is rated

for fealty, lordship, service, and command and lays out his forces and assets on a mat. Wooden pieces represent units of knights, mounted sergeants, light and Asiatic cavalry, men-at-arms, and unarmored serfs and militia. Assets include counters for transport such as carts, boats, and sleds; provender to feed the army; and coin to pay for longer service or booty captured by ravaging or conquering enemy regions.

The players then plan and command a campaign for that 40 days with the lords who have mustered. To represent the limits of communications on medieval operations, stacks of command cards commit players to activating lords in a sequence that may or may not meet the needs of the developing situation. Cylinder pieces on the map show the lords' maneuvers, while markers on a feudal calendar show how much longer the lords will serve, influenced by success or failure in their campaigns. When lords clash in field battle or storming a castle, players array their lords' mats left, right, center, and reserve and attempt to rout the enemy. Various event and capability cards reveal cultural and technological particulars that influence levy, campaign, and combat. \$55/\$80 <https://www.gmtgames.com/p-696-nevsky-teutons-and-rus-in-collision-1240-1242.aspx>



NEVSKY

Teutons and Rus in Collision, 1240-1242

In *Nevsky*, two players take the roles of "Russians" and "Teutons", respectively. The Russians represent the wealthy city-state of Novgorod and its allies. The Teutons comprise German and Danish landholders—including the Teutonic Order—expanding a Baltic dominion. The sides every 40 days will levy various lords and vassals and their forces, transport, and capabilities, backed by higher political authorities—a papal legate for the Teutons and Novgorod's city council (veche) for the Russians.

The Dark Summer: Normandy 1944

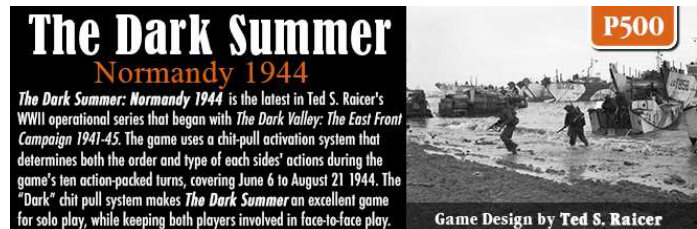
is the latest in Ted S. Raicer's WWII operational series that began with **The Dark Valley: The East Front Campaign 1941-45**. The game uses a chit-pull activation system that determines both the order and type of each sides' actions during the game's ten turns, covering June 6 to August 21, 1944. The availability of Action Round chits (for the Germans, and separately for the British and US forces) is itself determined by the draw of Weather chits, one per turn, which reflect the importance of weather on the effectiveness of Allied air superiority and Allied shipping across the Channel. Weather also determines the number of German Reaction markers, which allow limited response to Allied actions. The "Dark" chit pull system makes **The Dark Summer** an excellent game for solo play, while keeping both players involved in face-to-face play.

The single map extends from just south of Cherbourg (itself covered by a Cherbourg Box) southwest to Avranches and southeast to Alençon, allowing players to recreate the entire campaign from D-Day to the closing of the Falaise gap in late August. Units are mostly regiment/brigades, with a few battalions, but German mechanized forces are presented as operational kampfguppen.

Victory is determined by the Allies capturing Cherbourg, exiting units to Brittany and Paris, and preventing the exiting of German units, but the Allies win a sudden death victory if they capture all the cities on the map before Turn 10 and the Germans win a sudden death victory by closing down any three Allied Beaches, two of which must be contiguous. The unknown activation sequence means the Allies cannot take the safety of his landing beaches for granted in June!

The Dark Summer: Normandy 1944 is a game of moderate complexity, but nevertheless covers all the most important elements of the campaign. There are rules for the D-Day Landings, untried German strong-points and Ost battalions, Allied tac-air and carpet bombing, Allied artillery superiority, German nebelwerfer and flak guns, Allied naval support, the conquest of Cherbourg, exiting and re-entering the map, and variable entry and possible delay of both side's reinforcements.

A game on an epic campaign that is playable in a single day's gaming and with a small footprint that will allow it to be left set-up for solo study, **The Dark Summer: Normandy 1944** is a must-have for fans of WWII operational games, the "Dark" system, or students of the campaign for northwest Europe. \$38/\$55 <https://www.gmtgames.com/p-699-the-dark-summer-normandy-1944.aspx>



The Dark Summer Normandy 1944

The Dark Summer: Normandy 1944 is the latest in Ted S. Raicer's WWII operational series that began with *The Dark Valley: The East Front Campaign 1941-45*. The game uses a chit-pull activation system that determines both the order and type of each sides' actions during the game's ten action-packed turns, covering June 6 to August 21 1944. The "Dark" chit pull system makes *The Dark Summer* an excellent game for solo play, while keeping both players involved in face-to-face play.

Game Design by Ted S. Raicer

Time of Crisis is the game that allows 2-4 players to re-create the Roman Crisis of the Third Century, leading separate dynasties in a struggle for control of an empire beset by threats both internal and external. **The Time of Crisis Expansion** provides new choices for players to build their influence, exert their Imperial power, and even play alone!

New Influence Cards -- Deckbuilding is a key aspect of **Time of Crisis**, and the means by which players grow their influence among the Senate, the Legions, and the People of Rome throughout the game. While the base game provides an array of cards for players to choose from, the **Time of Crisis Expansion** *doubles* the number of choices with a full new set of cards that are available for purchase alongside the existing cards. Explore new strategies and card combinations to seek new ways of building your dynasty's Legacy.

New Emperor Rules - During the Third Century, Emperors didn't only sit on the throne in Rome - they ruled from the provinces and commanded armies in the field, where they were at risk of being killed in battle or assassinated. These optional rules place Emperors directly on the board in place of a Governor or General token. Bold use of your Emperor will grant you bonuses, but if the Emperor token should be removed from the board, your reign is at an end.

AI Players - New optional rules for non-player factions driven by easy-to-use "artificial intelligence" instructions will allow 2 or 3 players and even solo players to enjoy a full 4-faction game. Three different AI Player profiles can fill your empty seats to provide a mix of challenges working against the human players' Imperial aspirations. \$17/\$25 <https://www.gmtgames.com/p-698-time-of-crisis-expansion.aspx>



TIME OF CRISIS EXPANSION

Time of Crisis is the game that allows 2-4 players to re-create the Roman Crisis of the Third Century, leading separate dynasties in a struggle for control of an empire beset by threats both internal and external. The *Time of Crisis Expansion* provides new choices for players to build their influence, exert their Imperial power, and even play alone!

P500

Expansion Design by
Wray Ferrell and Brad Johnson

At Any Cost: Metz 1870 is a game simulating the situation west of the Metz fortress during those few days of August 1870. The game is designed to be a playable, two-player brigade-scale game that allows players to experience the unique tactical warfare matchups that characterized fighting during the Franco-Prussian War.

This era, though generally overlooked in the gaming industry, is a fascinating study in Napoleonic tactics (and uniforms) slamming head-on into modern killing technology. The Prussian military juggernaut is armed with the new steel Krupp breach-loading artillery pieces that far outclassed the French guns. Prussian doctrine, adapted to the lessons learned during the Austro-Prussian War of 1866, allowed junior officers to exercise initiative and aggressiveness. The French army, meanwhile, was armed with the modern and deadly Chassepot rifle, a firearm so advanced that many argue its deployment alone should have won the war for the French. In addition, the French army was now equipped with their ultimate secret weapon - the Mitrailleuse, which was the first machinegun used en masse. Moreover, the game system makes clear that the French soldier, despite misconceptions to the contrary, fought valiantly during these battles. By all rights, they could have – and should have – won many of these engagements. But leadership, morale and tenacity won the day for the Prussians.

All these factors are seamlessly embedded into the **At Any Cost** game system and players will be challenged to utilize their advantages and minimize their disadvantages throughout the game. Will *you* as the Prussian player be able to withstand an early severe numerical disadvantage and use the brave audacity of the Prussian soldier and artilleryman to win the day? Can *you* as the French player overcome the lethargic and uninspired command structure of the Army of the Rhine and allow your tough and well-equipped infantry to fight unhindered?

At Any Cost: Metz 1870 also features the Blind Swords chit-pull system which emphasizes the three “FOWs” of military conflict: fog-of-war, friction-of-war, and fortunes-of-war. With each chit pull, players will be challenged to make tough decisions based on their assessment of the current situation. Unlike traditional chit-pull mechanisms, the Blind Swords system ensures that no combat units can be counted on, or conversely, counted out. This yields an environment of tense action and constant surprises – an environment that will challenge each player.

Prussian Strategic Movement: In order to add player input into the strategic off-map movement of the approaching Prussian forces, some scenarios offer the opportunity to use the unique hidden Prussian Strategic Movement system. This involves the Prussian player openly moving units on a special point-to-point map whose results, nevertheless, are hidden from the French player. This will vary where and when the Prussian forces arrive on the map. However, the system is set up so that even the Prussian player cannot be assured of the arrival time or the content of his forces. There will be a solitaire friendly version of this feature, as well. \$50

<https://www.gmtgames.com/p-493-at-any-cost-metz-1870.aspx>



BAOR: MBT Expansion The British Army of the Rhine (BAOR) was formed at the conclusion of World War II from various units of the British 21st Army Group. Positioned on the North German Plain, it is the command element of NATO's Northern Army Group (NORTHAG). BAOR has command authority over the British 1st Corps, as well as the West German 1st Corps, US III Corps, and the French, Belgium and Dutch contingents to NATO.

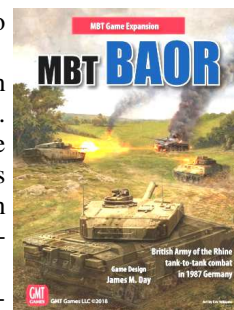
This **MBT** expansion focuses on BAOR's armored and mechanized forces. Battle it out in 10 new scenarios. Combine the 4 new double-sided geomorphic maps with the MBT base game maps and even the **MBT FRG** Expansion for more exciting battles. \$65

<https://www.gmtgames.com/p-480-baor-mbt-expansion.aspx>

FRG: MBT Expansion Poised in defense of the Fatherland from the looming Soviet invasion, the West German Army's panzer and panzergrenadier divisions are not just ghosts of their World War II namesakes. This time it is Leopard tanks, Marder infantry fighting vehicles and Jaguar tank destroyers filling out their ranks. Its 1st Corps makes up part of NATO's Northern Army Group (NORTHAG) along with BAOR while its 2nd and 3rd Corps stands alongside the US 7th Army in NATO's Central Army Group (CENTAG).

This **MBT** expansion focuses on FRG's armored and mechanized forces. Battle it out in 10 new scenarios. Combine the 4 new double-sided geomorphic maps with the MBT base game maps and even the **MBT BAOR** Expansion for more exciting battles. \$65

<https://www.gmtgames.com/p-479-frg-mbt-expansion.aspx>



Hexasim

Great War Commander traces the war as the nations and empires fought it on the western front across Belgium and northern France. The forces of three major powers—France, Germany, and America—all have forces in the game. One player handles Germany while the other side commands either France or America.

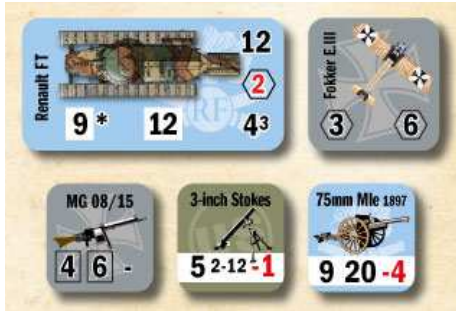
There are several new orders, like Offensive, Runner, and Machine Gun Suppress, all reflecting the intense combat. There are over 30 actions including Engineering works, Go to Ground, and Rolling Barrage, highlighting terrain destructions and powerful artillery. 40 events deal with experiences unique to the times, such as tanks and Sturmtruppen. Among the new and many contemporary events are Trommelfeuer, High Command Meddling, Petard Raquette, and Machine Gun Nest.

Great War Commander puts emphasis on the rigid top-down field command structure of the period with captains giving orders to lieutenants and NCOs which is new to the system. Besides the Fate Cards, there are Strategy Cards, which factor in higher command and give a flavor and depth to the battles beyond that of the tactical level.

Players already familiar with the **Combat Commander** system will find a ready path to learning **Great War Commander**, at the same time discovering the one-off experiences

of the Great War. There are some trenches to be sure, but there are many open field battles too. Barrages can alter terrain. Gas attacks can flood a sector. Air dominance or reconnaissance can influence the fighting.

GWC offers sixteen historical scenarios including one introductory scenario for players not yet familiar with the general game system, a three players scenario and four scenarios with tanks. The replay value is high and a Random Scenario Generator adds even more depth. **GWC** will be expanded in upcoming sequels covering British, Russians, Austrians, Turks, and Great War actions in Africa. € 72 <https://www.hexasim.com/1139-Great-War-Commander.html>



High Flying Dice Games

Gone to Pieces, The Battle for Binh Gia 1964 Following the disastrous 1963 battle of Ap Bac, more military equipment and advisors were sent by the United States to the Republic of South Vietnam in the hopes that better armaments and training could defeat the obviously growing strength of the Communist forces in that embattled country. The Battle of Binh Gia was the first major test of the effects of the escalating US presence in South Vietnam, and its outcome had a telling effect on the US role in the conflict.

For the NLF player you will need to weigh carefully when/if to withdraw. You have overwhelming force on the ground at start, but if you cannot win an early automatic victory, your enemy will grow in strength and capability as the game goes on. You also can, in many ways set the pace of the battle with your deployments and withdrawal decisions, but be careful of losing sight of how to win as a prolonged battle could just as well play into your enemy's hands as yours.



The ARVN player needs to proceed with deliberation during the game. You are vastly outnumbered on the ground at start, and will have to pay a steep price in VP to enter your reinforcements. You can't afford to be cautious, as your enemy could just withdraw when it looks as if their lead in VP is jeopardized. You will need to look and plan ahead in this game to be able to "buy back" lost VP and ensure a win by the end of the last turn, whenever that may be. \$15 <http://www.hfdgames.com/pieces.html>

Land of Confusion 2, The Battle for Luneburg Heath 1985 If the "balloon had gone up" in Cold War Europe during the 1980s, an offensive by the Warsaw Pact and Soviet forces across the North German Plain in West Germany would occur.

The central sector of the NATO front here was held by the British Army of the Rhine (BAOR) supported by West German forces.

The terrain along the frontier with East Germany was dominated by the Luneburg Heath, an area marked by swamps, rivers, and forested terrain that favored the defenders. Once through here, however, the terrain opened up to flat land that stretched to the Dutch and Belgian borders.

A breakthrough here by the Communist forces would also certainly lead to a collapse of any NATO defense of West Germany and a likely defeat by the forces of the Free World.

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/luneburg.html>



White Turns Red, The Battle of Orel 1919 depicts the high water mark and key battle of the Russian Civil War at Orel.

The city of Orel was the pinnacle of the White Army's advance under General Denikin in October 1919. When the White soldiers and their tanks entered the city, shock waves were felt in Moscow. Lenin and Trotsky panicked, with White soldiers just 200 miles away. They reacted with the same urgency as when the Germans neared Moscow in 1941— with draconian orders to build defenses and recruited women, boys, and men, sent to man some of the defenses while veteran soldiers were sent towards Orel.

The White Army seemed unstoppable with its elite, well trained, and well-armed Volunteer Army. All Communist resources were diverted and sent to the Orel area. First, the Reds had to halt the advance and then counterattack, otherwise, Moscow could fall. **White Turns Red** is a game showing the see-saw battle for the city. \$21 <http://www.hfdgames.com/orel.html>



Hollandspiele

Table Battles Expansion No. 1: Wars of the Roses *This is an expansion.* You need **Table Battles** to play this game. The first expansion to the popular **Table Battles** is set during the Wars of the Roses. Players generally have fewer morale cubes this time around, meaning that there's less of a margin for error, and a well-timed blow can be much more decisive. There are also some formations with unusual special abilities, such as Edward IV's ability to act as a "wild die" for a friendly formation. As with the base game, good play involves being aware of your own strengths while exploiting the weaknesses of your opponent. \$20 <https://hollandspiele.com/products/table-battles-expansion-no-1-wars-of-the-roses> by **Tom Russell**

Hood's Last Gamble 1864. After some maneuvering in northern Georgia in an attempt to disrupt Sherman's supply line, John Bell Hood moved the Confederate Army of Tennessee westward and then to the north. George Thomas's Army of the Cumberland, which was dispersed but growing, stood in the way. Hood's plan had objectives such as defeating scattered Union armies, bringing in thousands of recruits from Tennessee, taking the city of Nashville, and after that even moving into Kentucky and beyond. These goals were optimistic in the face of Federal strength, but Hood was determined to gamble.

Hood's Last Gamble is an operational-level game for two players exploring the 1864 Franklin-Nashville Campaign. It shares some similarities with the designer's earlier games **More Aggressive Attitudes** and **Objective Shreveport!**, but has its own identity and flavor. This one has a larger map with many tricky terrain challenges and more Special Event Cards around which to build your strategy. It utilizes a streamlined approach to the tracking of unit Strength Points that reduces counter clutter and allows for more elegant hidden movement opportunities. Supply counters are crucial to getting the most out of your units, and with winter just around the corner, the Confederate player must act quickly and decisively in order to change history. \$45 <https://hollandspiele.com/products/hoods-last-gamble>



The Great Heathen Army The fourth game in the **Shields & Swords II** series is also the largest, with more scenarios than the previous three games combined. The theme this time is the "mycel heathen here": the terrifying host of Vikings that landed in England not to loot and pillage, but to conquer. They were steadfastly resisted by Alfred the Great, King of Wessex, and three of Alfie's most famous battles are included. His descendants fought off Viking encroachments with varying degrees of success, until the victory of Canute in 1016. The battles are as follows:

Ashdown 871 - King Aethelred and his kid brother Alfred each command half of the army on either side of a causeway, squaring off against a Viking army likewise split in two. Basically two small battles fought side-by-side.

Marden 871 - The Saxons are favored to win until exhaustion sets in, giving the Vikings the chance to turn the tables.

Cynwit 878 - Vastly outnumbered Saxons leave their fort to launch a surprise attack against Viking besiegers; historically, the Saxons won the day and the Vikings were wiped out.

Ethandun 878 - Alfred's decisive victory over the Vikings. A big long battle with horses and archers on both sides.

Wednesfield 910 - Vikings try to make their way across a river and to safety when they're attacked by the ferocious Aethelflaed of Mercia and her less-awesome baby brother, Edward the Elder.

Corbridge 918 - Constantine II, King of Scotland, defeats three Viking columns one after the other, when a hidden fourth column launches a sneak attack just before nightfall.

Maldon 991 - The story of Byrhtnoth and his "ofermode", which turned an easy victory into a defeat and a bloodbath. Didn't help that half his army ran away.

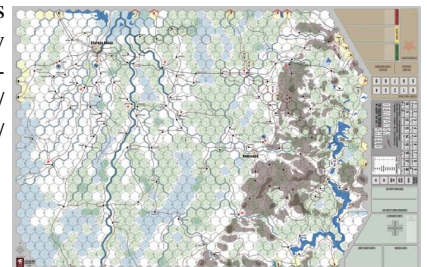
Assandun 1016 - A pre-game bid for the loyalty of the scheming Eadric Streona may prove decisive in this final clash between Canute the Great and Edmund Ironside. \$50 <https://hollandspiele.com/collections/shields-swords-ii/products/the-great-heathen-army>



Legion Wargames

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

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



The Battle of Blenheim 1704 is a tactical level, two player game covering one of the pivotal battles during the War of Spanish Succession. One player takes the role of Marlborough, commanding the British and Allied forces, and the other of Tallard, leading the Franco-Bavarians. At Blenheim, Marlborough found himself confronted by a superior Franco-Bavarian force in a strong defensive position. Like Hannibal's great victory at Cannae, Blenheim was won by the successful implementation of a bold and imaginative plan. The flanks of the Franco-Bavarian forces were pinned by furious attacks at unfavorable odds which denuded their centre of troops re-deployed to buttress the hard-pressed wings. Then Marlborough released his cavalry to smash what was left of Franco-Bavarian centre and cleave Tallard's army into two. The threat that Louis XIV's France would come to dominate Europe was over.

The Seven Hex System (SHS) derives its name from the map which is divided into areas comprising of seven hexes which enables the player to adopt various positions within an area to reflect different tactical formations thereby making it more likely that an attack will succeed or defending units will stand firm. The SHS incorporates several unique features intended to replicate in a simple and intuitive way the options available to a commander (the wargamer) of a large army. So whilst the commander has complete freedom to devise a plan, and a good deal when positioning units which have yet to encounter the enemy, once battle is joined the options become increasingly limited and unforeseen events can play a part in determining the outcome. Nonetheless, even at a tactical level a commander's decisions are crucial in shaping events. The key to success is a sound plan with a margin for error which allows for ill-fortune, the shrewd deployment of units so as to be able to implement that plan, and the timely commitment of reserves. \$42/\$56 http://www.legionwargames.com/legion_blenheim.html



Lock 'n Load Publishing

The Devil's Beach - The Omaha Landings depicts the fighting at Omaha Beach and the Normandy countryside on D-Day, June 6, 1944. This newly updated edition has a new map, counters, player aid cards, and manual. The map covers a two-kilometer section of beach and the land behind it, including Charlie, Dog Green, Dog White, and Dog Red beaches. The counters represent infantry platoons (40-60 men), machine gun sections (4-7 men 2 machine guns), tank platoons (4 tanks), and gun batteries (4-6 guns). Each turn represents about fifteen minutes to one hour. Players can play either as the American or German forces.

Note: If you have purchased **Omaha – Battle for the Beach** 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.

PRINT ON DEMAND EDITION: 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 a downloadable Print and Play file 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.



Requirements: Two six-sided dice are required to play this game. This game contains some previously released material from **Omaha – Battle for the Beach**. No other product is required to play this game. \$25 <https://store.lnlpublishing.com/>

Multi-Man Publishing

Forgotten War. For the first time, an Adv. Squad Leader module steps outside of the traditional World War II era to bring you **Forgotten War: the Korean War of 1950-1953**.

New rules in **Forgotten War** cover Steep Hills (reflecting the difficulties of movement and combat in the rugged Korean terrain); Bayonet Charges; Proximity Fuses; and enhanced Air Support featuring Tactical Air Control Parties, airborne Forward Air Controllers, and the jet-propelled aircraft of the era such as the F-80C Shooting Star and the F9F-2 Panther.

Forgotten War includes several new nationalities, each with its own distinct characteristics, and expands some existing ones. **Forgotten War** nationalities include the following:

United Nations (U.N.) Forces:

R.O.K. (Republic of Korea);

O.U.N.C. (Other United Nations Commands), representing forces from such countries as Colombia, Ethiopia, France, Thailand, and Turkey, all of whom contributed to the U.N. effort;

U.S. Army and U.S. Marine Corps;

British and Commonwealth (Australian, Canadian, and New Zealand) forces

Communist Forces:

K.P.A. (Korean People's Army)

C.P.V.A. (Chinese People's Volunteer Army)

Forgotten War is not a complete game. Ownership of the Adv. Squad Leader Game System is required for play. \$128

<http://www.multimanpublishing.com/tabid/58/CategoryID/4/>

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Matrix Games

Desert War is an operational level, ground-centric wargame that recreates the epic tank battles fought between the Axis and Allies for possession of Libya and Egypt.

Brian Kelly's **Desert War: 1940-42** captures the drama of the campaign for North Africa during World War II.

It consists of a series of historical and "What-if" scenarios that allow the players to explore the ebb and flow of the actual conflict.

The game uses maps of portions of North Africa over which a hexagonal grid system has been superimposed. This grid is employed to help regulate unit placement, movement, and combat. Ground, air, and sea forces can also be brought to bear during the match, making every scenario a real challenge!

Air, Naval, and Ground Assets are off-map capabilities that can be brought into play when the owning player sees fit.

Air assets represent squadrons that can conduct counter-air, interdiction, ground attack and ground support missions. Air reconnaissance (recce) assets represent flights of two to four aircraft. Air recce assets can collect information about the location and type of enemy ground units on the map.

Naval Assets represent individual ships able to provide of ground attack and ground support missions.

Off-map Ground Assets provide additional capabilities that can influence the on-map battle. Ground Assets include electronic warfare assets, command and control (C2) activities, and Special Forces.

Unlike in many computer wargames, **Desert War 1940-42** employs a WEGO system. WEGO by its nature is about the player's ability to plan for and manage chaos; to find solutions to perceived challenges to accomplishing the mission with the tools at hand.

In this way, every decision you make must be carefully considered. Learn to think three moves ahead and outsmart your opponent! \$40 <http://www.matrixgames.com/products/676/details/Desert.War.1940-1942>



Empires Apart is a real time strategy game set in medieval times. You will lead one of six uniquely designed factions in outstanding procedurally generated maps. Each game is a totally different experience as you collect resources, assemble your army, and wage war against your enemies.

Play as the Aztecs, Chinese, French, Mongols, Arabs, or Byzantines and fight with up to 7 opponents in ranked matches and lobbies. Or chose skirmish mode against the AI to train your skills before you challenge your friends in multiplayer

mode. Gather resources during the day and withstand hordes of enemies at night in Survival Mode.

Collect Food, Wood, Gold, and Stone. Build military and economic structures. Trade with allies, collect relics for powerful bonuses. Raise an army of spearmen, archers, knights, and catapults.

If you are a fan of RTS games, you will relive memories of classic games of the past while enjoying a modern interface and a brand new approach to fast-paced real-time gameplay. If you are newer to genre, **Empires Apart** is the ultimate RTS experience



you've been waiting for. \$26 <http://www.matrixgames.com/products/675/details/Empires.Apart>

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

Legions Triumphant expands **Field of Glory II** forward five centuries from the first Emperor, Augustus, until 476 AD when the last Emperor of the Western Roman Empire, Romulus Augustulus, was deposed by his barbarian troops.

You can be part of the final conquests of the Roman Empire in Britain, Germany, and Dacia, and then the Pax Romana when the legions on the frontier mostly kept at bay the barbarians to the north and first the Parthians, then the Sassanid Persians, in the east. You can also witness the final disintegration of Western Roman power under pressure from the Germans and Goths (themselves attempting to outdistance the rising power of the Huns), and the desperate attempts of 5th century leaders to hold at bay the barbarian tide, using armies at least partly consisting of barbarian troops.

Legions Triumphant follows the development of the Roman Imperial Army through its heyday, its late 3rd century AD reorganisation to deal with new threats, and subsequent decline. It also follows the rise of its various enemies, the Germans and Goths, the Sassanid Persians and the dreaded Huns. \$15

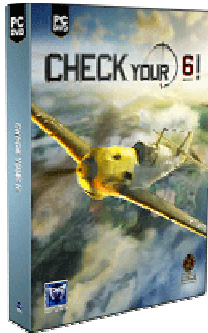
<http://www.matrixgames.com/products/720/details/Field.of.Glory.II.Legions.Triumphant>



Check Your 6! Specialist wargaming developer The Lordz Games Studio and **Check Your 6!** board game developer **Scott Fisher** are happy to announce bringing the multiple award winning and popular set of WWII air combat rules and scenario books to the digital gaming arena.

World War II is spreading terror and destruction on the European ground, while in the air ferocious battles are raging between the Axis and the Allies.

Check Your 6! brings you in the middle of these battles, with a turn-based game that carries the spirit of the dogfights. Play as the British or as the Germans in 18 different missions covering air battles and protecting and destroying important objectives.



Use 14 different aircraft, each with its own strength and weakness, with a huge number of weapons that allow the player to attack with different precisions and ranges. The AI will always try to outsmart you, taking the best decisions in order to win as soon as possible. This is going to create awesome battles of wits that will test the player's ability in figuring out the opponent's moves.

Additionally, you will be able to play with your friends online or using the hotseat mode, creating always-new battles and strategies! \$30 <http://www.matrixgames.com/products/708/details/Check.Your.6!>

One Small Step

NATO Goes Nuts brings the Absent Superpower Series to Europe, as old and new Europe square off.

NATO Goes Nuts: The Coming Polish-German War. As America withdraws from the world, there will be vast repercussions. In Europe, the international security guarantees put in place in 1945 will be gone. That will mean the old national rivalries that twice in 30 years sent the continent into world wars will reemerge. The scenario here covers Central Europe, where the presumed near-future emergence in Germany of the ultra-nationalist AFD as the majority party ignites fear and loathing in Poland.

The Poles understand the overarching fact of their national existence is this: if Russia and Germany are both strong at the same time, independent Poland is doomed. Russia is already relatively strong and armed with atomic weapons; it's therefore too late for anything to be done about that.

To the west of Poland, an AFD-run Germany would no doubt soon rearm and become strong. The Poles therefore resolve to act before that happens. They strike into eastern Germany with the objective of taking Berlin and setting up a compliant and friendly regime there.

Alternatively, we can also postulate a Poland that continues its own recent drift toward the far right, culminating in a quasi-fascist government in Warsaw. That regime might act in order to forestall a nascent far-right German regime, or it might move against even a moderate-left German regime in order to forestall further Muslim immigration into Central Europe.

The game uses a battalion-level evolution of the alternating action system from **America Falling** to model this near-future war in Central Europe. One large-hex 34x22" map covering all of eastern Germany at five miles per hex (8 km), along with one sheet of 228 medium-size (9/16") counters. Rules cover such things as the possibility of Czech intervention on the German side and a Turkish-Islamist uprising in Muslim sections of Berlin. Playable by two people in one sitting and also solitaire adaptable. \$38 http://ossgamescart.com/index.php?main_page=product_info&cPath=6&products_id=115

Revolution Games

Königsberg was originally produced in limited quantities by 3 Crown Games. Revolution Games will be updating this fine game with new art, testing, and development.

It covers the Soviet attack in East Prussia in 1945. The game handles the 20 first days of the attack starting on the 13th of January 1945. The 3rd Belorussian Front under command of Cherniakhovsky launches an attack into the northeast of East Prussia while the 2nd Belorussian Front, commanded by Rokossovsky one day later, starts an attack from the southeast. However, Army Group Mitte, under the command of Reinhardt, puts up an astonishing defence, pushing the Soviets back.

Time is however on the Soviet side, and, when the defence finally crumbles, there is nothing left to withstand the Soviet troops ravaging the country.

Königsberg is easy to learn yet a challenge even for the more experienced players. It is built around the same system of rules that have shaped **Plan West**, and **Army Group Narwa**.

The game uses a chit pull system telling you which armies to move. Each turn is two days and the game has 10 turns. \$45 <http://www.revolutiongames.us/>



The Society of the Ancients

The Saxon Shore is Burning is a two-player simulation of the Barbarian Conspiracy of 367 AD against Roman Britain. In that year, the Scotti of Ireland, Atacotti of Western Scotland, Picti of Eastern Scotland, and the Saxoni of Upper Germany/Lower Denmark joined forces to take advantage of the withdrawal of the province's three legions to the continent in one of the interminable Imperial Succession disputes. Britain was rich and prosperous but under-defended, so the Barbarians were able to loot and pillage up and down the country, running riot and killing the Count of the Saxon Shore. The Romans were eventually able to restore order, and by 369 AD the province was secure again, though weakened.



The game consists of a map, tables, 400 counters (some spares and extras are also included) and rules. You will need a six-sided die. £15 <http://www.soa.org.uk/joomla/>

Udo Grebe Gamedesign

Fortress Sevastopol is a simulation of the German assault on the Crimean Peninsula. The Germans had to advance to Sevastopol as quickly as possible. Eventually the mighty fortress will have to surrender before the snow falls, which would be a great pleasure for the German Führer. If not, you will have to wait until spring to receive more reserves and finally capture Sevastopol before the game ends.

Fortress Sevastopol is an easy to learn game with an area movement and simple combat system. A similar system was already used in games like **Breakout Normandy**, **Monty's Gamble - Market Garden**, or **Storm Over Stalingrad**.

Fortress Sevastopol is issue number 8 in UGG's Command & Strategy series. <https://ugg.de/UGG/sevastopol.shtml>



Victory Point Games

Chariots of Rome, from designer Sean Young, is a simple (yet brutal) competitive chariot-racing board game for 2 to 8 cunning drivers set in ancient Rome's grand stadium, the Circus Maximus. Each player controls a unique charioteer character and competes on the giant track for two or more laps. Players can also drive with one of four teams (of two chariots), each representing a different historical Roman racing faction.

But there is more to winning the laurel wreath of victory than handling dangerous corners! Charioteers can whip and ram their opponents to dramatically hinder them during the race (much to the crowd's delight). The gods are watching, too, along with the tens of thousands in the crowd, and they might be inclined to influence the race in their favor! \$45

<https://www.victorypointgames.com/chariots-of-rome.html>



Wargame Vault

Missile Threat is a simple yet comprehensive modern air combat game, covering every major air conflict from 1960 to 2000, and designed for use with miniature aircraft.

Missile Threat is aimed at providing a realistic air environment and short games of less than 2 hours.

Simple yet accurate mechanics: Missiles actually track aircraft in-game, forcing you to conduct defensive breaks or last-ditch missile defenses.

Fixed-wing aircraft, helicopters, ground forces, naval vessels and air defenses all play an important role

Stats for over 250 different aircraft

11 Conflicts are covered. Many of the longer conflicts are split into periods for more accuracy as units and tactics evolve.

Each conflict has a tailor-made aircraft and ordnance list for each faction, as well as accurate options for ground assets like SAM sites and AAA.

Flight plan "bidding" system: Players must write a flight plan before the game starts, indicating when aircraft will enter and leave the game. Will you try to get your ground attack aircraft in before the enemy fighters arrive? or wait until later? Will you send your fighters in early because you know the enemy will try to get their bombing done early?

Complete air environment: Ground assets like AAA, SAM sites, and various radars are an important aspect of the game, allowing weapons like the AGM-88 HARM to have a use and for SEAD flights to have a purpose.

Pilots can be shot down, wounded, captured by enemy ground forces, picked up by on-call SAR helicopters, or make their way back to friendly lines on foot. Rescuing downed pilots is important for victory.

Missile Threat is the culmination of 8 months of research and play-testing. Markers are provided for the various missiles, ground assets and ground forces, as well as naval vessel markers for the Falklands. \$12 <https://www.wargamevault.com/product/232769/Missile-Threat-Modern-Air-Combat>

Lock 'n Load Tactical Starter Kit For gamers, it's not always easy to know if a tactical game system is the right one for you. We feel that Lock 'n Load Tactical (LnLT) is one of the best tactical game systems out there; it's quick to learn, fun to play, and presents conflicts from the 1930s to the present. The idea behind this Starter Kit is to put our money where our mouth is once again and prove it. The **LnLT Starter Kit** gives you everything you need to try our tactical system and, in the process, turn you into a fan as well.

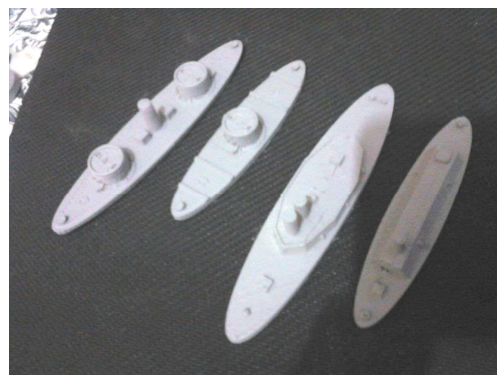
We used the World War II Era rules as the base guide for the LnLT System. The World War 2 Era rules are fully compatible with our Modern Era system, only the game tables are different.

We provided these rules to give a full picture of our tactical system. Players can download free complete editions of both our World War II and Modern Era Rule Books on our website. If that is not enough, there is a LnLT Game Play Walkthrough that uses this Starter Kit to walk you through the game step by step, playing out a scenario.

You now have everything you need to get into one of the easiest and most exciting tactical systems available today. Free.

http://www.wargamevault.com/product_info.php?products_id=232500&it=1&SRC=newsletter_freebies_thumb

Ironclads - 1:600 Monitor Set from Voxelhouse \$3 No rules. <https://www.wargamevault.com/product/234942/Ironclads--1600-Monitor-Set>



Worthington Publishing

War Along the Gulf Coast allows gamers to refight Andrew Jackson's campaign against British General Pakenham's British invaders. The game uses the proven Blue & Gray combat system where morale is as important as the number of soldiers. You are limited in how many units you may move based on the number of action points you receive, plus a random number of action points based on your commander. This means no two games will play alike. Movement is location to location. When the two armies end a move in the same location a battle occurs and the action moves to the battle board.

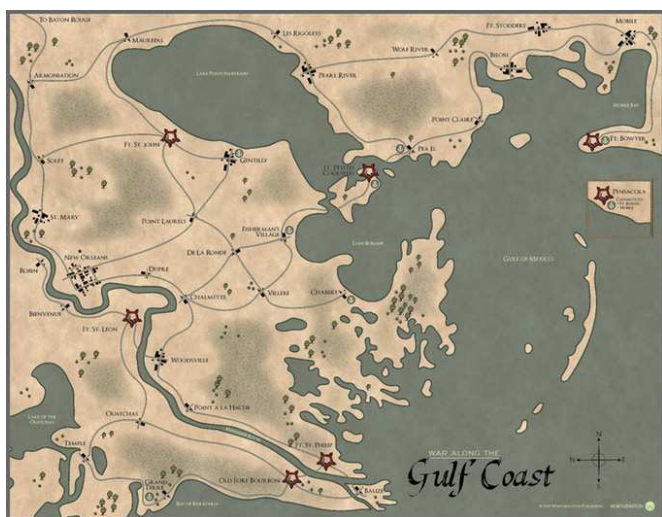
It is late 1814 and peace commissioners are looking for an advantage to end the War of 1812 on the best terms. British leadership chose Pensacola, Mobile, and New Orleans as the places to occupy to impose its terms and maybe annex the southern United States. Plus, British naval commanders had set their sights on New Orleans, where bustling warehouses are ripe prizes.

Detaching veteran divisions from Wellington's army fighting in Europe, Britain sends its best against the backwoods men defending the American Gulf Coast. Led by Wellington's chief of staff and brother-in-law, General Sir Edward Pakenham, they attack Mobile and occupy Pensacola in an effort to bring Indian and Spanish support for the main effort against New Orleans.

General Andrew Jackson counters the British moves by quickly reinforcing the forts defending Mobile and boldly attacking the Spanish and British forces in Pensacola. The British, using their navy to navigate the bayous, land in the swamps 8 miles behind New Orleans in a brilliant surprise move. General Jackson, attacks them immediately countering the surprise. Both sides entrench and bring in reinforcements to begin the famous Battle of New Orleans.

British win if they occupy New Orleans and two of the other three victory cities (Mobile, Pensacola, and Baton Rouge). American win if the British total strength points fall below 25 SP or the British fail to meet their victory conditions. \$85/100

https://www.kickstarter.com/projects/1456271622/war-along-the-gulf-coast-limited-250-kickstarter-c?ref=5czf99&token=7509362c&utm_campaign=8030e102bd-EMAIL_CAMPAIGN_2018_03_10&utm_medium=email&utm_source=Newsletter+Subscribers&utm_term=0_899ff40d70-8030e102bd-238726261



Saratoga 1777 is a wargame about the American Revolutionary War campaign led by British General Burgoyne against the American colonist led by General Gates. It is a point to point movement wargame using blocks with labels for the military units. The game uses the system from our previous games, **New York 1776** and **Trenton 1776**.

Each turn both the American and British player will receive activation points with which to activate either groups of blocks moved by a leader, or individual blocks. When blocks of both sides end a move in a location together, a battle occurs.

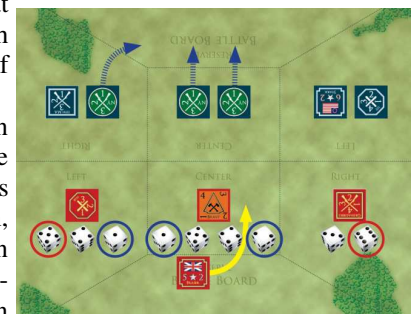
The game has some excellent historical "chrome" mixed in with units for General Benedict Arnold (not only a leader but also rolls 4 dice in combat and is always active), the American Elite units of Warner, Dearborn, and Daniel Morgan with devastating firepower, using the river/lakes and river/lake roads to move more units, the Native American ability to hit and run, and British General Clinton's approach from New York City toward Albany drawing off American forces.

There are lots of great strategic decisions for both sides in the game. Best of all it plays in 2 hours.

New elite American units reflect some of the backwoods specialists such as Morgan, Dearborn, and Warner. American General Arnold is provided to lead the American charge, but be careful using him as he can be hit and removed from the game. Regulars, militia, artillery, and the leaders round out the American lineup.

The British are back with their redcoat infantry, Hessian mercenaries, artillery, and leaders. A new twist for them is the native Americans who can hit and run without pursuit, but they only hang around for one round of battle so knowing when to put them in is critical. \$70

https://worthingtonpublishing.com/product/saratoga-1777/?utm_source=Newsletter+Subscribers&utm_campaign=c44e3bb071-EMAIL_CAMPAIGN_2018_03_28&utm_medium=email&utm_term=0_899ff40d70-c44e3bb071-238726261



MAGAZINES

C3i Magazine Nr 31 by Rodger B. MacGowan features renowned designer Ralph Shelton's standalone game **The Battle of Wakefield**, which puts you on the field at the start of the War of the Roses. Can you end the war before it starts, or will England be doomed to a generation of bloodshed? This 25th Anniversary Edition is also packed full of articles on numerous other hobby games, including a preview of some upcoming COIN Series installments, a new scenario for **Normandy '44** presented by Trevor Bender, and errata for *C3i* Nr 30's acclaimed game **South Pacific**. The designer of that game, Mark Herman, also delivers a new installment of Clio's Corner, discussing how Alexander Hamilton inspired the design of Herman's game **Pericles**. Steve Carey takes us back to the classic **Clash of Giants Civil War** and Captain Garrett Gatzemeyer gives us some insight into



how West Point cadets use boardgames for fun and training. This issue is packed with inserts for many games, including this issue's **Battle of Wakefield**, **Empire of the Sun**, **Plan Orange**, **Blood & Roses**, **Corrupedium GBoH**, **Liberty or Death**, **Wing Leader**, **Normandy '44**, **Distant Lands**, **France '40**, and **Ukraine '43**. Other goodies include a poster chronicling the evolution of artwork in the boardgaming hobby and a bonus card for the upcoming game **The Great War Card Game**. \$36

Modern War #35. **Mike Force** is a solitaire wargame covering US Special Forces Operations in South Vietnam's I Corps and adjoining areas of Laos during the Vietnam War. In **Mike Force**, you play the Free World forces (US, ARVN, Laotian) while the game system controls the Communists (NVA, VC). Communist mobile forces will advance towards critical Free World bases and cities, and if they take them, can win the game. You as the Free World player must use a combination of defensive operations to delay the Communists while your offensive forces hit them in their bases, represented by static units. By so doing, you can turn the tide in I Corps—and since this is a critical nexus for the Ho Chi Minh Trail, the entire War in Vietnam. \$40 <http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW35>



Paper Wars #88 contains **Scourge of God – The Campaigns of the Mongolians, 1206-1259**, by Stephen Newberg. A mainly solo player depiction of the result of the consolidation of the Mongol tribes by Genghis Khan and the resulting 50 years of conquests that created an empire of the Steppes and brought Mongol horsemen across China to the East and into Poland to the West. The Mongol player is the active player, with the Empires player almost entirely reactive. The Mongol player must make his conquests in a race against the clock and scarce resources. \$42/\$47 <https://www.compassgames.com/preorders/issue-88-magazine-game-scourge-124.html>



Strategy & Tactics #310. The **American Civil War** was by far the most destructive conflict in US history. This game gives players a chance to change the outcome. The Confederate player must maintain a viable economic and political core, while the Union player attempts to divide and conquer the southern states. Victory is checked every turn: Union progress

can have political consequences or possibly end the game if either player fails to achieve expectations.

During each quarterly turn, players recruit additional forces, then conduct a pair of impulses. During each impulse, each player moves forces and fight battles. Movement rates are high, but enemy forces can react by retreating, blocking further movement, or counterattacking. Battles are decided by a combination of good leaders and relative strength. The Confederacy starts with a decided advantage in leadership. Union leaders appear only after fighting battles: the Union player may have to lose a few battles to get the leaders needed to win the war. \$40 <http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST310>



War Diary Vol. 3, No. 2

To The Last Man! Design Evolution And Optional Rules
Module By Tim Taylor

Sekigahara Strategy By J. Mark Scarbrough

Indian Set-Up In Adobe Walls By Tom Cundiff

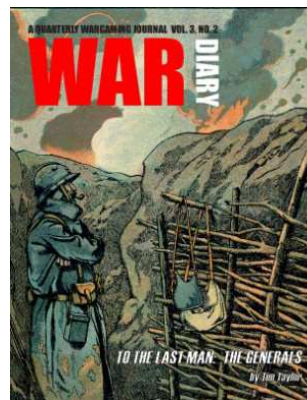
Fab Golan 73 By John D. Burt

The Battle Of Melle: Part 3 of the Historical Scenario Replay
by Paul Borchers with Mathew Hinkle

A Conversation With Mike Rinella By Andy Nunez

To Script Or Not To Script: A Brief Evaluation of On-Map Set
-To's and Set-Ups by Paul Comben

<http://wardiarymagazine.com/current-issue.html>



World at War #59. **The Luzon Campaign, 1945** (LC) is a wargame, purpose-designed for solitaire play, which covers the fighting across the main Philippine island of Luzon early in 1945. The first turn represents one week, each turn after that represents half a month. Each regular hexagon represents 6.75 miles (11 kilometers) from side to opposite side.

You, as the single player, actively commands the invading US forces, while the rules direct you in the deployment of the defending Japanese. You win or lose via the seizure of (or failure to seize) key areas on the map. You are cast in the role of US Sixth Army Commander Lt. Gen. Walter Krueger. In turn, you're under considerable time pressure from theater commander Gen. Douglas MacArthur (portrayed passively-aggressively by the victory conditions and six-turn limit) to be finished with the major portion of the campaign no later than the end of March. That's necessary to allow the redeployment of major aero-naval assets for the Iwo Jima and Okinawa battles. \$40

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW59>

