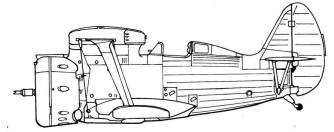


The *Kommandeur*



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From Your President Bob Best

Today is Wednesday May 23, 2018. We are having some non-spring-like weather here in California. It's windy and overcast and downright COLD outside! Normally we are having sunny, warm days in the 80s but our weather pattern is off this year. It puts me in mind of the spring and summer of '68. You know that time... The Summer of LOVE here in the San Francisco Bay Area! 😊 Well, it was just as cold and overcast then as it is now. I guess the weather does repeat itself. But the cold weather does give me more incentive to be inside and making game moves on the games I have in progress so that is a plus. I hope all of you are enjoying both your wargaming time and nice spring weather.

I recently received an email from our 2017 Mark A. Fassio Award for Best Article winner, Charles Sutherland. Chuck sent the below photo displaying his two award plaques, one for 2016 and one for 2017, along with the games and article titles he won them for. Chuck donated both of the \$50 cash prizes awarded with the plaques back to AHIKS to help support our wargaming club.

Chuck, they will look *great* on your mantel! Thank you so much for the cash prize donations back to AHIKS and again congratulations on your excellent articles!



You too can be eligible for AHIKS' 2018 Mark A. Fassio award plaque and \$50 cash prize for the Best Article to be published in this newsletter. All you have to do is write an article on some aspect of your wargaming hobby. You can write a game review, an after action report on a game you played or some other topic you

find interesting. Send your article to Omar DeWitt, our editor, at his contact address on page 12, and, if your article is judged to be the Best Article published in 2018 by the award committee, then you can join Chuck in displaying the Mark A. Fassio Best Article award plaque on your mantel. You better hurry, there are only 3 more issues for 2018. Elected AHIKS Officers are NOT eligible for the award. We are looking forward to seeing your article in the pages of the *Kommandeur*.

Looking at the health of AHIKS, I see we have added 25 new members since the beginning of 2018! Six additional gamers have expressed an interest in joining AHIKS at our AHIKS Facebook page. Perspective new members are referred to our AHIKS website to complete the membership application process. While not everyone who inquires actually joins AHIKS we

are getting enough new members to continue to swell the ranks of AHIKS. Unfortunately we have lost a couple AHIKS members mainly due to the aging process over the last few months, but new memberships greatly outnumber those leaving AHIKS.

New blood is flowing in AHIKS and with it comes more members looking for matches of their favorite games. Take a few minutes and check out the new match requests. Duncan Rice, our Match Coordinator, posts them in *The K*, on the AHIKS forum at our website (www.ahiks.com/forum), and also advertises them on the AHIKS Facebook page. If you are looking for an opponent between issues of *The K*, you can check out the website or our Facebook page. Duncan updates them quite frequently.

I would like to remind everyone about some of the things AHIKS offers to our members. Not only do we have our game matching service, but any member can use the AHIKS forum (found at www.ahiks.com) to play a game. Just go to the On-Line game section listed on the forum's main menu. Click on "on-line games" and you can set up and play a game. There are a number of completed games there if you want to see how some other members have used the forum to play their games. The on-line games section is open to all members, anytime.

A word to our new members, you have to log into the AHIKS Forum to be able to post there. Your "Welcome to AHIKS" letter explains how to get a USER ID and Password for both the "Members Only" section of the website and for the AHIKS Forum. (For our older members who may not have a password or User ID yet, you can see our Webmaster, Tom Thorsen's article in this issue that explains how to get User IDs and Passwords for things that need them.)

Along with a number of other interesting areas in the "Members Only" Section of the website is our Dice Roller. Using it is really easy and convenient and the Dice Roller maintains a history of the dice rolls for you so you can look back at anytime it might become necessary. The Dice Roller also allows you to add modifiers to dice rolls and it will calculate the modified dice roll for you. I find it handy to use in my email games.

If you are not using the AHIKS website's forum or "Members Only" sections, you are missing out on some helpful gaming tools and if you are a Facebook user and haven't joined the AHIKS Facebook page yet, you really should stop by and check it out. The Facebook page has over a 100 members and lots of interesting game stuff gets posted here.

We have a number of members who are very active in several of the gaming groups on Facebook. We can also direct you to various game groups and game manufacturers and designers pages from the AHIKS Facebook page if you are interested. Our Judge Brian Laskey also runs the Vintage Wargames Facebook Page. If you are a collector of wargames you will enjoy this group. Come on by and say "Hi."

So, until next time... Happy Gaming!

Vice President's Chair

Kenneth Oates

The last two months literally flew by. Once again we are getting ready to head into the summer months, the gaming convention season. For those fortunate to be able to attend one, I wish you good luck.

Just prior to sitting down to write this, I received my copies of the latest two installments of the GCACW series, AIO and RTG II. As is expected in this series, originated by Joe Balkoski, the components are superb!

Long anticipated, AIO represents a new theater for the GCACW set, and consists of 14 scenarios and 5 campaigns. It should be noted the scenarios in GCACW are not fillers, but are interesting and competitive in their own right. The 96-page playbook is bound, the maps with their Charlie Kibler artwork are spectacular, as is expected, in their detail and functionality. There was some controversy regarding the evolution of the artwork used in the two previous volumes (BAC and SJW II), but AIO (and RTG II) mark the return to the traditional, although modernized, counter design. The usual charts and play aids are included, as is version 1.3 of the rules. Good value for the money spent.

RTG II is an update of two previously printed volumes, including the reprint of HCR. An additional module is the previously printed RitWH. This updates the counter art work, as described in AIO above, and shows some balancing work done to the scenarios, again presented in a 120-page, bound scenario book. HCR has 6 scenarios and 2 campaigns, RTG has 9 scenarios and 1 campaign, and RitWH completes the package with 5 scenarios and 2 campaigns.

Prepping these for play will probably be a major project that fills my summer. (This includes punching, possible clipping, and organizing counters, and for this series creation of custom Victory Point Calculation Sheets for each scenario, all 42 of them!)

Also watch for a possible announcement of a tournament for **Enemy Coast Ahead: The Doolittle Raid** from GMT later this summer. Bob Best and I are in the early stages of trying to figure out a way to do this with this excellent game.

So, where are all the AHIKS authors hanging out? I hope that I have jumped the gun asking this question in this issue and there are more submissions. Feel free to write up after-action reports, game/book reviews, convention reports, anything remotely relating to our hobby. I cannot be the only one who gets this urge every so often. Omar needs more well-written articles, no one will be turned away.

Enjoy the games!

Kenneth



46. Messerschmitt Me 262A-1a, 1945.

Iron Man Results

From Randy Heller

In a highly competitive field, Marty Musella defeated Johnny Hassay in the final round of the 2018 AHIKS **Iron Man Bitter Woods Tournament** held at the Prezcon Convention during the week of 19 February in Charlottesville, Virginia. [see photo on page 4] Ed Witkowski defeated Jeremy Osteen to win the Consolation Tournament. The majority of the games played were the 6-turn tournament scenario, with a few 8-turn tournament scenarios selected. The distribution of American wins vs. German wins was roughly even. Both Marty and Ed won with the Americans in the 6-turn finals. The following is a brief summary of the final game in the primary tournament.

Johnny cleverly kept the 28/109 Rgt in Vianden off the road net on the opening turn to prevent it from reinforcing the center. He mustered the necessary combat force to ensure a crossing and a bridge building along the river in front of Clervaux. Marty responded by abandoning Hofen and Monschau in the north and defending in front of Clervaux, rather than in the fortification.

On the second game-turn, Johnny overlooked a golden opportunity to try a Skorzeny X/150 panzer brigade sneak, which would have allowed a Kampfgruppe Peiper unit in reserve to motor up the road through Ambleve and capture Stavelot, a victory point town. He did push the Americans back into Clervaux and trap a key 6-5-4 American infantry regiment north of Bullingen. Marty replied by counterattacking near Elsenborn to maintain a continuous front line of defense. Malmedy was well defended by the Hodges leader unit and elements of the U.S. 2nd Infantry Division.

On the second day of battle, German forces surrounded Clervaux. By the end of the 17 AM game-turn, Johnny had eliminated 5 enemy units. The U.S. Player maintained a defense in Clervaux and Malmedy-Gouvy-Allerborn in the center and north. Johnny encircled Malmedy on the 17 PM game-turn and captured it, bagging General Hodges in the process. Marty countered this with an aggressive counterattack at Ligneuville, crossing the Ambleve River and effectively encircling the German spearhead.

On the next to the last scenario game-turn, Johnny saw an opportunity to snag victory from the jaws of defeat. Marty had left only a single artillery unit in Stavelot, a victory point town, leaving it open for another possible Skorzeny sneak move. This attempt failed. Johnny, recognizing that the possibility of victory had slipped away, graciously conceded the game and the crown to Marty.

This was a tournament game where victory hinged on two possible, successful Skorzeny sneaks. To his credit, Johnny recognized one of them, but the die roll would not cooperate. Marty played an aggressive defense, which worked out in his favor. Congratulations to him for having won the tournament. Marty Musella now remains custodian of the AHIKS Iron Man Tournament Trophy until the next time the event is held.



Open Match Requests from Duncan Rice

Adv Squad Leader MMP Adv Squad Leader Starter Kits 1 & 2

Anzio 7ed AH

Ardennes '44 by GMT

Armageddon S&T 34
Battle of the Bulge AH
Battle Cry Milton Bradley
Battles for the Ardennes

Barbarossa to Berlin GMT Bitter Woods by CG or L2

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

Case Blue MMP

Chancellorsville
Circle of Fire ATO
The Civil War AH
The Civil War VG
Conflict of Heroes AG
DDay 77 AH
DDay

Dien Bien Phu: The Final

Gamble Legion Wargames East Front Series GMT

Flight of the Goeben S&T 21
Flight Leader
Flying Colors GMT

France 1940 Vae Victis Frederick the Great SPI

Gettysburg 64 AH Great Game Legion Wargames

Holland '44 GMT
Kriegspiel AH
The Korean War VG

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

Renaissance of Infantry S&T 22

Richthofen's War AH Russia Besieged L2 Russian Front AH

Second Fleet VG

Seelowe SPI

Siege of Constantinople S&T 66
Silver Bayonet GMT
Stalingrad 2ed AH

Storm Over Arnhem MMP

Storm Over Dien Bien Phu MMP

Storm Over Stalingrad MMP

Sweden Fights on GMT
Tactical Game 3 PP
Tactics II AH

Tank on Tank LnL

Third Fleet VG
Trireme AH
Tunisia II MMP

Charles Mock 1873 E

Michael Plummer 1919

Mark Bayliss 1666 EP
Rob Franze 1921 VNX
Mike Dyer 1874 EV
Tom Yoder 1813 V
Axel Van Looy 1909
Thomas Ten Eyck 0826 PE

Andrew Patience 1646

Rob Franze 1921 VNX

Jim Reimer 1877
Jeff Bullard 1901 PLV
Mike Dyer 1874 EV
Mark Willmarth 1885

Rob Franze 1921 VNX

Greg Thornton 1538
Rudy Quiroz 1915 SEV
Axel Van Looy 1909

Andrew Patience 1646

Lourens te Beer 1908 EL
Roger Greezicki 1865 P
Greg Thornton 1897

Andrew Patience 1646

Rob Franze 1921 VNX

Mike Dyer 1874 EV
Scott McAninch 1718 P
Graeme Dandy 916 EV

Andrew Patience 1646

Andrew Patience 1646

Roger Greezicki 1865 P
Rudy Quiroz 1915 SEV
Robert Lentz 1895 EPX

Paul Koenig 1577

Graeme Dandy 916 ECV
Jeff Miller 1303
Mark Willmarth 1885

Mike Dyer 1874 EV
Scott McAninch 1718 P

Mike Paul 1578

Panagiotis Kouroumidis 1925

FV

Thomas Ten Eyck 0826 PE

Andrew Patience 1646

Richard Passow 1453 EPLX

Rudy Quiroz 1915 SEV

Roger Greezicki 1865 P

Andrew Patience 1646

Andrew Patience 1646 V

Andrew Patience 1646

Richard Passow 1453 EPLX

Mike Dyer 1874 EV

Robert Lentz 1895 EPX

Duncan Rice 1394 V

Thomas Ten Eyck 0826 PE

Mark Bayliss EP

Lourens te Beer 1908 VL

Turning Point Stalingrad AH

A Victory Lost MMP
War of the Suns MMP
Warriors of God MMP

Andrew Patience 1646

Martin Spetz 1898
Jeff Miller 1303
Jeff Miller 1303

Match Coordinator

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

Match Codes

A: ADC2	P: Postal Mail
C: Cyberboard	S: Slow Play
E: Email	T: A.C.T.S..
F: Fast Play	V: V.A.S.S.A.L.
G: Will Gamemaster	X: Non-rated Game
L: Learning Game	Z: Zuntzu

Multiplayer Games

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

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

Gunslinger AH - Matt Scheffrahn 1844 VMG

Here I Stand GMT – Jeff Miller, [1303] V

Here I Stand GMT – Robert Robles, [1788] V

Kremlin AH – Jeff Miller [1303] V

Multiplayer Coordinator

Jeff Miller

Hopefully everyone is having a great start to the summer. My area of the country was hammered with rain for almost three weeks, but finally we are enjoying sunshine and clear skies.

Not a lot of change with the multiplayer list, although we are now up to two of us looking for a game of **Here I Stand**, which works quite well using Vassal.

Take a look and see if anything strikes your interest and drop me a note. Or better yet think about that multiplayer game that you never seem to be able to get on the table due to lack of players and send me a note, and we can see if anyone has an interest.

So WBC is coming up in less than two months! Drop over to our Facebook page, and let's see who all is planning to attend. If you are going and don't do Facebook, feel free to drop me a note, and I can add you to the list. With luck we can meet up with some of the rest of the gang.



Everything You Need to Know About the AHIKS Die Roll Service from Tom Thomsen

For most of the AHIKS community, there are three main reasons for being a member. The first is a ready supply of competent opponents that are ready to engage in on-line or PBM combat. The second is the wonderful newsletter that our Editor puts together and distributes every two months. The third is the AHIKS die roll server. I would add the forum as a distant fourth, since there seem to be very few members that actually log-in to it. Note that when you log-in the forum you will see additional threads of discussions that are reserved for AHIKS members. If you have not logged in for awhile, take a moment to do so the next time you are looking at the AHIKS Website to see what you may be missing.

Most of the suggestions I receive from members concern the die roll service. My ability to deal with most of these suggestions is extremely limited. A little history is in order here.

Charles Marshall did a really great job creating the AHIKS website, and the die roll service is probably the main reason he undertook this task. After I first initiated the website, AHIKS received many requests regarding how to put it to work for the membership. I had neither the time nor the knowledge to implement most of them, so transferred the domain name to Charles who then created the site we now use. As so often happens, the real world reduced the time he could dedicate to development, and he gave me the access codes and records for the website.

For those with some software experience, the Die Roll Service is a SQL database. This is a 'transactional' database, meaning the only way to interact with it is through transactions written in SQL code. Actually 'PHP' code, otherwise know as Hypertext Preprocessing code. I know next to nothing about it, but I recognize it and can usually 'follow along' when determining what action it is taking.

If you wish to use the AHIKS die roll service, you need to create an account with a user name and password. When you do so, I receive an email requesting approval for your request. Most of the time I recognize the email address and do so promptly. If you attempt to register with an e-mail address other than the one we have on file for AHIKS, I may have to contact you for verification.

Your email address is all the information I receive with the request. Unlike your user name and password for access to the secure members page, I will have no record of your user name or password for the die roll service. So don't lose them! Best to write them down someplace for your records. And don't count on your computer to remember them for you. One member recently cleared the cache on his browser and lost his log-in information and had to ask me for his user name and password again.

For those of you that have played a lot of games using the die roll service, I know it can be annoying to see all those old, completed games listed when you log in to use it for a game. There is not much I can do about that without creating a second class of problems. I know from experience how easy it is to mess up an SQL database with bad code. If there is a member out there with SQL database experience that believes he can help, I would certainly welcome it.

The board has approved allowing me to grant members multiple accounts on the die roll server. Go to the Die Roll Server and access the registration page. Request an account with a new user name. You can use the same password and email address if you wish, the database creates the account based on the user name. I don't know if there is a limit to the number of accounts the database will support, but, to be safe, I suggest having no more than 2 or 3 accounts.

One more note regarding the account. There is no 'transaction' written that allows you to change your user name or password. Double check before you register to be sure that they are entered correctly. They cannot be changed once you submit your registration.

11 March 2018

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.

- 1921 Robert Franz, Warrington, VA
- 1922 Vincent Furfaro, Lehigh Acres, FL
- 1923 Jim Thomas, Akron, OH
- 1924 Michael Richardson, Burke, VA
- 1925 Panagiotis Kouroumidis, Thessaloniki, Greece



Randy Heller and Marty Musella, winner of the Iron Man.

Book Review

The Last Battle of the Civil War Palmetto Ranch

by Jeffrey William Hunt

University of Texas Press, 217 pages, printed 2002

Maps, period photographs, line drawings, order of battle, Barrett's first and supplemental reports of the battle

Reviewed by Kenneth Oates

For a few years I was on book buying restriction. That ended during my visits to the Palo Alto battlefield in the spring of 2016 with the purchase of six books, in particular those recounting the military history of the immediate area and the region. On May 11, 1865, in direct violation of orders, Colonel Theodore Barrett led three Union regiments up the Rio Grande with the intention of seizing Brownsville, Texas. The following two days was a disaster; the Federal troops being stopped in their tracks, and then chased back to the coast. The Rebels had won the last battle of the Civil War. I grew up in Texas, and this battle was part of history classes from the fifth to seventh grades, achieving mythical proportions. I live within 50 miles of the ground over which it unfolded (today the central point is located on private property). However, the story I knew was wrong, in almost every detail, and many authentic details were left out of the great myth completely, including why it was even fought at all, and many erroneous ones inserted, some by the participants themselves for sometimes self serving reasons.

Mr. Hunt, the former chef curator of the Admiral Nimitz National Museum of the Pacific War, located in Fredericksburg, Texas, has written a narrative of this final conflict and stripped away the fog of myth and legend, leaving a story far more captivating and extraordinary. As one reviewer is quoted, it "added the final irony to a conflict replete with ironies." The battle itself is presented in excellent detail with maps, photos, and drawings throughout the book.

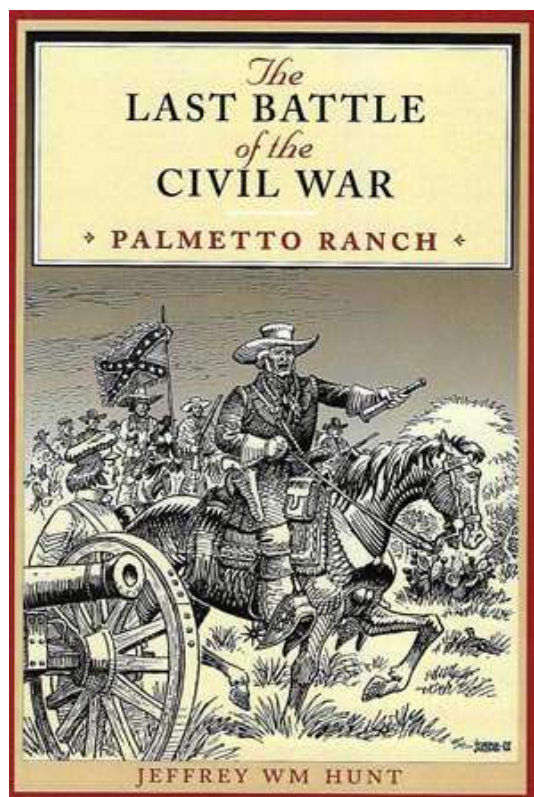
Properly, the story begins with a detailed description of the back story, the questions of war on a distant river far from the main efforts of both side. The proximity of another nation made it noticed; a fear of an easy supply route inevitably was recognized in the Union. Cotton was king, but the chessboard was all of Texas and beyond, vast distance not easily overcome in the nineteenth century. The Rio Grande Valley was isolated in reality, its strong opportunity for international commerce overshadowed by that very location. The author stresses that point, by describing the economic infeasibility of using the Rio Grande Valley as an international business hub for the Confederacy due to high tariffs for products both entering and leaving Mexico.

The Union leadership failed to recognize this drawback and in its fear of the potential sent a force of more than three regiments, an oversized brigade, to Brazos Santiago Island at the mouth of the Rio Grande, in November, 1863. From here numerous encounters, including a brief occupation of Brownsville, were launched. But always the distance from the main base and the neutrality of Mexico prevented a permanent presence on the mainland. Union land and naval forces were forced to watch helplessly as British and French merchant ships entered the harbor at Bagdad on the Mexican side to pick up their cargoes.

As true in many aspects of the war, strong personalities played a dominant role, and the cast of characters included General Kirby Smith, Major General Lew Wallace, Major General Nathaniel Banks, Major General John Magruder, Brigadier General James Slaughter, and the central character, Colonel John "Rip" Ford. These characters introduce international intrigue, clandestine schemes to end the war in the west without further bloodshed, ambition both military and political, and the usual amount of incompetence in the art of war as practiced in 1865.

One interesting take away I had as a gamer was the collision of the two Union regiments as they retreated back to Brazos Santiago, with the Confederates in hot pursuit. Both Union regiments were marching at the double, and one took a different road which, as fate would have it, crossed the road the other regiment was using, and...they both arrived at the intersection at the same time, resulting in complete confusion and as described disruption, a train wreck. Makes me wonder if the rules modeling the effect of units stacking while moving along roads should be reevaluated.

One question has been in my mind since I first heard this story. How much did each side know about the surrender at Appomattox, one month earlier, and when did they know it? Was this battle necessary, or did it occur as a result of vanity, personality clashes, pursuit of honor or of glory? It would be a spoiler to reveal the answer so I will stop here. This is not Gettysburg, it would not change the outcome of the war, but in its way provides a fitting ending.



The Solitaire Game

by Bob Best

Welcome to the Solitaire Game column. This time I would like to talk about the recently released solitaire wargame **Raiders of the Deep**. Many of you know that I am a big fan of submarine games, and I especially enjoy **The Hunters** and **Silent Victory**, both by Consimpress Games. Having run a number of campaign games of both **TH** and **SV** and having written some house rules to enhance the play value of both games, I am pretty familiar with how both of them play. A number of you have asked my opinion about **Raiders of the Deep** and how it compares to **The Hunters** and **Silent Victory** and is it worth the \$99 asking price. So, for those of you who have asked and for those of you who are still thinking about making the purchase, here is my review of **Raiders of the Deep**.

Raiders of the Deep is a World War I variant designed by Ian B. Cooper and sold by Compass Games. Cooper uses the term "WWI variant for **The Hunters**" in his Designer's Notes in the **RotD** rulebook. Cooper states "... I started thinking about the WWI variant for **The Hunters** again... The greatest advantage that Gregory Smith's system has ...is in its ability to challenge the player with meaningful choices. So I have kept as many of these (from **The Hunters**) as possible in **Raiders of the Deep**, and I also added one or two more, wherever it made sense to do so.

"I wanted this new game to be accessible to fans of **The Hunters**, so I wanted to keep the rules as familiar as possible, so that this WWI U-boat game would remain as playable and fun as **The Hunters** is. However, I also needed the game to be an accurate simulation, and to really give a feel for the unique challenges that U-boat commanders of the Great War faced, so there needed to be significant changes, and some of them posed potentially big problems.

"Firstly, I would have to show how politics and technological advances changed the course of the war: 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. All these factors are simulated in the game, but they are shown most clearly whenever the player refers to the encounter charts, which are divided into the time periods where these changes made their mark.

"Secondly, I would need to show how tactics and strategies were very different in the various theaters where U-boats operated; I would have to find a way to accurately simulate patrols in the North Sea and the English Channel where victories were hard fought, and also in the Mediterranean, where the U-boats of the Great War had their "Happy Times." This was the most difficult challenge from a design perspective. I solved the problem by implementing an Encounter Multiplier, which takes effect in certain theaters and at certain times, and which is most effective when used wisely by a veteran commander with an elite crew.

'Anti-submarine tactics like submarine nets and mines would also need to be included if the game was to accurately portray the threats the U-boats of the Great War faced. I have included a few simple but effective rules to accurately model these aspects of the war.

"Finally, I wanted to bring a sense of roleplaying to the game. More than just a tactical and strategic simulation of the U-boat war, I wanted the game to give players the sense that their commanders and crews were real people living in the real world. To that end ... I created a commander name generator based on real WWI U-boat commander names; I also included a start date chart that allows players to start in any month of the war; also, a comprehensive U-boat number generator so that players can choose from almost all the U-boats in the Kaiser's navy. ... Finally, I've included a randomized generator of pre- and post-war biographies for players who want to create an entire life around their wartime U-boat commander."

So, for those who have asked me if **Raiders of the Deep** is a significantly different game system I have to say "No." In my opinion if you have played **The Hunters** or even **Silent Victory** you should have no problem moving right into a game of **RotD**. As the designer says, it is just a variant of **The Hunters** game system. I was able to start playing right away with just a quick reading of the rules to familiarize myself with the added World War I tactics Cooper added to the rulebook.

Several have asked if it is worth the \$99 price tag. To that I must say that it depends on you and your interest in submarines and in **The Hunters** and **Silent Victory** game systems. For me, having **RotD** was a requirement as I like the game system, and I have a deep interest in submarines and their history. The game plays well and that is also a big plus for me, and I like the role-playing aspect of all three games. Would I buy it again? Certainly!

Now, for those of you who have read this far and do not own **The Hunters** or **Silent Victory** but have an interest in World War I submarines and their effect on submarine tactics into World War II, here is the description written by Compass Games about **Raiders of the Deep**.

"**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 and marks the first dedicated boardgame treatment covering WWI U-boat warfare.

"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. You may also need time to recuperate from any personal injury before being able to conduct your next patrol. There are many unique elements of 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."

Product Information:

Complexity: 6 out of 10
 Solitaire Suitability: 10 out of 10
 Time Scale: 3-4 days per Travel Box when on Patrol
 Map Scale: Abstract
 Unit Scale: individual ships, aircraft, specific crew members, individual torpedoes, and ammo rounds
 Players: one (with option for two or more)
 Playing Time: two to three hours

Components:

One Counter sheet of 1/2" unit-counters
 Ten U-Boat Display Mats 8.5" x 11"
 Seven Player Aid Cards 8.5" x 11"
 One Combat Display Mat 8.5" x 11"
 Eight Kommandant Card Tiles 2.5" x 3.75"
 Rules Booklet
 German U-Boats and Target Roster Booklet
 One Patrol Logsheet 8.5" x 11"
 Two 6-sided, two 10-sided dice, and one 20-sided die
 Box and Lid

Game Credits:

Designer: Ian B. Cooper
 Series Designer: Gregory M. Smith
 Artist: Ian B. Cooper
 Package Design: Knut Grunitz, Brien Miller
 Project Director: John Kranz



The Cabinet War Rooms

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

New Tournament News

AHIKS will soon be running a **Storm Over Arnhem** (Avalon Hill) tournament. This will be round robin with five or six spaces. Three are spoken for and two or three are left. We will be using the rules as written, including rule 21 on bidding for command of the British. Each game will have a time limit of three months. Note well that this time limit means you should strongly consider playing live using VASSAL. If your game is not finished at the end of three months it is up to the competitors to determine and report a winner. The victor will receive a sanctioned AHIKS tournament plaque and bragging rights. Contact me at duncanr@telus.net if you are interested in this.

Breakout Normandy Tournament News

The **Breakout Normandy** (Avalon Hill) tournament is ongoing. Changes have been made because of a death, a drop out, and in the interest of speeding up the process. It has been switched to round robin with the five remaining participants. Participants have also been freed to play games within the pairings outside of those assigned. Currently Jim Sander vs. Steve Andriakos, and Art Dohrman vs. Martin Sabais are in play. Jeff Miller is waiting in the wings. The number of games played is currently different between players because of the change. Here are the standings. I have not included games against the two players no longer involved.

Jeff Miller	2W 1L
Steve Andriakos	1W 0L
Art Dohrman	0W 1L
Martin Sabais	0W 1L

Other Match Coordinator News

There are a lot of new match requests and new members. Please consider picking up one of them. My own request for the over-simplified but very enjoyable **Tank on Tank** (Lock 'n Load) is in there.

Please communicate effectively with both your opponent and the Match Coordinator. If you need to drop a game, please politely resign, informing your opponent and me. When you make a match request specify the publisher and/or year. For example is it Bulge '65 or Bulge '81 you are referring to? Is it Bitter Woods Avalon Hill 1st or 2nd edition, or the L2 version? Do you want to play using VASSAL or postal mail? The more information you give, the easier it will be to find an opponent. If there is inadequate information you may find yourself paired with someone who does not have the same expectations. Finally, once a pairing is made, your match request is removed from the list. If you want the request to remain open, you must send me a new match request. This is the case even if your pairing fails (did you send enough information?).

Now go play.



Treasury Notes

Brian Stretcher



More on Intrusions, Excursions, and Other Diversions

I told Omar a few days ago I didn't think I would have time to get an article out for this issue by the deadline, because I have been crushed for time of late. But, the youth soccer season finally and mercifully ended here today, so I have a few minutes to crank out something. I still have new games on the shelf that I have not been able to get to yet, rules unread, moves due and standing idle. But, there is hope with the end of soccer season and summer settling in. Just have to start planning for next season, is all.

I did finish the rules for **Revolution Road** since last issue. This is a game I have to play, even if only solitaire. It has plenty of solitaire bot rules, so I can do it the old-fashioned way and play both sides of either game included in the box (**Lexington to Concord** or **Bunker Hill**), or play either side with the game controlling the other. It is a gorgeous game with a novel system. I do not think there is a Vassal module available for the game, however.

I have not cracked the box of **Pendragon** since last issue, so I can't say anything more about it or the **COIN** system. That has to wait for another day. However, good words and reviews did result in a purchase of **878 Vikings**, which you can get on Amazon at a decent price, plus the various expansions, well under the price by mail from the publisher. I don't know why anyone would pay \$30 for a set of large plastic miniatures for the leaders, though, unless one absolutely has to have a 3D Lagertha to play with, but that's just me. The first expansion set has all the rules expansions. Nor do I know why one would pay for a giant-sized map to go with your tiny miniature pieces, or wooden stands to hold one's cards. But then again, I can't quite understand why so many folks post on Facebook how much fun they have clipping the corners off their 2,852 counters from the ultimate edition of **World in Flames**, either. Why would you do that? The thought of clipping the corners off my pieces has never even entered my mind.

Anyway, the rules to **878 Vikings** are nice and short, so I read them through over about two evenings. They appear to be clear and complete, with plenty of examples, although you do need to read them carefully. Every question I had after my first read through was answered within the rules. The system is simple, and although I haven't played it yet, I think it will be a lot of dumb fun. It is not a Viking version of **Risk**. Although there are some similarities, movement and combat are much more complex and varied than **Risk**. There are a lot of colorful, historical or semi-historical leaders to play with that enhance the movement and combat abilities of one's armies. The English have to defend against the Viking hordes that can come from any direction, and there is a new invasion from the sea almost every turn. But, the English have certain advantages of their own, and Alfred the Great makes an appearance on turn 5.

There are four factions in the game, two to a side. However, the factions win or lose jointly, and know each other's cards, so other than scrambling up the turn order and inducing arguments between allies about each other's mutual incompetence, there seems a limited benefit to playing the game with four people, other than it can be played with four people. It should play very

well with just two. Victory is determined by the number of city shires controlled by each side at the end of the game. Game length is variable, however, and can end as early as turn 5 if both factions of the same side has played their Treaty of Wedmore card (there are reasons players may be forced to do so). There are complaints about the size and stability of the miniatures representing the various factions and the game graphics on the Boardgame Geek website, complaints about the randomness of the turn order, etc., but I suspect those sorts of complaints are from the same guys who clip their counters or create their own counters to enhance those of every game they buy. Yes, they're pretty, but why???

Physically, I think the game is pretty nice. Not worth its \$90 retail price, but it's only \$60 on Amazon. It is a tier below **Pendragon**, certainly, but has a solid mounted map, some 140 miniatures of various colors and sizes, storage bags, a nice cloth bag used to draw wooden cubes to determine turn order, heavy cardboard leader markers with stands, a deck of movement, event, and leader cards, and a storage tray in the box. There was a bag of some plastic things that look like nametag holders in my box, and I don't know what those are for or if they even belong in there. The expansion has additional markers and plenty of optional rules and variants. There is a nice discussion about which variants are best and which alter play balance significantly in the review section on Amazon. Amazon was a nice way to buy this game, and with free shipping! Not Prime eligible, however!

While I was looking at **878 Vikings**, I came across GMT's **Here I Stand**, a game on the conflict in Europe at the time of the Protestant Reformation, early 16th century (starting at about the time of Henry VIII). I knew nothing about this game before. With excellent reviews, sounds like a blast, albeit a more complicated one. I don't know of many games with a pregnancy table for one of the major powers. I ordered it. Not here yet, but soon! And there's a Vassal module!

Finally, my wife and I took a trip over Memorial Day weekend to New York City. She had never been there before, and it has easily been 30 years since the last time I was there. We walked about 30 miles in the three days we were there. No better way to see things than on foot, and you stumble across things you would never find otherwise. While we don't usually find ourselves in places where we can take pictures of tanks and other military equipment, I did happen across a place of significance to wargaming history while walking up Park Avenue South towards the Library. Some of you might remember, so I took a picture. Hopefully Omar printed it and you can make it out!

Treasurer's Report

Here are the numbers since last time:

Total balance 3-30-18:	\$ 9,883.63
Dividend 3-31-18:	1.16
Dividend 4-30-18:	1.09
Tom Thornsens, webhosting reimbursement:	-289.63
Total balance 5-30-18:	\$ 8,596.25

This will be pretty much it for our expenses this year, unless the Exec votes on something new. Until next time!



After-Action Report—Target for Today Game Sweet Sue's 11th Mission Report

by Bob Best

For all you B-17 bomber fans out there in AHIKS Land, who are following the exploits of the B-17F bomber "Sweet Sue" in Steve Dixon's **Target For Today** Campaign Game. Here is the after action report for "Sweet Sue's mission number 11 for the raid on Flushing, Netherlands.

"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 3 Jun 43. I hope you enjoy the AAR.

800th BG/815th Sqdn -Sweet Sue

3 Jun 43

Mission 11/ TGT - Air Fields in Flushing, Netherlands (Zone 3)

Position # - Low Cell (Position 15)

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...

The 815th was on a stand-down for mission 11. But like all stand-downs, the 815th had to provide three ships to cover aborts from the mission by the other squadron. Just like all missions our three "replacements" would brief with the mission crews, bomb up their aircraft, take off and fly to the designated form-up location. If no one aborted then the three bombers returned to Molesworth and the crews went on pass.

Since the 815th was going on stand-down, we chose the three abort crews for mission 11 just as we always did. All the pilots gathered in the O-Club and the squadron's CO dealt a hand of five card stud poker. The worst three hands of cards

stood the "abort" watch. I was unlucky this time, drawing the deuce of diamonds, the trey of clubs, the five of spades, the six of hearts and the eight of spades. Sweet Sue was standing "abort" watch for mission 11. The rest of the lucky winners got their passes for London, while the losers went back to their quarters.

The 800th Bomb Group was "fragged" for an air field strike at Flushing, Netherlands, on the 3rd of June. It was a long flight over water but only 3 zones away. The CQ (Charge of Quarters) woke us at 0200 hrs as usual. We went to chow and then to briefing. I usually was able to eat my breakfast on these "abort" standbys, but some of the guys still got tied up in knots over it.

We left the briefing and rode out to Sweet Sue's revetment. She was ready to go, and we loaded up. I had the lowest hand of the three 815th pilots, so we drew the Low Cell. We were the last to taxi.

We moved ahead and then stopped as each plane turned onto the active runway and revved up for takeoff—thirty second intervals. I was watching the line move when I saw number 15 pull out of line and into a parking area. There was black smoke pouring out of number 3 engine and a fire truck pulled up and hosed it down as the crew jumped out and moved away from the plane.

The tower called us and told me we were to take number 15's slot. I acknowledged and called "Earth Angel" the Low Cell Leader advising him I was now "his number 15." Then I clicked the intercom. "Looks like we are going, boys!" I said. The crew acknowledged and then it was our turn to take off. All went smoothly, and we formed up with "Earth Angel" in the 817th Squadron, Low Cell.

The Krauts were primed and cocked, waiting for us in mid channel. Our escorts were stretched thin and cover was poor. In zone 2 we had 50 cloud cover with contrails so the Jerries had no problems finding us.

I could see three waves of Kraut fighters heading toward the 800th BW. I was feeling lucky and the first wave didn't attack us. We got a Random Event with Lady Luck smiling on us (Die roll of 7 and a chance to reroll any one die roll.)

We weren't so lucky with the second wave. An Me-109 attacked from 12 o'clock level and another hit us from 1:30 high. M/SGT Jennings in the top turret was right on the one from 12 level. He's a "dead-eye shooter" with 9 1/2 victories to his credit. The guns hammered and his tracers arced out right into the 109. The fighter rolled left and started to burn. Then I saw the canopy come off and the pilot separate from the plane. Rusty Gates our ball turret gunner called a good 'chute on the pilot and confirmed the Me-109 crashed into the water.

Meanwhile, Lt. Schmidt our navigator was firing away with the right cheek gun. Then Dave Miller at right waist picked up firing on the second Me-109 from 1:30 high as it passed his position. It looked like Miller got a piece of him as a line of tracers walked down the right side of the 109's fuselage. That must have messed up the pilot's aim, as he didn't hit us with any of those cannons and machineguns he carried. He zipped underneath us and Rex King our tail gunner got on him with a

(Continued on page 10)



257 Park Avenue South

"passing shot." Those double guns of his raked the entire left wing. The 109 began to burn. Again the canopy came off and the pilot bailed out. Gates in the ball and Thompson at left waist confirmed the bailout and watched the 109 crash into the sea.

It We turned on final for the bomb run and that was when the Flak began. It was about medium but nothing came close to Sweet Sue. I set the autopilot and turned control over to Lt. Landers our bombardier and then I sat back with my hands in my lap for that "Longest Minute of my life" ride to the target. Landers did well. We were on-target and the photo recon boys said we got 40% of our bombs within that 1000 foot circle they draw around the aiming point.

Coming off the target was when it happened. The flak was light but we got tagged by one of those "To whom it may concern" rounds. The AAA round exploded just to the rear of Sweet Sue. not much damage to her but Rex King took a chunk of shrapnel in the chest. Thompson made the call on the intercom that King was down. I ordered him to help King and then I told Reichert at the radio to go help out too. Sandy Sanderson my co-pilot headed back to help out too.

As soon as the flak stopped, the continued like that for the rest of the flight to Flushing. The Krauts were all over us. It seemed like the guns never stopped firing and the intercom was a bedlam of voices calling out this fighter and that fighter. Sweet Sue took some hits but there was no critical damage.

Kraut fighters hit us again. We were in a running gunfight with them until we got to mid channel when the Krauts finally turned for home.

King was badly hurt and the guys did all they could for him. I called the tower and Thompson fired the red flare thru the waist gun position alerting them we had wounded on board, but we were still second to land as another bomber also had wounded on board.

The meat wagon met us as we rolled to a stop. King was loaded on board and taken to the base hospital. He was conscious but in serious condition. The rest of us dragged our weary butts over to debriefing. After that me we had a few beers at the O-Club, and then we went to see Rex in the hospital. He would survive his wounds but would be going home. He was awarded a Purple Heart for his wound.

Sweet Sue had minor damage and our Crew Chief said it would be fixed by the next mission.

Two Me-109s were claimed, one of them by Jennings and the other one by Rex King. As the pilots bailed out of both planes each gunner was awarded a "kill."

Thompson and Reichert also made claims, but both were denied.

One Me 110 and one Fw-190 was claimed, but both were denied.

Lt. Landers put 40% of the bombs ON TARGET.

"Sweet Sue" will be ready to fly the next mission.

[Photo on page 12.]



Book Review

War at the End of the World, Douglas MacArthur and the Forgotten Fight For New Guinea, 1942-1945
by James Duffy, 2016 \$28 New American Library
Reviewed by Tom Oleson

Books about the ETO hold no surprises for me, as have read so many. My knowledge of the Pacific is much less, so this narrative of the war for New Guinea had page-turning appeal.

The high water mark of the Japanese advance into the SW Pacific came 9/16/42 when Japanese soldiers who had struggled thru the jungle to reach the summit of the last mountain barrier to Port Moresby on the South coast of New Guinea, saw the town in the distance. But they were starving and out of ammunition, as it had proved impossible to supply them over the jungle from their base on the North coast. The jungle had proven more of an enemy than feeble resistance by Australians.

A few months ago there was almost no opposition to their advance. Most of Australia's army was in Africa fighting Germans. Churchill tried to prevent return of several divisions to Australia, but failed. Australia was defenseless. The Japanese navy wanted to invade, and could have, but the army refused, correctly warning that they were over-extended. As Americans and Australians pushed them back point by point along the northern coast, that became obvious. Although the ETO always had precedence, American naval and especially air reinforcements quickly seized the initiative.

Great detail about every battle, authenticated by numerous footnotes on every page.

Books like this are tragic, as one reads of hundreds dying over some god-forsaken speck of jungle. Reading along, something occurred to me which later I discovered also occurred to the American high command. Why struggle to reconquer New Guinea as a base for invasion of the Philippines when that was redundant to going directly to Japan? MacArthur successfully argued that it was necessary on moral grounds—thousands of American prisoners, and the Philippine people.

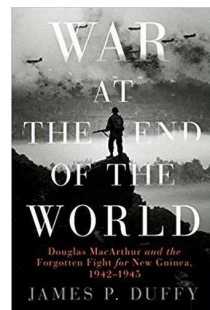
Flaws: as I read along, I wondered how much of New Guinea the Japanese controlled. All of the North coast. None of the SE, but how about the SW? I would have appreciated a map of the entire island showing this when they reached their maximum control.

This book has the dubious distinction of the worst maps I have ever seen. I am no longer surprised by maps which ignore key points mentioned in the text. There is a map of the tortuous route followed by the Japanese who struck overland from Buna, their base on the North coast. Many intermediate points mentioned, none shown on the map. They wanted to invade, but arriving American reinforcements made it too dangerous.

Most maps understandably show islands. These maps are all a rectangle of light grey. Ocean, light grey. Islands, same light grey. The coast line which you have to see to make it understandable, a nearly imperceptible narrow white line.

When you ponder all that Japan did in WWII, their current passive world role is notable.

I always ask if there is a game on this campaign, and Rich Berg always identifies it!



Upcoming Events

{Can you help? I was able to find very few conventions this time. Write me, please, if you can add to this list.}

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>

Aug. 2-5, Indianapolis, Indiana

GEN CON 2018

<https://www.gencon.com/>

Aug. 3-5, Honolulu, Hawaii

COMIC CON HONOLULU

<https://comicconhonolulu.com/>

Aug. 16-20, San Jose, CA

WORLD CON 76

<http://www.worldcon76.org/>

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

Book Reviews

The Apache Wars, the Hunt for Geronimo, the Apache Kid, and the Captive Boy Who Started the Longest War in American History

by Paul Andrew Hutton

©2016 Crown Publishing

514 pages, maps, photographs

Reviewed by Omar DeWitt

An excellently written book. Hutton keeps the action going, even when there isn't much action.

It details the action between the Apache people and the Indian traders and US Army. It shows the importance of the Apache scouts, who gave the Army immeasurable help. It shows perfidy on both sides, but primarily on the US side.

The Indians saw no significance for the US/Mexican border, but it did create problems for the Army. The Apaches saw no value in the Mexicans, and the Mexicans had great fear of the Apaches. Mexican militia and Mexican troops often conflicted with the US Army as well as the Apache.

Two men whom I was not familiar with, Mickey Free and the Apache Kid are featured. Mickey Free was captured by the Indians after they killed his family. He had one eye and was about 7. He grew up with the Apaches but as an adult worked for the cavalry.

The Apache Kid also worked with the US Army but was court martialed and sentenced to death. He escaped and was hunted for several years. He was never found.

Geronimo is covered, his various contacts with the Army, the conversations with the Army, his running free, and his final capture. All interestingly told by Hutton.

I found the book done well and rather interesting.

Blood Red Snow, the Memoirs of a German Soldier on the Eastern Front

by Günter K. Koschorrek

©2002 Green Hill Books

Photographs, indecipherable maps, 318 pages

Reviewed by Omar DeWitt

There are not a lot of books written by German soldiers. This one is OK. It is episodic, running through engagements from Stalingrad to Romania to Marienbad. The author was a heavy machine gunner and was wounded several times. The translation reads well.

Fairly interesting for Eastern Front fanatics.



Intercontinental Wargaming Society



The cramped nose section of the B-17F. This was "home" for the Navigator and Bombardier on the missions. You can see the Left Cheek Gun and get a feel for the tight quarters. We are flying over an industrial area. This is the Collings Foundation's B-17 "909."

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: July 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

Avalanche Press

Defiant Russia: Red Victory In June 1944, the Red Army opened a massive offensive known as Operation Bagration. Designed to expel the Hitlerite hordes who had invaded Mother Russia three years earlier, the attack began a series of victorious offensives that only ended with the capture of Berlin less than a year later.

Red Victory uses the map from our **Defiant Russia Players' Edition** game and the pieces from our old out-of-print **Red Vengeance** game plus 40 new ones to re-create this campaign on your game table. The game system is the same as that of **Defiant Russia**, with a few minor alterations to reflect the changed situation.

The game plays swiftly, much like its parent game. The Red Army's goals are simple: drive forward until Berlin falls. The Axis just play a more complicated game, holding back the Soviets, counter-attacking judiciously, and trying to keep Germany's allies from defecting to the other side.



Red Victory includes full-color player aids like those for the **Defiant Russia Players' Edition**, including scenario set-ups. The 180 pieces represent, for the most part, armies for the Soviets and corps for the Germans. There are also Yugoslav partisans, Romanians, Bulgarians, and Hungarians present. There's also a 32-page book containing the rules and the usual background you've come to expect from an Avalanche Press product.

Red Victory is not a complete game: ownership of **Defiant Russia** is necessary for its play. \$35

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

Great War at Sea, Cruiser Warfare In the summer of 1914, Germany's East Asia cruiser squadron's superbly trained crews of long-service professionals made Admiral Maximilian Graf von Spee's small fleet the envy of the China station. But when war broke out, this tiny force found itself far from home and threatened by the powerful Japanese navy, many times the size of the German squadron. Spee decided to force his way home around the world. After an epic journey across the Pacific, his cruisers met their end off of the Falkland Islands in a final battle.

Cruiser Warfare gives the Great War at Sea series its greatest scope yet: the entire world. British, German, Japanese, Italian, Austro-Hungarian, Russian, and Dutch ships begin as they did in August 1914. The German player must disrupt Allied commerce and try to get the cruisers home if at all possible. The Allied player must track them down and destroy them before they can wreak havoc.

Cruiser Warfare's map divides the world into sea areas, with modified search rules allowing German and Austrian ships to look for prey, and Allied ships to hunt them. Once contact is made, combat is resolved using the standard game rules.

Cruiser Warfare: Final Edition comes in our popular Playbook format and includes the playing pieces from the first edition (we had several hundred of each in storage), a new map, new full-color play aids, and an all-new book with revised rules and scenarios, additional scenarios plus historical background.

Cruiser Warfare: Final Edition is a complete game: everything you need to play (except dice) is included in the Playbook. \$40

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

Compass Games

Forgotten Legions, Designer Signature Edition, marks the return of not just one, but TWO wargaming classics by Vance von Borries.

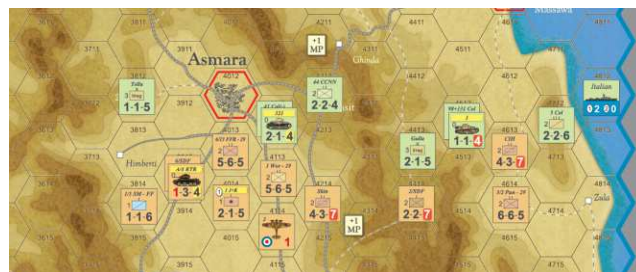
Drive on Damascus and **Bloody Keren**, both now published together for the first time in the same package and with the same basic rules set. They have been re-mastered and updated into all-new, super-sized editions. These were well regarded by many as balanced and thoughtful games. They cover fascinating, almost forgotten conflicts that would guide the course of WW II in the Mediterranean Theater.

Drive on Damascus gives you an operational level simulation that faithfully recreates the (June and July) 1941 Allied invasion of Vichy French held Syria and Lebanon. Here you can hone your game play skills with open maneuvering on the desert side of the map and tough in-fighting on the mountain side. A fluid situation can develop as both sides seek the opportunity to outflank and attack. And along the coast players will probe for vulnerabilities by maneuver and infiltration. An exhaustive Order of Battle based on archival records helps capture key historical facets of the campaign including armor advantage, air power, ranged artillery, flotillas and commandos, garrisons, mountain units, untried units, and more. Also examined is the possibility of a German intervention

Bloody Keren presents an operational level simulation that faithfully recreates the (January through April) 1941 campaign in Italian Eritrea that historically saw a climax at the mountain pass at Keren. Here too, good game play is at a premium as strategically you allocate your forces to various mountain passes. Both sides can attack and counter-attack while guerilla forces attempt to close off reinforcements coming from the south.

This Designer Signature Edition provides a fully updated treatment to the 1981 and 1983 releases by World Wide Wargames (3W) that honor the original game designs. All aspects of the games have been enhanced – rules, charts and tables, map, counters – based on years of player experience and feedback. The rules are common to both games and are short and well illustrated, along with extensive Design Notes. Each game has a short scenario in addition to the Campaign scenario. While suitable for solitaire play and designed as a two-player game, each Campaign scenario can allow for up to four players (two per side). This edition serves as the ultimate treatment in paying homage and celebrating the original classic designs by Vance von Borries. For your gaming enjoyment, *this game has been super-sized* by featuring a larger playing surface (two maps) and the larger 5/8" counters to deliver an optimal play experience that can be completed in a single sitting. \$79

<https://www.compassgames.com/preorders/forgotten-legions-designer-signature-edition.html>



Montélimar – Anvil Of Fate As the Allies advanced out of the Operation Dragoon Bridgehead, they suffered from too much success. All of Southern France lay before them and where next was debated in the Allied High Command. With indecision also came several supply shortages that accompany rapid advance. What the Allies wanted to do was also limited by what they could do. The Germans they were facing were getting desperate as the Allied advance, as stunted as it was, was moving behind the 19th Army and facing annihilation, knew the only way out was through the narrow Rhone Valley.

The Allies finally realized the importance of the Rhone Valley and, finally, on August 21, moved to secure the high ground north of Montélimar – blocking the entire 19th Army's escape route. At first, just a small task force blocked the way and while pressed hard, they barely held until Allied reinforcements entered the fray. The Germans were also rapidly reinforcing the area until Montélimar became the focal point of the entire war in the south. A furious battle would be fought over 8 days with both sides claiming victory. The Allies mauled the Germans getting away – but the Germans did in fact get away. **Montélimar** is the third game of the Company Scale System and the first volume of the "Liberation" series covering the battles of France and Germany in 1944 and '45. Both sides attack and defend, and the fate of all of Southern France weighed in the balance. \$139 <https://www.compassgames.com/preorders/montelimar-anvil-of-fate.html>



Blood on the Ohio 1789-1794 is a two player, point-to-point game loosely based on King Philip's War (MMP - 2010). Players command US regulars and frontier militia or Indian warriors in a growing confederation of ten Indian nations. The game consists of three separate Expedition scenarios and one campaign scenario. Mechanics include six month turns divided into three two month segments in which players alternate playing special actions such as building, raiding, and negotiation then enter into movement and combat. Of specific interest are unique approaches to raiding, militia morale, leader tactical ratings, and a three die combat resolution. Play-testers find **Blood on the Ohio** tense and exciting.

History: On November 4, 1791, the United States Army suffered its greatest defeat at the hands of Native-American warriors. One thousand casualties fell in the wake of St. Clair's defeat during what came to be known as "President Washington's Indian War," the "Northwest Indian War," or "Little Tur-

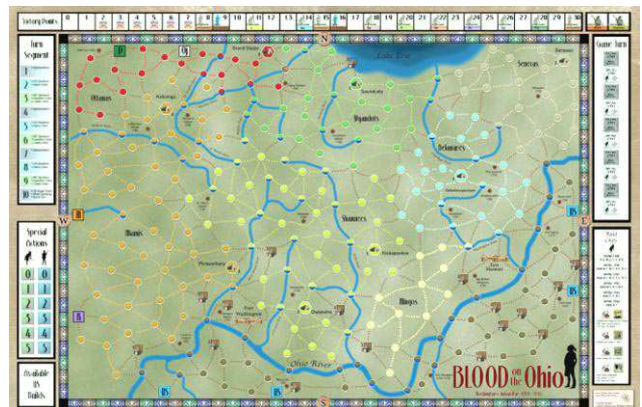
tle's War." Before the war ended an untold number of Indians and settlers would slaughter each other in a seemingly endless series of raids and revenge killings. The conflict grew from the bitter seeds of land grabs and broken treaties. Indians west and north of the great Ohio River were frequently blamed for raids on peaceful settlers and white hunting bands but such attacks were often at the hands of outraged natives who saw their promised land stolen by waves of white settlers who shot their relatives for sport.

The Ohio River became the recognized boundary between the Americans and the Indian Nations in the Ohio territory, although bad feelings still smoldered following the French and Indian War and hard on its heels, the American Revolutionary War. In both cases, Indians were encouraged to take sides but wound up the losers regardless of whose side they took. The revenge-minded perpetuated violence while peaceful folk on both sides suffered their depredations. Among such incidents is the tale of Mingo chief John Logan who advocated cooperation until treacherous frontiersmen, guests in his own home, slaughtered his entire family. Consequently Logan went on a long series of murderous raids, igniting Lord Dunmore's War just prior to our War for Independence.

Following a series of Indian raids into Ohio and Kentucky settlements in 1789, Brigadier General Josiah Harmar led an expedition up the Great Miami River where he destroyed five Indian villages. Unfortunately he was trapped there and sustained 27% casualties forcing him to retire. Washington ordered a second expedition later that year led by the commanding general of the US army, General Arthur St. Clair. His ignominious defeat at the headwaters of the Wabash River led Washington to replace him with Revolutionary War hero, General "Mad" Anthony Wayne.

Over the next few years a loose confederation of Nations headed by the Shawnee and Miami Nations under the leadership of Little Turtle, Blue Jacket, and Buckongahelas (of the Delawares) held further U.S. expansion in check. Furious over U.S. failures, Washington ordered Wayne to enlarge the regular army and lead a third expedition to defeat the Indian confederation once and for all. He did this in the summer of 1794 at the battle of Fallen Timbers. \$59

<https://www.compassgames.com/preorders/blood-on-the-ohio-the-northwest-indian-war-1789-1794.html>



Red Poppies Campaigns: Volume 2 - Last Laurels at **Limanowa (LLL)**, simulates Austria-Hungary's last independent victory against the Russian Empire in World War I. In November 1914, Russia's 3rd Army pressed on Krakow, the center of Austrian Poland, while the Russian 8th Army threatened to break through the Carpathian passes into Hungary. Desperate

to relieve the pressure, Franz Conrad von Hötzendorf, Chief of the General Staff for Austria-Hungary, gambled on a counter attack about 25 miles southwest of Krakow.

Conrad launched his 4th Army into the thinly held, 20-mile wide gap between the Russian 3rd and 8th Armies on December 3. Austro-Hungarian forces rolled forward about 12 miles in just three days along a front from Lipanow in the north to Limanowa in the south. Russian resistance stiffened on the 6th with fierce fighting erupting around the village of Limanowa. Several days of see-saw action ensued until the lines crystallized on December 11.

For once, Conrad's daring paid off. In response to his gains, the Russians scrambled to secure their front and so abandoned plans to drive on Karkow and Hungary. Conrad, however, paid a heavy price by suffering 12,000 casualties. Never again would the Austro-Hungarian Army win an independent victory; from now on, all progress depended on German participation.

LLL is the second volume in the Red Poppies Campaign (RPC) system for gaming World War I battles. Ownership of volume one, **The Battles for Ypres**, is NOT required to play LLL; everything you need to play LLL is in this box. LLL offers the same rules as **The Battles for Ypres** except that section 12, the Ypres scenarios and campaigns, is intentionally left blank while section 13, the Limanowa scenarios and campaigns, has been added.

LLL offers a map of the Limanowa battlefield scaled at 200 meters per hex. Game play proceeds in interactive turns representing 10 minutes of real time each as players maneuver opposing cavalry and infantry companies across a rugged rural landscape typical of the Carpathian foothills. \$65

<https://www.compassgames.com/preorders/red-poppies-campaigns-volume-2-last-laurels-at-limanowa.html>



Decision Games

Meuse Argonne: The Final Offensive After successful offensives in August 1918, Marshal Foch ordered an all-new offensive into the Meuse-Argonne with no less an objective than the encirclement of the entire German Army. The US First Army commenced the new offensive on 26 September, but formidable German defenses stalled the operation within four days. The drive resumed after a few days of reorganization, this time supported by over 300 tanks and 500 aircraft. Steady progress was made until the attackers encountered the depth of the Argonne, one of the densest forests in France. It would be a tough slog until the Americans broke into the open. \$25

<https://shop.decisiongames.com/ProductDetails.asp?ProductCode=1628>

Flying Pig Games

Armageddon War is a platoon level game set in the near future. The first module focuses on the Mid-East, pitting Israelis, Russians, and Americans against age-old adversaries. There are no turns, just continuous activations. The intensity of a unit's close combat modifier is determined not only by its weapons but also by the tactics you choose to use for the assault or defense, and when you fire on a unit, it has the option of taking cover, or returning fire. The number of dice and the color of dice rolled, determine the number of hits. \$100

<https://flyingpiggames.com/products/armageddon-war>



Grognard Simulations

Death Ride Arras The battle is an interesting situation where the British got the drop on Rommel when the Germans were only considering victory and were too confident of success. This is where Hitler began to get nervous about the ever extending flank of the German armored spearheads. Luckily for the Germans (criminals), the British had poor coordination and poor tanks involved in the attack. While they made the Germans nervous and gave a few units some real problems, they didn't have much of a chance of cutting off the Germans.

This two day battle is one of the high points of the French campaign for the Allies. Players will each find a tense situation at the beginning. The British must try to push hard as far as they can in order to effect a breakthrough. The Germans must stave off the breakthrough and hold on until help arrives. Rommel sent the 25th Panzer Regiment forward and left the softer elements of the division behind. It's these softer elements that come under attack. The 25th Panzer Regiment is the help and they had to turn around and go back in order to stop the British attack. \$99/\$70

<http://www.grognardsims.com/death-ride-arras.html>



GMT Games

Cataclysm is unapologetically a game of grand strategy. Military pieces have no factors or ratings. The capability of your forces increases as you shift the commitment of your economy from civilian to military production. Land, air, and naval forces all have their role in prosecuting war. There is no Combat Results Table; instead, battles are resolved by opposed die rolls with a limited number of modifiers capturing the most important operational effects. The area map emphasizes political boundaries, drawing attention to strategically critical territory, encouraging players to think in broad terms of resource

acquisition, control of border states, and the perception of power as the arms race plays out.

Flags are the currency of political capital in **Cataclysm**. Nations earn flags through public mandate or provocation by opposing powers. Spending this political capital is subject to the effectiveness of your power, which determines how easily you can implement your policies. Ready for war requires you to increase your commitment, straining the stability of your government. You can offset this by using propaganda to shore up your position. You can form strong alliances with friendly powers, or use diplomacy to sway your neighbors to your side. You may need to pressure reluctant partners into taking action. Manage your political actions to suit your goals, but be wary of provoking your opponents, allowing them to earn flags in reaction.

There is no sequence of play. Instead, **Cataclysm** relies upon a strategic chit pull system that randomizes the order of not only your actions, but also the appearance of newly built combat units. This creates riveting tension that keeps players involved at all times. Random crisis events will upset plans, as well as signal the approach of the end of the turn. Not all is governed by luck. Players can use their reserve to carefully time important moves. Each side faces unique challenges managing its political, military, and economic resources in the face of constant uncertainty. Without long-term planning, any crisis can turn into chaos.

The full game of **Cataclysm** covers the entire globe and runs from 1933 to 1950. The extensive playbook includes several additional scenarios allowing for a range of theatres and start points. Special rules account for Appeasement, the Chinese Civil War, Lend Lease, the Atomic Bomb, the Great Purge, Dreadnought Refits, etc. Great care has been taken to allow a different but plausible alternate history to unfold with every play. \$79

<https://www.gmtgames.com/p-519-cataclysm.aspx>



Fort Sumter is a two-player Card Driven Game (CDG) portraying the 1860 secession crisis that led to the bombardment of Fort Sumter and the American Civil War. **Fort Sumter** is a small footprint game (11x17" mounted map) that takes approximately 25-40 minutes to play. The game pits a Unionist versus a Secessionist player. Each player uses the area control mechanic pioneered in my **We The People** design and immortalized in **Twilight Struggle** to place, move, and remove political

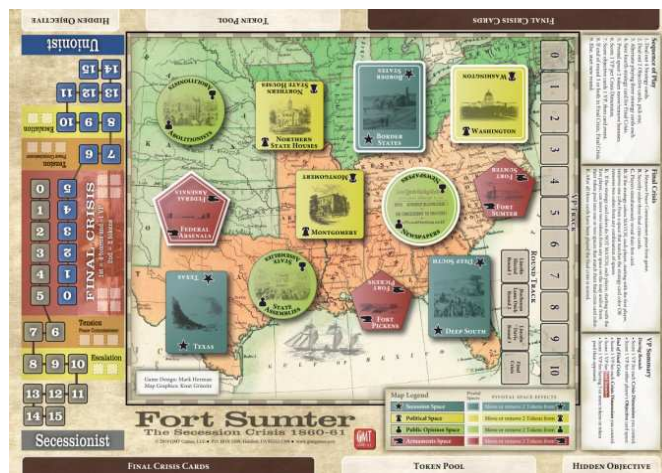
capital. The location of political capital determines who controls each of the four crisis dimensions (Political, Secession, Public Opinion, and Armaments). After three rounds of play, the game culminates in a Final Crisis confrontation to determine the winner.

The heart of the **Fort Sumter** design is my CDG system where you use Strategy cards for their value or historic event to acquire political capital from the crisis track. Political capital tokens are used to compete for control of the twelve map spaces. Here the likes of William Lloyd Garrison, Sam Houston, Jefferson Davis, and Harriet Beecher Stowe walk on stage, while the Southern states dissolve the Union.

The twelve map spaces are grouped into the four dimensions of the crisis. You gain a victory point each round that you control a dimension's three spaces. For example, the Armaments dimension is characterized by Federal Armories, Fort Pickens, and of course, Fort Sumter. In addition, each round you score a victory point for controlling your secret objective space. But either player can score active objective spaces. At the end of the dual Presidential inaugurations (round three) a new Final Crisis mechanic drives the game to its hotly contested conclusion.

Utilizing a new *Final Crisis Series* mechanic, you may accelerate the crisis by breaching zones (escalation, tension, final

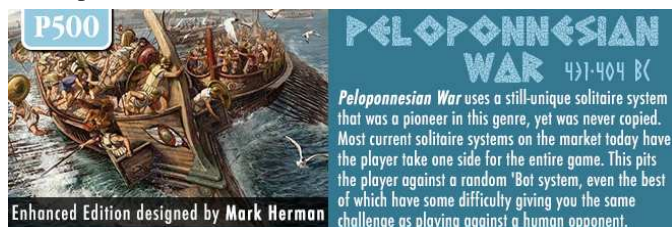
crisis) that yield bonus political capital. However, the first person to breach the final crisis zone gains political advantage, yet loses victory point ground. Each game ends with a Final Crisis, where cards set-aside during the three rounds complete your final political maneuvers that determine the winner. \$42 <https://www.gmtgames.com/p-648-fort-sumter-the-secession-crisis-1860-61.aspx>



Peloponnesian War What was old is new again. This military game of ancient warfare lets YOU chart the destiny of the war. **Peloponnesian War** uses a still-unique solitaire system that was a pioneer in this genre, yet was never copied.

Most current solitaire systems on the market today have the player take one side for the entire game. This pits the player against a random 'Bot system, even the best of which have some difficulty giving you the same challenge as playing against a human opponent. In **Peloponnesian War**, you get to play both sides, pitting yourself against the best that YOU can offer. If the game system is winning, the player is forced to continue with the losing side. Success, on the other hand, will eventually force the player to change sides and recover the losing side's fortunes. The duration of the war and the player's

performance determine victory. In this manner the player competes against himself in the classic tradition of the Greek tragedy. \$65/\$45 <https://www.gmtgames.com/p-710-peloponnesian-war.aspx>



Fighting Formations: Grossdeutschland Division's Battle for Kharkov expands upon the original Fighting Formations game by taking the Grossdeutschland Division into 1943 and the winter of 1944. This expansion features ten new scenarios, many using new units for the German and Soviet sides, played on ten new maps.

The game includes 3 large and 2 small back-printed game maps (10 maps total), and a half-sized counter sheet containing new pieces for both the German and Soviet arsenals. \$45 <https://www.gmtgames.com/p-618-fighting-formations-grossdeutschland-divisions-battle-for-kharkov.aspx>



Versailles 1919 introduces a new card bidding mechanic, where you use your influence to settle issues aligned with your agenda while keeping domestic constituents in support of your actions. You need to balance the need to demobilize your military forces while simultaneously keeping regional unrest under control. All of these decisions are set against the backdrop of regional crises and uprisings. The player who writes more of the treaty prevails in this contest of wills and national agendas. Can you save the world from the rise of nationalism? Can you make a better world while satisfying your domestic electorate? Play **Versailles 1919** and relive making the flawed peace that was the Treaty of Versailles. \$89/\$59 <https://www.gmtgames.com/p-711-versailles-1919.aspx>



High Flying Dice Games

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

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

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

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



Hollandspiele

Supply Lines of the American Revolution: The Northern Theater, 1775-1777 was a surprise hit for us, and we've been spending our afternoons bagging up wood bits ever since. Popular with grognards and logistics nerds alike, it secured a nomination for the 2017 Golden Geek Award for Best Wargame. This hotly anticipated standalone sequel covers the second half of the American War of Independence, and shifts the scene to the Southern colonies of Virginia, Georgia, and the Carolinas.

It's more than just a change in locale, however; this game has a very different feel and emphasis than its predecessor. Both sides have much smaller armies with far fewer resources. The South, after all, is really a very minor theater: the British are chiefly concerned with holding onto their Caribbean possessions, particularly with the French, Dutch, and Spanish circling around those profitable islands, while George Washington is obsessed with taking back New York. Unsupported, Cornwallis must attempt to pacify the southern colonies one at a time while coming to grips with the slippery colonials, while avoiding being trapped himself. Maneuver is central this time around, thanks to new and utterly unforgiving siege rules.

And while this operational cat-and-mouse chase dances across the colonies, partisan warfare rages as both sides seek to win hearts and minds. Crown Loyalists can greatly extend Cornwallis's supply lines, while daring Patriot Militia can harass the redcoats with Raids.



To win this game and the war itself, you'll need to master irregular warfare, operational maneuver, siegecraft, naval affairs, and, of course, and perhaps above all, logistics. \$35 <https://hollandspiele.com/products/supply-lines-of-the-american-revolution-the-souther-strategy>

Wars of Marcus Aurelius 170CE. Plague ravages the Empire. With the Legions depleted by disease and spread thin across the endless frontier, opportunistic Germanic tribes and fierce Sarmatian raiders strike across the Danube deep into Imperial territory. To face this threat, the Emperor Marcus Aurelius, an untested commander who has never set foot outside of Italy, must transform himself from an introspective philosopher into a cunning warrior and fearless leader.

This debut game from filmmaker and designer Robert DeLeskie was created for BoardGameGeek's annual Wargame PNP Contest, where it was crowned the Overall Winner. Additionally it won all but one of the other categories in which it competed, including Best Rules, Most Original Concept, Best Solitaire Game, Best Strategic Scale Game, and Best Short/Quick/Small Game. \$45 <https://hollandspiele.com/products/wars-of-marcus-aurelius>



Matrix Games

Sandstorm is the new DLC for Order of Battle! It brings the series to North Africa for the first time, putting you in the shoes of Erwin Rommel, the Desert Fox himself, commander of the Axis forces in North Africa between 1941 and 1943.

Lead the Italo-German forces across a hostile desert front. Use your precious tanks to unleash a mighty blitzkrieg on the Allied forces. Overcome difficulties such as sandstorms and scarcity of supplies and vanquish your enemies with firepower and superior speed.

Alongside a new campaign covering the whole of the North African theater (including a What-if mission in Malta!), **Sandstorm** greatly expands the units roster of Italy. Furthermore a brand new terrain type is available, Arid, allowing for new situations and environments. \$15 <http://www.matrixgames.com/products/727/details/Order.of.Battle.Sandstorm>



Ageod's **Wars of Succession** is a new game designed to cover two major wars that consumed Europe at the eve of the 18th Century. One was the War of Spanish Succession (1701-1713), pitting the French & Spanish Bourbon monarchs against the Grand Alliance built by Austrian Habsburg, Britain, and the United Provinces. The other is the Great Northern War (1700-1721), between Sweden and Russia (and her allies), most of which focused around the succession of Poland. The two wars are played in separate scenarios.

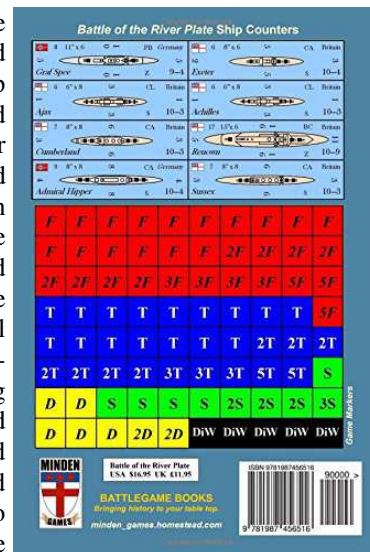
In **Wars of Succession** you will coordinate the movements of several armies of many different great powers and their allies, take care of their supplies, fatigue and seek better conditions to engage combat, hold sieges, or retreat to recover if needed. \$30 <http://www.matrixgames.com/products/product.asp?gid=637>



Minden Games

Battle Of the River Plate is Vol. 8 of Minden's Battlegame book series. It is a tactical level (individual ships) simulation, containing the rules and components simulating the historic Battle of the River Plate fought in December, 1939, between the German pocket battleship Graf Spee, and three Royal Navy cruisers. This is a stand-alone game; all rules, game tables, and scenarios needed are provided. Scale warship counters (authentically rated in various categories for firepower, armor, and speed) are provided within the pages of the book; these may be scanned and printed, or you may use your own scale model naval miniatures. This is an introductory-level game, using the Battleship Captain 3rd ed. rules system, designed to focus on playability and historicity. In addition to the warships involved at the River Plate, 16 other full-rated ship counters are provided from Germany, Britain, and France--including Bismarck, Hood, Dunkerque, Prince of Wales, Prinz Eugen--so you may create additional scenarios. Designed by Gary Graber. \$17

https://www.amazon.com/Battle-River-Plate-Tactical-Battlegame/dp/1987456513/ref=sr_1_1?ie=UTF8&qid=1528056408&sr=8-1&keywords=games%3Abattle+of+the+river+plate



Multi-Man Publishing

Atlanta Is Ours is the next game in the award-winning Great Campaigns of the American Civil War (GCACW) series. The two maps included are painted by original map artist Charlie Kibler. The military unit counters have been redesigned by Charlie Kibler to harken back to the counters in the original games in the series but with a more modern graphical treatment.

Atlanta Is Ours contains an updated version of the GCACW Standard Basic Game Rules that all the other games in the series use. The Advanced Game rules are also standardized so players will be able to move quickly from one campaign to the other. \$126 <https://www.nobleknight.com/P/2147704134/Atlanta-is-Ours>

Roads to Gettysburg II: Lee Strikes North covers some of the most famous campaigns of the Civil War in a single module that represents the largest collection of content ever produced for the award-winning Great Campaigns of the American Civil War (GCACW) series. Based on previously published materials, each of the three campaigns included in Roads to Gettysburg II has been revised, repackaged, and rebalanced for improved play. \$159 <https://www.nobleknight.com/P/2147704133/Roads-to-Gettysburg-II---Lee-Strikes-North>

Revolution Games

Longstreet Attacks: The Second Day at Gettysburg is the third game in the Revolution Games series of American Civil War games. The first being **Stonewall's Sword** and the second being **Thunder in the Ozarks**.

The game simulates the fighting on July 2, 1863, during the second day of the Battle of Gettysburg and focuses on the southern portion of the battlefield. These engagements involved General Longstreet's attack against Sickles' positions, with troops from Hood's and McLaws' Divisions, assisted as well by Anderson's Division of A.P. Hill's Corps. \$60/\$40 <http://www.revolutiongames.us/>



MAGAZINES

Modern War #36 Cold Start: The Next India-Pakistan War (CS) is a strategic-level, two-player wargame of low-intermediate complexity that covers the campaign that could occur if the Indians decide to try for the big win over long-time opponent Pakistan. The title comes from the fact "Cold Start" is the phrase used by the Indian military to describe their officially declared policy of eschewing the first use of nuclear weapons in any future war with Pakistan. The game's sub-systems are crafted to present a supreme-commander's-eye-

view of such a war. It's therefore almost fully strategic in its perspective, with only the most pastel of operational and tactical undertones added to enhance its tone and texture in those regards. CS takes two experienced players only about two hours to complete, and it's adaptable for solitaire play. \$40

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW36>



Paper Wars #89 Burning Mountains is a simulation game about the spring 1916 Austro-Hungarian offensive on the Italian Front, aimed to drive to the Veneto plain, west of Venice, cutting off the front in Friuli and along the Isonzo river, where most of Italian Army were deployed. A little known WW I battle, that could have changed the balance of the war. It's an attrition battle, where the mountainous terrain will channel the AH efforts. A race against the time, while the Italian reinforcements hurry up to close the ever opening gaps. One player controls the Austro-Hungarian forces, the other the Italian forces. Each player attempts to achieve, or maintain, geographical objectives to attain the victory. \$47

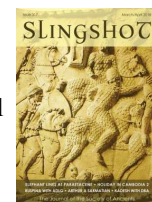
<https://www.compassgames.com/paperwars/issue-89-magazine-game.html>



Slingshot #317

Epikampios: A Tactical Formation at Paraitacene, by R. Taylor
Ruspina with I' Art de la Guerre, by Chris Hahn
Holiday in Cambodia, Part 2, by Nicholas Spratt
Society of Ancients Conference 2017, by Will Whyler
Arthur and the Sarmatians, by Periklis Deligiannis
Kadesh using DBA, by Will Whyler
Biblical Texts for Wargame Research, by Alistair McBeath
The Lancegay: Serious Weapon of War?, by Anthony Clipsom

Slingshot Reviews: A Wargamer's Guide to the Early Roman Empire, reviewed by Timothy Myall
<http://www.soa.org.uk/joomla/>



Strategy & Tactics #311 Pacific Subs. Germany's U-boats are better known, but the US Navy's submarine fleet achieved the greater victory, bringing the Japanese Empire to its knees by hollowing out its merchant fleet. In this solitaire game, you the player represent the skipper of a submarine. Your task is to conduct patrols against the Japanese by supporting the US fleets in combat, ambushing Japanese warships, carrying out covert operations in Japanese territory, and sinking merchant ships and tankers. You can conduct one of several individual patrols, or fight the whole campaign, with a goal of promotion to Captain—if you survive.

Patrols are assigned by a die roll against a possible set of missions, but the set changes through the course of the war. In each, you move your boat across the situation map, that covers



a quarter of the map, at 375 miles per hex, to the chosen island, ports, or shipping route. Some of the counters represent Japanese naval forces and installations, which you either seek or avoid depending on your mission. Each action covers 1-to-3 hexes and may result in enemy contact.

You decide whether to engage, and choose your boat's actions—depth, speed, course, and weapons—to hit the juiciest targets and avoid their escorts. At the end of the patrol, your tally is based on ships sunk and other mission parameters, less the damage to your boat. High scores result in promotion; low scores leave you beached. \$40
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST311>

Strategy & Tactics Quarterly #2 America in World War I. In April 1917, the United States entered World War I and the American Expeditionary Force (AEF) proved decisive in the ensuing Allied victory on the Western Front. Yet, a mere 10 years prior, the US military was woefully unprepared for war.

How did America build a war winning military that deployed tanks, airplanes, and cutting edge combat divisions? This issue tells the story of the rise of American military doctrine in the late 19th century, the Spanish-American War, and the herculean efforts to build a modern military. It also shows how the AEF fought and won big battles on the front lines of one of the greatest wars in history, as well as establishing the foundations for the US military that triumphed in World War II and remains a major force on today's global scene.

This issue includes analysis, maps, orders of battle, descriptions of weapons, and biographies of notable military figures such as John Pershing, Billy Mitchell, the young George Patton, and Homer Lea, plus a map poster. \$15

<https://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=STQ2>

Vae Victis n° 138 [your editor believes only the game rules are in English] includes scenarios for ASL and M44, an article on Wissembourg et Spicheren 1870, reviews of cardboard games: Ligny 1815 Last Eagles (Hexasim) hobby waterloo in 28 mm. A game included on this subject in special edition of the magazine

Vae Victis n° 139 contains a review of cardboard games: **Sherman Leader**, **Waterloo**, and **Legion of Honor**. It has scenarios for ASL, M44, & OST, plus advice on how to play the new Fleurus game. Technical chapter: how to paint an army of Louis XIV. The game is **Hellespont**, 411-410, a historical game for two players retracing the naval engagements, land battles, and siege operations engaged in by the expeditionary forces of the Athenians and Spartans in the Hellespont, a zone strategic to the resupply of Athens. \$26 <https://www.nobleknight.com/P/2147704938/139-w-Hellespont-411-410-BC>



Vae Victis n° 140 includes Art of War history: Cyrenaica 1942. A solitary wargame is included: **Who Dares Wins!** in special version of the magazine. **Who Dares Wins!** is a solitaire game on The Long Range Desert Group (LRDG) and SAS commando actions in Lybia in 1942. The gameplay is based on the ability of these patrols to operate in the wide deserts of Cyrenaica from their Egyptian bases while remaining undiscovered. The game offers one campaign of five scenarios (individually playable) with historical Orders of Battle.

Also included are reviews of boardgames: **Mollwitz CoA**, **La Guerra di Gradisca ES**, **Great War Commander** [Hexasim], **Artic Disaster** [AtO], 1500 DVG, **Napoleon's Resurgence** [OSG], and **Napoléon 1806** Shakos. (The *Vae Victis* information was sent to me by Axel Van Looy, and I am sure I have made mistakes. OD)

World at War #60 **Eisenhower's War (EW)** is a two-player wargame covering the final 11 months of World War II in northwest Europe, from D-Day through the end of April 1945, when the Anglo-Allied campaign in the west effectively came to its end. The game is also easily adaptable for solitaire play. The political boundaries shown on the map are those drawn by Hitler prior to his downfall. Victory is judged by measuring the player's performances against that of their historic counterparts, with the historic outcome reckoned as a draw. If the Allied player does better than Eisenhower, he will be adjudged to have won the game. If he does worse, he'll be reckoned to have lost the game.

Each turn of play equals one or two months of 'real' time, depending on the time of year. \$40

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW60>



BOOKS

Retro, 5th edition is a tactical, squad-level World War II combat variant rules set contained in a 56-page book. Its goal is to provide players--experienced and inexperienced alike--with simplified rules to enable them to play and enjoy tactical wargames and modules without having to master hundreds of pages of rules and a steep learning curve. You must own the necessary components (counters and mapsheets) of the "host" game to utilize Retro.

The variant was originally written as a variant for Avalon Hill's **Squad Leader** and its modules. This edition continues that tradition, and presumes this game to be the host system, even though gamers have used Retro with other tactical World War II games from various publishers.

Retro covers the various nationalities and theaters of the war, but using a greatly simplified sequence of play. This shortened, "I go/You go" sequence utilizing the "Hesitation" rule, and a new *Infantry Fire Table*, which makes morale checks unnecessary, are the biggest modifications to the standard game, although streamlining and simplification has also been applied to a myriad of details, including those for AFV and vehicular combat.

To quote the variant's Introduction, Retro is not for the gamer who thinks "more is better" when it comes to chrome and realism and process, but is offered to those who think that "less is acceptable" and even preferable, in the name of straightforward playability. \$22

http://minder_games.homestead.com/Retro4.html

WWII Blitzkrieg Variant – NW Europe 1943. This is the **third** offering of a proposed series of variants to be used with Avalon Hill's **Blitzkrieg**. The variants will provide new counters, specifically geared to represent the various armies and fronts of the World War II era. Each variant will also include a set of rules modifications that augment these new unit counters. These counters and rules are to be used in tandem with the existing **Blitzkrieg** mapboard and rules sets of all additions. Players may be required to adapt the basic **Blitzkrieg** rules to fit these variant rules. With these counters and rules, the player may develop scenarios that fit their vision of how the opposing armies on various fronts would have carried out combat operations. The player may use these rules in their entirety or adapt them to fit their particular needs.

The counters are derivations of actual German and Allied units as seen during a hypothetical NW Europe Campaign. Orders of battle are derived from the potential participants in those operations in France and the Low Countries. German units are adapted from actual units assigned to Army Group D in 1943 and potential out of theater reinforcements. Allied units are taken from the actual British, Commonwealth, Allied, and American units available for a potential invasion of France in 1943. Accordingly, historical unit designations are used throughout the orders of battle.

A potential invasion in 1943 was an operation chock full of "what ifs" and this variant is based partly upon the greatest what if of them all – could the Allies have successfully invaded France in 1943 and continued the campaign into the Low Countries and Germany



From the Editor

I erred in the last issue by not including two articles: Randy Heller's report on the Iron Man tournament, and Tom Thornsen's article on the die roller. This was not deliberate, just an old man forgetting.

The deadline for the next issue has been moved up to July 31 because the WBC is earlier. If you attend the WBC, may I ask you to send a few lines of your impressions? It is always welcome, and the membership has been generous with their time in this regard.

This issue is a bit late because the editor was away most of the month in China. There is only one word for China: people. One point four billion people. There is a military museum in Beijing, but our travel schedule did not give me time to visit it. I could probably write a review because of all the museums I've visited over the years. We did visit The Great Wall, of course, everybody does, including lots and lots of Chinese. When we visited in 1996, we saw one portion of The Wall; this time we saw another portion. It was a higher part of The Wall. After driving an hour from our hotel, the bus dropped us off at the concession (souvenir) area, where we took another bus higher. Then we walked up a bit and took a cable car up to The Wall. It was very hazy; all of China is hazy with air pollution common in the cities. I took a few photos, walked a bit up The Wall. There was more vegetation near this section of The Wall. It is 13,000 miles long and was not very effective in keeping out invaders. The Mongols and later the Manchus crossed The Wall. Sue and I came down from The Wall and split a beer at an exorbitant price.



The Great Wall. Sue is wearing the white hat. The wall extends in the haze into the upper left.

itself? Extensive additional rules governing amphibious invasions have been added to the generic variant rules set to simulate an invasion scenario.

A complete copy of WWII Era Blitzkrieg Variants – France 1940 includes:

- A set of common variant and Invasion 1943-specific scenario rules
- 6 pages of charts and tables
- 3 sheets of variant counters for the German and Allied scenario forces

\$5 <https://fogofwargames.com/product/wwii-blitzkrieg-variant-nw-europe-1943/>