

From Your President Bob Best

Today is Wednesday September 26, 2018. It's a beautiful day here at the "Best Casa" in the San Francisco Bay Area. The sky is blue, there are no clouds in sight and the air is still. The temperature is in the low 70s at 8am. I just finished a morning dip in the spa and now it is time to get to work on getting my President's Column completed to meet our Editor's deadline.

And speaking of deadlines, there is only *one* more issue left for you to submit an article for judging in the 2018 "Best Article of the Year" award competition. The Mark A. Fassio award is being offered to the writer of the Best Article for 2018. Have you submitted your article yet? If you haven't submitted an article yet, then you should consider writing about some aspect of your gaming hobby. We are looking for articles written by our members about all aspects of our gaming hobby. You can write a Tactics article, or an After Action Report on a game you have played, or a review of a new game you have purchased or an article on any other game related topic that you are interested in.

The rules:

Write a gaming article about any of the above topics.

Send your article to our Editor Omar DeWitt at ahiksomar@cableone.net

Officers are *not* eligible for the award.

What you will win if your article is chosen as the Best Article for 2018:

A Plaque recognizing your writing skills and \$50 *cash!*

There is *only one* issue left to get a chance to win the 2018 Mark A. Fassio Award and the cash, so now is the time to start thinking about your article. The final due date to Omar for issue 53x6 is November 30, 2018.

What's Happening Around AHIKS

Last issue in the President's Column I presented a discussion of what *your* Executive Committee has been working on for *you* and for the betterment of AHIKS.

The discussion started with recruiting new members and then turned to the question of AHIKS having a greater presence on Facebook. We wanted to hear what our members had to say about this. We had hoped to get some input on how our members think AHIKS should proceed to stay viable in the gaming community in the next several years. We wanted to hear what direction *you* though AHIKS should take.

The only member I heard from was Bert Schneider, and, Bert, I want to thank you for taking the time to give some thoughtful comments on the recruiting issue and on our presence on Facebook. I do appreciate your input.

Generally there seems to be little interest from our members about these two related topics. And, since there is so little interest from our members, it must mean that everyone is happy with the Status Quo here in AHIKS. Since the Executive Committee is divided on the question of how to proceed and since there seems to be little interest from the membership in recruit-

ing new members or promoting the Club's AHIKS Facebook group, I think the questions I posed has been answered. Therefore, I am recommending to the Executive Committee that we drop the discussion about updating AHIKS' membership process and drop using the AHIKS Facebook group as a recruiting tool for our Wargaming Club. If more interest in that project develops later we can always reconsider our current position.

I will continue to report here in the newsletter on the happenings in the Facebook gaming community for our 125 plus active members who do use Facebook and the AHIKS Facebook Group. So stay tuned fellow AHIKS-ers!

On the Gaming Front

I have just two games going at the moment through AHIKS. Omar DeWitt our Editor is currently taking my poor Soviet troops to task in a Victory Games **Target: Leningrad** game. The photo shows the board in the Soviet Special Movement phase of Turn 2. As you can see, the Germans have shattered the Soviet front line and their Panzers are driving on Leningrad. This game is a lot of fun and really gives the player a feeling for what the Soviets must have felt trying to stop the German juggernaut in that opening campaign against Russia.



Bill Klitzke and I continue our SPI Modern Battles quad game **Wurzberg**. We are playing the first scenario "Move to Contact." As we are playing by snail mail and using the AHIKS ICRK combat die roll sheets rather than the AHIKS Dice Roller, found in the Members Only Section of the AHIKS Website, we are progressing with the game at a leisurely pace. (Bill and I have been playing SPI quad games together since the late 1980s... probably longer than some of our members have been alive!) The pace of the game slows in the summer months, so I do not have much to report this issue on the game other than, "Bill, I got your game move and will be working on it!" Here is a photo of the Soviet positions as we near the final game turn. Bill's move, that I just received, contains his counterattack as he tries to control and keep supplied more Wurzberg City hexes than the Soviets do.



The other game I am involved in is the **Target For Today!** campaign game being run by Steve Dixon. The 8th Air Force 800th Bomb Group just finished mission number 18. My bomber "Sweet Sue" safely completed the mission. For those of you following the campaign game action, After Action Reports have been posted both in the Facebook Solitary Game Group and in the AHIKS Facebook page. There are openings if anyone is interested in flying either a B-17 in the 8th Air Force from England or a B-24 bomber with the 15th Air Force from Italy. Many players post AARs on Facebook.

So, until next time... Happy Gaming!

Vice President's Chair

Kenneth Oates

Last Call!

Two years ago we reinstated the Fassio Award. For the requirements, see issue Volume 52, Number 2. For those interested, there is one more opportunity to be considered in 2018. The publishing deadline is November 30.

I have had a lot of time on my hands this past summer, and I spent it mainly on my favorite hobby, gaming. I found it interesting to compare the OOBs of various game designers for common events and subsequent editions of those games. My purpose behind this was to create OOBs for use when (and if) I ever get a pbem match going on these games. But wanting to take a short cut, I tried using one game across others (for example my regimental **Gettysburg** games, of which I have four) . There were minor differences; fortunately one designer stated the reason behind the design decisions he made. Much of the reason was new research had uncovered new details not available to the designers of earlier treatments of the battle.

This also has given me the opportunity to revisit a lot of titles and get to know them better. Not necessarily play them better! I also finished the project I mentioned at the beginning of summer regarding the latest GCACW modules, making victory point sheets for the new and revised scenarios. Just in time for the BPA sponsored tournament.

In Memoriam

I was shocked on Saturday, September 29, to learn of the passing of Rod Coffey. I knew him for over two decades after meeting him at the 1997 AvalonCon in Hunt's Valley, Maryland. He will be missed.

Kenneth

From the Ratings Officer

Dave Bergmann

It has been some time since I have been able to submit the Top 40 rated players in the Society to Omar and the *Kommandeur*. I am pleased to now be caught up with the ratings. The Qualifiers are explained on page 4.

Here, we are approaching the one-year anniversary of the devastating fire that burned into Sonoma County from Napa County resulting in well over 5,000 homes being completely destroyed in Santa Rosa. Tragically the loss of life was heavy. The rebuilding process has begun but it will be a number of years before it is completed.

On a positive note the Society seems to be healthy and thriving with many completed match forms rolling in. And a healthy number of new "recruits" are joining the ranks.

Keep in mind when reporting your matches that you include who played what side, the date of completion of each game, and the publisher of the game. Some time ago Duncan began including the publisher on the match assignment form but some of the old ones that have been out there awaiting completion do not. **ALSO, IF YOU PLAN TO PLAY A TWO-GAME MATCH, RETAIN THE MATCH ASSIGNMENT SHEET UNTIL BOTH GAMES HAVE BEEN COMPLETED, THEN SUBMIT IT. IF YOU PLAN TO PLAY ONE GAME, MAKE IT CLEAR ON THE FORM THAT IT WILL BE ONLY A ONE-GAME MATCH, SO IT IS CLEAR YOU HAVEN'T SUBMITTED EARLY.**

If you ever have any questions about your rating do not hesitate to contact me. Additionally, I do receive questions as to whether we submit game results to A.R.E.A. Absolutely. There will be a lag time, but all game results are forwarded to Glenn Petrosky, A.R.E.A. Administrator.

Thank you for all your submissions and have a festive Thanksgiving, Christmas, and New Years.



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.

1931 Adrian Alvarez, Woodinville, WA

1932 Chris Newey, Birmingham, UK

1933 Clark Evans, Midlothian, VA

1934 Rene Charbonneau, New Westminster, Canada

TOP 40

RANKING	NAME	AHIKS #	RATING	GAMES	QUALIFIERS	OPPONENTS	QUALIFIERS	TITLES	QUALIFIERS	DATE OF LAST RATED GAME
1	CREEGER, J	606	1925	20	G	9	G	4	D	8/7/1987
2	MCCARTHY, K	496	1885	19	G	8	F	4	D	12/31/1988
3	STRETCHER, B	885	1845	79	N	29	M	32	P	5/22/2015
4	LANDRY, P	707	1780	32	I	11	H	6	F	10/21/1989
5	UNNERSTALL, J	1264	1780	17	F	9	G	9	H	5/15/2018
6	FICKBOHM, A	901	1775	10	D	5	E	3	C	2/25/2006
7	CROSS, R	336	1770	103	Q	41	P	40	R	2/21/1994
8	TRUESDELL, P	334	1755	15	F	8	F	4	D	7/14/1992
9	HELLER, R	1007	1705	76	N	23	K	18	L	10/16/2014
10	PASSOW, R	1453	1700	19	G	5	E	8	G	1/2/2014
11	PAUL, M	1578	1685	11	E	7	F	4	D	1/26/2011
12	SCARBOROUGH, T	1345	1680	155	T	37	O	15	K	7/1/2017
13	MINSHEW, C	1222	1665	36	I	15	I	9	H	11/4/1997
14	O'CONNOR, E	1243	1655	34	I	14	I	8	G	7/28/2015
15	GRANT, D	377	1645	22	G	9	G	11	I	5/18/1988
16	SHURDET, R	914	1640	15	F	6	E	5	E	2/6/2012
17	KRAUS, F	444	1625	30	H	16	I	8	G	2/2/1995
18	DANDY, G	916	1625	16	F	7	F	7	G	10/18/2017
19	WHITE, M	842	1610	15	F	4	D	9	H	5/15/2018
20	HEISER, P	1051	1605	69	M	29	M	13	J	5/12/2012
21	JERKICH, L	544	1605	14	E	6	E	6	F	7/10/2007
22	MILLER, J	1303	1605	70	M	21	K	27	O	8/24/2018
23	DRIVER, S	1567	1595	16	F	7	F	4	D	1/25/2014
24	DEWITT, O	44	1585	105	Q	33	N	33	Q	7/15/2018
25	XANTHOS, C	1263	1585	9	D	5	E	4	D	4/6/1994
26	SANDER, J	1339	1580	33	I	5	E	4	D	4/3/2018
27	DECK, L	341	1560	38	J	23	K	14	J	10/9/1993
28	FASSIO, M	1210	1555	41	J	9	G	14	J	5/22/2015
29	LINDOW, B	988	1550	43	J	21	K	12	I	9/29/2004
30	LONGEST, C	1413	1545	29	H	13	H	9	H	9/12/2004
31	HOLTZ, T	364	1540	45	K	20	K	13	J	2/28/2009
32	ANTALEK, J	1098	1540	34	I	19	J	8	G	12/8/2013
33	MARKEVICH, N	951	1520	18	F	9	G	7	G	8/23/1994
34	BERGMANN, D	854	1520	20	G	6	E	4	D	10/9/2004
35	WATSON, C	1137	1515	17	F	9	G	11	I	1/3/2012
36	COTTRELL, R	1013	1515	14	E	5	E	8	G	3/9/1992
37	ANDRIAKOS, S	1455	1515	5	C	3	C	3	C	4/10/1997
38	TIERNEY, D	746	1505	47	K	18	J	16	K	2/22/2012
39	GRILLS, J	748	1495	131	S	43	P	37	R	11/24/2013
40	GOSSETT, G	756	1485	112	Q	16	I	28	O	10/29/1997

Top 40 rated members as of September 5, 2018. Submitted September 20, 2018.
A rating qualifier of "C" or greater is required in all categories in order to be listed.

Qualifiers For the AHIKS Rating System

QUALIFIER	Number of GAMES	Number of different OPPONENTS played	Number of different GAME TITLES
A	1 to 2	1	1
B	3 to 4	2	2
C	5 to 6	3	3
D	7 to 10	4	4
E	11 to 14	5 to 6	5
F	15 to 18	7 to 8	6
G	19 to 24	9 to 10	7 to 8
H	25 to 30	11 to 13	9 to 10
I	31 to 36	14 to 16	11 to 12
J	37 to 44	17 to 19	13 to 14
K	45 to 52	20 to 23	15 to 17
L	53 to 60	24 to 27	18 to 20
M	61 to 70	28 to 31	21 to 23
N	71 to 80	32 to 36	24 to 26
O	81 to 90	37 to 41	27 to 29
P	91 to 100	42 to 46	30 to 32
Q	101 to 115	47 to 52	33 to 36
R	116 to 130	53 to 58	37 to 40
S	131 to 145	59 to 65	41 to 45
T	146 to 160	66 to 70	46 to 50
U	161 to 175	71 to 75	51 to 55
V	176 to 200	76 to 80	56 to 60
W	201 to 225	81 to 85	61 to 65
X	226 to 250	86 to 90	66 to 70
Y	251 to 275	91 to 95	71 to 75
Z	276+	96+	76+

AHIKS NUMERICAL RATING CHART

W/L: Winner gains & loser loses listed value

Draw: Add value to lower player, subtract from higher

Difference in rating points	Higher rated player wins	Lower rated player wins	In case of a draw Lower player wins
0 to 50	70	70	0
51 to 100	65	75	5
101 to 150	60	80	10
151 to 200	55	85	15
201 to 250	50	90	20
251 to 300	45	95	25
301 to 350	40	100	30
351 to 400	35	105	35
401 to 450	30	110	40
451 to 500	25	115	45
501 to 550	20	120	50
551 to 600	15	125	55
601 to 650	10	130	60
651 to 700	5	135	65
701+	0	140	70

Note: All new players start with a rating of 1200.

Rod Coffey

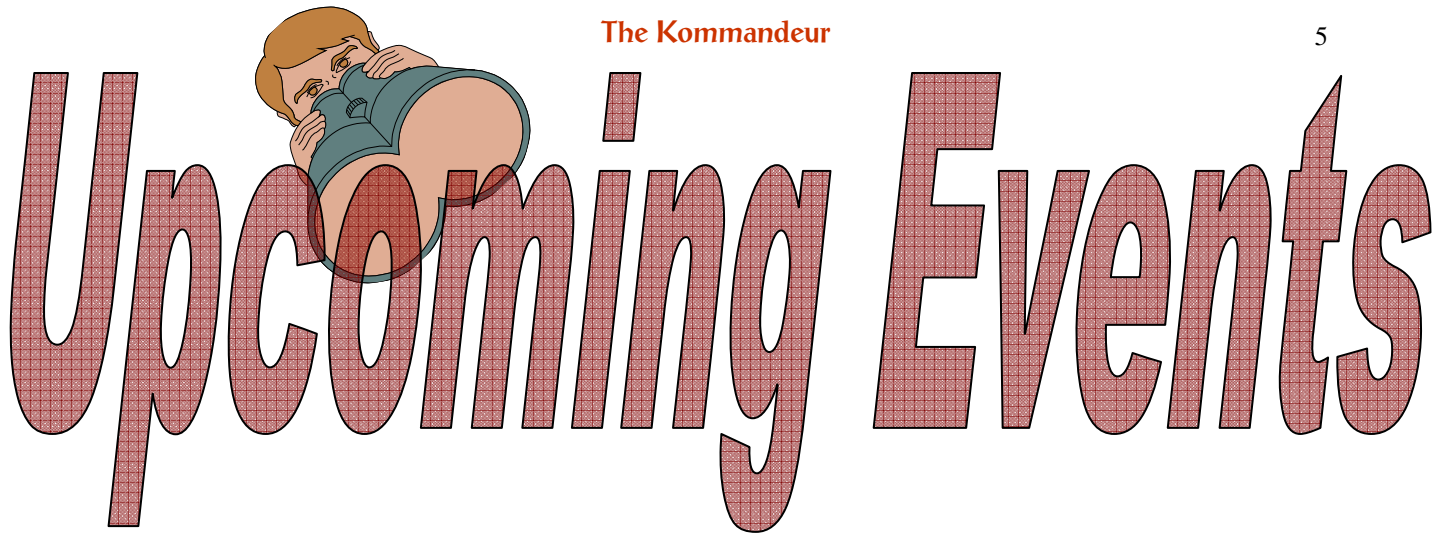
Randy Heller posted this in the AHIKS Facebook Group:

“This is sad news. It appears that Rod Coffey—a brave and honorable man, a decorated soldier, fellow Catholic, and war gamer—died today of heart failure.

“I’m praying for Rod and his family, and I hope all here will do the same.”

I knew of Rod, maybe met him in person. I am saddened by this announcement.

From Bob Best



Upcoming Events

Oct. 5-7, Vancouver, BC
VCON 42
<https://vcon.ca/>

Oct. 6, Bethlehem, PA
GAMESTAR
<http://www.steelstacks.org/event/6068/gamestar---a-tabletop-gaming-convention/>

Oct. 12-14, Vancouver, British Columbia
SHUX (THE SHUT UP & SIT DOWN BOARD GAME CONVENTION)
<https://www.shutupandsitdown.com/shux18/>

Oct. 12-13, Hoxie, AR
NEA GAME FEST
<https://tabletop.events/conventions/nea-game-fest-2018>

Oct. 12-14, Harrisburg, PA
SAVE AGAINST FEAR
<https://www.thebodhanagroup.org/about-the-convention>

Oct. 20-21– Montgomery, AL
GUMP CITY CON 2018
<http://gumpcitycon.com/>

Oct. 25-28, Alpharetta, GA
ATLANTA GAME FEST 32
<http://atlantagamefest.com/>

Oct. 26-28, Melbourne, VIC, Australia
PAX AUSTRALIA 2018
<http://aus.paxsite.com/>

Oct. 26-28, Oshkosh, WI
N.E.W. Gameapalooza
<https://newgameapalooza.com/>

Nov. 2-4, Killington, VT
CARNAGE 21
<http://carnagecon.com/>

Nov. 7-11, Pikesville, Maryland
EUROQUEST
<https://www.euroquestcon.com/>

Nov. 8-11, Madison, Wisconsin
GAMEHOLE.CON
<https://www.gameholecon.com/>

Nov. 15-18, Chicago, Illinois
CHICAGO TOY AND GAME FAIR
<https://www.chitag.com/>

November 9-12, Cromwell, CT
COMPASS GAMES EXPO 2018
<https://www.compassgames.com/expo>

November 9-11, San Diego, CA
SAN DIEGO HISTORICAL GAMES CONVENTION
<http://www.sdhist.com/home.html>

November 14-18
BOARD GAME GEEK (BGG) FALL
<https://boardgamegeek.com/thread/1429885/announcing-bggcon-spring-sold-out>

Nov. 16-18, Scranton, Pennsylvania
MEPACON
<https://www.mepacon.com/>

Nov. 16-18, Kenner, LA
CONTRAFLOW
<http://contraflowscifi.org/>

Nov. 17-18, Auckland, New Zealand
BOARD GAMES BY THE BAY
<https://www.boardgamesbythebay.org.nz/>

Nov. 30-Dec. 2, Philadelphia, Pennsylvania
PAX UNPLUGGED
<http://unplugged.paxsite.com/>

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

Book Reviews by Tom Oleson

AXIS—Hitler's Allies—who they were, why they fought, their fate

by Richard Osborne, 2015, 364 pages

So many aspects of WWII to report on! Recently I read a review of a book about the important role of horses, and it was significant. Think will give that one a pass, but...

Don't give this one a pass. It is really fascinating. It is organized as a history of the war, with each chapter some significant part, such as Chapter 11, "Axis, more successes, some setbacks." Within each chapter there are many paragraphs, mostly short, each dealing with some specific topic, such as "Croatia gains a strange ally."

I have often mentioned my liking for block games, but games with traditional counters have the advantage of far more variety. This book suggests so many such counters. Many of the countries conquered by the Axis had small military forces helping the Axis.

Burma Independent Army

Burma National Army

Burma Defense Army

Indian National Army

A typical counter might be 0-1-4!

Lots of obscure facts here. I didn't know that Turkey declared war on Germany and Japan on February 18th, 1945.

And did you know that the Philippines declared war on the Allies on September 22nd 1944? Of course this was the puppet government set up by the Japanese, and was not the only similar situation and declaration both in Europe and the Pacific, as both Germany and Japan set up puppet governments in conquered countries, with their token armies. Those cited above are just a small sample.

Battle of the Bulge—Hitler's Alternate Scenarios

edited by Peter Tours, 2004, 256 pages

I bought this book to give to Mr. Wargamer & Dr. Bulge, Bruno Sinagaglio, so thought might as well read it first.

To my surprise, I found it in the same format as "Hitler's Ardennes Offensive" with the same contributors. Once again, I found the comparison of hypothesis with reality at the end of each chapter very interesting.

The title is somewhat misleading, because other aspects of the ETO Western front are also discussed; for instance, Hitler's idea that the Operation Cobra breakout from the Normandy beach-head gave him a great opportunity to cut off the Allied penetration at the narrow neck. He diverted troops from other fronts in an effort which had no chance to succeed, much to the dismay of his generals. Speaking of what-ifs, I wonder if there is a book on what would have happened had Hitler been assassinated?

Main focus is on the Bulge, various possible alternatives. The assertion is made that "if the Bulge succeeded, German victory in the war would have been possible." How about the Russians!?

Hitler's Wave-Breaker Concept—End Game In the Baltic

by Henrik Lunde, 2013, 278 pages

This is one of many books with misleading titles. The "wave" was advancing Allied and Soviet armies. The "breaker" was fortified strong points left in their rear. The book points out that they were not really fortified, nor did the strategy work. The book is a fairly standard history of WWII as it affected Scandinavia and Russia, north of the marshes. Not bad, but not a must-read either. Interesting data on Germany's submarine warfare, the connection being the importance of the Baltic for training. Nor did I know that Latvia had some oil production.

Taping Hitler's Generals—42/45

2005, 418 pages

Translated by Geoffrey Brooks

Edited by Sonke Neitzel.

I turned every page, but did not read them all and doubt anybody would. Nonetheless, an informative book.

During 1942-45 the Brits secretly recorded private conversations among imprisoned German officers (mostly Generals, but not all).

This book has 167 transcripts, each of which identifies those speaking, and when and where captured.

I scanned the book, reading those of more interest. I was surprised *not* to find any discussion of combat, although most of those captured were in the thick of it. Here is what they did discuss, in no particular order:

Future of Germany. Some still expected victory, more, defeat. A few were asking their captors for a job after the war, helping to rule their country.

Hitler, and the plot against him.

Jews and the Holocaust, as well as multiple other atrocities. One of the most discussed topics.

National Socialism, pro and con.

Mistakes during the war.

After the transcripts, there are 38 pages of concise biographies of all the officers mentioned. I read a lot of these, particularly because most of them included two evaluations of the person:

the German evaluation, obtained after the war.

the British evaluation.

An example: Lt. General Theodor Graf von Sponek. Captured in Tunisia.

Rommel, "Leader with strong character. Committed Nazi. Led his division (90th) ably in difficult retreats in Africa. Often on the front line. Energetic mentally and physically."

UK captors' opinion, "Neurotic and moody. One day upbeat, the next day depressed. Very talented painter, spends most of his time painting. Fellow officers say he was the most popular officer in Africa. One of our best captors. Defeatist, anti-Nazi, monarchist."

Lots of fascinating info here.

General Henri Guisan—Commander of the Swiss Army in WWII

by Willi Gautschi, 813 pages, 2003

I skipped huge sections with chapter titles like "university studies," but parts of this book are very interesting to any student of the ETO.

Switzerland's neutrality was complicated. As Allied victory seemed certain, the Swiss were worried about a Russian invasion through Austria. They also worried about Communism influencing their own people. Stalin recommended to the Western allies that they outflank German defenses while advancing through France, by striking through Switzerland. Lots of information on various possibilities of a German invasion, and what the Swiss did to discourage it. The Swiss never considered joining the Axis, but there was pro-Nazi sympathy, and the thought that that philosophy would work for Switzerland, too. A small minority view.

My usual whining about maps. There are two. One shows the Axis invasion plan, nothing but lots of arrows striking in from every direction, with a West-East demarcation boundary between the German and Italian advances. The other map shows the Swiss defense plan, including the boundaries of their central redoubt. This was particularly disappointing because the text has very detailed information about the various lines of defense: should it be this river, or that river, none of which are shown on the map!

I learned a lot from this book, although not so much about the title topic! Wonder if there is a study about Swedish neutrality?

Hitler Triumphant

edited by Peter Tsouras, 2011

This is a popular genre. "The Man In the High Castle" is a TV series on the same theme. There have been many books about possible southern victory in our civil war.

Despite this, I doubt that this book would be of much interest to the general reader, but it should be of great interest to wargamers, especially those who play games on the ETO—European Theater of Operations.

There are 11 chapters on aspects of the war where the Germans might have done something changing defeat into victory. Some are written by familiar names such as John Burt (Paper Wars), John Prados, Charles Vasey (*Perfidious Albion*). Every chapter has a different author, all with pertinent credentials. At the end of each chapter there is a very interesting resume of the differences between this alternate history and what really happened.

There would be little point in playing these games just to repeat history. The ideal game recreates as much as possible the actual conditions, putting in the hands of the players how to have done it better. All of these articles give interesting ideas about this.

My favorite game is Craig Besinque's huge **EuroFront**. Like most gamers, much as I admire the designer, I think, well, here and there it could have been done better. It is very difficult to capture Gibraltar in this game. John Prados explained in great detail how Germany could have done it, which convinced me that Craig makes it way too hard. The chapter on Malta reinforced my suspicion that although axis supply is difficult in North Africa in Craig's game, it is not difficult enough.

Hitler's Ardennes Offensive—The German View Of the Bulge

edited by Danny Parker, 1997, 264 pages

Years ago I spent much of the summer playing a monster Bulge game. I have forgotten the name. Like most of us, I have played my share of games on this popular topic, but this book mentioned something which I do not recall any of them had. It is embellished with a map, arrow showing the thrust to Antwerp.

General Gunther Blumentritt commanded the 25th army stationed in SW Holland just north of Breda and just SE of Rotterdam. This book shows that this army was supposed to attack South towards Antwerp about 30 miles away. This would be in concert with the main Bulge attack. I do not recall this included in any Bulge game, indeed, I do not recall any of them even including this terrain on the map. I doubt the attack would have succeeded, but it would seem that the ultimate comprehensive Bulge game would include that OOB.

Book Review

Deceptions of World War II

by William Breuer

Wiley \$25

© 2001, 242 pages, photographs

reviewed by Omar DeWitt

The book contains short (2 or 3 page) stories from WWII. You undoubtedly have read most of them previously.

One, "A Nazi Campaign to Defeat Roosevelt" reads like today's headlines; foreign governments trying to tinker with US elections.

Another scheme to use a cat as a bombardier to bomb the *Tirpitz* was eventually dropped.

The author writes a bit over-zealously. For instance, "J. Edgar Hoover, a robust, iron-jawed supersleuth, fought crime..." Also, the cunning and ruthless Gestapo was behind every tree. And Hitler watched every movement the Allies made.

Since the episodes are short, one can get through the book rather quickly.



Cheaper Books

If you are a reader of military history (or any other kind of book) you may know that older books can be found on Amazon at reduced prices. On the Amazon site, search for your book and a list of sellers with their prices will come up. Postage is always \$3.99, but some books sell for 1¢. "Deceptions of World War II," for instance, sells from \$9.92 to \$24.98. There are 9 offers.

Amazon also sells games; most of them are Euro games.

Pen & Sword sells military books at a discount. They can be found at WWW.PENANDSWORDBOOKS.COM. For instance, John Hussey's book "Waterloo: The Campaign of 1815" sells for \$34.42 but has a list price of \$52.95.

Treasury Notes

Brian Stretcher



A Slow Return to Normal Life

It was a brutal August for me as far as my favorite hobby is concerned, with a death in the family and a long-planned vacation, plus gearing up for the fall soccer season. September then required a great deal of catch-up at work, and my court schedule has been crammed the past couple of weeks as a result. Finally, however, things are settling down to a more normal routine. I have caught up on all of my moves (at least as much as one *can* catch up – there is nothing in my inbox more than a week old), found the time to learn and start a new one (see below), and pick up a couple more new ones (birthday month!).

New Arrivals!

Nightfighter Ace was waiting for me when my wife and I returned from Glacier National Park just before Labor Day. It is a solitaire air combat game, where the player flies any of several WW2 German night fighters against British bombers. The system is based on the same one featured in **The Hunters**, **Silent Victory**, and **Raiders of the Deep**, all submarine games from different locations and eras. It will be interesting to see how it plays out. The games do appear to be increasingly gaining a role-playing component, which should add to the fun. I have looked at the components but not yet read the rules. There are a lot of planes to choose, from ME-110s to Heinkel Owls. The game covers the 1943 to 1944 period, presumably so the player can “retire” without being annihilated by swarms of Allied fighters.

The components are gorgeous, of course. But, one thing that bothers me and is perhaps more noticeable in this game than others, because of all of the pictures of the planes and pictures of personal accouterments of the pilots, is a recurrent issue I have with current European Theater WW2 games and models: there are no signs of swastikas anywhere in any of the components, including the pictures of aircraft. I get it: such symbols are legally prohibited in Germany and maybe other places where these games and models are marketed, and I have no lack of knowledge or appreciation for what the symbol once stood. It is not arguably a symbol of heritage or pride. Nevertheless, it is an historical symbol, and these games and models are supposed to be historical representations. Besides from detracting from the historicity of the game, which is important to a lot of gamers, it sidesteps the important lesson that should be learned about what these (and other) symbols once stood for: extreme nationalism, hate, oppression, and genocide. If they are metaphorically airbrushed or photoshopped out, a potential valuable lesson is lost.

Since it was my birthday month, I also picked up a copy of **Cataclysm** from GMT. I had been looking at this game for a while. When a small monetary gift from my mother-in-law came for my birthday, I looked again. While I was on Boardgame Geek, I saw that the game was available on Amazon. So I checked it out. Twenty-five dollars less than from the publisher, and available with free two-day shipping! I looked no further. There are a number of other GMT titles available on Amazon as well.

I have only skimmed the components of **Cataclysm**. It is a multiplayer, grand-strategy game of, what the subtitle says, “A

Second World War.” Note that it is *not* “the” Second World War. That’s because the game is truly strategic in scope, with no operational details, and the player is the head of state, not a general or general staff. The players control the nations, their economies, people, and militaries, starting in 1933 and potentially through to 1950. Thus, the players can freely embark on strategies that most WW2 games do not permit. For example, the Soviets can build a large strategic bombing force if they want to, France could skip the Maginot Line construction, and so forth. Military units are fleets and armies, without any sort of combat factors. Combat is by die roll comparison. Certain actions might make your people unhappy and so impact your economy, that sort of thing, so one cannot run rampant with wild strategies, but there are unique opportunities in this game typically not present in others, so that each Second World War that plays out might not be what most wargamers come to expect from the constraints built into most games to drive the game as history. Map is area-movement, so there is no hex counting or hiding of one’s paratrooper in Sicily so as to make a surprise grab of Malta. Each turn is two years. Play order is determined by chit draw with back-and-forth execution. The rules say the key to success is planning and committing the resources you need to execute those plans, although fate might still intervene to thwart them. Sound like a lot of fun, and I look forward to diving into the rules.

Here I Stand Game Begins

Fellow AHIKSer Jeff Miller got a **Here I Stand** game put together late this summer. As I mentioned last issue, I did get a copy of the game, and most of my available gaming time in August was spent getting through the rules, since that’s the sort of thing I can do when I’m away from home even if I can’t actually play.

We have a full set of players representing the six powers predominant in Europe in 1517: The Ottomans, Hapsburgs, English, French, Papacy, and Protestants. I have little preconception about the abilities of the various powers, but I drew France to play for my first game. A little reading on the internet suggests that the French need to keep the diplomatic channels open to be successful, but I didn’t find anything about any of the particular powers being overly difficult or a drag to play; they just need different focuses to succeed.

For whatever reason, I hadn’t really heard much about this game until shortly before I purchased it. In broad terms, it is a card-driven game along the lines of **Paths of Glory**, as each turn has an action phase in which the various powers take turns playing a card for command points to move and build units, or to play as events. There are the usual military rules, but also a lot of diplomacy is needed between the powers, as alliances are formed and broken, wars erupt and conclude, and the Catholics struggle against the upstart Protestants. I am thinking that this system will be better suited for a diplomacy-oriented game set in the 16th century than I found it to be for a strategic game of WWI. I hope to keep you apprised of France’s progress or lack thereof over the next several issues.

And Now for Something Completely Different: Your Brain on Music

We wargamers tend to be a rather nerdy bunch, I think it fair to say. And, based on some recent posts I have read on Facebook, I have a feeling that our musical tastes also tend to be rather “different” than the general public. I recently read a

very interesting popular science book called, *This is your Brain on Music: The Science of a Human Obsession*, by Daniel Levithin, a musician-turned-neuroscientist. The book discusses the science behind why essentially all humans have a connection to music in some way, why we like the music that we do, why little snippets of songs get stuck in our heads, and why humans can do things with music that machines cannot even begin to do. There is also a little music theory worked in there, and the songs the author uses as examples are probably not what you would expect, because he spent several years as a music producer working with well-known popular artists in the 1970s before he got his Ph.D. in neurobiology. I knew most of the songs across most of the genres used as examples. If you have any interest in the science of music, this is a good and reasonably easy read, especially if you have a basic understanding of music theory.

How does this relate to wargaming? In a recent post on Facebook (including one just this evening), a person asked what music people liked to listen to when they played games, and it got me to thinking about my current musical fascination, Ramin Djawadi, the man who composes the music for both *Game of Thrones* and *Westworld*. If I were a betting man, I would bet that many wargamers are also fans of science fiction and fantasy. Some of us probably like to listen to certain soundtracks from movies or shows while we play games about related subject matter, and our musical tastes run a little different than just listening repeatedly to what was popular when we were in high school, as many people do (and there is a scientific reason for that, by the way). Some of us continue to develop appreciation for new musical genres as we get older, some of us don't. But, almost all of us run musical soundtracks in our heads almost all of the time. Mine just probably tend to be a little different than most people's, and yours probably does too. Knowing and understanding the music to a good show or movie enhances one's enjoyment and makes it a deeper, multilayered experience.

From the Editor

Ahh, fall. Cooler weather. Colorful trees. We don't have a lot of trees in New Mexico, but in the mountains and along the Rio Grande there are many.

Many of you do not read books much, but Tom Oleson does, and he is sharing his experiences with us in this issue. I was intrigued with George Phillis' discovery of a "new" wargame.

The Humbley-Pudge heavyish bomber *exposé*-review on page 12 is the second in a series I discovered in my files. Not sure where it came from, probably *Playboy* magazine.

Duncan Rice is travelling the world, so the Open Match Requests have not changed.

The last time we published the Top 40 list there was no explanation of the Qualifiers. They have been explained on page 4 of this issue, along with an explanation of how the scores are determined.

Chris

I currently dabble with playing the fiddle, playing it for a little less than two years now, completely self-taught. I'm sure I have some bad habits and I'm missing some things. But, having a better understanding how the human brain processes and understands music has enhanced my appreciation of the tunes that I have learned to scratch out, and the structure of what I listen to. There is a complexity and richness in Djawadi's work that I like a lot, and the more I listen to it the more I learn how it is put together, and the more I appreciate it. While I love the images of dragons and armies that pop into my head when I hear the primary theme of Daenerys Targaryen (hmm, my computer did not challenge the spelling of "Daenerys" or "Targaryen," but it doesn't like "Djawadi"), I am even more impressed these days in how the theme is put together and what emotion it conveys, be it power or tragedy. The instrumentation and structure of the music in *Westworld* does the same thing, although the two shows and scores are quite different. Still, when my French Armies march into battle against their enemies in **Here I Stand**, it will quite possibly be the dragon queen's theme playing in my head. Or maybe "Rains of Castamere:" "*A coat of gold, a coat of red, a lion still has claws. And mine are long and sharp, my lord, as long and sharp as yours. And so he spoke, and so he spoke, that lord of Castamere. And now the rains weep o'er his halls, with no one there to hear. Yes, now the rains weep o'er his halls, and not a soul to hear.*"

I imagine a fair number of you were playing that tune in your head as you read those words, even though written in paragraph form.

Treasurer's Report

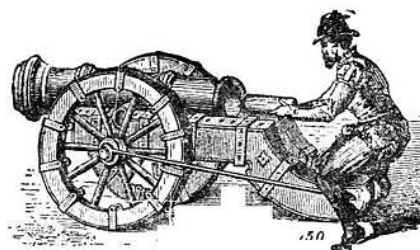
Only passive income since last time. Our interest rate has gone up to 0.20%! The donation I mentioned last time will post with the September bank statement.

Total balance 7-30-18:	\$ 8,598.41
Dividend 7-31-18:	1.46
Dividend 8-30-18:	1.46
Total balance 9-29-18:	\$ 8,601.33

Until next time!

Diplomacy Players Wanted:

A group of members are trying to start up a **Diplomacy** game. Robert Granville has agreed to act as Gamemaster. It will be a direct email game with commentary most likely posted on the AHIKS Forum and Facebook page. Information about the game has been posted on the AHIKS Facebook page. Anyone who is interested in playing can contact me at: b52bob@prodigy.net or go directly to the AHIKS Facebook page and contact Robert Granville (RGranville@verizon.net).



Blockade from George Phillies

Today I review a rare bird indeed, namely a board wargame that predates America's entry into World War Two. The game is **Blockade**, from the Corey Game Company of Boston, Massachusetts. It appeared in nineteen forty-one. It is of historical interest because it really is a board wargame, what some people now call a hex-and-counter wargame, and has all of the key features that make modern wargames, different from traditional games like Chess or Go.

What makes **Blockade** a board wargame?

First, it is actually about warfare. We have two island nations with fleets and air forces and a merchant marine. The two islands, much like Great Britain during the Battle of the Atlantic, depend on external places for oil and other resources. If they run out, they are forced to surrender.

Second, **Blockade** has the key features that make modern board wargames identifiable. It has a gridded map. The grid is a square grid, which prior to modern computer technology was far easier to generate. The game has unit counters representing warships and aircraft and merchant vessels; the properties of these units correspond approximately to the properties that those ships and planes have in the real world. On a given turn, you may move not one unit but any or all of your units; units may move horizontally, vertically or diagonally, just as in the real world. There is a movement limit, much like Charles Roberts' original game **Tactics**. Unlike **Tactics**, in which the movement limit was a fixed total number of movement points, the movement limit is determined by a spinner, a device that generates a random number. The spinner also generates resource depletion, namely the stockpile of resources on the home islands goes downhill as they are consumed.

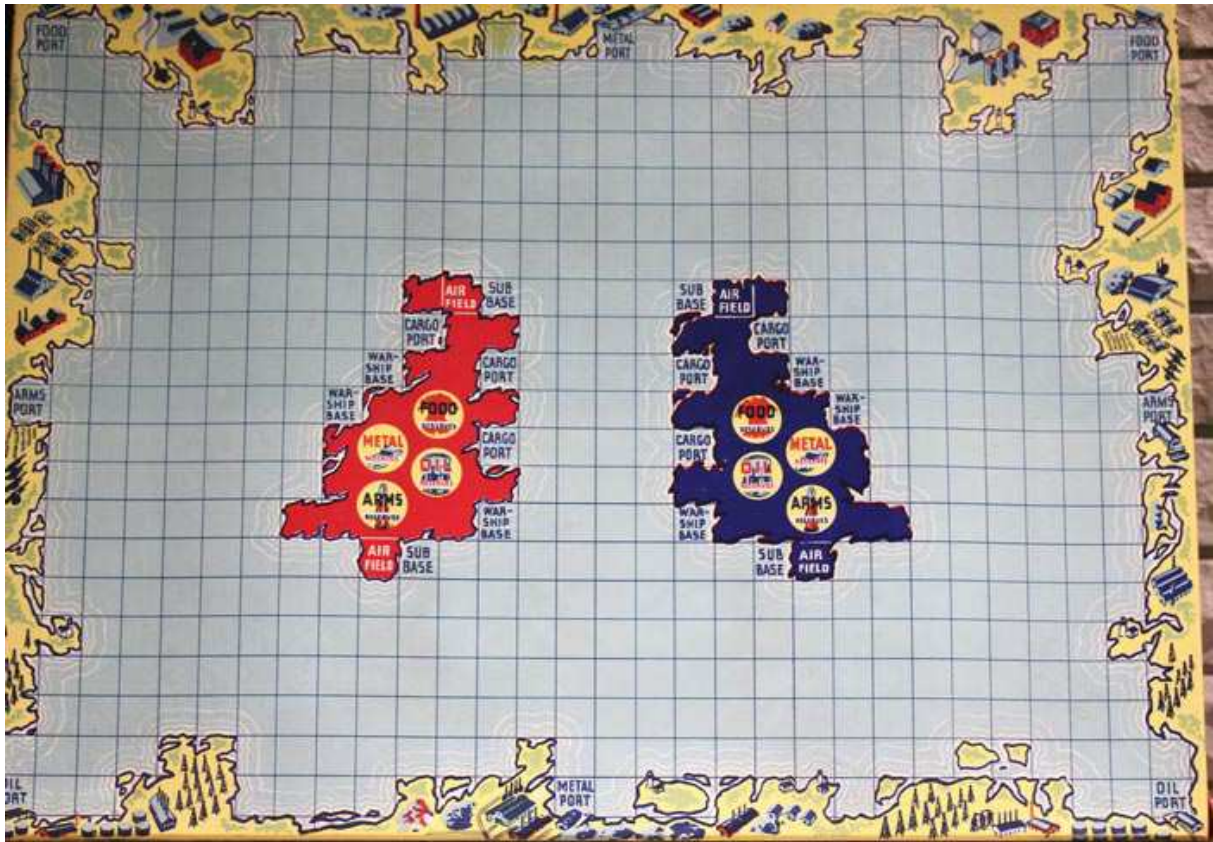
Blockade has a combat results table. It is not called a combat results table, but it has the properties you would expect of a combat results table. There are a series of columns, corresponding to combat between different sorts of units. Noteworthy is the fact that several units, two at least, may combine their attacks against a single defending unit. On a single turn, you may fight several battles. Each column is separated into rows, the choice of row being determined by a random number generated with the spinner. In addition to the obvious result, namely that one unit or another is eliminated, one of the possible outcome is that one side or the other gets to retreat its units some number of spaces.

The game does not have stacking. I have not seen the unit counters, so I do not know if they were stackable. However, instead of stacking, one has the convoy, in which adjoining units are moved as a group and in some way defend the merchant ship in the group.

The objective is to exhaust the enemy's resources on their island. Resources can only be moved with merchant ships, so if one side loses its merchant ships and the other does not, its doom is certain. Unlike the situation in the real world, no provision is made for replacements. Once the ship has been sunk, it is gone.

Blockade is a small game. It is actually a fairly simple game. Within its limits, it nonetheless embodies the key features of a modern wargame, and must therefore be recognized as one of the first modern games of its type.





DIRECTIONS FOR PLAYING THE GAME OF BLOCKADE

IDEA OF THE GAME

Leading cargo ships to various parts each player endeavors to keep his country supplied with four vital resources. He also attempts to destroy the cargo ships of his opponent by attack with warships, submarines, and planes. The key of the game is to accumulate a safe supply of each of the four resources for one's own country, and to attack the enemy's supply line as soon as one of his resources is low. If a player can prevent his opponent for twelve successive turns, replacing any one of the four resources which has been exhausted, that player wins the game.

How to Play

Each player chooses his country. Each player has at his command 3 warships, 3 planes, 2 submarines, and 5 cargo ships, as well as 20 counters, 5 of each of the four resources: FOOD, ARMS, METALS, OIL.

Each player places his warships, submarines, planes, and cargo ships on the spaces marked, WARSHIP BASE, SUB BASE, AIR FIELD, and CARGO PORT. He places 5 counters each of FOOD, ARMS, METALS, and OIL on the correct circles within the boundaries of his country. Extra resources would be placed at the ports of supply for these resources.

The red player now spins the Space Dial first, and follows the instructions on the section on which the arrow stops. If the arrow should stop on section

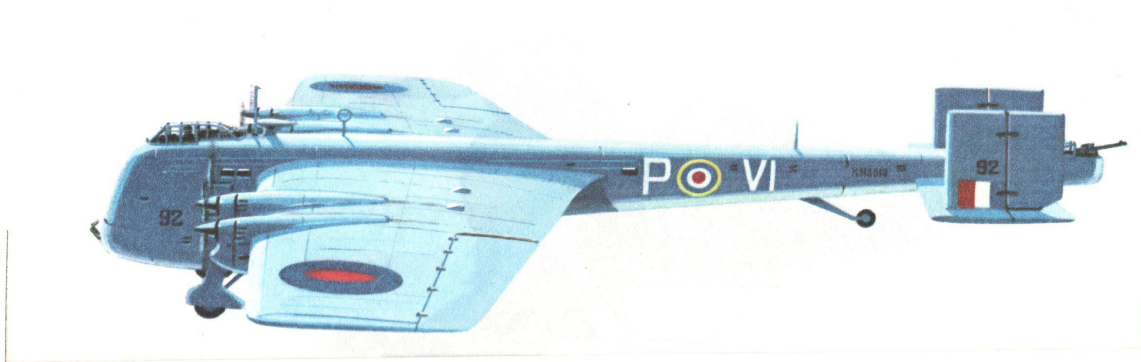
marked MOVE 9, the player may move any one or any combination of his pieces a total of 9 squares in any direction, horizontally, vertically, or diagonally. If the arrow should stop on the section marked MOVE 8, 1 UNIT OIL DESTROYED, the player loses one unit of his oil resources before taking his 8 moves. This unit must be removed and placed at one of the oil ports.

- Cargo ships, on reaching a food, arms, metal, or oil port take on one unit of the resources of that port which they attempt to carry safely back to one of their country's cargo ports. On reaching the cargo port the counter is placed on the correct circle for that resource.
- In the course of play the players' fighting units (warships, submarines, planes) may engage one another in battle. A battle occurs whenever two opposing pieces (except two cargo ships) stop on adjacent squares. It is possible for two red pieces to engage in battle with one blue piece for vice versa. If all three pieces are on adjacent squares, in fact it is a strategic advantage for a player to maneuver two of his combat pieces into battle with one enemy piece. When a battle occurs the attacking player spins the battle dial and then calls out the number at which it stops. His opponent looks under the appropriate combat column, finds the number, and reads the result of the battle posted opposite that number. For example, if a battle should occur between a red warship and a blue submarine, and the battle dial stops at number 4, then under the column headed WARSHIP VS. SUBMARINE number 4, the opponent would read SUB SUNK, and the submarine would be removed from the board.
- No piece may be attacked or engaged in battle while in any port or home base.
- Cargo in Convoy means a cargo ship accompanied by one or more warships which are on squares adjacent to the cargo ship.
- Two or more battles may occur on any one turn, in which case the battle dial is spun for each battle.
- Resources may be carried only by cargo ships. Any resource may be placed only on its correct port. For example, one unit of food carried on one of the food ports may be placed only on the food circle.
- If a player is out of any one resource, and the Space Dial indicates that that resource, naturally this loss is ignored.
- WHEN ANY ONE RESOURCE IS COMPLETELY EXHAUSTED BY ONE OF THE PLAYERS THAT PLAYER HAS TWELVE TURNS TO REPLACE THE EXHAUSTED RESOURCE. The Time Dials are used in the turns. Players begin to use their Time Dials as soon as any one resource is exhausted. If the player succeeds in replacing the resource before twelve turns have been used, he reads the dial at 0. If the player fails to replace the exhausted resource within 12 turns he has lost the game. If both players are in use of the same time, the player who first reaches 12 loses.

WARSHIP VS. SUBMARINE	WARSHIP VS. CARGO SHIP	WARSHIP VS. CARGO IN CONVOY	WARSHIP VS. CARGO SHIP AND SUB.	SUBMARINE VS. CARGO SHIP	SUBMARINE VS. CARGO IN CONVOY	EVEN BATTLE RED SHIP, SUB, OR PLANE VS. BLUE SHIP, SUB, OR PLANE	TWO COMBAT UNITS VS. ONE	TWO COMBAT UNITS VS. CARGO IN CONVOY	PLANE VS. CARGO SHIP	PLANE VS. SUBMARINE	PLANE VS. WARSHIP
Submarine Sunk	Cargo Ship Sunk	Attacking Warship Sunk	Warship Sunk	Cargo Ship Sunk	Submarine Sunk	Red Unit Destroyed	Single Unit Destroyed	Cargo and Convoy Each Escapes Four Spaces	Cargo Ship Sunk	Submarine Escapes Four Spaces	Plane Brought Down
Submarine Escapes Six Spaces	Cargo Ship Escapes Six Spaces	Convoy Sunk Cargo Ship Escapes Six Spaces	Submarine and Cargo Sunk	Cargo Ship Escapes Six Spaces	Convoy and Cargo Ship Sunk	Blue Unit Destroyed	One of Two Combat Units Destroyed	Cargo Ship Sunk	Cargo Ship Escapes Four Spaces	Submarine Escapes Six Spaces	Warship Escapes Four Spaces
Warship Sunk	Cargo Ship Sunk	Convoy and Cargo Ship Escape Three Spaces Each	Cargo Ship and Submarine Escape Six Spaces Each	Cargo Ship Sunk	Submarine Sunk	Red Unit Destroyed	Single Unit Destroyed	Convoy Sunk	Cargo Ship Sunk	Submarine Escapes Four Spaces	Warship Sunk
Submarine Sunk	Cargo Ship Escapes Four Spaces	Convoy and Cargo Ship Both Sunk	Cargo Ship Sunk Submarine Escapes Six Spaces	Cargo Ship Escapes Six Spaces	Convoy Sunk Cargo Ship Escapes Six Spaces	Blue Unit Destroyed	Single Unit Destroyed	Cargo Ship Sunk	Cargo Ship Escapes Six Spaces	Submarine Sunk	Plane Brought Down
Submarine Escapes Four Spaces	Cargo Ship Sunk	Cargo and Cargo Ship Each Escape Three Spaces	Warship Sunk	Cargo Ship Sunk	Cargo Ship Sunk Attacking Submarine Sunk	Red Unit Destroyed	Single Unit Destroyed	Cargo Ship Escapes Six Spaces Convoy Sunk	Cargo Ship Sunk	Submarine Escapes Six Spaces	Plane Brought Down
Submarine Sunk	Cargo Ship Sunk	Attacking Warship Sunk	Submarine and Cargo Ship Sunk	Cargo Ship Escapes Four Spaces	Submarine Sunk	Blue Unit Destroyed	Single Unit Destroyed	Convoy Sunk	Cargo Ship Escapes Four Spaces	Submarine Escapes Four Spaces	Warship Sunk
Warship Escapes Six Spaces	Cargo Ship Escapes Six Spaces	Convoy Sunk Cargo Ship Escapes Six Spaces	Cargo Ship Sunk Submarine Escapes Six Spaces	Cargo Ship Sunk	Submarine Sunk	Red Unit Destroyed	Single Unit Escapes Four Spaces	Convoy and Cargo Ship Both Sunk	Cargo Ship Sunk	Submarine Escapes Six Spaces	Plane Brought Down
Submarine Sunk	Cargo Ship Escapes Four Spaces	Attacking Warship Sunk	Warship Sunk	Cargo Ship Escapes Four Spaces	Submarine Sunk	Blue Unit Destroyed	Single Unit Destroyed	One of Two Combat Units Destroyed	Cargo Ship Escapes Six Spaces	Submarine Sunk	Plane Escapes Six Spaces

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COREY GAME COMPANY, INC. BOSTON, MASS.

Perhaps the World's First Combat Results Table



HUMBLEY-PUDGE GALLIPOLI HEAVYISH BOMBER Lewis gun blazing, flour bags cascading down, the pachydermic Gallipoli terrorized practice target ranges across the empire from 1933 to 1939. Four Varley "Panjandrum" motors screwed her up to a cruising altitude several feet over the legal minimum of the day. Relatively few were built, but more than enough Gallipolis were delivered to the R.A.F., which handed them over to the Royal Indian Air Force, which handed them over to the Royal Malayan Air Force, which promptly found itself plagued by wholesale desertions of its flying personnel. The Gallipoli's moment of glory came and, lightninglike, vanished during the surprise Japanese invasion of Singapore in early 1942. Hordes of Nips swarmed toward the R.A.F. aerodrome; out went the call, "Warm up the Gallipolis!" And, indeed, 36 of the breed might have risen to meet the foe had not their special boarding ladders turned up missing. The sobriquet Sitting Duck has clung to the Gallipoli ever since—an unjust cut in view of this perfectly harmless old war horse's clearly worthwhile intentions. The last survivor serves today as a chicken house—albeit an impressive one—for the Maharani of Gunjipor. It crash-landed on her lawn in 1944, but the R.A.F., despite numerous reminders, simply keeps forgetting to come round and pick it up.

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

CENTRAL OFFICES

PRESIDENT

Bob Best
PO Box 5174
Concord, CA 94524
b52bob@prodigy.net

VICE PRESIDENT

Kenneth Oates
316 Hidden Valley Drive #27
Weslaco, TX 78596-7720
(956) 376-0005
koates@rgv.rr.com

TREASURER

Brian Stretcher
117 Camellia Trail
Brevard, NC 28712
(828) 774-8654
Doctorlaw@juno.com

MATCH COORDINATOR

MSO-RATINGS
Duncan Rice
408 - 1148 Heffley Cres
Coquitlam, BC V3B 8A6
Canada
604-468-0082
duncanr@telus.net

EDITOR/PUBLISHER

Omar DeWitt
Apt. 4434
900 Loma Colorado Blvd. NE
Rio Rancho, NM 87124
(505) 962-4077
AHIKSomar@cableone.net

SECRETARY

Chris Hancock
PO Box 84082
San Diego, CA 92138
chancocknh@att.net

JUDGE

Brian Laskey
162 Hull Street
Ansonia, CT 06401
(203) 732-1009
ahiks-ucp@comcast.net

RATING OFFICER

Dave Bergmann
429 Countryside Circle
Santa Rosa, CA 95401
opusone1945@sonic.net

WEB SITE ADDRESS
www.AHIKS.com

SUPPORT SERVICE OFFICERS

ARCHIVIST

William A. Perry
21 Fitzgerald Lane
Columbus, NJ, 08022
(609) 298-9823
bpilot8@comcast.net

WEB SITE MANAGER

Tom Thornsen
113 Glensummer Road
Holbrook, N.Y. 11741
(631) 472-3566
bjorn2wok@aol.com

MULTIPLAYER COORDINATOR

Jeff Miller
263 Buchert Road
Gilbertsville, PA 19525
610-367-8209
Blachorn1@gmail.com

UNIT COUNTER POOL

Brian Laskey
162 Hull Street
Ansonia, CT 06401
(203) 732-1009
ahiks-ucp@comcast.net

PUBLICATION DEADLINES

Articles will be accepted at any time, though submission of an article does not guarantee its publication. News items will be accepted if received in sufficient time to allow production schedules to be met.
Deadline for next issue: November 30, 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

Great War at Sea, Jutland 1919 Imperial Germany laid down her last dreadnought in January 1915 and never completed her. But planning continued for new classes of battleships, battle cruisers, armored cruisers, and scout cruisers. All understood that they could not possibly be built during the course of the ongoing First World War but would be laid down afterwards.

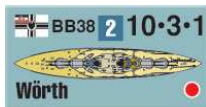
Reflecting the lessons first of the battles of the Falklands, Coronel and Helgoland Bight, and eventually those of Jutland, the new German designs continued to emphasize protection. At the urging of sea officers, the new ships also now carried armament equal to that of the British, and would make much higher speeds as well.

Across the North Sea, the British Admiralty had no clear idea of what the Germans might be planning to build, but could state with certainty that they and other potential enemies would continue to improve their warships. New British dreadnoughts would carry ever-more-powerful armaments, including a new, secret 18-inch gun.

Jutland 1919 is a supplement for our **Great War at Sea: Jutland** game, studying these drawing-board battleships that would never actually be launched. It includes background essays, thirty-one new scenarios, and 80 new silky-smooth die-cut playing pieces (60 double-sized "long" ship pieces and 20 square ones). It is not playable by itself; you'll need our **Jutland** game and *High Seas Fleet* book to play the scenarios. You can, of course, just read the essays and fondle the pieces without owning either.

New pieces include three classes of German battleships designed but never built: a fast battleship with eight 15-inch guns, a battleship with ten 15-inch guns in five turrets, with three of them in a unique triple-stacked arrangement. And an even larger ship with 16.5-inch guns. There are two new classes of battle cruiser, one with 15-inch guns, one with 16.5-inch guns. And two variations on the fast armored cruiser proposed after the Battle of Jutland, one with ten 8.2-inch guns, and one with twenty (20) 5.9-inch guns. Plus there are additional scout cruisers and destroyers.

The British for their part receive their improved but slower Queen Elizabeth class, with ten 15-inch guns, and the massive ships proposed to carry eight 18-inch guns apiece, based on the *Hood* design but slower with battleship-scale protection. Plus their own fast armored cruiser. \$30 <http://www.avalanchepress.com/gameJutland1919.php>



GMT Games

Ariovistus (A **Falling Sky** Expansion). Gaul, 58 BC: Competing Celts have invited mercenary Germans and then an ambitious Roman governor into their divided land as protectors. Before Caesar's audacious claim to the whole of Gaul leads his legions even farther north to war with the Belgae, a great Sueban chieftain will call ever more warbands out of Germania's forests to launch his own bid for dominion.

Ariovistus expands **Falling Sky** to take 1-4 players back to Caesar's first entry into Gaul, with a Helvetian migration challenging the Aedui and Germanic Tribes pressing close behind. New components and Faction enable one player to take com-

mand of the Germanic Tribes, while veteran Roman, Aedui, and Belgic players face unfamiliar strategic dynamics and deal with new events. For the heartiest, an extended scenario covers Caesar's full time in Gaul—nearly a decade of resistance and revolt.

To this prequel to the popular COIN Series volume, the expansion package adds tactically refined, more aggressive Non-players and extra-sturdy Forces mats usable in both original **Falling Sky** and **Ariovistus** scenarios. (A copy of **Falling Sky** is necessary to play.) \$38 <https://www.gmtgames.com/p-603-ariovistus-a-falling-sky-expansion.aspx>



Griggling Games

Quartermaster General: Prelude is an expansion to **Quartermaster General**, the game about World War II strategy game.

You can play the Prelude expansion with the **Quartermaster General** alone, or use it in conjunction with one or both of the other the expansions, **Air Marshal** or **Alternate Histories**. Basically, any combination of the three expansions can be used. But you absolutely do not need these other two expansions to enjoy **Prelude** (and in fact, it has been more heavily tested using the base game alone).

The Prelude expansion contains * 107 Prelude cards * A player aid card * A rules sheet. All packaged in a small box. \$21 <http://www.grigglinggames.com/shop/historical-games/quartermaster-general-prelude/>

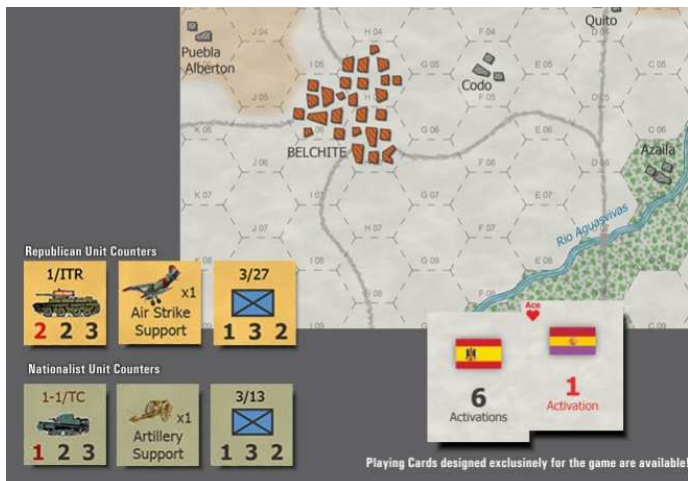


High Flying Dice Games

Courageous Tragedy The Battle of Belchite Sept. 1937 Due to the stalemate at Brunete the Republicans launched a new offensive further east in Aragon Province. The new offensive would again be spearheaded by the International Brigades by the Army of the East. The goal was to break through the Nationalist lines and take the key city of Zaragoza. Success here would compel the Nationalists to withdraw, bringing relief to the city of Madrid and demonstrating the Republican cause could still win the civil war.

The Nationalists had stripped this portion of the front of troops, with only three divisions holding the line. Despite their superiority in men and tanks, as well as the commitment of nearly all of the Republican air force to the offensive, the Nationalists grimly held to their positions and were able to disrupt the Republican attack. The fighting was particularly hard at Belchite, where fighting degenerated into a house-to-house slugfest that left the city in ruins.

By the start of September, the Nationalists had brought up reinforcements and gained air superiority. However, the Republican's determination managed to hold off the Nationalist counter-offensive, and by the 6th a stalemate in the war returned here. \$15 <http://www.hfdgames.com/ct.html>



Viva La Muerte! The Battle of Brunete July, 1937 The first half of 1937 was an almost complete series of disasters for the Republican cause in the north and west of Spain. Only in the territories leading to Madrid and to the south were the Nationalists thwarted, but at an increasingly bloody cost. The Soviet Union sent massive amounts of weaponry and equipment, while volunteers poured in from throughout Europe, the US and Canada to support the Republican cause.

The leadership of the Republican military decided to launch a counter-attack against the Nationalists that were deployed directly west of Madrid. The plan was to attack from the Republican held northern salient to take the crucial town of Brunete, and the main highway leading to Madrid to its south. Success here would compel the fascists to withdraw from the territory closest to the national capitol, and give the Republicans a badly needed victory. One of the largest battles of the war to date was about to unfold. \$15 <http://www.hfdgames.com/brunete.html>



Lock 'N Load Publishing

Heroes of Normandy – The Untold Stories Vol. 1 is an expansion module for **Heroes of Normandy**. It contains eight new scenarios, plus a bonus scenario in which two scenarios are combined to form a larger one. The idea for this expansion started from a long desire to tell these stories as well as enjoying hearing them. One of the many wonderful things with

books, comics and of course games is sharing the fun together. Many hours of storytelling can start off with “Do you remember, or I can’t believe this happened.” It is clear to us we weren’t the only ones who enjoy hearing these stories. We wanted our stories to be told with characters you know and enjoy playing our games but at the same time if you never played one of our games you would still enjoy reading these stories. So, a number of the story elements are taken from our Lock ‘n Load Tactical game series, specifically the names of leaders, heroes, units, and the occasional moments inspired by our own gameplay. By doing this it has added a new level to our stories and added the ability and similarity for these men and their stories to live on not just in our games but also in our stories and hearts.

The scenarios do not have to be played in order and are presented here in the same order in which they appear in the book. Most of them can be played in 45 minutes or fewer, and the replay value is high. It was also nice to get the little-used British commando units into some more scenarios. Three new 4K X-Maps are included that depict the lush Norman countryside, presenting winding streams, tree-lined farms, and a quaint village. Vital bridges need to be destroyed, important villages need to be controlled, daring rescues need to be made and vengeance must be doled out no matter the cost. Heroics, leadership and, as always, luck can mean the difference between victory and defeat. Now you can read or listen to the stories and then play them out on your gaming table!

Note 1: If you are interested in only the Paperback or Hardcover book editions you can purchase them directly from Lulu.com.

Note 2: The book edition are available in Paperback and/or PDF and Audiobook formats. Customers can select the options they want at purchase.

Requirements: To play **Heroes of Normandy – The Untold Stories** you must own **Lock ‘n Load Tactical – Heroes of Normandy**. \$40 <https://store.inlpublishing.com/heroes-of-normandy-the-untold-stories-expansion>

Bloody Mohawk - The French and Indian War is a simulation of the war, the North American theater of The Seven Years’ War fought between the English and French. One of the key aspects of this conflict was control of the two rivers that served as critical trade routes for both nations, the Allegheny and Monongahela.

Designed by Bill Molyneaux, **Bloody Mohawk** provides gamers with a fast playing, introductory-level wargame covering twelve engagements of this war, including alternate variants for you to explore. Using easy to understand rules, each scenario is designed to be played in about an hour. Special scenario rules expand the experience further, bringing unique flavor and mechanics specific to each engagement while staying historically correct.

Battles included in this game are Sainte-Foy, Plain of Abraham, Jumonville Glen, Braddock’s Defeat, Sideling Hill, Fort Necessity, Lake George, Carillon, the Siege of Fort William Henry, Mary Jemison Raid, Bushy Run, and the famous Rodger’s Rock.

Battle On Demand Edition: The Battle On Demand Edition is an entirely printed edition that includes a full-color printed manual, player aid cards, maps, laser cut counters (1/8th - 3 mm thick) counter sheets. Also included is the complete PDF Download files so you can get right into the game.

Print and Play Edition: The Print and Play Edition is also known as our Download PDF edition. For those who like to print their own game components, this option is for you. These files were designed for a fast download and can be printed on both US Letter and A4 paper sizes. Included is everything you need to print on a home printer or at a local print shop. You can select to purchase the PDF Download at a reduced price under the Available Options on the product page.

Requirements: One d10 die is required to play this game. \$35 <https://store.lnlpublishing.com/bloody-mohawk-the-french-and-indian-war>



Lost Battalion Games

Task Forces at War is a diceless, two-player, introductory card game designed to be easy to learn and quick to play. It is an ideal game for a parent to use to introduce children to the fascinating hobby of wargames or to use to expose a non-gamer to the joys of historical gaming. \$8 <http://www.lostbattaliongames.com/p-14-task-forces-at-war.aspx>



MMP

A Most Dangerous Time is the game that made Tetsuya Nakamura famous. As you have seen from MMP's **Fire in the Sky** and you will see from MMP's **A Victory Lost**, Nakamura provides a unique insight into military history. MMP is proud to present what is widely considered to be his finest effort. While

Samurai Lords provides a broad overview of Feudal Japan, **A Most Dangerous Time** focuses in on the most dire moment of all – 1570-1584. Oda Nobunaga, the most revered figure in Japanese history, fights against all of Japan, and the victor will be the ultimate master of all of Japan.

Using a unique system, Nakamura provides a simulation of this period that is one of the most profound ever made. Don't miss this one. \$65 <http://www.multimanpublishing.com/tabid/58/CategoryID/1/ProductID/18/Default.aspx>



ASL Coffee Mug is the perfect accessory for your ASL kit or the perfect gift for that ASL fanatic in your life; this large (20 oz) porcelain mug features the cover art of 27 different Advanced Squad Leader products and holds enough of your favorite fuel to get you through even the longest scenario. \$15 <http://www.multimanpublishing.com/Products/tabid/58/ProductID/362/Default.aspx>

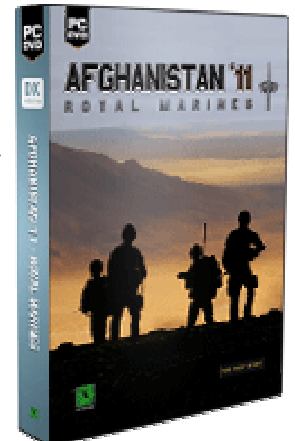


Matrix Games

Afghanistan '11: Royal Marines, just like its prequel **Vietnam '65**, revolutionized the wargame genre by representing counter-insurgency warfare with an original formula. Your goal isn't to destroy enemy units on the battlefield: by organizing logistics, intelligence, controlling territory, building infrastructure and training Afghan national forces you will be able to engage in nation building and stabilize Afghanistan. But you will succeed only if you'll manage to win the hearts and minds of the locals.

With a new faction (the UK Army), plenty of new units and vehicles, a brand new campaign featuring the length of British involvement in Afghanistan, new mechanics such as civilian vehicles, car bombs, roadblocks, Afghan national police, **Royal Marines** is sure to entertain you and give you dozens of hours of additional fun.

Commander Agrippa will lead the British forces for the first time ever on the hills and valleys of Afghanistan. \$10 <http://www.matrixgames.com/news/2682/Afghanistan.11>. RoyalMarines.is.out!



Noble Knight Games

Berlin I - Final Victory is the 'no counters' edition of part one of a two product depiction of the Battle of Berlin. This game is designed specifically for the student of military history wishing to use his ASLRB and game system to explore this fascinating time and place in military history. You will need to own the ASLRB, German and Russian nationalities, and the counter set from an earlier Berlin module. Created by Critical Hit. \$65 <https://www.nobleknight.com/P/2147733898/Berlin-I--Final-Victory>

Berlin II - Fuhrer's End is the no counters edition that provides additional scenarios that all take place on the Berlin II map set, including a macro scenario, presented in the same manner as scenario #16 from First Wave at Omaha. You will need to win the ASLRB, German and Russian Nationalities, and the counter set from an earlier Berlin module. Created by Critical Hit. \$55 <https://www.nobleknight.com/P/2147733901/>

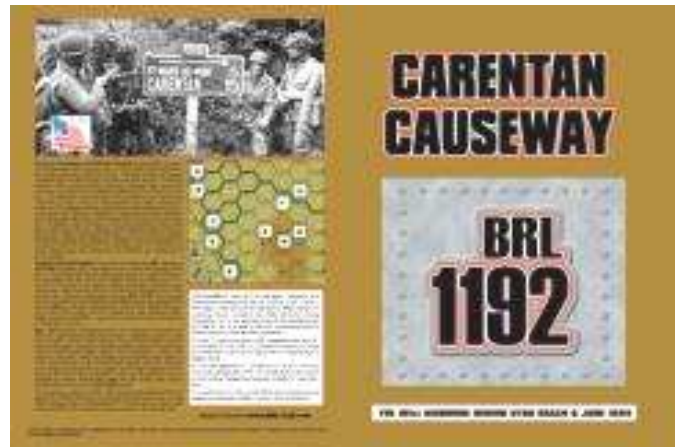
Carentan Causeway. Along the causeway to Carentan, France, 6 June 1944: The afternoon battle along the causeway wore on with obvious signs that American troops were tired coming to the fore. Following a truce that cleared casualties from the field, German intentions became obvious. The enemy meant to either drive the 502nd Parachute Regiment back across the causeway or destroy the two battalions holding the ground around a local farm. The afternoon was a period of grim holding on as German fire intensified. The B-r-r-r-p-p-p of machine-pistols was heard coming ever closer, but the hedgerow terrain concealed the approaching enemy. German troops crept along the hedgerows, coming onto American positions at the crossroads with rifle and machine-gun fire. The thirty-five men there from 1st Battalion had to fall back in a hurry. But the entire unit did not fall back. Seven men held out, creating a small defensive island on the extreme right, holding on throughout the day. For hours the enemy pressed through the orchards and hedgerows. Company C and what remained of Company A held their ground in the cabbage patch for more than six hours, taking losses but maintaining unit cohesion and holding off all enemy attacks.

Tobruk Deprogrammed launched the detailed new BRL 1192 game system and allows you to recreate the war in North Africa during World War II. The ultimate tactical-level game presentation is coupled with easy-to-understand and use rules and updated charts to enable you to re-create all the facets of the decisive Battle of Gazala—Rommel's most spectacular victory that led directly to his defeat at El Alamein only a few months later. Unlike its predecessor, the new BRL 1192TM game engine that is at the heart of **Tobruk Deprogrammed** equips you to experience Gazala *and* the entire war in North Africa. What's more, monster gaming is part of the system with DTT expansions, plus additional battlefields, and counters.

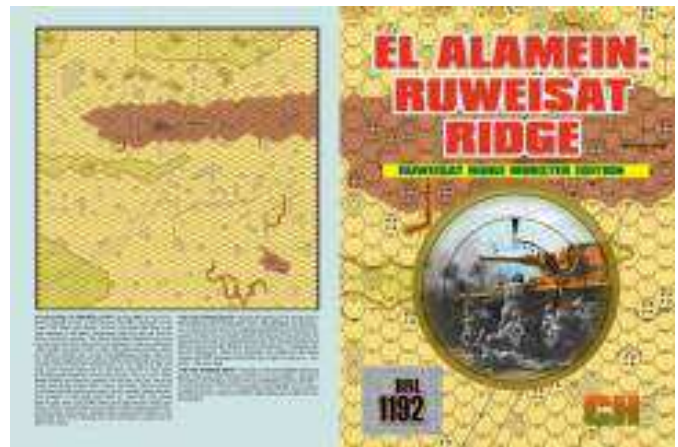
BRL 1192 delivers breathtaking action and suspense at the scale and detail true tactical-level enthusiasts demand—individual squads, weapons and tanks. All the subtle nuances of tactical-level combat are provided by the system: gun duels; separate pivoting turrets; AFV indirect fire; coaxial machine-guns; melee; smoke; armor penetration; morale; AFV overruns; and more. Tanks are modeled using discrete armor values at turret, superstructure, lower hull and track aspects and front, side and rear facings and allows for the realistic use of High Explosive, Armor Piercing, APCR and HEAT ammunition.

This is all accomplished using a detailed yet intuitive system that avoids the use of side notes, pre-recorded written moves and is solitaire friendly.

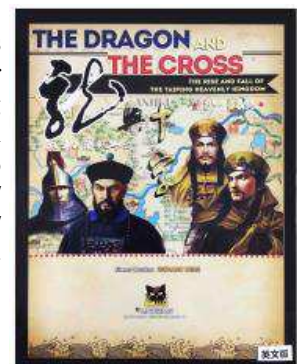
This expansion module for BRL 1192 includes nine boards that link to create one large hex map + 4 scenarios that play on the map + a new M4A1 Damage Table with Panzerfaust HPT. All the rules you need to add to the core BRL 1192 rulebook are also provided on this folding card. You also receive a new Casualty Table. This is *not* a complete game. Ownership of the BRL 1192 Core and any expansions providing American counters is required to play. Created by Critical Hit. \$50 <https://www.nobleknight.com/P/2147733299/Carentan-Causeway>



El Alamein - Ruweisat Ridge Monster Edition is the *monster* EL Alamein BRL 1192 module. Includes 36 square foot map, scenarios and rules, plus a color folio. You need to own the BRL 1192 Core/**Tobruk Deprogrammed** rules plus any one El Alamein Expansion for BRL 1192. Created by Critical Hit. \$55 <https://www.nobleknight.com/P/2147733323/El-Alamein---Ruweisat-Ridge-Monster-Edition>



The Dragon and the Cross is a strategic scale two-player wargame covering the Taiping Rebellion in China between 1850 and 1868. By Kuro Neko Design Workshop. \$59 <https://www.nobleknight.com/P/2147733875/Dragon-and-the-Cross-The>



One Small Step

If Dragons Fight: China vs. Taiwan in the Near Future is a "what if" simulation of the fighting that could occur across that island, within the timeframe of the next five or so years, if the mainlanders decide political or geostrategic conditions have evolved to where they must resolve the issue finally and by force. Such a situation would most likely occur if either or both the following two developments took place: 1) the Taiwanese officially declared their independence; and/or 2) the mainland Chinese learned the islanders had gotten, or were about to get, nuclear weapons.

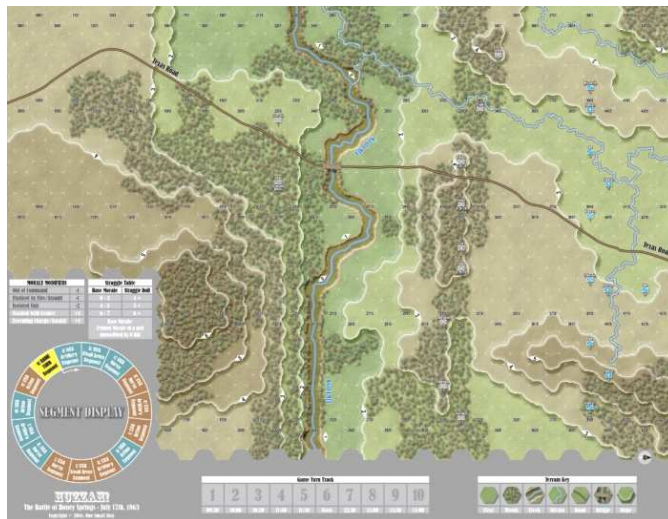
This is a two-player wargame of low-intermediate complexity that posits the critical ground-phase of this might-be war as lasting no longer than about two weeks. Such a campaign would most likely have to be preceded by a roughly equal period during which the mainlanders would use aero-naval bombardment to neutralize the ships and planes of the defenders—a long established prerequisite for oceanic invasions of this type. At the start of the game that preliminary step is presumed to have been completed. The follow-on ground war would likely be supremely violent in regard to how wars have recently been judged, but would have to be limited as to its duration. After a total crisis—aero-naval and ground—of about a month, it's most likely some kind of negotiated settlement would have to be put in place (barring the complete conquest of Taiwan) due to the inescapable economic, political, and social disarray both sides would be put through by such a supreme effort. Though designed for two-player use, the game is easily adapted for solitaire play.

Both sides orders of battle are drawn from the most recent and complete unclassified sources available. Of course, the overall Chinese ground force goes way beyond the units included in the game. For this invasion, however, about the most that could be supplied would be their airborne divisions, their special forces groups, their marine brigades, their purpose-organized amphibious regular army units, and the line units of the Nanjing Military District. (Due to its proximate geographic location in relation to Taiwan, the NMD would be the higher-level headquarters most likely to be directing this operation.) The entire Taiwanese ground force order of battle, when represented at this scale within these system parameters, is included. An overarching characteristic of the game is its unforgiving combat resolution subsystem. That is, there's no possibility of retreat from battle: all combat results are sustained as strength losses. That's to reflect the fact we have here two well armed forces, both highly motivated to achieve their objectives, and both armed to the teeth with the most lethal modern weaponry available. At the same time, both militaries would be new to warfare of this intensity. \$55 http://ossgamescart.com/index.php?main_page=product_info&cPath=4&products_id=89

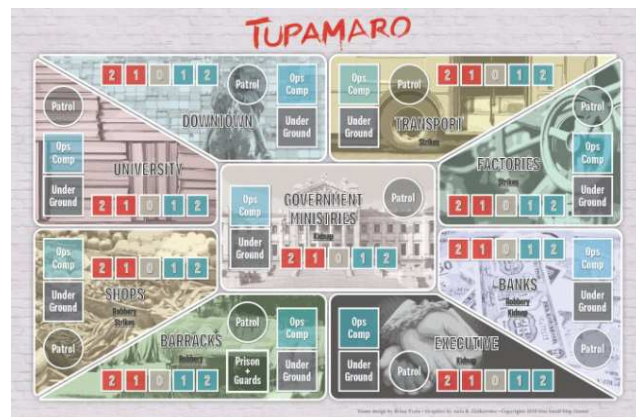


Folio No. 12: Huzzah! Honey Springs simulates American Civil War combat at the grand-tactical level. The system features encounters that are little known yet strategically significant. These are fights that, had they concluded differently, might well have transformed a campaign, a reputation, or both. So, although the battles in **Huzzah!** were little more than scrimmages compared to, say, Gettysburg or Stones River, they were not insignificant, bearing weight well beyond what mere numbers suggest.

The Battle of Honey Springs, July 17, 1863, was an important victory for Union forces in their efforts to gain control of the Indian Territory. The largest confrontation between Union and Confederate forces in the area that would eventually become Oklahoma, the engagement was unique in that African and Native Americans made up significant portions of each of the opposing armies. \$29 http://ossgamescart.com/index.php?main_page=product_info&cPath=20&products_id=97



Folio No. 13: Tupamaro is another COIN entry by designer Brian Train, **Tupamaro** is a game about the internal war between the Tupamarus and the forces of the Uruguayan State security from 1968 to 1972 fought in Montevideo. The game is an unusual treatment in that because all the action took place inside a single large city, the map is a non-representational 'map of attitudes' of the people of the city of Montevideo, with an abstract troop and time scale. The guerrilla player has many subtle strategies to try while the Government player struggles to train his security forces and keep the people on his side. \$25 http://ossgamescart.com/index.php?main_page=product_info&cPath=20&products_id=105



Taktykastrategia

Bismarck is a game for 1-2 players, in which you can try to sink the famous Bismarck. The game also includes other ships belonging to the Polish, French and Japanese fleets. The game lasts no more than 20 minutes, and the use of cards can strongly confuse the commanding array. In the case of **Bismarck**, we have three scenarios: "Fight with Hood," "Air Attack," and "Last Battle." <https://taktykastrategia.pl/>



Tiny Battle Publishing

The Battle for Ramadi is a solitaire game that depicts the climatic seven days of the assault on this key town. You are the commander of the Iraqi Security Forces, and must capture the Government Complex to secure the political victory, but your ultimate objective is to liberate the city and its inhabitants. You have elite Counter Terrorism Service troops supported by army, police and militia units. Combat is brutal and unpredictable. The city is full of IEDs, ISIS fighters, and innocent civilians.

You can also call on Coalition air assets and special forces to give you the edge.

You must plan carefully, take advantage of your freedom to deliver strikes against enemy territory at will, but also be warned that you can lose the game, even on the last turn, as your casualties mount and ISIS counterattack your exposed troops. \$26 <https://tinybattlepublishing.com/products/ramadi>

Rifles in the Ardennes recreates the tense action that characterized Ardennes in a unique single-player format. Designer and artist Gottardo Zancani has replaced the literal map typical of World War II games with a stylized track, allowing for endless customization of the battlefield.

A simple solitaire system allows the recreation of small combat engagements (five to ten units per side) over a bevy of scenarios. Blind chit draws and die rolls, combined with artfully crafted charts create an impressive "artificial intelligence," imbuing the game with a true fog of war.

The rules are generic enough to cover many periods and genres (the World Wars, Classical Battles, Science Fiction, Fantasy, and more), but the units (American, German, and Russian) and scenarios are specific to the European theatre of World War II, focusing on the years 1942-1944.

A fast paced and exciting solitaire World War II game, **Rifles in the Ardennes** offers electrifying combat action in a tiny package. \$28 <https://tinybattlepublishing.com/products/rifles-in-the-ardennes>

White Dog Games

Gorbachev: The Fall of Communism is a solitaire strategy game covering the collapse of the Soviet Union (1985-91), designed by R. Ben Madison.

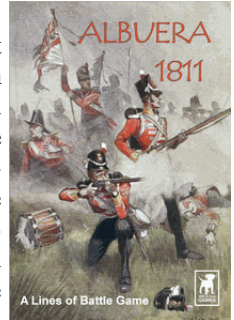
The game puts you in the role of a trusted and close advisor to Soviet leader Mikhail Gorbachev. You help him manage the stunning changes that rocked the foundations of Communism and the vast Soviet empire during "the decade that shook the world," when glasnost (candor, free speech) and perestroika

(economic and political reform) became household words that defied decades of Cold War certainty.

At the same time, you must manage Gorbachev himself, with his frequent policy shifts, mood swings, and testy relations with allies and foes alike. You will appreciate that much of the chaos you face is Gorbachev's fault in the first place.

And you'll even learn two Russian words: "Pravda", the newspaper, which means 'Truth') and "Vremya", the TV news, which means 'Time') – both of which are important features of the game! \$49 <http://www.whitedoggames.com/gorbachev>

Albuera 1811 Lines of Battle is an exciting new game system by David Kershaw that simulates Napoleonic battles at the tactical level. **Albuera 1811** is the first game in a planned series of Lines of Battle Games. A two-player game with units that represent the Spanish, English, French and Portuguese forces at the battle, **Albuera 1811** is played on an area map. Units are infantry, cavalry, and artillery with markers for leaders, square formations, and limbered/unlimbered artillery. Mr. Kershaw is the designer of the popular games **Solitaire Caesar**, **Reconquista**, **The Confederate Rebellion**, and **Vietnam Solitaire**. Games formats are boxed, folio (plastic-bag), and print-and-play. A Vassal module of the game is available with a purchased game upon request. \$54 <http://www.whitedoggames.com/albuera>



MAGAZINES

Modern War #38. Soyuz '81 is an intermediate, low-complexity two-player wargame covering the possibilities inherent within the first month of that never-run operation. The Soviet side encompasses all Soviet, East German, and Czechoslovakian forces. The Polish side consists of that nation's regular army and state militia. Each turn represents one tenth of a month (approximately three days). Each unit of maneuver is a division. The game map covers Poland and the adjacent jump-off areas for the Soviet Army.

The Soviet player is cast in the role of aggressor, attempting to make work a classic strategy of "converging columns" advancing from around the periphery of Poland. His success or failure will be reckoned on his ability to bring that country to heel without having to expend an inordinate amount of military and political power to do it. \$40

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW38>



Strategy & Tactics #313 Windhoek: The Campaign in German Southwest Africa, 1914-15 is a wargame of the campaign in which British Empire forces, mainly from the Union of South Africa, conquered the German colony of Southwest Africa. In the original campaign, the British won within ten months, but the campaign could have gone different, as von Lettow Vorbeck demonstrated in German East Africa. This is a two-player game, in which one side commands the Germans, and the other Allied forces (including South Africa, British and Portuguese colonial). The Allied player must win the game quickly, while the Germans win by delaying the Allies beyond the historical time frame. The central game mechanism is Action Points (AP). These are a quantification of each sides command and logistical capabilities. Players expend AP to recruit units and conduct various military operations. \$40



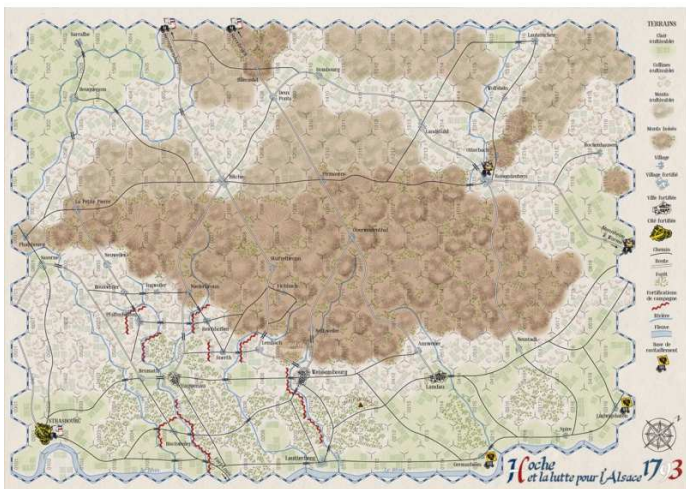
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST313>

Strategy & Tactics Quarterly Issue #3, Stalingrad

Stalingrad - Turning point in the East: This issue provides an in-depth historical analysis of one of history's greatest battles. It analyzes every facet of the 1942 German offensive in Russia, including the Soviet counteroffensive that marked the war's overall turning point. The nine chapters each include several original maps, detailed orders of battle, and numerous photographs. The issue is written to be of value to both newcomers to the topic as well as those who already consider themselves experts on it. The prose is clear and free of jargon, but rich in detail and analysis. This issue includes a map poster showing the Battle of Stalingrad. \$15

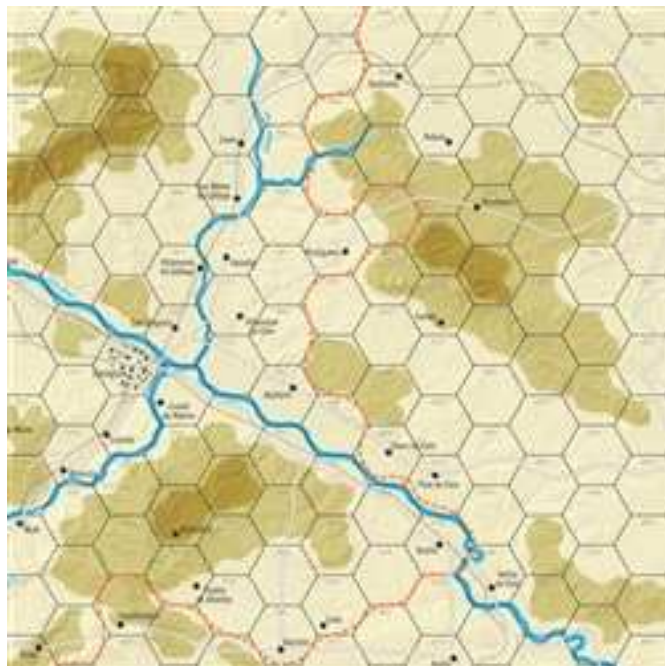
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=STQ3>

Vae Victis #141 With the game **Landau ou la mort !**, the winter campaign of generals Hoche and Pichegru in Alsace in 1793. €16 <https://www.hexasim.com/en/2392-Vae-Victis-141-avec-jeu.html>



World at War #62 Spanish Civil War Battles is a two-player, operational-level wargame of the Belchite (August to September 1937) Battles of Teruel (December 1937), and Alfambra (December 1937 to February 1938). The game uses Eric Harvey's popular *Fire & Movement* system rules with exclusive rules allowing the game to simulate these three important struggles of the Spanish Civil War. The map consists of two separate half-sheet maps depicting the area of the battles at 1km per hex and many of the charts and tables required to play the game. Units are at brigade level with the standard *F&M* fire support markers representing off map artillery and other indirect support weapons. Each turn represents a variable number of days, depending on the intensity of the action. \$40

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW62>



Yaah! Magazine #11 makes a big splash with the issue game, **Strike for Berlin**, designed by Brian Train. If you've ever wondered what would have happened if the Red Army had managed to win the Battle of Warsaw in 1920 - and then decided to take the Revolution into Germany - this is the game you've got to get on the table.

In addition to the game, this issue is chock-full of those great gaming reviews that we all love. Brad Smith shares his take on GMT Games' second edition of **Fields of Fire**, while Norm Lunde takes a look at **South China Sea** from Compass Games. Newcomer Zachary Homrighaus takes a deep dive into **The 7th Continent**, and another new writer, Joshua Buergel, heads into the dungeon with a look at **Gloomhaven**. The solitaire game **Hindenburg's Hour** gets a review from Eddie Carlson, Roger Leroux tunes into the convention scene in Canada - and then Roger and Eddie tag-team Columbia's new **Combat Infantry** with a review and an AAR. Nick O'Neill paws through all of the bits and pieces in Sid Meier's **Civilization: A New Dawn**, and Keith Beason rounds out our bucketful of reviews with his in-depth look at the 25th Anniversary Edition of **Silver Bayonet**. \$38 <https://flyingpiggames.com/products/yaah-magazine-issue-11>



Open Match Requests from Duncan Rice

Adv Squad Leader MMP	Charles Mock 1873 E
Adv Squad Leader Starter Kits 1&2	Michael Plummer 1919
Anzio 7ed AH	Mark Bayliss 1666 EP
Arab Israeli Wars AH	Scott McAninch 1718 PE
Ardennes '44 by GMT	Rob Franze 1921 VNX
Battle Cry Milton Bradley	Axel Van Looy 1909
Battles for the Ardennes	Thomas Ten Eyck 0826 PE
Battle of the Bulge AH	Rene Charbonneau 1934
Barbarossa to Berlin GMT	Andrew Patience 1646
Bitter Woods by CG or L2	Rob Franze 1921 VNX
Blitzkrieg '75 AH	Jeff Bullard 1901 PLV
Case Blue by MMP	Rob Franze 1921 VNX
Chancellorsville	Greg Thornton 1538
Circle of Fire ATO	Rudy Quiroz 1915 SEV
The Civil War AH	Axel Van Looy 1909
The Civil War VG	Andrew Patience 1646
Conflict of Heroes AG	Lourens te Beer 1908 EL
DDay 77 AH	Roger Greezicki 1865 P
DDay	Greg Thornton 1897
Dien Bien Phu: Final Gamble	Andrew Patience 1646
Legion Wargames	Rob Franze 1921 VNX
East Front Series by GMT	Graeme Dandy 916 EV
Flying Colors GMT	Andrew Patience 1646
France 1940 Vae Victis	Andrew Patience 1646
Frederick the Great SPI	Roger Greezicki 1865 P
Gettysburg 64 AH	Andrew Patience 1646
Great Game by Legion Wargames	Rudy Quiroz 1915 SEV
Holland '44 GMT	Rene Charbonneau 1934
Imperium Romanum	Robert Lentz 1895 EPX
Kriegspiel AH	Paul Koenig 1577
The Korean War VG	Graeme Dandy 916 ECV
A House Divided GDW	Scott McAninch 1718 PE
Panzer Blitz AH	Scott McAninch 1718 PE
Panzer Leader AH	Scott McAninch 1718 PE
Richthofen's War AH	Mike Paul 1578
Russia Besieged L2	Thomas Ten Eyck 0826 PE
Second Fleet VG	Richard Passow 1453 EPLX
Siege of Constantinople S&T #66	Rudy Quiroz 1915 SEV
Silver Bayonet GMT	Roger Greezicki 1865 P
Stalingrad 2ed AH	Andrew Patience 1646
Storm Over Arnhem MMP	Andrew Patience 1646 V
Storm Over Dien Bien Phu MMP	Andrew Patience 1646
Storm Over Stalingrad MMP	Richard Passow 1453 EPLX
Sweden Fights on GMT	Robert Lentz 1895 EPX
Tactics II AH	Duncan Rice 1394 V
Tank on Tank LnL	Thomas Ten Eyck 0826 PE
Third Fleet VG	Mark Bayliss EP 1666
Trireme AH	Lourens te Beer 1908 VL
Tunisia II MMP	Andrew Patience 1646
Turning Point Stalingrad AH	Jeff Miller 1303
War of the Suns MMP	Jeff Miller 1303
Warriors of God MMP	

Match Coordinator

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

Match Codes

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

Multiplayer Games

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

Advanced Third Reich AH - Rene
 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
 Kremlin AH – Jeff Miller [1303] V

Multiplayer Coordinator

Jeff Miller

Before I move on to the gaming, I want to express my sadness at the passing of member Rod Coffey.

I met Rod at WBC, and we hit it off and ended up playing some of the American Revolution series like **Germantown** and **Pensacola** using Vassal. He was a true competitor, sportsman, and overall great guy.

My last email from him was on Friday, telling me he was in the hospital and there would be a delay in getting me his move.

I have always believed that it is more important that we enjoy the company of our opponent than if we win or lose the game. Rod was an outstanding guy to play with; win or lose he always made it fun. He will be missed and our club has lost a good man.

My condolences to his family as they have indeed lost someone special.

On the multiplayer front, our game of **Here I Stand** has kicked off.

I have the Ottomans, which will be interesting, as my only experience has been playing a couple of turns as the English.

It looks like I need to bring the Balkans to heel, and free them from the tyranny of Vlad the Impaler. Of course my Corsair will make sure the Med is free for all true believers to sail in peace. ☺

No new requests for multiplayer games to report this time.

But I will leave you with the following thought:

Winter is coming. Playing a game will keep the night terrors at bay. So, how about some game requests!!? ☺



Current Multiplayer Games

