

From Your President Bob Best

Today is Friday November 23, 2018. It's "Black Friday" and Sue and I have returned from our foray into shopping chaos. We've been shopping for Christmas toys for The USMC Toys for Tots program. It's one of our favorite traditions for the holiday season and this year is no different. We wear our Santa hats and fill the back of our red Jeep with toys and games. Makes us feel like Santa in his red "Sleigh"! Last year we filled three toy barrels when we delivered the toys to our local fire house. Great fun!

As I write this, I'm watching the rain coming down. It's been raining now for two days, and it has almost extinguished the huge fires burning to the north of us here in California. For the last 18+ days, the Camp Fire has sent out large quantities of hazardous smoky air that has built up over the San Francisco bay area. The news media said it was the worst air quality in the entire world! Today though, the air is fresh and moist, and it's really nice to be breathing good clean air again.

Because of the smoky air, we've spent many days inside the house of late, and that has given me some time to work on gaming projects I have going and to make some game moves for the games I am playing with my fellow AHIKSers. Getting some enforced indoor time was one of the good points in the overall bad air period.

On the Home Front

My SPI Quad game **Wurzburg** with member Bill Klitzke has gone down to the final turn. We are playing the first scenario, "Advance to Contact." The game is turning into a real slugging match over possession of the most city hexes in Wurzburg and trying to keep a supply line open to them from off board. The photo shows my Soviet Armored spearhead driving into the US lines and attempting to wrest control of the key road junction controlling supply for Bill's US units. He has to control more city hexes than I do and have an open supply line to them to win. Bill has this movement and combat turn to stop the Soviet armored juggernaut! Good luck, Bill!



Soviet Armor driving into US lines In SPI's **Wurzburg** game on Turn 5.

Omar DeWitt and I are continuing our Victory Point game of **Target: Leningrad**. We are in turn 4 and Omar, who is running the German side, has kept my Soviet army reeling since the opening turn. The Soviet army has just disintegrated under his masterful tactics. Leningrad has fallen and the field of battle has pretty much been swept clean, as you can see in the photo. The Soviets have a tiny toehold in Narva, and I think that is about to be overrun too. I think I am about to lose the game here! Great job, Omar!



German units clearing the field - Turn 4 of our **Target: Leningrad** game.

There is no Solitaire Game column this issue. Real Life and a deep involvement in a gaming project have taken most of my free time of late. I have been extremely busy, but I hope to have it wrapped up before the next issue. I hope to have another Solitaire Game column then that will report on some interesting games I have acquired over the last couple of months. Many of them are solitaire games that include **Corsair Leader**, **Night Fighter Ace**, **Down in Flames - Locked On**, **Fort Sumter**, **Holland '44**, and **Traveller - Starter Set** card game. None of these have had the shrink removed yet, unfortunately, but I do hope to do that over the Christmas Holidays. Look for the Solitaire Games column to return in early 2019.

What's Happening Around AHIKS

There has been little activity involving the Executive Committee since last issue. Member Art Dohrman has proposed hosting a **Panzer Leader/Panzer Blitz** email campaign, and the Exec has voted to support his campaign game with a winner's plaque. If you are interested in playing, contact Art at: art.dohrman@gmail.com. Art has posted a call for players and some general information on the scenario being considered on the AHIKS Forum at our website at www.ahiks.com.

Member Robert Granville's long awaited multiplayer **Diplomacy** game has gotten underway. Robert is running weekly turns and is posting the action along with photos of the game map and general situation on the "AHIKS" Facebook page for any of you who want to follow along in real time. Robert should also have a report on the game's progress in this issue of *The K*.

Member Randy Heller has started a new group on Facebook called "**Bitter Woods** wargame fans." If you like the game **Bitter Woods**, you should stop by the group and ask Randy to join. They have posted some interesting topics.

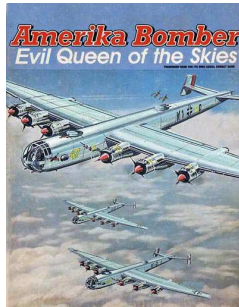
Another new Facebook group that might be of interest to some of our members is "Fans of Victory Games' **Carrier**." If you like VG game's **Carrier**, you should check out this group. Lots of interesting information and some errata and additional modules and scenarios are posted.

If you are a AH **B-17 Queen of the Skies** or Legion Wargames **Target for Today** fan, you should check out Facebook's "Solitaire Wargames" group. Gamer/Designer Greg Smith has posted a new "What If" air combat game called **Amerika Bomber—Evil Queen of the Skies**, a solo hypothetical game about Germany bombing America during World War II. The player commands a German "Amerika Bomber," and it is played like **B-17 QotS** or **TFT**. Greg is looking for play testers and is giving the game out for free to interested gamers. If this interests you, grab a copy of Greg's game while it is available.

With this issue, the 2018 Mark A. Fassio award for the Best Article for 2018 is closed. The selection committee will be reviewing the submissions for 2018, and we will make a choice of the Best Article. Results will be announced in the February 2019 issue.

I would like to wish all of you a Very Happy and Safe Holiday Season!

So, until next time... Happy Gaming!



Possible Panzerblitz/Panzer Leader pbem Tournament

from Art Dohrman

How many of you would be interested in an AHIKS **Panzerblitz/Panzer Leader** email tournament? I've exchanged emails with President Bob Best and MC Duncan Rice, and posted to the AHIKS forum and Facebook group and gotten some encouragement. I have a few ideas on how to organize this but will be guided by your feedback.

Depending on numbers, we could have single elimination, double elimination, or some version of group play with the group leaders advancing to a single elimination knockout stage (similar to how the World Cup is set up). Some preliminary feedback from the Facebook group seems to be in favor of either a group play format or a Swiss elimination format, with the top players in either case advancing to a single elimination knockout stage.

Match assignments seeded by AREA score or random? Your thoughts on this please.

We would want to have fairly brisk play – the goal would be to have each game complete in a 4 to 6 month time frame, with a goal for the overall tournament to be complete in 12 to 18 months.

I have electronic versions of the tournament situations used at WBC that I can post to the AHIKS forum for people to use; of course each pair of players can chose to use one of them or another situation entirely. In the interest of prompt game play however, it would be best to use a small situation rather than one with a lot of units and many turns.

Use of Vassal as a player aide strongly encouraged. I expect we would be able to get everything organized, make match assignments, and start playing in early January. So what do you all think? Please respond to art.dohrman@gmail.com if you'd be interested in participating, and give me your thoughts also on tournament format, match assignments, and any other topic."

Thanks! If you have any questions you can reach me at 256-527-3389; be advised, though, that you may have to leave a message, and I'll call you back.



Treasury Notes

Brian Stretcher



Brian will be back next month.

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.

- 1935 Blake Walker, Vancouver, BC
- 1936 Tim Wolf, Lomira, WI
- 1937 Russell Lance, Reading, PA
- 1938 Scott Bramley, San Diego, CA
- 1939 James Pulles, Regina, Canada
- 1940 Kevin Bertram, Washington, DC
- 1941 Brian Tropani, East Greenwich, RI

SPI's Wellington's Victory, Bringing it into the 21st Century

from Charles Sutherland

Wellington's Victory is one of the best simulations of the Waterloo battle around. Yes, it has not kept up with the advances of the gaming industry, but, with just a few additions and changes to the system, it will sing again and give any design out there a run for its money.

The turn sequence was designed to give the English an advantage of reaction to French moves before the first phase, however this same advantage works as a huge disadvantage for the Prussians who have a very difficult time launching cavalry charges due to the sequence of play. How do we fix this? Replace the sequence of play with a normal one, and use hidden deployment sheets to give a fog of war for the French.

Fog of war is simple to replicate. Take a hex sheet of paper, place an A-Z counter on it and a second one on the battle map to represent the relative location of troops on the sheet; place the troops on the sheet from the map. If a counter is 3 hexes down and two left of the A on the map you simply place it on the sheet the same distance. If the French get a LOS on the area, remove the counters from the sheet and place them on the map. There is a new phase added called reserve movement; this is intended to show the skills and allow some surprises to be interdicted into the turn. For **Wellington's Victory** assign four reserves to the Allies, three to the French, and one to old Blucher.

Sequence of play is now the following:

Turn Sequence

1. French Command Phase
 - a. On hour turns, pay morale costs for active brigades.
 - b. On hour turns, deactivate brigades.
 - c. Declare and roll for cavalry charges.
 - d. Activate new brigades.
2. Allied Moral Check Phase
 - a. Check morale for all units in charge zones.
 - b. Any inactive brigades in charge zones must become active.
3. Allied Facing Formation Phase
 - a. Change facing and formation at no cost. Place Reserve Markers for any units wishing to delay movement until after the fire phases. You obtain one reserve marker for one half the Army command ratings.
4. French Rally Phase
 - a. Any Disordered Units not in minimum fire zones recover.
 - b. Any Routed Units 9 hexes away from the enemy and stacked with a leader become disordered.
5. Allied Movement Phase
 - a. Move all units. (All units in a charge zone move at double the costs for movement.) Do not move units in reserve.
6. French Cavalry Charge / Infantry Shock Phase
 - a. Resolve one charge/shock attack at a time.
 - b. Infantry Shock details.
 - 1) **Declare a Shock attack.**
 - 2) Defender checks morale. Add +1 to the die roll for each odds above 100% (using the Shock Table Odds) and each morale advantage of the attacker. Subtract the same. British and KGL subtract 2 on defense.
 - 3) Reaction Fire for all Enemy Minimum Fire Zones around Attacker. (No morale checks are performed at this time for fire results until after all fire has finished.
 - 4) Attacker Morale Check.
- 3) Reaction Fire for all Enemy Minimum Fire Zones around attacker. (No morale checks are performed at this time for fire results until after all fire has finished.
 - 4) Attacker Morale Check.
 - 5) Check table, roll, and apply result.
 - 6) Attacker must advance if the defender retreats for any reason.
- 2) **Cavalry Charge attack:** move the cavalry unit until it makes contact with the enemy target. If for some reason you fail to make contact, the cavalry unit stops in the last hex moved and becomes disordered. Note that if the Cavalry unit moves within reaction range of an enemy cavalry unit, it rolls to intercept, like in normal rules.
7. Artillery Fire Phase
 - a. Alternate firing one battery at a time.
8. Infantry Fire Phase
 - a. Alternate firing, one battalion at a time.
9. Allied Reserve movement.
 - a. The allied player may move any stacks that were placed in reserve in his the Facing Formation Phase.
10. Allied Command Phase
 - a. On hour turns, pay morale costs for active brigades.
 - b. On hour turns, deactivate brigades.
 - c. Declare and roll for cavalry charges.
 - d. Activate new brigades.
11. French Moral Check Phase
 - a. Check morale for all units in charge zones.
 - b. Any inactive brigades in charge zones must become active.
12. French Facing Formation Phase
 - a. Change Facing and Formation at no Cost. Place Reserve Markers for any units wishing to delay movement until after the fire phases. You obtain one reserve marker for one half the Army command ratings.
13. Allied Rally Phase
 - a. Any Disordered Units not in Minimum Fire Zones recover.
 - b. Any Routed Units 9 hexes away from the enemy and stacked with a leader become disordered
14. French Movement Phase
 - a. Move all units. (All units in a charge zone move at double the costs for movement.) Do not move units in reserve.
15. Allied Cavalry Charge / Infantry Shock Phase
 - a. Resolve one charge/shock attack at a time.
 - b. Infantry Shock details.
 - 1) **Declare a Shock attack.**
 - 2) Defender checks morale. Add +1 to the die roll for each odds above 100% (using the Shock Table Odds) and each morale advantage of the attacker. Subtract the same. British and KGL subtract 2 on defense.
 - 3) Reaction Fire for all Enemy Minimum Fire Zones around Attacker. (No morale checks are performed at this time for fire results until after all fire has finished.
 - 4) Attacker Morale Check.

- 5) Check table, roll, and apply result.
- 6) Attacker must advance if the defender retreats for any reason.
- 2) **Cavalry Charge attack:** move the cavalry unit until it makes contact with the enemy target. If for some reason you fail to make contact, the cavalry unit stops in the last hex moved and becomes disordered. Note that if the Cavalry unit moves within reaction range of an enemy cavalry unit, it rolls to intercept like in normal rules.

16. Artillery Fire Phase

- a. Alternate firing, one battery at a time.

17. Infantry Fire Phase

- a. Alternate firing, one battalion at a time.

18. French Reserve Movement Phase

- a. The French player may move any stacks that were placed in reserve in the Facing Formation Phase

19. Advance Game Turn Marker

Because the turn now includes two fire phases, we are going to reduce the combat losses and convert to a base 10 system. For Morale, all you have to do is add 4 to morale values of all units except Skirmishers who gain +3 to their morale. So a 5-4-4 infantry is now a 5-8-4 infantry for game purposes.

The combat table below is a base 10 combat table with a new result of 0.5. Anything with a 0.5 or 1.5 result requires a second die roll to round up or down. A 1-5 and you round down, 6-10 you round up. Of course, you are free to use a base 6/4/8 or any other die you want to round with using the same 50/50 rounding process. I suggest you roll two dice to achieve the results of loss or rounding faster. Any 0.5 or above result, regardless of rounding, always causes a morale check of the defending unit. 3 skirmishers, 4 2 rank line, 5 3 or 4 rank lines may fire out of a single hex.

In the case of skirmishers, they are considered in open order. Because we have created that formation to allow formed units to be in woods or town hexes and not be overly impacted, the simple solution is this. Anytime an Open Order unit suffers a disorder result, convert it to a Route if it is in clear terrain. Only Skirmishers and also formed units using strategic movement are considered in Open Order in clear terrain.

Optional Rules that Should be Used:

Skirmishers may withdraw from shock combat. If attacked by cavalry, they may only withdraw one hex to a formed unit or covered terrain.

Skirmishers may make only one shock attack in the shock phase. Formed infantry may make two. Cavalry in a charge may make unlimited shock attacks as long as they end up adjacent to another unit. The Old Guard uses the old Guard Charge rules. If the units they move next to disorder, they may assault them even if above the limit of two combats.

Skirmishers in clear terrain double their morale check modifiers for cavalry charge range if they have no retreat hex to be used for retreat before combat.

Skirmishers who stand to receive a shock combat from a formed unit without withdrawing double any morale check modifiers.

The New Formation of L'Ordre Mixte occupies two hexes. Place one French formed infantry in column in each of the two hexes, then place an addition battalion on the hex spare at the junction of the two units. They have the firepower of the unit in line up to five maximum plus two points from each of the units in column.

Line and L'Ordre Mixte total combat value is halved if firing into a hex that cannot be seen by both hexes of the formation. Odd numbers are decided by the attacker but must stay as even as possible. The old method of firing as a disordered unit penalized the two hex line formations.

Square formations may house disordered formations inside of them. This is called a rally square and the housed units take no part in combat but suffer any morale effects.

Square formations that exit square while in a charge zone must check morale as though they started the phase in the charge zone out of square, suffering any failed results like any other unit.

Massed targets over 9 factors suffer additional die-roll modifiers if they are a subject of a fire attack. When a disordered formation moves into a square formation, the square formation must roll a morale check.

Units in disordered morale state are still in their original formation before disordering for Fire and Shock combat purposes. Squares lose their defensive abilities vs. cavalry if disordered.

Artillery crews may withdraw to a formed unit or covered terrain that is adjacent to it to avoid a cavalry charge or shock attack. When the cavalry unit reaches two-hex range, it fires. The cavalry moves adjacent to the unit and the artillery crew either fires again and stays or it retreats one hex to a formed unit and is considered at the bottom. In the case of an infantry shock attack, they may fire at the adjacent unit and then still retreat.

The reserve movement phase for Wellington's Victory is limited to the following. Allied has four reserve movement as a limit, French has three, Prussia has two. If Wellington is wounded/killed the Allied rate drops to two. If Ney is wounded, France drops from three to two. If Napoleon is wounded it drops from three to one. If both French leaders are wounded, France drops to one. If Blucher is wounded, Prussia drops to zero.

If a routing infantry unit retreats next to a formed cavalry unit, check morale for the cavalry unit, if it passes, the infantry recovers to a disordered state.

Use the out of control rules for English Cavalry if it tries to halt its charge; with a 1-4, it must continue. Note that cavalry units who are charging may attempt to change facing during the charge, requiring a morale check with modifiers for how far they have moved and what formation they are in.

Units that roll a 10 are considered in a weaken ammo state; for each ammo depleted marker on them, they suffer a minus one die roll in combat and a plus one die roll in morale checks. You may recover one level by not firing in a fire phase. From Game Turn 32 on, 9-10 weakens the state and a 6-10 is needed to recover a level.

Units that attack using shock combat below 50% odds or more than minus two morale difference, suffer an automatic R result.

Use the 4 rank line as described in the rules.

Apply all standard rules except where changed above. Using this system you will bring Wellington's Victory into the modern era; skirmishers will need to stay close to formed units or covered terrain in order to be safe from cavalry, who are their nemesis. The Prussians, who had been hindered by the turn sequence in using their cavalry effectively, will now be a formidable opponent of Napoleon's flank. Militia-type units will be able to stop hiding in square formation and their 6/5 morale will stand some chance on a cavalry charge.

Formation Type	STRENGTH															
	1..12			* ..12			* ..12			* ..12			* ..12			
Turkish Militia, Square, Disordered, Max Range Inf.	1..12			* ..12			* ..12			* ..12			* ..12			
Column, Max Range Artillery	1..5			6..12			*			*			*			
Landwehr, Opolchane, Militia, Garrison, Turkish Line	1..4			5..9			10..12			*			*			
French National Guard, Russian Line	1..4			5..7			8..12			*			*			
Austrian, Prussian, Minor Allies Line/Skirmishers	1..3			4..6			7..10			11..12						
French Line, Russian/Austrian Gren./Skirmishers, Prussian Fus./Skirmishers, Dragoons, Med. Rnge	1..3			4			5,6			7..12						
French Light, French Young Guard, Russian/Prussian Guard, French Skirmishers	1,2			3			4,5			6,7			8..12			
French Old/Medium Guard, All English, Kings German Legion, Minium Range Artillery	1			2			3			4,5			6..12			
	Die Roll	A	B	C	A	B	C	A	B	C	A	B	C	A	B	C
COLUMN SQUARE OR MASSED TARGET	1										0.5			0.5	0.5	0.5
	2				0.5			0.5	0.5		0.5	0.5	0.5	0.5	0.5	0.5
	3	0.5			0.5	0.5		0.5	0.5		0.5	0.5	0.5	1	0.5	0.5
	4	0.5	0.5		0.5	0.5	0.5	0.5	0.5	0.5	1	0.5	0.5	1	1	0.5
	5	0.5	0.5		0.5	0.5	0.5	1	0.5	0.5	1	1	0.5	1.5	1	1
	6	0.5	0.5	0.5	1	0.5	0.5	1	1	0.5	1	1	1	1.5	1	1
	7	1	0.5	0.5	1	1	0.5	1	1	1	1.5	1	1	1.5	1.5	1
	8	1	1	0.5	1	1	0.5	1.5	1	1	1.5	1.5	1	1.5	1.5	1.5
	9	1	1	0.5	1.5	1	1	1.5	1.5	1	1.5	1.5	1.5	2	1.5	1.5
	10	1.5	1	1	1.5	1.5	1	1.5	1.5	1.5	2	1.5	1.5	2	1.5	1.5
L'ORDRE MIXTE FORMATION (Mixed Order Column/Line/Column)	1										0.5			0.5	0.5	
	2				0.5			0.5			0.5	0.5		0.5	0.5	
	3				0.5			0.5	0.5		0.5	0.5		0.5	0.5	0.5
	4	0.5			0.5			0.5	0.5	0.5	0.5	0.5	0.5	1	0.5	0.5
	5	0.5	0.5		0.5	0.5		0.5	0.5	0.5	1	0.5	0.5	1	1	0.5
	6	0.5	0.5		0.5	0.5	0.5	1	0.5	0.5	1	1	0.5	1	1	1
	7	0.5	0.5	0.5	1	0.5	0.5	1	1	0.5	1	1	1	1	1.5	1
	8	1	0.5	0.5	1	1	0.5	1	1	0.5	1.5	1	1	1.5	1.5	1
	9	1	1	0.5	1	1	0.5	1	1	1	1.5	1.5	1	1.5	1.5	1.5
	10	1	1	0.5	1.5	1	1	1.5	1.5	1	1.5	1.5	1.5	2	1.5	1.5
LINE FORMATION	1										0.5			0.5	0.5	
	2										0.5	0.5		0.5	0.5	
	3							0.5			0.5	0.5		0.5	0.5	
	4				0.5			0.5	0.5		0.5	0.5	0.5	0.5	0.5	0.5
	5	0.5			0.5	0.5		0.5	0.5		0.5	0.5	0.5	1	0.5	0.5
	6	0.5	0.5		0.5	0.5		0.5	0.5	0.5	1	0.5	0.5	1	1	0.5
	7	0.5	0.5		0.5	0.5	0.5	1	0.5	0.5	1	1	0.5	1	1	1
	8	0.5	0.5	0.5	1	0.5	0.5	1	1	0.5	1	1	1	1.5	1	1
	9	1	0.5	0.5	1	1	0.5	1	1	1	1.5	1	1	1.5	1.5	1
	10	1	1	0.5	1	1	1	1.5	1	1	1.5	1.5	1	1.5	1.5	1.5
SKIRMISHER OR ARTILLERY	1													0.5	0.5	
	2													0.5	0.5	
	3										0.5			0.5	0.5	
	4							0.5			0.5			0.5	0.5	
	5				0.5			0.5	0.5		0.5	0.5		0.5	0.5	
	6	0.5			0.5	0.5		0.5	0.5		0.5	0.5		1	0.5	0.5
	7	0.5	0.5		0.5	0.5		0.5	0.5	0.5	1	0.5	0.5	1	1	0.5
	8	0.5	0.5	0.5	0.5	0.5	0.5	1	0.5	0.5	1	1	0.5	1	1	1
	9	0.5	0.5	0.5	1	0.5	0.5	1	1	0.5	1	1	1	1.5	1	1
	10	1	0.5	0.5	1	1	1	1	1	1	1.5	1	1	1.5	1.5	1
COVERED TERRAIN	1															
	2															
	3													0.5	0.5	
	4										0.5			0.5	0.5	
	5							0.5			0.5			0.5	0.5	
	6				0.5			0.5	0.5		0.5	0.5		0.5	0.5	
	7	0.5			0.5	0.5		0.5	0.5		0.5	0.5		1	0.5	0.5
	8	0.5	0.5		0.5	0.5		0.5	0.5	0.5	1	0.5	0.5	1	1	0.5
	9	0.5	0.5		0.5	0.5	0.5	1	0.5	0.5	1	1	0.5	1	1	1
	10	0.5	0.5	0.5	1	0.5	0.5	1	1	0.5	1	1	1	1.5	1	1
HARD COVER	1															
	2															
	3															
	4															
	5										0.5			0.5	0.5	
	6							0.5			0.5			0.5	0.5	
	7				0.5			0.5	0.5		0.5	0.5		0.5	0.5	0.5
	8	0.5			0.5	0.5		0.5	0.5	0.5	0.5	0.5	0.5	1	0.5	0.5
	9	0.5	0.5		0.5	0.5		0.5	0.5	0.5	1	0.5	0.5	1	1	0.5
	10	0.5	0.5	0.5	0.5	0.5	0.5	1	0.5	0.5	1	1	1	1	1	1

The shock table will also need to be able to convert to a base 10 system, the results are explained at the bottom of the table.

		SHOCK COMBAT TABLE									
		Die Roll	-2	-1	0	+1	+2	+3	+4	+5	+6
300% Ratio	1	DR1/D1	DR1/D1	DR1/D1	D1/DR1	D1/DR1	D1/DR1	D1/DR1	D1/DR1	*/DR	*/DR
	2	DR/*	DR/*	B2/*	*/B2	*/B2	*/B2	*/DR	*/DR	*/DR	*/DR
	3	DR/*	DR/*	*/B2	*/B2	*/B2	*/DR	*/DR	*/DR	*/DR	*/DR
	4	B2/*	B2/*	*/B2	*/B2	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR
	5	*/B2	*/B2	*/B2	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR
	6	*/B2	*/B2	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR
	7	*/B2	*/B2	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR	D1/R
	8	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR	D1/R	D1/R	D1/R	*/R
	9	*/DR	*/DR	*/DR	*/DR	*/DR	D1/R	*/R	*/R	*/R	*/R
	10	D1/DR1	D1/R	D1/R	D1/R	D1/R	*/R	*/R	*/R	*/R	*/R
200% Ratio	1	DR1/D1	DR1/D1	DR1/D1	DR1/D1	D1/DR1	D1/DR1	D1/DR1	D1/DR1	D1/DR1	*/DR
	2	DR/*	DR/*	DR/*	B2/*	*/B2	*/B2	*/B2	*/DR	*/DR	*/DR
	3	DR/*	DR/*	DR/*	*/B2	*/B2	*/B2	*/DR	*/DR	*/DR	*/DR
	4	B2/*	B2/*	B2/*	*/B2	*/B2	*/DR	*/DR	*/DR	*/DR	*/DR
	5	B2/*	*/B2	*/B2	*/B2	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR
	6	*/B2	*/B2	*/B2	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR
	7	*/B2	*/B2	*/B2	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR
	8	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR	D1/R	D1/R	D1/R	D1/R
	9	*/DR	*/DR	*/DR	*/DR	*/DR	D1/R	*/R	*/R	*/R	*/R
	10	D1/DR1	D1/DR1	D1/R	D1/R	D1/R	*/R	*/R	*/R	*/R	*/R
150% Ratio	1	DR1/D1	DR1/D1	DR1/D1	DR1/D1	DR1/D1	D1/DR1	D1/DR1	D1/DR1	D1/DR1	D1/DR1
	2	DR/*	DR/*	DR/*	DR/*	B2/*	*/B2	*/B2	*/B2	*/B2	*/DR
	3	DR/*	DR/*	DR/*	DR/*	*/B2	*/B2	*/B2	*/DR	*/DR	*/DR
	4	B2/*	B2/*	B2/*	B2/*	*/B2	*/B2	*/DR	*/DR	*/DR	*/DR
	5	B2/*	B2/*	*/B2	*/B2	*/B2	*/DR	*/DR	*/DR	*/DR	*/DR
	6	B2/*	*/B2	*/B2	*/B2	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR
	7	*/B2	*/B2	*/B2	*/B2	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR
	8	*/B2	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR	D1/R	D1/R
	9	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR	D1/R	*/R	*/R	*/R
	10	D1/DR1	D1/DR1	D1/DR1	D1/R	D1/R	D1/R	*/R	*/R	*/R	*/R
100% Ratio	1	R/D1	DR1/D1	DR1/D1	DR1/D1	DR1/D1	DR1/D1	D1/DR1	D1/DR1	D1/DR1	D1/DR1
	2	DR/*	DR/*	DR/*	DR/*	DR/*	DR/*	B2/*	*/B2	*/B2	*/B2
	3	DR/*	DR/*	DR/*	DR/*	DR/*	*/B2	*/B2	*/B2	*/B2	*/DR
	4	B2/*	B2/*	B2/*	B2/*	B2/*	*/B2	*/B2	*/DR	*/DR	*/DR
	5	B2/*	B2/*	B2/*	*/B2	*/B2	*/B2	*/DR	*/DR	*/DR	*/DR
	6	B2/*	B2/*	*/B2	*/B2	*/B2	*/DR	*/DR	*/DR	*/DR	*/DR
	7	*/B2	*/B2	*/B2	*/B2	*/B2	*/DR	*/DR	*/DR	*/DR	*/DR
	8	*/B2	*/B2	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR	D1/R
	9	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR	D1/R	*/R
	10	D1/DR1	D1/DR1	D1/DR1	D1/DR1	D1/R	D1/R	D1/R	*/R	*/R	*/R
75% Ratio	1	R/D1	R/D1	DR1/D1	DR1/D1	DR1/D1	DR1/D1	DR1/D1	D1/DR1	D1/DR1	D1/DR1
	2	DR/*	DR/*	DR/*	DR/*	DR/*	DR/*	B2/*	*/B2	*/B2	*/B2
	3	DR/*	DR/*	DR/*	DR/*	DR/*	DR/*	*/B2	*/B2	*/B2	*/B2
	4	DR/*	B2/*	B2/*	B2/*	B2/*	B2/*	*/B2	*/B2	*/DR	*/DR
	5	B2/*	B2/*	B2/*	B2/*	*/B2	*/B2	*/B2	*/DR	*/DR	*/DR
	6	B2/*	B2/*	B2/*	*/B2	*/B2	*/B2	*/DR	*/DR	*/DR	*/DR
	7	B2/*	*/B2	*/B2	*/B2	*/B2	*/B2	*/DR	*/DR	*/DR	*/DR
	8	*/B2	*/B2	*/B2	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR
	9	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR	D1/R
	10	D1/DR1	D1/DR1	D1/DR1	D1/DR1	D1/DR1	D1/R	D1/R	D1/R	D1/R	*/R
50% Ratio	1	R/D1	R/D1	R/D1	DR1/D1	DR1/D1	DR1/D1	DR1/D1	DR1/D1	DR1/D1	D1/DR1
	2	DR/*	DR/*	DR/*	DR/*	DR/*	DR/*	DR/*	DR/*	B2/*	*/B2
	3	DR/*	DR/*	DR/*	DR/*	DR/*	DR/*	DR/*	DR/*	*/B2	*/B2
	4	DR/*	DR/*	B2/*	B2/*	B2/*	B2/*	B2/*	B2/*	*/B2	*/B2
	5	DR/*	B2/*	B2/*	B2/*	B2/*	*/B2	*/B2	*/B2	*/B2	*/DR
	6	DR/*	B2/*	B2/*	B2/*	*/B2	*/B2	*/B2	*/B2	*/DR	*/DR
	7	B2/*	B2/*	*/B2	*/B2	*/B2	*/B2	*/B2	*/B2	*/DR	*/DR
	8	B2/*	*/B2	*/B2	*/B2	*/B2	*/DR	*/DR	*/DR	*/DR	*/DR
	9	*/B2	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR	*/DR
	10	*/DR	D1/DR1	D1/DR1	D1/DR1	D1/DR1	D1/DR1	D1/DR1	D1/R	D1/R	D1/R

* - No Effect

B2 - Back 2 Morale Check

DR - Disordered Retreat

D1 - Disordered Lose 1 strength point

DR1 - Disordered Retreat lose 1 strength point

R - Routed lose 2 strength points retreat 3 hexes

Staking is another issue that needs to be addressed. We are attempting to weaken skirmishers, so the following are now the limits.
Also any unit in woods or Town/City/Chateau are considered in open order, including skirmishers.

Type	Clear, Sunken Road	Woods	Chateau	Town/City
Infantry	36 Column, 18 Line, 9 Skirmisher	18 in open order	9 in open order	18 in Open Order
Cavalry	36 Column, 18 Line, 9 Skirmisher	12 in open order or 1 regiment	N/A	12 in open order or 1 regiment
Artillery	Limbered 5/ Unlimbered 1 Battery	5 Limbered 1 Battery Unlimbered	N/A	Limbered 4/ Unlimbered 1 Battery

**In Shock combat you may use only the stacking limit of the target hex to attack with
And are considered in the formation that is required for the target hex at the time of combat**

- Skirmish formations in clear terrain: 1-3 Use Skirmish formation as target
4-6 Use Line formation as target type
7-9 Use L'Ordere Mixte target type
10+ Massed target type**

Open Order Cavalry may not initiate a charge

Disorder is now a Morale state and not a formation state. Units are now in open order instead of being disordered.

Along with the normal die-roll modifiers in the table below are additional die-roll modifiers for morale or fire combat.

The Wellington's Victory game has been one of the most exciting combat systems, with the devastating charge results that may occur in the game. I have been involved in more than one game where one side and then the other attempted to surrender because of the turns results. I personally own a Russia, Prussian, Austrian, and several minor nations that I have printed onto counters to allow me to refight battles using the above rules. And while not following the above rules Winter's Victory is soon to be released, and I am very much looking forward to playing the first reentry of a true return of the Wellington's Victory system. Also there is a Wellington's Victory Vassal module that has been released to selective players. Anyone wanting to try the above, I am free Tuesday nights Eastern Time. csutherlandewr@gmail.com

So RAISE HIGH THE BLACK FLAGS, CHILDREN. NO PRISONERS. NO MERCY. I WILL SHOOT ANY MAN WITH PITY IN HIM! – Marshall Blucher, Waterloo Movie.



Die Roll Modifiers					
Stacking	Modifier	Terrain	Modifier	Charge Zone	Modifier
10-12SP	+1	Chateaux	-2	1-2 Hex Range	+3
13-15	+2	Woods/Town	-1	3-4	+2
16-18	+3	Other	0	5-6	+1
19-21	+4			7-8	0
22-24	+5				
25-27	+6				
28-30	+7				
31-33	+8				
34-36	+9				

New Morale Checks		
Cavalry Charge Check		
Facing Change	Modifier	Leader Death
Cav. Line 1-2 Hexes	+0	Add 1/2 leader rating to die roll
3-4 hexes moved	+1	
5-6 moved	+2	
7 or more	+3	
Cavalry Column	+0	

Stacking DR mods are for fire combat only, the rest are Morale Only.

Open Match Requests from Duncan Rice

Adv. Squad Leader MMP Charles Mock 1873 E
 Adv. Squad Leader Starter Kits 1 & 2 Michael Plummer 1919
 Arab Israeli Wars AH Scott McAninch 1718 PE
 Ardennes '44 GMT Rob Franze 1921 VNX
 Battle Cry Milton Bradley Axel Van Looy 1909
 Battles for Ardennes Thomas Ten Eyck 0826 PE
 Barbarossa to Berlin GMT Andrew Patience 1646
 Bitter Woods CG or L2 Rob Franze 1921 VNX
 Blitzkrieg '75 AH Jeff Bullard 1901 PLV
Bloody Hell HFDG Jay Unnerstall 1264 EPS
 Caesar's Legions AH Charles Sutherland 1604 V
 Case Blue MMP Rob Franze 1921 VNX
 DDay '61 AH Richard Passow 1453
 EPLX
 Rudy Quiroz 1915 SEV
 Axel Van Looy 1909
 Andrew Patience 1646
 Lourens te Beer 1908 EL
 Andrew Patience 1646
 Rob Franze 1921 VNX
 Andrew Patience 1646
 Andrew Patience 1646
 Charles Sutherland 1604 V
 Andrew Patience 1646
 Rudy Quiroz 1915 SEV
 Rene Charbonneau 1934
 Paul Koenig 1577
 Charles Sutherland 1604 V
 Clark Evans 1933 FV
Jay Unnerstall 1264 EPS
 Charles Sutherland 1604
 Scott McAninch 1718 PE
 Scott McAninch 1718 PE
 Charles Sutherland 1604 V
 Scott McAninch 1718 PE
 Mike Paul 1578
 Thomas Ten Eyck 0826 PE
 Rudy Quiroz 1915 SEV
 Clark Evans 1933 LV
 Andrew Patience 1646
 Andrew Patience 1646 V
 Andrew Patience 1646
 Duncan Rice 1394 V
 Thomas Ten Eyck 0826 PE
 Clark Evans 1933 FV
 Lourens te Beer 1908 VL
 Andrew Patience 1646
Jay Unnerstall 1264 EPS
 Charles Sutherland 1604 V

Circle of Fire ATO
 The Civil War AH
 The Civil War VG
 Conflict of Heroes AG
 Dien Bien Phu: The Final Gamble
 Legion Wargames
 East Front Series by GMT
 France 1940 Vae Victis
 Frederick the Great SPI
 Grenadier SPI
 Great Game Legion Wargames
 Holland '44 GMT
 Imperium Romanum
 The Korean War VG
 Leipzig SPI
 Midway
Mortain Counterattack DG
 Napoleon's Last Battles
 PanzerBlitz AH
 Panzer Leader AH
 Phalanx SPI
 Richthofen's War AH
 Russia Besieged L2
 Second Fleet VG
 Silver Bayonet GMT
 Squad Leader
 Storm Over Arnhem MMP
 Storm Over Dien Bien Phu MMP
 Storm Over Stalingrad MMP
 Tank on Tank LnL
 Third Fleet VG
 Third Reich AH
 Tunisia II MMP
 Turning Point Stalingrad AH
Westwall Quad SPI
 World War II SPI

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 Charbonneau [1934]
 Crown of Roses GMT – Mike Kettman (1067) V
 Dune – Jeff Miller [1303] V
 Empire in Arms – Kevin Conway [1930] V
 Empire in Arms – René Charbonneau [1934]
 Empires of the Middle Ages – Mike Kettman (1067) V
 Fire in the Lake – Jeff Miller [1303] V
 Gunslinger AH —Matt Scheffrahn [1844] VMG
 Kremlin AH – Jeff Miller [1303] V

Multiplayer Coordinator

Jeff Miller

Hopefully everyone had a great Thanksgiving!!

I can tell it's getting close to Christmas since all the game companies are sending promotions and sales to my mailbox!

And you were thinking I was going to say it was getting colder and the leaves had fallen. Just where are your priorities! ☺ ☺

Well, our **Diplomacy** game has kicked off at last, and I am playing Italy. Which concerns me deeply; now if it was earlier in history and I had the Romans, that would be another story!

Take a look at the list and let me know if you see something of interest or would like to add something.

After all, winter is almost here – already had our first 6 inches of snowfall here in PA – and you need something to keep you from getting frostbit from going outside when the cabin fever kicks in.

The **Empire and Arms** game is only short one player at the moment, as an FYI.

I also added in **Fire in the Lake**, one of my favorites from the COIN system.

Hope everyone has a great Christmas with lots of games under the tree!



From Duncan Rice

Steve Andriakos has defeated Art Dohrman in the AHKS **Breakout Normandy** tournament.

Outstanding matches are Jim Sander vs. Art Dohrman, Jim Sander vs. Jeff Miller, and Jim Sander vs. Steve Andriakos.

What Are the Fundamental Elements of a Game's Design?

by George Phillis

Elements are the fundamental objects that are combined to form real objects.

Chemical elements number well over 100. Western medieval alchemy recognized four elements, which we would now call states of matter: earth (solid), water (liquid), vapor (gas), and fire (plasma), to which some schools of Japanese alchemy added ceramics (glasses), wood (composites), and silk (polymers). The ancients proposed there were four fundamental tastes, which we would call sweet, sour, salt, and bitter, the latter being an element of some Chinese cooking using bitter melon. The tastes are basic elements of cooking.

The great gastronome Jean Anthelme Brillat-Savarin identified a fifth fundamental taste, savory, now known as umami. Some would note a sixth element of taste, vulcanicity (heat), measured in the quantifiable Scoville unit, culminating -- taking us back through South America and India to the topic of this volume -- in the Scorpion Moruga (2 million Scoville units), whose Indian relative the ghost pepper has been weaponized as an elephant repellent.

So what are the fundamental elements that we combine to form games? I'm going to answer this question several times, with more detail each time.

When I first answered this question, some years ago, I said there were five elements. I now say seven. Perhaps there are more. Nonetheless, seven elements of game design:

- Representation
- Mechanisms and Styles
- Theme
- Shape
- Components
- Voice
- Content

Representation is what a game looks like to a naive observer. Mechanisms are the bits and pieces of rules that are combined to form a game. Most Styles are dominant mechanisms during play. Theme answers the question "What's the game about"? Shape describes how the game occupies the player's life. Components are the things that fall out when you empty the box. Voice is the literary notion of voice. Content is the substantive body of facts you insert into a game to supply color or historical accuracy.

Let's take these at greater length.

Representation describes how a non-gamer tells what sort of game he has in front of him. He may need to watch for a while. Nonetheless, a non-gamer with a bit of effort will say "that's a computer game", "those people are playing with toy soldiers", "that's a live re-enactment", and so forth. We often identify a representation by the type of components in use: little square cardboard counters. Little plastic figures. People sitting at a table talking. Painted toy soldiers. Live human beings. Computer gadgets.

Mechanisms and Styles not truly separable. A mechanism is a rules component, a piece of a game in the sense that a gear or a four-bar linkage or a resistor or an interocitor is a component of a machine. Sometimes one or two mechanisms dominate play. A style is a dominant rules mechanism. Mechanisms and Styles are very different from each other. However, a list of known mechanisms has almost all the same elements as a list of

known Styles, so I here combine Mechanisms and Styles as two lists having almost exactly the same set of elements., though perhaps someplace in the peripheries there are styles that are not simply dominant mechanisms and mechanisms that cannot be expanded into styles.

Bidding is a game mechanism. Players compete by offering things of value to procure something. However, bidding might be a very small component of a very large game, something that breaks the monotony or that rarely happens.

On the other hand, there are auction games in which bidding dominates play. In a classic example, you have a certain amount of play money, and you want to purchase the best art collection for your patron by bidding for individual pieces against your opponents. There may be scoring rules, but the auction dominates play. In an auction game, bidding is the game's style. If I say that a computer game is a first-person shooter, most readers will hear me as identifying the game's style. A list of game styles would largely be a typology of game types. Designing Modern Strategy Games identified a long list of game mechanisms, most appropriate to Eurogames, and made a start at establishing a typology for Eurogames. Readers of that volume will note that the effort to separate styles and mechanisms did not work well, because the two lists are almost entirely the same. A board wargame, as we will see, is substantially defined by having a specified list of types of mechanism.

Theme is what the game is about. Many board wargames are about a particular battle, campaign, or war; that's the game's theme. Other wargames put more emphasis on production and research, 4X being the boardgame representation of an entire class of computer games of which Space Empires is the canonical form. A few board wargames focus on supply or maintenance, such as SPI Campaign in North Africa or the much rarer Westinghouse Logistics Command. Some authors have used theme to distinguish between wargames, science fiction games, and fantasy games, even though these are all games about warfare in which the individual combatants are variously labeled as tanks, starships, or sorcerers, perhaps with no changes other than spelling in the other rules.

Shape is how much of a player's life a game occupies. At one end, in scissors-paper-rock each player makes one of three choices, which beat each other cyclically. There are more complex versions of the same game with a half-dozen player choices. Nonetheless, time is called, each player makes one choice, and the game is over. That's a minimal level of player commitment. On the other end, Campaign for North Africa has thousands of unit counters, detailed rules for everything, hundreds of hours of playing time, and teams of five or more players, several of whom on each side are usefully accountants to manage all the supply issues. Campaign for North Africa has been played to completion, I gather repeatedly, by several monstergaming groups. All games have a shape. Eurogames and live-action re-enactments are defined by their shapes.

Components are the parts and pieces that are assembled to make a game. For a board game, one almost always has a board, though note GDW System Seven Napoleonic and Avalon Hill Jutland. A familiar boardgame like Chess or Go also has playing pieces or stones. A typical board wargame will have a mapboard, a set of playing pieces or unit counters, a set

of rules, some number of charts and tables, perhaps event or other cards, and almost always a random number generator. Many board wargames also supply a tactical manual, historical discussion, and bibliography. The playing pieces are almost always small cardboard squares or rectangles, or sometimes wooden blocks. In all cases, one finds encoded on the unit counters substantial amounts of numerical data. Other types of games have different sorts of components. Modern computer games, for example, will include in their components substantial numbers of software art objects and software modules.

Voice is the literary voice: First person. Second Person. Third Person. Singular. Plural. Multiple point of view. Authorial omniscient. We've already used voice to define a type of game. We called certain computer games first-person shooters. The computer game that opens "The peasant's hut is barely large enough for a man to lie down outstretched, barely tall enough for a short man to stand erect. You open its door. You see a thirty-foot-wide marble staircase leading up, extending as far as your eyes will take you." is in second person singular. If I had instead written "Your party sees a...", the voice of the game would have been second-person plural.

Content supplies the color, the chrome, and the historical plausibility. Every game has a theme. The content is the material that substantiates the theme. Content is what is generated by research. You may say 'the game is about pirates', but your audience needs you to be some place between 'has watched a few movies' and 'can conn a square rigger'.

We now consider each of these elements in more detail.

Representations

The history of representations is discussed at very considerable length in Jon Peterson's opus *Playing at the World* (Unreason Press, 2012), which is definitely worth reading. There are a multitude of representations. One could argue about which came first, what was the first board wargame, et cetera. For a sparkingly creative discussion of the identity of the First American Board Wargame, read Joe Angiolillo's analysis in *Kommandeur* magazine, available from its parent organization AHIKS (AHIKS.com). All of these representations have some features in common, including a set of rules and a set of objectives.

Before all of these came classic folk games, such as Chess, Go, Poker, Mancala, and Whist. Poker includes an extremely large number of variations, each with its own rules. These are all games of skill, but they are quite different from each other.

Miniatures are games played with toy soldiers. Toy soldiers are figures of some height showing men and equipment. Some toy soldiers are three-dimensional solids ("rounds"). Others are stamped tin folded in an "L" with the figure painted on one or both sides of the tinwork. References to a particular height, such as 25mm, variously refer to the height from the bottom of the stand, the top of the stand, or the bottom or top of the feet to the top of the head-dress, the top of the head, or the eyes. The stand is the metallic base beneath the feet of most figures. Readers will note that the variation in measurement standards corresponds to the differing heights of different human beings. Many miniatures player paint their figures in great and careful detail, and create equally splendid three-dimensional terrain. Others play on a flat table-top with cardboard shapes representing terrain features.

Board Games have in their representation a playing surface specific to the game, most often a mapboard and a supply of

counters or tokens. I refer to strategy games as 'tabletop', but in some cases specialized or exceptional tables are needed. As a practical matter, a mapboard cannot be more than five feet or so wide without becoming unplayable, because with wider maps the players cease to be able to reach the center of the table. However, there is no fundamental physical limitation on the other dimension, the length of the table.

Diplomatic Games as games are traced back to Allan Calhamer's classic *Diplomacy*. *Diplomacy* does include warfare in its rules, so it might be said to be a board wargame. However, the warfare rules are extremely stylized and simplified. There are tactics, but there is extremely little room for a second Napoleon to win the game by winning battle after battle. The heart of the game is staging negotiations and making agreements. Assertions that the core of the game involves writing agreements having bizarre interpretations, or simply breaking agreements, appear overblown. At least one of the most successful players I know made the claim that he had never in his playing career broken an agreement, and he did not plan to break an agreement in the future, either. The core of every Diplomatic Game is negotiation, not combat or industry.

The first Computer Games date rather earlier than some people would expect. Around 1960, one of the Pittsburg museums had a tic-tac-toe-playing computer. It was hard-wired, and used giant relays that had been sufficiently slowed that I could watch the machine think. *Space War* was written at MIT for a PDP-1; I saw it in action in 1963. As I understood, at the time this was the one MIT computer on which undergraduates were allowed to do senior theses that attached hardware to the computer. The thesis was the first joystick controller. Rolling forward to 1971, *Flying Buffalo, Incorporated*, became the first company in the world to purchase a computer for the purpose of running entertainment games. They were running moderated play-by-mail games, which are not necessarily computer games. Their first titles were *Battle Plan* and *Starweb*. They ran the games using paper mail, the computer being operated to execute the simultaneous moves and print out on a teletype the outcomes of each turn. *Flying Buffalo*, in addition to being the first computer game company (1970), is the oldest computer game company: They are still in business. Since then, the computer gaming industry has expanded beyond one computer and its teletype machine.

Rolegames, in which a player takes on as a role one or more player characters, and chooses the actions of the player characters as though they were real people, have a range of antecedents. Skirmish wargames, in which one figure or unit counter represents a single person, go back much of a century. Skirmish games typically did not have detailed background and character development for individual figures. Rolegaming may also be recognized as a branch of theater; it's called improv in the theatrical world.

Like improv, rolegames lack a script, but often have exceedingly detailed rules. Finally, rolegaming may be seen as the direct descendant of the free *kriegspiel* developed in 19th century Germany, in which players manipulated large groups of characters (army units), while gamesmasters (senior officer controllers) determined the outcome of player decisions. Modern rolegames began with *Dungeons & Dragons*, whose three books leave the impression that they were originally an effort to graft magic and a Lord of the Rings-based campaign onto the Chainmail miniatures rules.

Live Action Play in various guises has existed for a long time. Small children play cops and robbers or cowboys and

indians; the adult form is Paintball. Live-action play is often live-action role-playing. A classic 1920s parlor game was a detective game, in which each guest played a detective looking for clues to solve a mystery, except one of the detectives was actually the criminal seeking to hide his guilt and put the blame on someone else. Re-creationists seek to recreate famous battles, where people in the dress, weapons except blank ammunition, and so forth stage period battles and more. Americans are most likely to have seen Civil War recreationists (the American Civil War) or the Society for Creative Anachronism (medieval era, including most of medieval life, not just battles). Traditional athletic games such as college women's lacrosse are live-action role-playing games in which the role-playing content of the game has become as ethereal as the military content of Chess or Go.

Card Games are played with decks of cards, typically standard playing cards. Hearts, Whist, Canasta, and Poker are familiar examples. The astute reader will recognize Mah-Jong and Dominoes as card games played with somewhat different cards.

Collectible games, sometimes characterized as collectible card games, have the definitive feature that players lay out real money to purchase tokens that alter the play of the game, for example to give the player a more powerful army, more fertile cows, or the like. There are also board wargames with collectible aspects, such as Warhammer. The first collectible card games were associated with 1950s baseball trading cards, which had a simple baseball-like game associated with their reverse face. I largely recall baseball cards as something that people bought, traded, and collected, but am not sure I recall anyone mentioning that there was a playable game associated with the cards. Collectible games truly took off with the publication of *Magic: The Gathering* in 1993. There are now computer games with collectible features.

Without claiming completeness, a sound list of representations of strategic games includes miniatures, board games, diplomatic games, computer games, rolegames, live-action play, card games, and collectible games.

Mechanics and Style

A game's mechanics are the bits and pieces of rules that are assembled to generate a complete game, in the same sense that you assemble components such as gears, cams, four-bar linkages, and drive shafts to build a machine, or resistors, capacitors, transistors, batteries, coherers, and interocitors to make an electrical circuit. The same components are used in different machines and different circuits. We do not say that we have gears for wind mills, fundamentally unrelated gears for clocks, and completely unrelated gears for race cars. We say that we have gears. The details of their design will change depending on their use, the precision reducing gears between a ship's steam turbines and the ship's propeller shafts being very different from the huge wooden gears in a medieval water mill, but all those gears are still gears. They all do the same basic things and are subject to the same fundamental engineering analysis of their very different designs.

Similarly, for tabletop strategy games, one can create a list of mechanisms found in different games, and generate a list of games that provide exemplars of the use of that mechanism. If you are a game designer, and have a huge game collection, you can do this by marching through your collection and pulling down titles that appear most important. The late Sid Sackson,

arguably the greatest American game designer of all time, did this. He had a collection of more than 20,000 board games (I saw it). However, his collection had been catalogued in magnificent detail, using a long series of heavily indexed notebooks. If he wanted to look at examples or alternative treatments of the same topic, he could find them. If you were a designer of board wargames, you could have a collection of three or five thousand board wargames that you could search. For most readers, that collection would be impractical to attain.

Fortunately, as designers of machines and circuits have already learned, you don't need that sort of collection. As a replacement for the collection, one can extract from a series of games their mechanics, and collect the mechanics by type. In *Designing Modern Strategy Games*, I assembled a considerable list of mechanics found in different Eurogames. I also included a synoptic index, a list of Eurogames employing each of these mechanics, so that the reader could find examples showing how these mechanics were used. A partial list of mechanics includes map gridding, exploration, tile laying, area control, multiple types of area control, connecting, bidding, money, capture, combat, randomization, trick-taking, fine and course graining, trade, economics, economic growth and development, player interaction, play order, status markers, restricted actions, role selection, fixed and variable player roles, scoring, special events, programmed movement, game end conditions, game victory conditions, action cards, and, of course, parts -- game components. That is a partial list; I am confident that there are many more mechanisms.

Many game styles appear to be the same as game mechanisms. Consider bidding. A large and complicated game may use bidding rules for some part of play. For example, in a long game in which move order is not very significant, players may get to bid a few victory points for the privilege of moving first or second. That's bidding as a game mechanism. In a different game, players start with a set of tokens. They bid for the possession, one at a time, of a series of objects. Each player has a different table for scoring purchases, scoring systems being secret and drawn randomly from a large deck. In this second game, bidding is the dominant mechanism of play, so we say that we have a bidding or auction game. Because the mechanism is totally dominant as a description of the game, we say that a mechanism has been transmogrified into a style. Similarly, capture is a game mechanic, but checkers and chess are capture games, in which making and preventing captures are the central aspect of playing the game.

One might legitimately ask whether every mechanism can be inflated until it dominates a game and becomes the game's style. The answer is unclear. At one time I viewed mechanism and style as being distinct. However, on deeper consideration, I concluded that a game's style is usually simply a dominant mechanism (or perhaps a few dominant mechanisms). I am reminded of a parallel discussion I sat through, some years ago, in which we inquired as to the difference between action games and adventure games, the phrases being used as designations of types of computer game, not as the catch-all rubric for all games having strategies. Could we name an adventure game that was not an action game, or vice versa? Not that we could tell. The two terms therefore proved to be synonymous. Mechanism is not a synonym for style, but a list of all game styles largely overlaps with the list of known game mechanisms. On the other hand, if we say that Eurogame is a style of game, then we have an example of a style that is not a mechanism.

To be continued in the next issue.

Upcoming Events

Feb. 7-10, Alpharetta, GA

GAME-O-RAMA

<http://game-o-rama.com/>

Feb. 28-Mar. 3, Layton, UT

SALTCON "SPRING" 2019

<https://saltcon.com/>

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

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

Brian Stretcher, 117 Camellia Trail, Brevard, NC 28712

From the Editor

We were blessed this issue with two long articles from Charles Sutherland and George Phillies. George's article will continue in future issues.

In November your editor was in the Mediterranean, Athens, Crete, and London. Although it stands to reason that there should be a military museum in Athens, we saw only archeological material. The Parthenon was kind of a disappointment; there are only two buildings on the top, neither of which can be entered. On our previous visit, we walked around in the Parthenon; now only workmen go inside.

Crete does have WWII museums, but the largest was inaccessible to us on the trip. There was a small one in one room of a general museum, but it contained very little. Freyberg's failure was not even mentioned. The citizens of Crete suffered much under the Germans, entire towns being wiped out for trivial "offenses."

In London we visited the Imperial War Museum for maybe the sixth time. It is always different. WWI has a large display on the bottom floor, with clever interactive lighted maps, the anticipated photographs, some weapons, and a bunch of school children. A few airplanes hung from the central atrium. There were many shops, and I bought a badly needed coffee mug decorated with a Mark V tank.

In the next issue will be more book reviews from Tom Oleson, another episode in the Sweet Sue saga, and more of George Phillies' article.

I trust you will all have an enjoyable Christmas and New Years.

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PUBLICATION DEADLINES

Articles will be accepted at any time, though submission of an article does not guarantee its publication. News items will be accepted if received in sufficient time to allow production schedules to be met.
Deadline for next issue: January 31, 2019.

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

Second World War at Sea: Horn of Africa Thousands of miles from the major theaters of World War II, small British and Italian squadrons struggled to control the entrance to the Red Sea. Cut off from their bases in Europe, the Italian Red Sea Flotilla did its best to close off this vital route leading from India and Australia to the Suez Canal.

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

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

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



Panzer Grenadier: 1940 The Fall of France

1940: The Fall of France is a stand-alone game in the Panzer Grenadier series: You do not need any other game in the series to play any of the 50 scenarios. Design is by wargame veteran Philippe Leonard of Belgium, who has crafted scenarios involving the French Army on the attack and on the defense, with units ranging from the elite Foreign Legion and Coloniales to the pitiful second-line reserves.

Pieces include the huge array of French armor plus many types of troops and support weapons, from motorcycle troops and horsed cavalry through the awesome 155mm GPF rifle.

The Germans receive their full set of panzers, from the puny PzKw I through the PzKw IIIE and 38t. There are vehicles not seen before in the Panzer Grenadier series like the SiG33 as-

sault gun, and a set of pieces for Infantry Regiment Grossdeutschland in their own colors.

There are eight semi-rigid mapboards, the same type as those found in **Eastern Front**, created by Guy Riessen, who crafted the widely praised maps for **Elsenborn Ridge**. \$100 <http://www.avalanchepress.com/game1940.php>



Panzer Grenadier: Conquest of Ethiopia is a complete boxed game in the Panzer Grenadier series based on these battles. You do not need any other game to play any of its 40 scenarios. Design is by Lorenzo Striuli and Ottavio Ricchi, authors of our **Fronte Russo** supplement.

The Italian invaders rely heavily on colonial troops, long-service professionals recruited in Eritrea, Somalia and Libya. They also have Blackshirts, Carabinieri, elite Alpini mountain troops, tanks, and a great deal of air power. And the Italian advantages continue: motor transport, much more artillery and armored cars.

Ethiopia's defenders include the elite Imperial Guard, and a number of regular battalions that are fairly good troops armed with modern weapons. Beyond that, things get a pretty bad for the Ethiopians pretty quickly. There are three distinct Ethiopian forces at play: the Imperial Regulars, the Imperial Levies (local forces loyal to the throne), and Provincial Levies (local forces loyal to their own leaders, usually a Ras or Duke). None of the levies are very well-armed.

The game includes eight semi-rigid mapboards, with art by Guy Riessen. The maps are fully compatible with all others in the Panzer Grenadier series (and those from Panzer Grenadier (Modern) and Infantry Attacks, too). Plus 517 playing pieces: silky-smooth die-cut pieces. And 40 scenarios. \$100 <http://www.avalanchepress.com/gameConquest.php>



Remember the Maine: The Spanish-American Naval War of 1898 is a complete boxed game in the Great War at Sea game series, based on the Spanish-American naval war in the Caribbean Sea. There are 45 (yes, forty-five!) scenarios covering all the battles and operations that took place, and many that could have taken place. There are also battle scenarios for the actions in the Philippines. All of the pieces necessary to play the game are present: a 34 x 22-inch map of the central Caribbean basin, a 24 x 24-inch tactical map, 100 "long" double-sized ship pieces and 80 standard-sized pieces, all of them die-cut and silky-smooth. \$60 <http://www.avalancheprpress.com/gameRememberMaine.php>

Bounding Fire

Corregidor: the Rock includes the following:

- 21 Scenarios covering actions from 1942 (3 scenarios) and 1945 (18 scenarios)
- 2 Campaign Games
- 180 full color, die cut 1/2" counters (Infantry, SW, Control, and info)
- 64 full color, die cut 5/8" counters (2 AFVs, 3 Aircraft, and info)
- HASL map printed on two 22"x28" sheets that cover a portion of the 'head' of the island based on the state of the island in 1945, and is used for the CGs and 33% of the scenarios (the rest being on geo boards from other parts of the island)
- Player aids for the Campaign Games, NOBA, and Para Drops
- Rules pages describing Vehicles/Ordnance notes, Historical Battle Rules (HBR), map terrain and campaign game rules

Ownership of the following Hasbro/MMP ASL products are required to play *all* of the included scenarios: **Beyond Valor**®, **Yanks**®, **Gung Ho**®, and **Code of Bushido**® (or **Rising Sun**®). Ownership of **Advanced Squad Leader**® components are required to play all 21 of the included scenarios: \$70 <http://www.boundingfire.com/buy/ctr.html>

Compass Games

It's time to celebrate the holidays with special savings from Compass Games! We invite you to download our 2018 Holiday Catalog with special savings galore. Our holiday price brings you 30% off the retail price. Use the catalog order form or go online and use coupon code: HOLIDAY18. Note that special prices and preorder prices are already discounted so no holiday code is necessary at check-out. See catalog for more details.

The holiday and special prices are valid through 1/15/2019.

The War for the Union is a strategic level simulation of the American Civil War. It is the long awaited 2nd edition of the game originally published in 1992. Players command the Union and Confederate forces that fought from 1861 to 1865. The map runs from southeastern Texas to the Atlantic and from Harrisburg, PA, to southern Florida. The new map is 34" x 44" to accommodate larger counters. Atlanta and Pensacola are now in the Western Theater. Terrain types include forests, rough, swamps, bayou, mountain hexsides, river hexsides (tidal, navigable, and minor), lakes, bluffs, and major and minor cities.

Ground units include infantry and cavalry strength points. Quality varies from Militia (worst) to Volunteers to Veterans (best). There are about 5,000 men per strength point. There are corps and army leaders and a few division leaders. Leaders

have a Command Rating which indicates how many strength points (SPs) they can command, a Battle Rating (combat DRM), and a Movement Factor which also affects their force march DRM. Union militia recruits now have 3 MPs but a very poor force march DRM. There are seagoing and riverine naval units, including ironclads. There are also river transports which are very valuable to the Union player in developing campaigns along rivers. Since the Confederates cannot use sea movement, the Union sea movement capability is somewhat abstracted.

The quality of the armies, particularly the Union, improves as the war progresses. The Confederate player starts out with a small qualitative advantage but the Union catches up by the spring of 1863. The Confederates also have better leaders early in the war, but the Union gets more and better leaders as the war progresses. Army counters, such as the Army of the Potomac and the Army of Northern Virginia, are central to the play of the game.

The Sequence of Play has a Reinforcement Phase during which both players bring on reinforcements. Then there is a Supply Phase. Units that are out of supply, in swamps or bayou, or at Fatigue Level 3 or 4, roll attrition. During the Movement Phase ground units and leaders move, including force marching, and strength points can entrench. Infantry and Militia Cavalry must be under the command of a leader to move. Naval units also move and can attack batteries or other naval units.

Combat uses an attrition CRT with Light, Medium, and Heavy losses along with retreats. There are strength multipliers and DRMs. Higher quality troops and better leaders are very helpful in combat. One leader initiates an attack; other leaders add their SPs in at a reduced effectiveness. A 10 sided die puts a little bit more emphasis on the odds and a little less on the DRMs. An Army HQ allows the army commander to initiate the attack and all of his subordinates (typically 2 to 4) to add their SPs at full value.



The Confederate Supply Capacity is the total of the supply values of all of the Confederate supply cities. The ability of the Confederates to recruit SPs and sustain armies in the field is directly related to their overall supply capacity. Key Industrial Center (KIC) counters represent the principal industrial areas of the Confederacy. KICs produce Resource Points which are used to construct forts, batteries, and naval units, and for several other game activities.

The Union begins the war with a small number of seagoing wooden ships and a couple river transports. As the war goes on, the Union player receives ironclads and more seagoing ships and river transports. The Confederates receive a small number

of river rams, transports, and ironclads. They can also build a limited number of additional ships using their Resource Points. There are two short, introductory scenarios (Bull Run 1861 and Missouri 1861). The Second Edition adds two 7 turn scenarios in just the Western Theater (Tennessee 1862 and Tennessee 1863). There are three 1 year scenarios using both theaters (1862, 1863, and 1864). And then there is the 1861-1865 Campaign Game. Either player can win by achieving the Sudden Death Victory Conditions at the end of 1862, 1863, or 1864 if they are doing exceptionally well. The 1864 Presidential Election occurs at the beginning of the November 1864 turn; the outcome can be influenced by the onboard situation. Players can also select from a menu of 15 optional rules including using a deck of Event cards. \$96

<https://www.compassgames.com/preorders/the-war-for-the-union-designer-s-edition.html>

Battle of Tinian Most people have never heard of the battle of Tinian. Overshadowed by the battle of Saipan to the north and the Invasion of Guam to the south, Tinian seems like a small side show that had no real impact on the war. Some people may hear the name and remember that the B-29s, the ones that dropped the atomic bombs on Japan, flew from there, but, for the rest, it has become a minor part of military history—a forgotten battle.

And yet Admiral Raymond A. Spruance, said of the invasion of Tinian:

"In my opinion, the Tinian operation was probably the most brilliantly conceived and executed amphibious operation in World War II."

Tinian: The Forgotten Battle will be Volume 3 in the Marianas Campaign and is a perfect introduction to Adam Starkweather's Company Scale System (CSS). Played on a single map, it will include 3 scenarios and 3 campaign games.

The Historical Campaign covers the full 9 days from the American landings in the North until the Japanese surrender

There is a free-set up campaign that gives you the chance to defend or assault a Pacific island. You have total control over defenses and landing schedules. \$99

<https://www.compassgames.com/preorders/tinian.html>

Decision Games

Olympic & Coronet is a hypothetical simulation on a regiment-brigade level of the planned invasion of Japan. Olympic is the planned November 1945 invasion of Kyushu, the southernmost Japanese home island, while Coronet is the planned March 1946 invasion of the Tokyo Plain.

As the Japanese were committed to a strict operational plan organized around the theme of an aggressive beach defense, the basic version of **Olympic & Coronet** is a solitaire game in which a single player controls both opposing forces. During solitaire play, you should alternately direct each opposing force so as to maximize the ability of each to fulfill its particular victory conditions. You will have complete control over all American (US) units, while the Japanese units will be restricted by their doctrine rules. To as great a degree as possible, those prescribe how and when Japanese units move and fight. The Japanese doctrine rules fill the role of the absent Japanese player.

In addition to the basic solitaire version, rules for a two-player game, and optional rules for the solitaire and two-player versions are included.

In **Olympic**, the American objective is to rapidly destroy or drive all Japanese units from the extreme southern portion of Kyushu, and to do that as economically as possible in terms of American casualty points. The Japanese objective is to prevent the American objective from being attained by inflicting the greatest possible number of American casualty points and continuing to occupy and defend southern Kyushu for as long as possible.

In **Coronet**, the American objective is to rapidly destroy or drive all Japanese units from Tokyo and the surrounding area, and to do that as economically as possible in terms of American casualty points. The Japanese objective is to inflict the greatest possible number of American casualty points and continue to occupy and defend Tokyo and the surrounding cities and towns for as long as possible. \$50 <https://shop.decisiongames.com/ProductDetails.asp?ProductCode=1404>



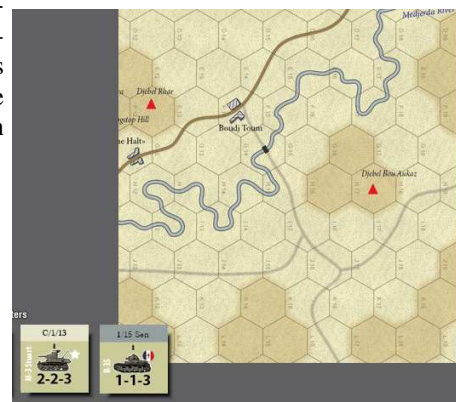
High Flying Dice Games

One Helluva Fight is a low to moderate complexity wargame on the battle of Medjez-el-Bab, fought in northern Tunisia. The Allied landings in Morocco and Algeria ushered in the collapse of the Vichy government in France and a dramatic strategic shift in the war in Northern Africa.

The first major engagement fought by the Anglo-American forces of the war occurred near the crucial crossroads town of Medjez-el-Bab. A British and American battle group, named Blade Force and composed of units from the US 1st Armored and British 78th Infantry divisions as well as some former Vichy French units, initially took the town and then drove on to Tebourba to come within striking distance of Tunis (forward observers could actually see the minarets of the distant port).

The Germans, however, cobbled together a battle group of their own, centered on the newly arrived 5th Fallschirmjager Regiment (a unit initially detailed to attack Malta) and 10th Panzer Division. Supported by Luftwaffe and Italian Bersagliere units, a no-holds-barred tank and infantry fight was fought in which the Allies were thrown back. \$21

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



Hollandspiele

NATO Air Commander is a gripping and challenging solitaire strategy game from first-time designer Brad Smith. A diverse mix of period-appropriate aircraft and nine different mission types make for a crunchy decision space. The tools at your disposal can be powerful but are limited in number: concentrate them on one or two missions and you can usually guarantee their success, but that lets the enemy march unopposed elsewhere. Try to do everything and you'll be spread too thin, with each mission being more of a risk. Your ability to cope with the burdens of command will determine your success. \$45 <https://hollandspiele.com/products/nato-air-commander>



Horse & Musket III: Crucible of War The third volume of Sean Chick's *Horse & Musket* takes as its subject the Seven Years' War, a conflict that saw fighting in both the old world and the new. This was the last great clash of monarchs—the final and grandest game of European power politics before it was all to be swept away by the bloody tides of revolution.

The dramatic deaths of Montcalm and Wolfe. The famous stand of the Minden regiments. The disastrous defeats that threatened to destroy Frederick II, and the dramatic victories that saw his Prussia emerge as a major power. It's all here, ready to be recreated on your tabletop.

This is an expansion. You need "Horse & Musket: Dawn of an Era" to play this game. \$45 <https://hollandspiele.com/products/horse-musket-iii-crucible-of-war>



This Guilty Land is about the political struggle over slavery in the decades leading up to the American Civil War. Its central premise is that the war was the only way to achieve abolition: the slave states never would have willingly given up the practice, nor would it have worked itself out at some point

down the road. This is a story of how the systems that democracies use to solve problems - debate and legislation - utterly failed in the face of an undeniable moral evil, of how that evil was defended by those systems, and of how calls for compromise only strengthened it and delayed the reckoning that had to come.

In this game, each player acts on behalf of an abstract idea - Justice and Oppression - with one player working for abolition and the other working against it. It seeks to treat the subject matter with sensitivity and respect. There is no piece that represents a human being - no action that replicates the horrors and the lived experience of slavery. Instead, this is about the framework that allowed that evil to exist, and the moral cowardice that enabled it to continue to exist.

This is a card-driven game, but not in the sense that the term is typically employed. There is no hidden information, and there is no "ops"/"events" dichotomy. Instead, cards are dealt into a face-up display, and each card's uses are determined by a generic card type. Many of these cards can also be tucked away into a "Reserve" - a semi-permanent ancillary hand of cards that each player builds over the course of the game. You will always know what your opponent can accomplish, and the actions you take on your turn dictate the amount of political capitol they will have available on theirs. Because of this, the game is uniquely well suited for solitaire play in the "play both sides" style. \$55 <https://hollandspiele.com/products/this-guilty-land>



Legion Wargames

The Japanese attack on Pearl Harbor was an incredible watershed in American and even world history. In the moment of what appeared to be a disastrous defeat, the United States involuntarily began to transform its enormous potential into the reality of being the greatest power in the world. Two separate wars were joined by the attack into the most terrible global conflict yet seen.

The attack was seen at the time – and still is today by those who have not studied it – as ‘devastating’ or ‘destroying’ the U.S. Pacific fleet. In fact, only three ships were permanently lost to the U.S. war effort, the battleships *Arizona* and *Oklahoma* and the ancient battleship cum target and gunnery training ship *Utah*. All other damaged ships were repaired, many reconstructed (*Cassin* and *Downes* had their salvaged machinery incorporated into new vessels), and all other sunken ships were raised and refurbished.

Air Raid – Pearl Harbor! is a detailed simulation and study of an iconic event in U.S. and, indeed, world history. It is an extensively researched wargame inspired by the nearly life-long interest of the designer in the subject matter.

Units are individual ships and also individual aircraft, although these are amalgamated into various counters by aircraft type. There is area movement for some portions of the map, and the areas of particular interest are modeled using 250-yard-wide hexes.

The simulation is detailed but not overly complex and includes various subsystems to render results for air-to-air, air-to-ground/ship, anti-aircraft, and also anti-submarine operations, to engage any full-size and/or midjet Japanese submarines brought into action.

The initial scenario may be played by two players, although it is designed to be a solitaire introduction to the system and also a way to let players experience and study this historic battle, to give insight into much of what happened and why. The likelihood is that you will achieve the historical result, a Japanese Tactical Victory.

The standard scenario presents all of the forces available to both sides and allows the Japanese player to modify his or her deployment and attack plans up to and including the composition of the two attack waves. If you think you can plan a more successful attack than Minoru Genda did, you have here the tools to try.

Conversely, the U.S. player has the opportunity to fight back to the best of his or her ability, and various optional rules – particularly variations in the initial Alert Level – give the U.S. player more assets with which to fight and more assets to save through evacuation. There is also a scenario which has one or two American aircraft carriers in port and your initial thought is probably that this is a huge bonus toward Strategic Victory for the Japanese.

However, the main Japanese player dilemma of this simulation is that the Japanese have a finite amount of aircraft and ordnance, and more targets are not necessarily a guarantee of victory. You will find that you need to target appropriately and generally roll for damage well in order to successfully hit everything you need to hit. The options allowing a third strike later in the day or the next day are a gamble – you can strike again, but at a fully alerted, albeit weakened, set of targets and you risk losing more aircraft, which equal Victory Points for the U.S. \$55 http://www.legionwargames.com/legion_APH.html



Lost Battalion Games

Rally Round the Flag – Corps Command is a fast-paced operational game pitting the Union and Confederate Armies against each other during the three days of the Battle of Gettysburg. Each side is represented by each of the Army and Corps Commanders at the Battle of Gettysburg and the Divisions under their command. Take control of the Confederate Army and

use their consolidated command structure to try and wrest control of Gettysburg from the Union.

Or, take control of the Union Army and work to delay the Confederates long enough for reinforcements to arrive.

The Corps Command level is designed with the ability to take and hold ground. This is represented by controlling the critical road network surrounding the town of Gettysburg. This is accomplished by taking control of specific points along the roads called “March Circles” and thus scoring Victory Points.

A standard Corps Command level game covering all three days of the Battle of Gettysburg can be played in about 4 hours. Victory occurs either when you force your opponent’s army to retreat, or you have the majority of the 43 Victory Points by the end of the game. You force your opponent to retreat by having double their amount of Victory Points at the end of a day of battle, thus earning a decisive victory.

While Rally Round the Flag was painstakingly designed with historical accuracy at its heart, the outcome of the game is not predetermined. The design reflects the tactical, organizational, and operational limits of both Union and Confederate armies and their generals, but how you manage them is up to you. In this battle, your decisions make the difference.

<http://www.lostbattaliongames.com/c-515-corps-command.aspx>



Matrix Games

Armored Brigade is a real-time tactical wargame, focusing on realism and playability. The game has drawn inspiration from classics such as **Close Combat**, **Steel Panthers**, and **Flashpoint Campaigns: Red Storm**.

In **Armored Brigade** the *Cold War* has turned hot, and Europe is once again torn apart by conflict. An “Iron Curtain” divides the Western Powers gathered together under the NATO banner from the Soviet Union and its Warsaw Pact Allies.

Take command of the deadliest mechanized formations available during an arc of time spanning from the Kennedy-Chruščev confrontation to the final years, and fight your opponents on large and detailed maps all across Europe.

Large maps, modeled upon real terrain, make each battle a true test of wits. Weather and visibility all play a role and with several munition types, including air to air combat and artillery, no battle will be the same. \$40 <http://www.matrixgames.com/products/685/details/Armored.Brigade>

The **Endsiege** campaign, the biggest and longest yet, includes 16 unique scenarios. The story begins right after the battle of Kursk, where the game provides the option to import a core force from either the Panzerkrieg or Sandstorm campaign.

The first five scenarios are based on the historical 1st Soviet offensive in the Donbass in summer 1943, up to the Leninograd–Novgorod strategic offensive in early 1944. A decisive

defeat of the Red Army will eventually allow total victory over the Soviet Union, while failure to do so will turn the campaign away from the Eastern Front and into the battle of Anzio in Italy.

In the second part of the campaign, the player's forces are transferred to the west, where the Allied invasion of Normandy has opened a new front. Initially you'll be forced on the defensive, and you'll be tasked to extract other German forces from the Falaise trap, defeat Allied airborne units in Market-Garden, and defend the city of Aachen and the Huertgenwald against heavy attacks. By reaching a decisive victory in the German Ardennes Offensive in December 1944 the tide of the war can finally be turned again, leading to a set of ultimate battles to destroy the Allied armies once and for all.

Covering the final years of the war, **Endsieg** offers powerful weapons such as Tiger II heavy tanks, Jagdpanther tank destroyers, and Me-262 jetfighters, as well as several new specializations. But beware, the enemy has brought many deadly new weapons of their own! \$15

<http://www.matrixgames.com/products/742/details/>
Order.of.Battle.Endsieg



Noble Knight Games

Midway by Kokusai-Tsushin \$40

<https://www.nobleknight.com/P/2147737862/Midway>



"Mini WWII" is a fast card-driven wargame for 2-4 players, playable within 2 hours. Players lead the forces of four main powers to fight each other in the land and sea during the Second World War. Cubes represent the army and discs represent the navy. Players play one to two action cards in order to attack an enemy force, replace a friendly force, develop a technology, or execute an event. There are six turns in one game from 1939 - 1945. Players are divided into two groups: Germany and Japan for Axis, and United Kingdom and Soviet Union for Allies. The group with more victory points wins the game. \$55

<https://www.nobleknight.com/P/2147738402/MiniWWII>
Game Designer:
Wei-Cheng Cheng



We Stand Alone – Battles of Easy Company is an expansion module for Lock 'n Load Tactical: Heroes of Normandy. Formed in 1942, and after almost two years of rigorous training, Easy Company, 2nd Battalion, 506th Parachute Infantry Regiment, 101st Airborne Division, dropped into Normandy, France, on D-Day, June 6, 1944. By the end of the war, Easy Company was known as one of the best small units in the European Theater of Operations. The men of Easy Company have been immortalized in the book and mini-series Band of Brothers; now their story is played out in the dynamic medium of the Lock 'n Load Tactical system.

The **We Stand Alone** expansion module contains 15 scenarios, covering battles from the daring assaults on Brecourt Manor and Carentan, in Normandy, to the desperate defense of Hell's Highway and The Island, during Operation Market Garden, to the frigid foxholes of Bastogne and Noville, during The Battle of the Bulge. The scenarios can be played individually or in three five-scenario campaigns. Thirteen of the 15 scenarios are new designs, with two revised scenarios, plus a Brecourt Manor variant. Three new maps, including winterized and revised maps, bring the dramatic landscape of these battles to life: Entrenched German artillery positions in Normandy, an elevated dike and a watchful windmill in Holland, and chilly cratered forests of the Ardennes provide the setting.

Requirements: To play **We Stand Alone – Battles of Easy Company** you must own Lock 'n Load Tactical – **Heroes of Normandy** and **Heroes of Normandy X-Maps** or **4K X-Maps**. \$26 <https://www.nobleknight.com/P/2147738119/WE-Stand-Alone---Battles-of-Easy-Company>

Revolution Games

Across the Narva is a previously produced game by 3 Crown Enterprises: **Army Group Narva**. **Across the Narva** uses a similar game system as **Konigsberg**.



Across The Narva simulates the continuation of the Leningrad–Novgorod Offensive of January 1944. The Soviet Estonian operation pushed the front westward to the Narva River, aiming to thrust deep into Estonia. Stalin's main strategic goal was a quick recovery of Estonia as a base for air and seaborne attacks against Finland and an invasion of East Prussia.

The German answer was a stout defense for the possession of the strategically important Narva Isthmus. **Across The Narva** is a board game depicting this event.

Across The Narva covers the first three months of the Narva Bridgehead campaign where each turn represents one week. The game utilizes a chit-pull system telling you which armies to move. \$45 <http://www.revolutiongames.us/>

Taktykastrategia

Desert Rats The Italian attack on Egypt in 1940 opened a new battle front. Over the next three years, fierce battles were fought in the deserts of North Africa. Joining the actions of German troops provided the states with momentary successes. And yet the Allies did not intend to give initiative and lead further counterattacks. The game includes scenarios: Compass I, II, Rommel Attack, Operations "Brevity", "Battleaxe", "Crusader," and Gazal. <https://taktykastrategia.pl/>

White Dog Games

The White Tribe is a strategic solitaire (one player) game on the 1966-1980 civil war in the African nation of Rhodesia (today called Zimbabwe). One plays the forces of the white minority government (and its Portuguese and South African allies) against the "ZANU" and "ZAPU" guerrilla forces, which eventually won the war with Chinese and Soviet aid. The game focuses on domestic and international politics as much as it does on the military conflict itself.

It's not a detailed historical simulation but is designed as a fun, challenging game that illustrates the general strategic course of the conflict and highlights important historical themes.

The White Tribe is a unique **solitaire** game with military and political aspects. You play the White government of Rhodesia, besieged by a Black guerrilla army, using your potent armed forces to hold it back while you try to persuade your colonialist voters to compromise and move to a system of Black majority rule. The balance of military and political factors makes for an intriguing and very different sort of game; you'll fight guerrillas, fight elections, and even pass bills with the same level of tension! Advancing generous policy positions, to win over African public opinion, can endanger you with the European voters you depend on for power. At the same time, you have to persuade foreign states that your reforms are moving forward -- they have different visions for Rhodesia than you do, and they can bring you down with economic sanctions or military strikes. And looming over you are the unstable Portuguese, whose empire in Mozambique is vital to your strategic safety! Your aim is to build a government based on justice and equality, while holding off extremists on every side using all your military and political tools.

"The counters are colorful, attractive, easy to understand, and extra thick...the rule book is detailed, and--most important for me--the rules are clean...I love this game...a splendid effort...it's just plain fun...It's packed with historical detail and lots of little subroutines and events that tell a compelling story as you go." - Robert L. \$47 <http://www.whitedoggames.com/thewhitetribe>

Dog Sector is a beer-and-pretzels level, solitaire wargame that simulates the famous WW II Normandy amphibious landing in 1944.

American forces from off-map transports assault the beach. Those units not swamped during the approach, attempt to move up the beach toward the German-occupied bluffs, clearing obstacles as they advance. Some units (tanks, sharpshooters, bazookas) execute ranged fire at fortified German units. Naval Forward Observers guide ship-to-shore fire support.

The player's assault force faces German defensive fire (solitaire, system-controlled) from machine guns and anti-tank emplacements, panzerfaust and rifle fire, as well as off-map German artillery. When the bluffs are reached, American units must clear the trenches by assault. \$50

<http://www.whitedoggames.com/dogsector>

Worthington Publishing

Antietam 1862 is Volume I in Worthington's Civil War Brigade Battle Series. With streamlined mechanics, the series rules, and battle specific rules, gamers can refight the Battle of Antietam in 3 to 5 hours.

Each infantry and cavalry piece is a brigade with each strength point 100 men, color boxes surrounding the strength

show morale of green, veteran, or crack. Each artillery piece strength point represents 2 cannon.

The large game map is hard mounted. Historically detailed game board at 250 yards per hex.

This game will provide countless replays and hours of enjoyment to history buffs trying to see if they can recreate, or change history.

Plus, receive the Kickstarter Exclusive **Battle of South Mountain** map and rules with each copy pledged. \$60

https://www.kickstarter.com/projects/1456271622/antietam-1862?ref=611542&token=50f5c122&utm_campaign=dd742d41b7-EMAIL_CAMPAIGN_2018_10_17_11_12_COPY_01&utm_medium=email&utm_source=Newsletter+Subscribers&utm_term=0_899ff40d70-dd742d41b7-238726261



MAGAZINES

Counterfact #9 War in the MegaCity is a simulation of a fight for a city in the near future. It covers conventional, unconventional, and civil disturbance operations. One player controls Government forces, the other the Insurgents. \$27

<https://www.nobleknight.com/P/2147738522/9-w-War-in-the-Megacity>

Paper Wars #90 MacArthur: The Road to Bataan covers the battle of Luzon Island during the winter of 1941-1942. Basically this game deals with a large island that must defend itself without any hope of significant outside help, against an enemy that can strike from virtually any direction. The Japanese can assault the island at many different points, causing the Allies (Filipinos and Americans) to be very wary of being drawn too far from the island's prize, Manila Bay, the main harbor at Manila, and the fortress of Corregidor, that controls the entrance. This game originally appeared in *Wargamer* #44 and is designed by Jack Greene. \$47

<https://www.compassgames.com/paperwars/issue-90-magazine-game.html>

Slingshot #321, November/December 2018

Contains articles on

Guardroom

Procopian Warfare - by Roy Boss

A Different Take on Taginae - by Chris Hahn

Fun Fighting Fives in Falkirk - by David Knight

Argentoratum, AD 357 - by Patrick Waterson

The Society Championship Needs You - by Denis Grey

Slingshot Figures Reviews

Slingshot Book and Game Reviews

<http://www.soa.org.uk/joomla/>

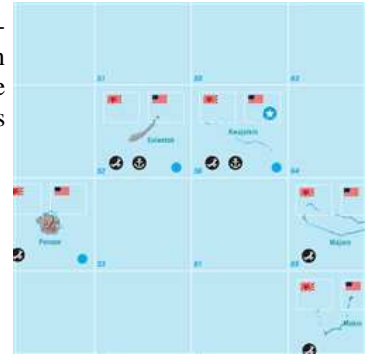
Strategy & Tactics #314 **Last Stand at Isandlwana, 22 January 1879** is a two-player tactical wargame of low-intermediate complexity simulating the last 90 to 240 minutes of that infamous and legendary battle of the Anglo-Zulu War. The Zulu player is on the offensive, attempting to wipe out the entire British force on the map as quickly as possible. The British are attempting to win by having some remnant hold out longer than occurred historically or, alternatively, by having some portion of his command escape off the map and get back to relative safety at Roarke's drift. Solitaire play is easily doable. Each game turn of **Last Stand** is equal to five to 20 minutes of "real time," depending on the tempo of action in each turn. Each hexagon on the 22/34" map represents 217 yards (200 meters) from side to opposite side. There are 176 5/8" counters with each British unit-counter representing a company or a "detachment" of infantry. On the Zulu side, the individual units each represent temporary battlefield agglomerations of the about 100 to 200 warriors. \$40
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST314>



Strategy & Tactics Quarterly #4—World War III: What If the Cold War Went Hot. At the end of World War II, two superpowers emerged from the conflict: the United States and the Soviet Union. In the decades that followed, these two superpowers faced off in what became known as the Cold War. This issue analyzes the military aspects of that long struggle between the two powers. The approach is to analyze where World War III might have started and been fought in each of the decades between 1945 and 1991. The chapters include original maps, orders of battle, and photographs. It is written to be of value to newcomers as well as those who consider themselves experts. The prose is clear and free of jargon, but rich in detail and analysis. This issue includes a map poster. \$15
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=STQ4>

World at War, #63 **The Central Pacific Campaign** is a solitaire, strategic-level wargame of the struggle for control of the Central Pacific during World War II. The solitaire player is commanding the US forces and the system controls the Japanese forces. The player wins by accomplishing historic campaign milestones ahead of what was done historically, thereby opening the way for an earlier invasion of Okinawa or Formosa. Most ground units represent divisions, brigades, or regiments. Aircraft units represent two groups or regiments (six to eight squadrons), and are each identified by the primary type of aircraft in those units. Ship units represent one fleet aircraft carrier, divisions of two light or escort carriers, two battleships, four cruisers, squadrons of six to eight destroyers and one light cruiser. The map is drawn to emphasize the strategically critical

zones and islands in the Central Pacific. Each grid box on the map is 300 miles from side to side. Each turn represents one month. \$40
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW63>



Yaah! Magazine #12 Crazy, over 25% off preorder price. We want you to read and game what we feel is one damn fine boardgaming magazine. So, we priced *Yaah!* # 12 at the lowest preorder price in Flying Pig's history. Just \$29. Read below to see what you get. This is a preorder. The magazine and game will ship in early 2019.

Do you need a gaming break after the long, hot, stormy months of summer? Issue 12 of *Yaah!* is just what you need. Also note that *Yaah!* is just what you need even if your summer wasn't long, hot, and stormy - because we've got an issue loaded with reviews and other bits to suit every conflict gaming taste - plus a full game packed in for good measure.

This issue's complete game is **Macarthur's Defeat**, designer Arrigo Velicogna's take on the 1941 Japanese invasion of the island of Luzon. It features a full sheet of 176 counters and a 22 x 17 game map that includes an inset area map of the Bataan peninsula.

If you need a little vacation from yourself, *Yaah!* #12 has you covered with articles on two new RPG systems: Brad Smith gives us a quick take on Mark H. Walker's **Dark Wars** RPG, while Eddie Carlson has a review of the Genesys role-playing system from Fantasy Flight Games.

Hexgrid warriors need not fear, however, because the rest of the magazine is devoted to happy, shiny cardboard carnage. Game designer Greg Porter offers his insights on Flying Pig Games' new **Armageddon War**. John Burt delivers a couple of in-depth reviews: A look at both **Stalingrad: Verdun on the Volga** from Last Stand Games and the new edition of **The Battle of Rosebud Creek** from Legion Games.

It can't really be 2018 without including some coverage of World War I, so Roger Leroux pens a review of Hexasim's **Great War Commander**, while Nick O'Neill gives us a look at **Raiders of the Deep** from Compass Games. Norm Lunde moves things back to a more modern setting with his piece covering the BAOR and FRG expansions for GMT's **MBT** (try typing all of that really fast...), and Matt Foster rounds out the lineup with a look at Hollandspiele's **Table Battles**. \$29
<https://flyingpiggames.com/products/yaah-magazine-issue-12>

