



From Your President Bob Best

Today is Tuesday May 28, 2019. Welcome to the third issue of *The K* for 2019. Last issue I was lamenting about our delayed spring weather. I commented "Yuk! ...WHERE IS SPRING!" and posted a sad-faced emoji. Little did I know that our winter-like weather was going to continue to dog our path into spring. Here in California we had several inches of snow fall at our condo near Lake Tahoe over the Memorial Day weekend! Wow! I am beginning to wonder if this is going to be another one of those bleak years where winter never really goes away. You know, one of those years that was faced by Napoleon in Russian or the Germans as they advanced at Stalingrad that we gamers are so fond of gaming. Well, if it turns out to be one of those years with "no summer" I know I will have a stack of war-games waiting to be played!

It seems the game companies have been working overtime releasing new games for us. Our editor has been doing an outstanding job of reviewing these new games releases for us in each new issue. Thanks, Omar, I really do enjoy reading about all the new games, even though your excellent reviews have managed to make sure my discretionary game income fund has hit an all-time low! :-)

Since last issue I have managed to acquire several new titles to add to my collection. Compass Games' **Festung Europa** and **Hearts and Minds**, Vietnam 1965-1975, GMT's **1960 - Making of a President** are just a couple of the titles. CG's **Hearts and Minds** was a direct result of Omar's excellent game review.

As always, life is busy here at the Best Casa so several of these games are still shrink wrapped, and, if this "Year of No Summer" continues, I will have plenty of indoor time to learn new games! Hopefully in the next issue, I will have a game review or two on new games I have purchased.

Around AHIKS

I would like to welcome all of our new members that have joined since last issue. Our gaming organization continues to grow, and that should make everyone happy since it gives everyone a bigger gaming pool to draw opponents from.

I want to thank Duncan, who is doing yeoman's duty posting real-time game requests on the AHIKS Facebook page and keeping our "Open Match Requests" list here in *The K* current. He is also working hard completing all of the match requests that have been requested. We owe him a BIG Thank You for his dedication to AHIKS and for all his hard work! Thanks, Duncan!



In other news, our Webmaster, Tom Thorsen, is still working on the AHIKS Website to create a "Games for Sale" page. When completed, the "for Sale" games page will be located in our "Members Only" section on the website. If you do not have your password for this section, you should think about contacting Tom to get one. There is a lot of great material there including our archives and the dice roller and will also list the "for Sale" games when Tom completes the page. He hopes to have that up and running soon.

On the other AHIKS games that I am playing

Member Bill Klitzke and I have started a game of **Chinese Farm** from SPI's **Modern Battles Quad**. Bill and I are still in the set-up stage as we are playing by snail mail. (Thanks again to Duncan for generating a paper ICRK sheet and getting those mailed out to Bill and me!)

After completing our game of **Target: Leningrad** by Victory Point Games, Omar DeWitt and I started another Victory Point game called **Arduous Beginning**. **AB** covers the German 1941 Operation Barbarossa campaign. **AB** is in the same series as **Target: Leningrad** and uses basically the same rules set. We are just beginning turn 1, and I will post our progress as Omar and I refight the opening stages of the German 1941 offensive.

So, until next time... Happy Gaming!

From the Editor

Ah, one of those issues where there is very little to print. Short articles from the officers and none from the membership at large. That means lots of pictures...if I can find any.

I am using the new version of Microsoft Publisher. There are some new items that I am still getting used to. We'll see how things turn out.

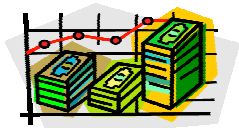
There have been no queries on how I am doing on my Mark IV tank model, which I interpret as burning desire on your part to know. You will be amazed to find out that I have done nothing since last issue! Still collecting dust.

I am reading "The Battle for the Maginot Line 1940," written by Clayton Donnell and published by Pen & Sword. The author is a fan of The Line and has done much research. I am not far into the book, but The Line was very effective against the Italians. The author also spends time discussing the construction of The Line, which does not interest me. It has photos, maps, and charts.

The World Boardgame Championships is coming up. Some of you will be attending. We always enjoy reading about your adventures. If you feel inclined, write a paragraph or two and send it in. The reports are always of interest.

Treasury Notes

Brian Stretcher



I lied. Or at least I was overoptimistic.

While I have remained relatively caught up with my game moves since last issue, I have failed to do any work on the article about multi-player games by Vassal I mentioned last time. I have had less time than ever recently to work on anything hobby-related of late. So, I am limited this issue to other things that I can conjure without a great deal of work.

As for reinforcements, my one purchase since last issue is **Kingdom of Heaven**, by MMP. The game covers the Crusader States in the Middle East from 1097 to 1291. I saw pictures on Facebook and thought it looked interesting, and I don't have any other games from MMP, so I thought I'd pick it up. And, you know, Medieval warfare is somewhat popular right now, even if one doesn't have a dragon to toast a city. This is a card-driven game like many others, i.e. play a card as an event or for points to move/fight with your units, back and forth between the Christian and Muslim players. Leaders, sieges, treachery, everything one might want in a medieval-era game. Cards, maps, rules, and units are pretty. Lots of scenarios. A little pricey with shipping, but not out of the ordinary these days.

Speaking of Facebook, I had to get a new phone because mine would no longer ring when a call was incoming, a problem if one is trying to run a business. So, I got an iPhone for the first time. It did not come with a Facebook app pre-installed, and I opted not to install one; it had become a near-useless time-sucker for me, scrolling through about 20 minutes at the end of each day, only to find very, very little of actual value amidst all the ads, the political and religious propaganda, and the sheer nastiness of the posts of some "friends." Not worth trapesing through the trash to get the actual useful or entertaining tidbits, even from AHIKS and wargaming groups. I can still access FB through my web browser, as it can be useful to find people and mine evidence for use in civil and criminal cases. So beware, I am far from the only attorney to use it as such!

Still waiting on those summertime preorders...but hark! A shipping notice from GMT just today! Must be **The Last 100 Yards!**

Book Review: **City of Fortune: How Venice Ruled the Seas**, by Roger Crowley

Ok, it was more than just **Game of Thrones** that got me interested in **Kingdom of Heaven**. This book is a history of the City-State of Venice from about 1200 to 1550 or so, from the crusades until the Reformation. Expecting a book about canals,

money, and a long list of doges, I was pleasantly surprised that most of the book was devoted to Venice's military history, which is considerable during this period. One might think of the Venetians of this period to be like the Ferengi in Star Trek, where everything was about profit, and the use of military power (mostly the navy) to protect and expand that profit.

The book starts with the 4th Crusade (again, sparking my interest), in which the Venetians were convinced to take a detour to Constantinople to support a contender for the throne of the Byzantine Empire (sound familiar?). Naval battles, wall breaching, pillaging, and raping, all sorts of Medieval fun. Long story short, this escapade opened up trade for the Venetians into the Black Sea and Greek Islands, eventually leading to the occupation of Crete (a rebellious place, apparently), Cyprus, and a number of Greek Islands. Venice was able to hold its far-flung empire for about 300 years, eventually succumbing to the more numerous Ottoman Turks and the ocean-going technology of the Portuguese (followed shortly thereafter by the Hapsburgs, England, and France), which rendered the monopoly the Venetians had on the spice trade through middle-eastern ports unprofitable (did someone mention high middleman costs coming through Middle-Eastern ports? Why not avoid the middleman and go straight to the Oriental source?). And, they got too involved with the interior dealings in Italy proper (Venice was absolutely despised by Genoa and Pisa, who both aspired to similar seaborne empires, and later ran afoul of the Medici-led Florentines). How many times must the lesson be repeated? Note to self: mercenaries are NOT reliable: there's always somebody with more money. If not more money, more troops, and oftentimes both.

Venice went into a rapid decline after Constantinople fell to the Ottomans, and never recovered. At least, not until they decided to convert to a tourist economy. So, no more executions between the pillars on St. Mark's square, no heads of rebellious Cretans and disgraced admirals mounted on pikes. Just throngs of tourists. I'll be one of them within a few weeks of writing this. I'll see if I can get some pictures in the Doge's palace.

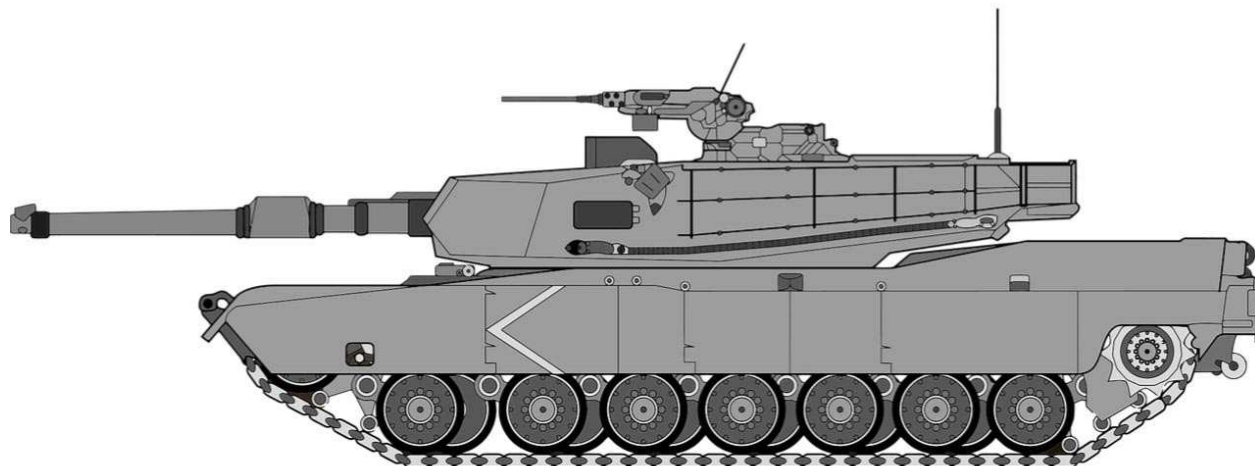
An excellent book, well worth the \$2.99 I paid for it!

Treasurer's Report

Only passive interest this time, although our interest rate has improved to 0.25%! Woo-hoo!

Total balance 3-30-19:	\$ 8,586.14
Dividend 3-31-19:	1.47
Dividend 4-30-19:	1.76
Total balance 5-30-19:	\$ 8,589.37

Until next time!



Vice President's Chair Kenneth Oates

Another two months have flown by, and that gave me a thought for my article this issue of *The K*.

The Officer Corps recently discussed adding a Games for Sale listing service to those offered by AHIKS. I personally have a modest collection, but it does contain a lot of titles I am very unlikely to ever take down and learn to competently play, several are still in shrink wrap over 20 years after the company that published them closed their doors! It is time for me to begin the downsizing process (I started gaming back in 1963). I have also had some not so subtle "encouragement" to do so. Like many before me, this is now an issue for me.

When first suggested, I had given no thought to decreasing my collection, but after looking at it in a new light, the time for that first round has arrived for me. As with many of you in the audience, the games have become good friends in a few happy circumstances, acquaintances in others, and disappointments in others. And in the group are often fond memories of competition with individuals I never met face-to-face over a gaming table. They filled countless hours, either playing, organizing the contents, reading the rules and history, or scrutinizing the components, counters, maps (some of which are quite stunning), cards, or other play aids. That makes the decision to retain or sell a title that much more emotionally difficult. I had to decide what criteria I would use to put a game up for sale, how much I would ask, and where to post.

The purpose of the rest of this article is to describe the process I am going through.

First, I had to see what I had, and I fortunately made years ago a listing of my game library. I keep track of what I actually play as part of this library. I looked at several titles (over 150) as possible candidates for the selling block. I realized quickly that this was too large to handle at once, so I looked closer and some titles came off the list, a couple were added. But I noticed a group of eight that for one reason or another I no longer had interest in. Maybe it was the subject, size of the game, presentation, poor reviews, but they no longer appealed to me as they had when I acquired them. Also, they are all in shrink wrap! This became my first group.

Choosing what to sell is difficult, but then comes setting a price, unless you opt for one of the online auction websites, which then take a portion of the sale as their cut. But, these do have a purpose as a starting point in determining what to ask for the games you are putting up for sale. I also consulted Consimworld for current sale prices. My real goal is to find good homes for my games.

The final decision to be made is where to list the games that I am trying to sell. My decision is to use all the avenues open to me, in this order. I will give first choice to my friends in AHIKS. After a month I will post them on Consimworld, where there are a lot of listings and visibility. Finally, I will list them on eBay at auction.

Enjoy the games!

Kenneth

PS: After this was written I sold the first game from my collection. KO



KAKAKA "SHIRLEY" AMPHIBIOUS PEDAL-BOMBER The originality of Japanese aircraft design was never in question after the Shirley wobbled onto the scene, albeit briefly, in the closing months of the Pacific war. This light (75 lbs.), cheap (\$1.49), last-ditch gesture of a desperate Japanese High Command was in fact little more than a bicycle of the air, its propeller turned by pedal power from the pilot. Towed behind a torpedo boat, the Shirley would sooner or later rise and fumble skyward, staying aloft exactly as long as its pilot's stamina held out and his sprocket chain stayed intact. Hopefully, a U.S. ship would soon be sighted; then, braving massive ack-ack fire as well as large birds, the fanatic suicide candidate at the controls, or handle bars, aimed toward his quarry and pumped furiously until directly overhead. Then, at the flick of a lever, the underslung wicker basket fell away and hit the deck below—and one rabid dog was disgorged to run amuck and wreak its mad havoc. The ravaging animal, it was assumed, would take a few Yanks with it by the time the end came. Ingenious, but not ingenious enough; the dogs proved susceptible to seasickness en route to the target and every known Shirley mission ended in anticlimax with a dazed mutt vomiting among the gobs while a paper airplane slowly sank off the starboard bow.

Book Reviews by Tom Oleson

BV138

by Heinz Nowarra, 1997, 50 pages.

The reference is to a huge tri-motor sea plane of which Germany built 238 in WW2. It was used very occasionally in combat (they had 2 machine gun turrets), or to ferry troops (could carry 10 fully equipped). Their primary role was long range recon primarily in the Black Sea but also in the Atlantic. No mention of use in the Med. One in a series about every plane involved in WW2. Mostly pictures.

The Secret War Spies, Ciphers, and Guerrillas, 1939-45

by Max Hasting, 611 pages, 2015

This is the kind of book I at least just dip into here and there. In another review, I asked what the Germans were doing to spy on the Allies. The answer is here—quite a lot, but not with anywhere near the same results.

Independent from the UK for only 20 years, Eire, Ireland, remained neutral. Lots here about competing espionage attempts by the contenders to influence the Irish.

Other books have also mentioned the rivalry between American and British espionage. Discussed here in detail.

An encyclopedic book which should be very useful for those interested.

Kaiten Japan's secret manned suicide submarine and the first American ship it sank in WWII by Michael Mair, 363 pages, 2014

The naval equivalent of the kamikaze airplanes.

This is another book I bought for a submariner friend. Hope he finds it as interesting as I did. Several prescient quotes from prominent Japanese military men about the importance of what they were doing for their country's future role. Whenever I read a book like this—you can't help but marvel at all the Japanese did—I compare it with the passive role Japan plays today. Its population is declining. Will this continue?

To the Last Man

by Randolph Brandon, 183 pages, 2008

The subtitle tells it all: the battle for Normandy's Cotentin peninsula and Brittany. One more in the seemingly endless studies on aspects of WW2. Would be useful for a game on the subject.

The Fleet At Flood Tide America at total war in the Pacific 1944-45

by James Hornfischer, 603 pages, 2016

No time to read every page, so I dip in and out where of most interest. At last maps I can praise! Informative maps of each invasion, with front lines showing how the battle advanced.



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.

1952 Troy Chard, Vancouver, Canada

1953 Bernard Putesznit, Land of Lakes, FL

1954 Edson Ramos, Extrema, Brazil

Book Review

The British Are Coming The War for America.

Lexington to Princeton, 1775-1777

by Rick Atkinson

776 pages, photos, maps

Henry Holt ©2019

\$40 (\$24 on Amazon)

Reviewed by Omar DeWitt

Wow, you are thinking. This book just came out and it's being reviewed in *The Kommandeur*!

Yes, indeed. Of course, I haven't finished reading this first volume in the trilogy. But, we all know how it comes out. And, I have read Rick Atkinson before. His trilogy on WWII was excellent. There are many maps here, quite easy to read. Color photos of paintings of the major military men, the important ships, interesting buildings.

Atkinson writes well, and he has much information to tell. His research is excellent.

I recommend this book.

Information on the trilogy, plus maps, etc. is available on www.revolutiontrilogy.com.



Open Match Requests from Duncan Rice

1914 AH
 Adv Squad Leader MMP
 Adv Squad Leader Starter Kits 1 & 2
 Advanced Third Reich AH
Afrika Korps AH
 Arab Israeli Wars AH
 Battle of the Bulge AH
 Barbarossa to Berlin GMT
 Bloody Hell HFDG
Breakout Normandy L2/AH
 Case Blue by MMP
 D Day '61 by AH
 EPLX
 Conflict of Heroes AG
 Dien Bien Phu: Final Gamble
 Legion Wargames
 East Front Series by GMT
 France 1940 Vae Victis
 Frederick the Great SPI
 To Green Fields Beyond SPI
 Great Game by Legion Wargames
 Guns of August AH
 Imperium Romanum
June '44 DH
 Jutland AH
 The Korean War VG
 Midway
Midway AH
 Mortain Counterattack DG
 Panzer Blitz AH
 Panzer Leader AH
Panzer Leader AH
 Red Winter GMT
 Richthofen's War AH
Richthofen's War AH
 Rock of the Marne MMP
 Russia Besieged L2
 Russian Campaign AH
 Russian Front AH
 Soldiers SPI
 Stalingrad AH
 Storm Over Arnhem MMP
 Storm Over Dien Bien Phu MMP
 Storm Over Stalingrad MMP
 Tank on Tank LnL
 Third Reich AH
 Titan AH
 Turning Point Stalingrad AH
Victory in the Pacific AH
War at Sea AH
Waterloo AH

John Trosky 1554 CVS
 Charles Mock 1873 E
 Michael Plummer 1919
 Michael Mitchell 1086
Omar DeWitt 44 V
 Scott McAninch 1718 PE
 Rene Charbonneu 1934
 Andrew Patience 1646
 Jay Unnerstall 1264 EPS
Art Dohrman 1551 VF
 Rob Franze 1921 VNX
 Richard Passow 1453

Lourens te Beer 1908 EL

Andrew Patience 1646
 Rob Franze 1921 VNX
 Andrew Patience 1646
 Andrew Patience 1646
 John Trosky 1554 CVS
 Andrew Patience 1646
 John Trosky 1554 CV
 Rene Charbonneu 1934
Joe Grills 748
 John Trosky 1554 CVSL
 Paul Koenig 1577
 Clark Evans 1933 FV
Edson Ramos 1954 E
 Jay Unnerstall 1264 EPS
 Scott McAninch 1718 PE
 Scott McAninch 1718 PE
Brian Nickel 1797 V
 Chuck Leonard 711 VE
 John Trosky 1554 CV
Scott McAninch 1718 P
 John Trosky 1554 CVL
 Mike Paul 1578
 Jim Dowrey 1951
 Michael Mitchel 1086 VA
 John Trosky 1554 CVS
 George Phillies 697 VZX
 Andrew Patience 1646
 Andrew Patience 1646 V
 Andrew Patience 1646
 Duncan Rice 1394 V
 Clark Evans 1933 FV
 Jim Dowrey 1951
 Andrew Patience 1646
Edson Ramos 1954 E
Edson Ramos 1954 E
Omar DeWitt 44 V

Match Coordinator

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

Match Codes

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

Multiplayer Games

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

Crown of Roses GMT – Mike Kettman (1067) V
 Dune – Jeff Miller [1303] V
 Empire in Arms – Kevin Conway [1930] V
 Empire in Arms – René Charbonneau [1934]
 Empire in Arms – Bernard Putersznit
 Empire in Arms – Andrew Patience [274]
 Empire in Arms – Thomas Scarborough [1345]
 Empire in Arms – Mike Kettman [1067] V
 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



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.

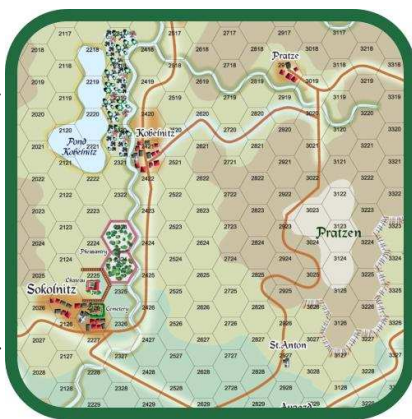
Brian Stretcher, 117 Camellia Trail, Brevard, NC 28712

Game News

Acies Games

Moravian Sun covers the masterpiece battle fought and won by Napoleon against the hopes of the III Coalition. At the sunset of December 2, 1805, the map of Europe was redrawn for many years to come, and the art of war had a new Master. The game system Vive la France - Empire rules is the ideal prosecution of two already published games, **Massena at Loano** and **Wise Bayonets**. €43

<http://www.aciesedizioni.it/Giochi/Austerlitz-eng.htm>



Avalanche Press

Panzer Grenadier: Slovakia's War In March 1939, the small, newly-created nation of Slovakia declared its independence from Czechoslovakia and immediately became a satellite of Nazi Germany. Slovak troops fought alongside the Germans for five years as the most minor of allies, but in 1944 they turned against the fascists in a patriotically-fought, though poorly-coordinated National Uprising and fought with the victorious Allies in the last year of the war.

Slovakia's War is an expansion for the Panzer Grenadier series, focused on the battles of the Slovak Army. There are 23 scenarios plus background articles describing the campaigns, and 253 die-cut-and-mounted playing pieces. This is not a complete game; ownership of **Fire in the Steppe** and **Broken Axis** is required to play all the scenarios. \$30

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

Great War at Sea: Rise of the Dragon In 1907, the Imperial Chinese Navy proposed a new building program to provide three regional fleets, each built around a new modern battleship. Two years later a naval commission headed by the Regent's brother, Prince Tsai-hsun, recommended a fleet of eight dreadnoughts and 20 cruisers plus supporting vessels, and began soliciting bids from shipyards around the world.

China never built that fleet, but that doesn't stop you from leading it into battle against the Japanese imperialists. **Great War at Sea: Rise of the Dragon** presents the Chinese line of battle as proposed by Prince Tsai-hsun, made up of ships built in Germany, Britain, Japan, Austria-Hungary, Italy, and the United States.

The Chinese have nine dreadnought battleships: the eight new ships proposed by the Prince, plus the former Brazilian *Rio de Janeiro*. Plus, the twenty proposed cruisers, and the destroyers, mine craft, gunboats, and torpedo boats that made up the rest of the program.

Thirty-five new scenarios send this fleet into action against the Japanese in 1915, resisting Japan's odious demands for control of Chinese ports, railways, and mines. The Japanese have countered the Chinese buildup with additional new ships of their own, foregoing the reconstruction of captured Russian prizes to invest instead in additional new battleships and cruisers, including the small battle cruisers proposed in 1905.



Rise of the Dragon is a supplement for the **Great War at Sea** series, based on battles that never happened. It is not a complete game: Ownership of **Russo-Japanese War** (and only **Russo-Japanese War**) is necessary to play all the 35 scenarios included. \$35

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

Chris Harding Simulations

57th Panzer Korps. This game was designed by Jim Zoldak.

The game portrays the 57th Panzer Korps attempt to relieve 6th Army, trapped at Stalingrad.

Each hex represents 1.2 mile from side to side. Each turn represents 12 hours. Unit counters represent regiments, battalions, or companies. The game lasts for 24 turns starting on Game Turn 1, December 12th, and ending after the Soviet player turn of Game Turn 24, December 24th.

The game comes in a ziplock and has cover sheet, rulebook, 4-piece map, two counter sheets (mounted but not die cut) and a play aid card.

Price is \$28.50 US, this includes airmail postage. If you are interested in a copy please contact (topkat@chariot.net.au) me and I will send you a Paypal request for funds.

<http://talk.consimworld.com/WebX?14@@@.1dd727c4/834>

57th Panzer Korps



Compass Games

Tinian: The Forgotten Battle 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. \$85

<https://boardgamegeek.com/image/4609255/tinian-forgotten-battle>



Critical Hit

Bandenkrieg: Hell Behind the Eastern Front North of Borisov, Russia, 4 April 1943: Operation Lenz Sud had commenced in hopes of finally reducing or eliminating the growing Partisan force near Borisov. As the German forces began the push, the partisans were ready and waiting in ambush. The Par-

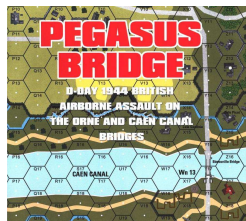
tisans were not trained soldiers, and the tactics of the partisans were simple, and the challenges put on them by their leaders were less than would be expected from a military unit. Surprise and ambush were their best tactic. The spot chosen lay on both sides of the Narotch stream. Having captured a German field gun earlier and using their long hidden anti-tank gun—a leftover from the retreating Russians in 1941—the ambush was prepared. Mines were placed, demolition charges were planted by explosive teams smuggled behind German lines and now the wait began. One Partisan survivor remembered: “We would ambush the Germans on the Narotch stream bank. We knew the Germans planned to come to the aid of the guard from the other side of the stream. Our commander, Sagalchik, was also a guide, as he had lived in Miadel for many years and was familiar with the area. When we arrived, everything was quiet. Suddenly shots were heard. We lay down and awaited the Germans. When we received the sign to attack, we ran to the houses where the Germans and Lithuanian sharpshooters were. The battle lasted a few hours and the Germans dispersed.” Within an hour, the fight was over leaving the battlefield in partisans hands. The Germans suffered 40 dead and over 50 wounded. “Lenz-Sud” was off to a bloody start.

Here at CH we're into firsts. We like to delve into esoteric fronts and combatants. We don't base our creative decisions on the bottom line. We live to provide our fellow gamers opportunities to explore their labors of love, pet topics, to read-up, research ... literally 'disappear into the stacks' of their private libraries and public archives. In **Bandenkrieg: Hell Behind the Eastern Front** each and every one of those touch-points are struck like a chord. The map is by Larry Winslow. It's all 'in there' and then some. \$60/\$80

http://www.criticalhit.com/mm5/merchant.mvc?Screen=PROD&Product_Code=HBEF_AS_L_2014

Pegasus Bridge

\$55 <https://www.nobleknight.com/P/2147752338/Pegasus-Bridge>



Decision Games

Red Eagles Air War over the Kuban Peninsula, 1943 The Red Air Force challenged the Luftwaffe in a series of air battles over the Kuban Bridgehead in early 1943. The lessons learned by the Soviet airmen would help them gain air superiority on the Eastern Front later that year.

This is a two-player game in the Air Wars series. Units represent one or more Soviet air regiments or German Gruppen. Aircraft include IL-2 Sturmoviks, Lend-Lease P-39s, Bf-109s, He-177s, and more. Bombing missions are needed to take out ground targets, while fighters fly escort or interception missions. The map covers the area from Rostov to Sevastopol.

Each player has a set of cards providing additional capabilities, improved logistics, and special orders from the high command. Victory goes to the player hitting the right targets and protecting friendly assets. \$12

https://boardgamegeek.com/boardgame/255641/red-eagles-air-war-over-kuban-peninsula-1943?utm_source=BoardGameGeek%20Newsletter&utm_campaign=60305de5a1-EMAIL_CAMPAIGN_2018_01_25_COPY_01&utm_medium=email&utm_term=0_23873ccd5d-60305de5a1-99234077&mc_cid=60305de5a1&mc_eid=0cd38aa307



Caesar's War March with Julius Caesar and his legions in the conquest of Gaul, 58-52 BC. This is a two-player game.

One commands the Romans, the other the Gauls as well as allied Brittanic and Germanic tribes. The game pieces include: legions, auxiliaries, fleets, and tribal war bands. The map stretches from the Roman frontier across the three parts of Gaul to the Rhine, as well as across the Northern Sea into Britannia.



In **Caesar's War** each player has a unique deck of Campaign Cards. They generate recruits for the armies, movement abilities, special combat bonuses, and historic events. Some of the Roman cards include: Legions on the March, Unrest in the Ranks, and British Campaign. Some of the Gallic cards include: Helvetian Migration, German Invasion, and Uprising of Gallic Tribes.

Combat is resolved using a quasi-tactical procedure. Each side has unique advantages, with Roman discipline pitted against Gallic ferocity. There are special rules for camps, sieges, morale, and great leaders such as Vercingetorix and Caesar himself. Having the right commander at the right battle can mean the difference between laurels and disaster. \$15

<http://shop.decisiongames.com/ProductDetails.asp?ProductCode=1701>

Belisarius's War: The Roman Reconquest of Africa, AD 533-534 In AD 533, Eastern Roman Emperor Justinian began the attempted reconquest of the territories of the fallen Western Empire from the barbarians who overran it the prior century. Leading the first of those campaigns was the great general, Flavius Belisarius. **Belisarius's War** is a two-player game of the Vandal War, in which the Eastern Romans reconquered North Africa. Both players maneuver units representing elite regulars, tribal warbands, fleets, and militia. The point-to-point map covers North Africa as well as the islands of the Western Mediterranean.

In **Belisarius's War** each player has a unique deck of Campaign Cards. They generate recruits, movement abilities, special bonuses for combat, and historical events. Some of the cards include: Naval-Land Campaigns, Organize the Exarchate, Ambush, and Procopius.

Combat is resolved via a quasi-tactical procedure. Each side has unique advantages, with fierce Vandals pitted against disciplined Roman heavy cavalry. There are special rules for Huns, rebellions, morale and leaders such as Belisarius. Having the right commander at the right battle can mean the difference between victory and disaster. \$15

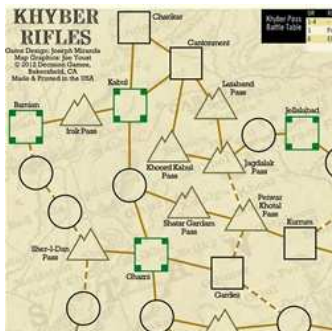
<http://shop.decisiongames.com/ProductDetails.asp?ProductCode=1702>



Khyber Rifles: Britannia in Afghanistan In 1842 Afghan rebels destroyed a British army as it tried to fight its way from Kabul to the safety of the Khyber Pass. The British launched an expedition to avenge that defeat, and that led to another campaign in Central Asia's Great Game. **Khyber Rifles** is a two-player game of that fateful year in Afghanistan.

One player commands British forces, including the regiments and battalions forming the armies of Gens. Nott, Pollock, and Elphinstone. The other player controls various Afghan tribal contingents, led by Akbar Khan. The point-to-point map covers eastern Afghanistan and India's Northwest Frontier area, including the famous Khyber Pass.

Khyber Rifles is part of the Hand of Destiny mini-game series. Each player has a unique deck of Campaign Cards. They generate movement abilities, combat bonuses, and historical events. Accessing the right card at the right time lets the player concentrate forces to win that great victory against all odds—or perhaps go down to inglorious defeat. Some of the cards include: Ambush, Jirga Loya, Mad Dash, and Relief Force.

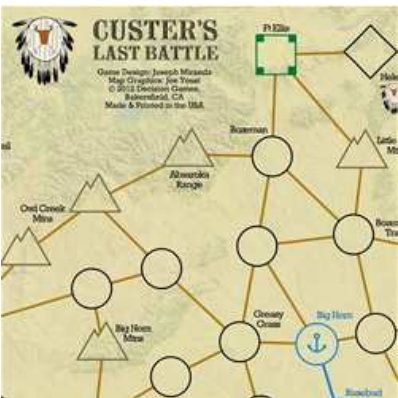


Combat is resolved via a quasi-tactical procedure. There are special rules for: elite British units, fanatic Afghan Ghazis, camp followers, Shah Shujah's army, and irregular units such as Broadfoot's Pioneers. \$15 <http://shop.decisiongames.com/ProductDetails.asp?ProductCode=1703>

Custer's Final Campaign: 7th Cavalry at Little Bighorn In 1876 the US Army engaged the Indians of the northern Great Plains in a campaign that culminated in the destruction of Gen. George Armstrong Custer and most of his command at the Battle of the Little Bighorn. This two-player game covers that entire campaign.

One player commands Army forces, including the regiments and battalions forming the three commands that participated in the original campaign: Crook's, Gibbon's, and Terry's. The other player controls various Indian tribes, each rated for its fighting strength in warriors. The point-to-point map stretches from Fort Abraham Lincoln in the Dakotas to Helena, Montana. In between are famous historic battle sites such as Powder River, the Rosebud, and the Little Bighorn.

Custer's Final Campaign is part of the Hand of Destiny mini-game series. Each player has a unique deck of Campaign Cards. They generate movement abilities, combat bonuses, and historical events. Accessing the right card at the right time lets the player concentrate forces to win that great victory against all odds—or perhaps go down to inglorious defeat. Some of the cards include: Tribal Raiding, Indians Leave Reservation, and Gary Owen.



Combat is resolved via a quasi-tactical procedure. There are special rules for: Gatling guns, "dog soldiers," Army riverboats, and leaders such as Crazy Horse, Nelson Miles, Sitting Bull, and Custer himself. \$15 <http://shop.decisiongames.com/ProductDetails.asp?ProductCode=1704>

Eagle Day: The Battle of Britain The sky over Britain in 1940 was the scene of one of the decisive battles of World War II, when the Royal Air Force defeated the Luftwaffe's bid to gain air superiority and open the way for Operation Sealion. **Eagle Day** is a two-player wargame covering the most critical period of the Battle of Britain. The Luftwaffe player must move bombers and their escorts to attack targets in Britain, while the RAF player must utilize interceptors to stop them.

Each player moves units representing historic wings and groups. All the famous aircraft are here, including Spitfires, Hurricanes, Me-109s, Ju-88s, He-111s, and many more. Each unit is rated for air superiority, bombing, and speed. The game uses a new and unique system that facilitates aerial operations, dispensing with record keeping.



Eagle Day is part of the Air Wars mini-game series. Each player has a deck of Campaign Cards. They generate a range of events, including Fuehrer Directives, the Empire Rallies, and critical morale checks. Certain cards can be played in combination to gain operational advantage, leading to tense decision making. There are special rules for radar, fog of war, and the infamous Stukas. \$15 <http://shop.decisiongames.com/ProductDetails.asp?ProductCode=1705>

GMT

Time of Crisis: The Roman Empire in Turmoil, 235-284 AD During the Crisis of the Third Century, the Roman Empire nearly collapsed in the face of calamitous internal and external strife, including continuous civil war and barbarian invasions from all directions. Beginning with the assassination of Emperor Alexander Severus, a period of 50 years saw nearly as many different men seize imperial power over all or part of the Empire, until the reforms of Diocletian in 284 AD ushered in an era of peace.

In **Time of Crisis**, 2-4 players take the reins of Roman dynasties, gathering and wielding influence among the senate, military, and people of Rome to ensure that their legacies are remembered by history instead of being lost to the mists of time. Starting from control of one province and a few low-value cards, you are challenged to establish your base of power during this fragile period of Roman history. You must build your armies, take control of valuable provinces, develop your support, and defend yourself against barbarian incursions, inopportune events, and the machinations of your political opponents. \$50 <https://www.gmtgames.com/p-737-time-of-crisis-3-game-box.aspx>



Peloponnesian War From the opening of the Archadameian War in 431 BC to the fall of Athens in 404, The Peloponnesian War allows *you* to compete against the man in the mirror, as you live through the suicide of Greece. Maneuver your generals, hoplites, and navies to fight battles and attempt to bring the war to an end on your terms. Take heed, however. As you weaken your foe, you create a greater game challenge for yourself. For as you improve in strength, so does your opponent.

In terms of physical components, Mark's enhanced version is getting the full GMT treatment: mounted map and strategy boards, high-quality thick counters, redesigned rules and play-book, all with new art throughout. This will be a product that you'll want to own and play for a long time!

We hope you enjoy this enhanced GMT version of Mark Herman's classic solitaire game design. \$45/\$65
<https://www.gmtgames.com/p-710-peloponnesian-war.aspx>



The Last Hundred Yards is unlike any tactical wargame published to date. It introduces innovative systems intended to model Small Unit Behavior in Combat during WW2. It is fun, fast-paced, and provides a very good simulation of what it was like to command combat units at the platoon or company level. The game is purposely designed to deliver a brisk yet intensive gaming experience that forces many decisions upon you as you take command of an infantry company in Western Europe after the D-Day landings.

Initiative and Advantage: In **The Last Hundred Yards**, only the player winning the initiative has a proactive game turn; his opponent is limited to reaction only. Generally, the attacker has the initiative or momentum at the beginning of a small-unit combat as the result of plans and preparation, so he generally dictates the action. The defender will generally react to the attacker's actions, hoping at some point to blunt or take away the attacker's momentum. This is represented in **The Last Hundred Yards** by player advantage and the importance of winning the initiative.

Simultaneous vs Sequential: In small-unit combat, things are happening simultaneously. In an attack on an enemy position, some units of a formation provide cover fire to suppress the enemy, while other units maneuver against the enemy position. These actions take place simultaneously. But, in most current tactical games, opportunity fire is sequential and is typically represented by the Phasing Player moving a unit or stack of units a single hex at a time, giving the non-phasing player an opportunity to fire. Then he moves into the next hex, again giving the non-phasing player an opportunity to fire, etc. Once he has finished moving one unit or stack of units, he selects another and repeats the process until he has moved all his units. Not only is this very time consuming, but it's often unrealistic as well. First, the phasing player can adjust his move depending on the opportunity fire result. In reality, all these things are hap-

pening at the same time. Each player's units would be moving and firing simultaneously and may not know or see where the enemy maneuvered. In **The Last Hundred Yards**, simultaneous movement and opportunity fire are modeled primarily through the Action / Reaction Cycle and Fire Mechanics.

Action/Reaction Cycle: "Where there is action there is always a reaction." In **The Last Hundred Yards**, the Action/Reaction Cycle is the engine and the heart of the game. The Player winning the Initiative is the active player. He conducts actions (fire, maneuver, or recover) with the units of the active platoon. After all units of the active platoon have completed their actions, units of the non-active player may react (fire, maneuver, recover or do nothing) to units of the active player if units of the active player conducted actions in their LOS. Once the non-active player completes his reactions, the active player may react in turn to those units of the non-active player that conducted actions in their LOS. Or, the active player may instead activate the next platoon, repeating the cycle. A key aspect is that unless a unit sees an enemy unit conduct an action in his LOS he may not react. In essence, units that saw no action will most likely do nothing as they were most likely to hold their position until notified otherwise.

Fire Mechanics: Fire mechanics in **The Last Hundred Yards** are based on the premise that during the short span of a few minutes in a game turn, fire is focused on a specific enemy unit as it fires or maneuvers. To reflect this, DRM markers are used to represent the enemy unit or units under fire and the amount of fire power placed on them. A different color DRM marker is used for each type of fire (green for small arms fire, yellow for anti-tank fire, and red for indirect fire). Note that neither player will see the results of his fire until the Fire Resolution Phase occurring after all platoons of the active player have been activated. The following Fire Resolution is extremely fast and simple. The firing player rolls a single sided 10 die for each of his DRM markers in play, adding or subtracting the DRM of this DRM marker to the die roll, then co-comparing it to the defensive value of the enemy unit. Combat results are Disruptions or Casualty Reductions.

Tank Combat: Tank combat at this scale is the most difficult aspect of modeling small unit combat. In most tactical games, vehicle combat usually has taken the form of defensive fire or motion activity by the targeted vehicle during the "I go" player's turn. But there are some problems with this approach. First, defensive fire suffers from the "perfect knowledge" problem. The targeted vehicle always spots the menace. Sometimes, even often, the target vehicle has no opportunity to fire at its assailant for the simple reason that the crew of the target vehicle does not know the enemy is there. One cannot see much out of a buttoned-up tank on a battlefield erupting with booming explosions and the life-threatening zip of high velocity shells. The tank that kills yours is often one that was never seen. Second, humans do not possess vision thru 360 degrees. The act of "looking all around" takes time and in that time, a projectile may be on its way to kill your vehicle. Looking right means you are not looking left for a segment of time and in that time segment death may come your way. So, in **The Last Hundred Yards**, the traditional defensive fire concept has been replaced with a reaction sequence that might allow the target vehicle to escape its hunter, and, in some cases, turn the hunted into the hunter. \$59 <https://www.gmtgames.com/p-592-the-last-hundred-yards.aspx>



Commands & Colors: Medieval is based on the highly successful Commands & Colors game system and by design is not overly complex. The **Medieval** game introduces many new game concepts to the Commands & Colors system, which add historical depth and flavor. Some of the new concepts are:

- Superior armor and status when battling

- Cavalry units increase to 4 blocks

- Heavy infantry battle dice are reduced from 5 dice down to 4

- Light Bow Cavalry units can employ the Parthian Shot when they evade

Still, some **Commands & Colors** game mechanics remain familiar to players of other games in the system, like the deck of Medieval Command cards that drive movement while creating a “fog of war,” and the battle dice that will resolve combat quickly and efficiently. The stylized battlefield scenario maps emphasize the important terrain features and highlight the historical deployment of forces in scale with the game system. The scale of the game is flexible and varies from battle to battle. For some scenarios, a unit may represent a Chiliarch of soldiers, while in other scenarios a unit may represent just a few brave warriors. The battlefield tactics, however, that you will need to execute to gain victory conform remarkably well to the strengths and limitations of the various medieval unit types, their weapons, the terrain, and history.

The medieval battles showcased in the scenario book focus on the historical confrontations between the Byzantine Empire and Sassanid Persians (530 to 627 AD) with a slight detour to battle the Moors and their rebel allies (645 - 648 AD). The Byzantine Empire during this period of medieval history was one of constant transition and reorganization. Its army tended to mirror its eastern adversaries by deploying an increasing number of armored cavalry formations (Cataphracts) and more missile troops. Yet, it was how the Byzantines adapted their battlefield tactics in relation to the enemy it faced that is perhaps the chief reason for the longevity of their Empire.

Although the Byzantine army fought on other frontiers, against a multitude of opponents, Visigoths, Vandals, Ostrogoths, Franks, Alemanni, those conflicts are beyond the scope and space of this one package. Additional expansion modules that address those battles will be forthcoming. \$75 <https://www.gmtgames.com/p-604-commands-colors-medieval.aspx>

High Flying Dice Games

Ivar the Boneless portrays the first major invasion by the Vikings of Great Britain. \$15 <http://www.hfdgames.com/ivar.html>

Hollandspiele

Antony and Cleopatra. John Theissen’s streamlined approach to operational warfare in the nineteenth century in games such as **Hood’s Last Gamble** and **Campaign of Nations** has won him a number of admirers. Now he turns his attention to the last war of the Roman Republic, to the marching of Legions and the sailing of fleets, to the rise of Augustus and the fall of Mark Antony and the savvy Queen of Egypt, Cleopatra.

Each player must raise troops and build ships, using these military forces to enact their will and conduct campaigns against the enemy. Along the way, they will face the challenges inherent in ancient warfare: the difficulty of keeping troops

supplied, perilous storms at sea, the spreading of plagues, and the opportunistic assaults of Rome’s external enemies. As the war wears on, both sides will attempt to chip away at the other’s prestige and standing. If your prestige falls low enough, your troops and provinces might defect, tipping the balance. And should it fall to zero, you lose this high-stakes battle.

The spoils of victory and the consequences of defeat might not be quite as serious as all that when the troops are made of cardboard, but **Antony and Cleopatra** allows you to refight this epic contest for ultimate power in the relative safety of your home.

Though somewhat more granular and detailed than Mr. Theissen’s other games for Hollandspiele, this remains a quick, compelling, and accessible exploration of this fascinating subject. \$50 <https://hollandspiele.com/products/antony-and-cleopatra>

Legion Wargames

Tonkin, The First Indochina War 1950 – 1954 is a two-player game that covers the crucial period of the First Indochina War fought between the Viet Minh and France from 1946 - 1954. The game focuses on the intensive years from 1950 - 1954 in the northern part of Vietnam, called Tonkin, and Laos. It is a game of high interactive play where both players have a set of ten operation points and a number of supply dumps. By spending operations points you will be able to perform different, mostly non-combat, actions. By expending a supply dump you will also be allowed to perform combat missions. But there will be a limited number of supply dumps to expend, and they will also be needed to keep units in supply. When you spend operation points you will only be allowed to spend one, two, or three points in a row before it is your opponent’s turn.

This creates a game where you, in a long term, will have to plan and save supply and at the same time be prepared to react to your opponent’s actions. In the short term you will be forced to make decisions based upon the number of operation points you have been given to spend in a row and the missions you need to accomplish. Basically, one point allows one action, so if you receive three points that would, for example, enable you to move, barrage, and attack. But if you only receive one point you would be forced to consider a different strategy. A feeling of panic is always close at hand when you haven’t got enough points. But, on the other hand, you might want to save some because, if you spend your ten points too early, your opponent will have a lot of points left to spend in a row, and you will be unable to react. Believe me, that will ruin your day.

The two sides have very different forces so you have to identify what you are good at and avoid getting into situations where your opponent will beat you on his backyard. The French units are strong. They have artillery and air support, plus they have a high motorization which gives them mobility in clear terrain. Viet Minh units move fast in bad terrain, and they can ambush and fight with sudden ferocity. This is a game of high tension and tough decisions, and you will not be rewarded for ineptitude. It is won by controlling territory and by forcing the other player to replace and reinforce heavily and this is a balance you have to keep an eye on. \$45/\$60

https://www.legionwargames.com/legion_TKN.html



Matrix Games

Field of Glory II: Wolves at the Gate is an expansion of **Field of Glory II** and requires the base game to be played

This expansion extends **Field of Glory II** forward to 1040 AD, exploring the rich military history of the so-called “Dark Ages,” from the whirlwind Arab Conquest to the depredations of the Vikings and Magyars, the birth of England, France, Germany, and Spain, and the long struggle of the Byzantine Empire to keep Roman civilisation alive in the east.

From 600 to 628 AD the Byzantines were locked in a titanic struggle for survival against the aggressive Sassanid Persian Empire, from which they eventually emerged victorious. Both empires, however, were severely weakened. Six years later, in 634, the newly Islamized Arabs erupted forth from Arabia, quickly defeating the Byzantines and Persians. By 750, under the Umayyad Caliphate, the Muslim Arab Empire stretched from Spain to the borders of India.

The Byzantine Empire, after losing its Levantine and North African provinces, survived the initial Islamic advance. Constantinople endured a year long siege (717-718), and this proved to be the beginning of the end for the Umayyad Caliphate. Eventually, weakened by defeats on the frontiers of their vast empire and internal unrest, the Umayyads were overthrown by the Abbasid dynasty. The great Islamic Empire was now split into many separate, and often competing states. The Byzantines grew stronger under the Macedonian Dynasty (867-1056) and ended the period more powerful than they had been for many centuries.

In Northern Europe, Viking raids started in the late 8th century. Superb sailors, they used their longboats to strike across the Baltic and North Seas against towns, farms and monasteries, and raid as far as Seville and Constantinople. Eventually they settled down, and created important states in Normandy and the Kievan Rus. Their invasions of the British Isles resulted in centuries of intermittent warfare with the English, Irish, and Scottish kingdoms.

Charlemagne ruled as King of the Franks from 768-814 AD. The kingdom he inherited already included most of modern France and parts of Germany. By his death in 814, his empire encompassed modern France, Belgium, the Netherlands, Germany, northern Italy, and a strip of northern Spain. In 800 he was crowned “Emperor of the Romans” by Pope Leo III. After his death, the Carolingian Empire split into two main states, West Francia (modern France) and East Francia (modern Germany).

In the 9th century the nomadic Magyars erupted into European history. Their western raids reached as far as Spain. Their defeat by the Germans at Lechfeld in 955 ended their threat to Western Europe and in 1000 their High Prince accepted Christianity and was recognised as King of Hungary by Pope Sylvester II, ruling under his Christian name of István (Stephen). \$15 <http://www.matrixgames.com/products/792/details/> Field.of.Glory.II.Wolves.at.the.Gate



MMP

Brazen Chariots: Battles for Tobruk, 1941 is a Battalion Combat Series (BCS) game that chronicles fighting in the North African desert towards the end of 1941. Once Axis forces under Rommel had laid siege to Tobruk, they then set about trying to take it. Meanwhile, Commonwealth forces pushed back to the Egyptian border launched several attempts to break into and relieve the fortress. Two of these efforts, Brevity and Battleaxe, lacked the depth needed to accomplish this goal and were utter failures. The third, Crusader, was a massive undertaking that successfully opened communications to Tobruk and proved to the British 8th Army that Rommel could be beaten. It also set the stage for Rommel's Gazala offensive in 1942.

Brazen Chariots is the third game in the Battalion Combat Series. In **Brazen Chariots**, the wide-open desert, the limited number of Formations, and numerous shorter scenarios provide players with both a rapid and fun introduction to this highly acclaimed new series. The masterful order of battle research by Carl Fung showcases the forces involved with finer detail than ever before. \$96 <http://www.multimanpublishing.com/Products/tabid/58/ProductID/356/Default.aspx>

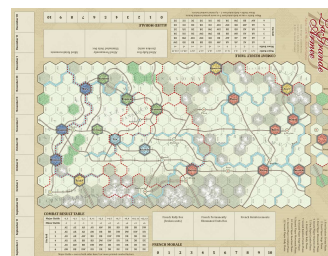


One Small Step

Folio No. 11: La Grande Armee 1805 covers Napoleon's 1805 campaign in Germany-Austria, a campaign which culminated in his great victory of Austerlitz over the combined Austro-Russian armies.

The new La Grande Armee wargame system recreates the Napoleonic campaigns using a small number of pieces, largely corps and armies. Each player has a set of cards which brings in their army's special capabilities as well as random events. The game contains standard rules that apply to all games in the series and special rules that apply specifically to the campaign being explored. \$33 http://ossgamescart.com/index.php?main_page=product_info&cPath=20&products_id=96&zenid=597d9b16459b7753e82414f7904db277

(Continued on page 13)



Upcoming Events

June 12-16, Columbus, OH
ORIGINS 2019

<http://originsgamefair.com/>

June 22-29, Tempe, AZ
CONSIMWORLD EXPO 2019

<http://expo.consimworld.com/>

July 12-14, Atlanta, Georgia
SOUTHERN-FRIED GAMING EXPO

<http://southernfriedgameroomexpo.com/>

July 13-19, Miami, Florida
GACUCON GAME CRUISE

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

July 20-28, Seven Springs Resort, PA
WORLD BOARDGAME CHAMPIONSHIPS

<https://www.boardgamers.org/wbcindex.html>

Aug. 1-4, Indianapolis, IN
GEN CON 2019

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

Aug. 2-4, Honolulu, HI
COMIC CON HONOLULU

<https://comicconhonolulu.com/>

Aug. 15-19, Dublin, Ireland
WORLDCON

<https://dublin2019.com/>

Aug. 16-18, La Crosse, WI
COULEE CON

<https://tabletop.events/conventions/coulee-con-2019>

Aug. 24-25, Perth, Scotland

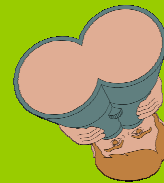
TABLETOP SCOTLAND

<https://tabletopscotland.co.uk/>

November 8-11, Cromwell, CT
COMPASS GAMES EXPO 2019

<https://www.compassgames.com/preorders/expo2019.html>

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



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PUBLICATION DEADLINES

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

Osprey Games

Men of Bronze is a wargame that allows you to play out Classical Greek hoplite battles on the tabletop. Players are Strategoi (generals) leading phalanxes of bronze-clad warriors in pursuit of fame, glory, and the honor of their city-states. To win such prizes, however, you must prove your mettle, display your valor, and bring the other Strategoi to their knees!

Designed to recreate small battles or larger skirmishes with 50-80 figures per side, each army will have its own unique mix of rules, advantages, backgrounds, and abilities. Strategoi must understand and appreciate the strengths and weaknesses of their forces in order to win glory on the battlefield. Of course, there's no telling what tricks a rival Strategos might have up their tunic sleeves. \$15 <https://boardgamegeek.com/boardgame/263185/men-bronze-ancient-greek-hoplite-battles>

Strategmata

Hill 262 - Chambois, 19 - 21 August 1944 presents the Allied fights during closing and defending the Falaise Pocket. The main hero is the 1st Armored Division of general Stanislaw Maczek. In addition, there are American and Canadian units.

There are 6 scenarios in the game. Four of them are short clashes to familiarize yourself with the procedures of the system "Great Battles of Small Units." The main subject is the defense of the Allies, and the German attempts to get out of the pocket. The chaotic organization of the German army in this battle is shown in a simple way. At the beginning of the game a German player chooses battle groups that he will try to move out of the board. The Allied player does not know the opponent's plans. Only during the game it turns out which units appear in the game. Thanks to that every gameplay is different and the game provides a lot of emotions. \$45

<http://strategmata.pl/en/24-hill-262-chambois-1944.html>

Tiny Battle Publishing

Rifles in the Pacific (RITP) is the second of Gottardo Zancani's solitaire Rifles series (**Rifles in the Ardennes**). **Rifles in the Pacific** recreates the sweaty-palms action that characterized the Pacific Theater in World War II in a unique single-player format. We have replaced the hex-maps typical of World War II games with three beautiful, yet abstracted maps, representing the Pacific Theater and allowing for endless battlefield customization.

A simple solitaire system recreates small firefights (five to ten units per side) over a bevy of scenarios, including beach assaults, riverbank defense, random jungle patrols, raids on AA Gun emplacements and radio stations, and a campaign linking the missions together. Blind chit draws and die rolls, combined with artfully crafted charts create an impressive "artificial intelligence," imbuing the game with true fog of war.

A fast paced and exciting solitaire World War II game, **Rifles in the Pacific** offers electrifying tactical challenges in a tiny package. \$32

<https://tinybattlepublishing.com/products/rifles-in-the-pacific>

Up & Away Games

Founding Fathers: Civil War & the Gilded Age is an expansion kit for **Founding Fathers** by Rick Heli, which is required to use this product. It is compatible with the previous **Founding Fathers: Offices & Statesman** and **Founding Fathers: Ladies & Orators** expansion kits.

<http://upandawaygames.com/CivilWar/>

White Dog Games

N: The Napoleonic Wars is a high-level, grand strategic solitaire game on the turbulent decades from 1792 to 1815, when

Europe was convulsed by the French Revolution and the wars of French Emperor Napoléon I. You play the monarchist "coalitions" of Europe – led by Britain – fighting to put down the 'Corsican ogre' and restore peace, order, and a bit of the Divine Right of Kings to the Continent. **N** is not a detailed, tactical historical simulation, but is designed as a fun, challenging game illustrating the general course of the wars and their salient historical themes. **N** is the second title in my British Wars Trilogy and is based on **Don't Tread on Me**, my game of the American Revolution (White Dog Games, 2014/15). If you have played DTOM, then many of **N**'s mechanics will be familiar. Each of the 16 Turns takes about 10 minutes to play (longer for beginners). There are two shorter scenarios if you don't want to fight out the entire three-decade grand campaign. \$48 <http://www.whitedoggames.com/n-the-napoleonic-wars>

Worthington

Dunkirk: France 1940 is a block wargame designed by Doug Bryant. The game allows you to refight the German invasion of France, and the low countries in May and June of 1940. Doug has been designing and playtesting the game for over 2 years and has some innovative concepts in the game.

Before the game begins, the German player picks a strategy card that has various goals for him to attain for victory. Each player has a hand of cards that add to battle, reinforcements, and other elements that occurred or could have occurred during the game. The game is not card driven, but card enhanced. The game is chit driven. The Allied, and German armies are broken up into their larger commands, chits are placed in a cup and drawn during the game turn. When a chit is drawn, the command for that chit is activated for movement and combat.

Victory is determined at the end of the game if the Germans can attain the goals on their strategy card, and for the Allies if they can prevent the Germans from reaching their goals. \$54 https://boardgamegeek.com/boardgame/231367/dunkirk-france-1940?utm_source=BoardGameGeek%20Newsletter&utm_campaign=813c1e7ad7-EMAIL_CAMPAIGN_2018_01_25_COPY_01&utm_medium=email&utm_term=0_23873ccd5d-813c1e7ad7-99234077&mc_cid=813c1e7ad7&mc_eid=0cd38aa307



MAGAZINES

Battles Magazine #13 ships in June. It includes **A Sheer Butchery, Solferino 1859**, a battle between the French under Napoleon III, the Piedmontese under Victor Emmanuel II, and the Austrians under Franz Sisi. €25.

<https://www.battlesmagazine.com/eshop/index.php>

Modern War #42 The Dragon that Engulfed the Sun is a two-player operational-strategic-level wargame simulating a hypothetical Chinese invasion of Japan. The premise of this game is a sudden war has erupted on the Korean peninsula, compelling China to intervene in the conflict—this time well before the United States could reinforce South Korea sufficiently to prevent it from being overrun. The Chinese realize there may never be another opportunity to completely extirpate the US from the Asian mainland. They have irrevocably committed themselves to this path, and thus it is their resolute intention to finally settle old scores with the Empire of the Sun. The map covers the militarily significant terrain of Japan and surrounding areas. Each hex on the map equals ~36 miles (58 kilometers) from side to side. Each game turn represents about a week. Playing pieces represent divisions and brigades, as well as occasional regiments and even battalions. \$40

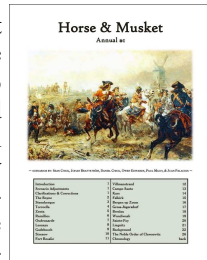
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW42>



Paper Wars #92 includes **Pitt's War**, which simulates the epic struggle between United Kingdom and France from the beginning of the French Revolution to the end of the French Empire at Waterloo on a map with zones covering Europe and the Levant. Each turn is worth a year with a fair and a bad weather impulse. Combat units are multi-step historical armies with elite corps and main generals. And much more, the game provides round 130 event markers to simulate easily the essence of that period. \$47 <https://www.compassgames.com/paperwars/issue-92-magazine-game-pittswar.html>



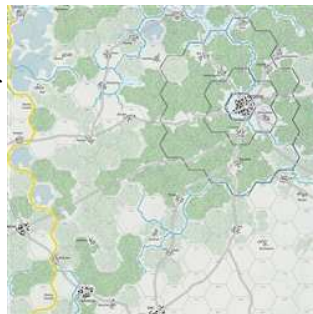
Horse and Musket Annual No. 1 The first annual scenario book for Sean Chick's Horse & Musket series brings twenty new battles to your table from throughout the eras covered in the first three volumes. Ownership of all three will enable you to enjoy all twenty scenarios included herein, though some scenarios can be played with only the base game or only one of the previous expansions. \$20



<https://hollandspiele.com/products/horse-musket-annual-1>

Strategy & Tactics #317 Moscow

is a two-player game covering the advance of Army Group Center, Autumn 1941. It is a simulation of the campaign by the Germans to capture Moscow from the Soviets from October until January 1941. This game's system is a progeny of the foregoing Leningrad game published by Decision Games (2010) with some slight differences (such as the stacking limit).



Players familiar with the Leningrad game will be able to play this game with only a perusal of these rules where they are specifically relevant to this game. Each hex represents 30 miles with each unit representing a division and in some cases brigades. \$40

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST317>

World at War #66 Cruise of the Graf Spee is an operational-tactical solitaire game that puts you in command of the KMS Graf Spee, the German battlecruiser that made a historic epic voyage through the South Atlantic during the opening days of World War II. The player must accomplish a specific "objective" to win the game that will be generated at random at the start of each scenario or the campaign game. As you fight your way throughout the South Atlantic and potentially the Indian Ocean, you will encounter various Allied warships, merchantmen, and unexpected opportunities and objectives. German ships in the game are shown in detail with the Allied ships shown in a more abstract manner. Each turn represents one full day. Nautical spaces are about 100 nautical miles apart with the game system using point to point movement. Most warship counters represent one ship each. \$40

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW66>

