



## From Your President Bob Best

Today is Wednesday July 31, 2019, and we are publishing the fourth issue of *The K* for 2019. It has been a busy and eventful summer so far here at the Best "Casa." Since last issue, I had the opportunity to fly a World War II P-40 Warhawk, definitely a "bucket list" event for me. My wife surprised me with a present of one hour of flying time in the P-40 that was visiting our local airfield with the Wings of Freedom tour in June. (For you Warbird Purists it's actually a TP-40N which is the two place final version of the P-40 Warhawk series.)

If you have ever wondered what it is like being upside down in a nimble little WWII Fighter Plane doing some "light" aerobatics... well, take a look at the photos and you can get an idea what that experience is like. This was "flight instruction" so I actually flew the plane and have an hour of time in the P-40 logged into my logbook. These photos were taken from the Go-Pro video I took while flying the P-40.

Boy was it BIG FUN!!! ...The Best "E-Ticket Ride Ever!" Thanks, Sweetie, for the adventure!



Your Prez at the controls in the rear seat.



...Starting a roll to the left.



... And coming straight down the back side of the loop!

So, what is the wargaming tie-in here you ask?

Well, right now I'm working on play testing and developing a new wargame designed by John Heim on the Japanese Attack on Pearl Harbor and I needed some "first hand" experience for maneuvering the P-40 counter shown above! (Omar, put a smile face here!) :-)



The counter represents the 6th Pursuit Squadron's "A" section of P-40 Warhawks that I am doing some "light aerobatic" combat maneuvering with. The 6th PS took off from Wheeler Field that infamous Sunday morning and was trying to intercept some Japanese Val dive bombers that were lining up to attack USS **Pearl Harbor** in the game. This new wargame is called **Air Raid Pearl Harbor!** Look for it to be released by year's end by Legion Wargames. Just in time for players to bomb Pearl Harbor on the anniversary of December 7th!

### Around AHIKS

I would like to take a moment to welcome our new members that have joined since last issue. We welcome Edson Ramos #1954, Paul LiCause #1955, Kevin Croskey #1956, Larry Giden #1957, Lee Balsiger #1958, and Max Chee # 1959 to our wargaming ranks, and we hope you have an enjoyable experience here at AHIKS! Welcome aboard!

Let me remind everyone that we have only two more issues before we decide on the Fassio Award for the Best Article for 2019. That comes with a \$50 cash prize and a Plaque proclaiming your literary skills! You still have time to enter. Write up an After Action Report on a game you played, or a tactics article on how to play your favorite game, or your experiences at a game con you attended. All are welcome and we would like to read about it. Send your submissions to Omar DeWitt at his email listed on page 12.

### AHIKS Games That I Am Playing

As I mentioned above, life has thrown lots of things our way lately. Some were good and some not so good. All of this has caused me to be a bit slow with my game playing... For this I apologize to my opponents, Bill Klitzke and Omar DeWitt.

Member Bill Klitzke and I have started our game of **Chinese Farm** from SPI's **Modern Battles Quad** as I mentioned last issue. Bill has kicked off his turn-one attacks as the Israeli Army. My Egyptians are getting their right flank turned as Bill makes an end sweep to get the Engineer Bridge unit to the canal. Here is a photo of the situation before I resolve his attacks. We are playing by Snail Mail. Bill, I sent out my move on the 26th of July so you should get it soon.



End of the Israeli's Turn 1 Movement.

Omar DeWitt, our esteemed editor, and I are playing Victory Point game's **Arduous Beginning**. Omar just finished the German turn 3 Special Move Phase (see photo). He seems to be thrashing the Soviets! I'm working on my Soviet turn 3 move now.



End of German Turn 3 - **Arduous Beginning**

I am trying to stem the flow of German armor and plug the holes in my line created by those hefty Panzer Units of his. I will be lucky if I can hold a city (my victory condition), I will keep you all posted on the progress of my two games.

So, until next time... Happy Gaming!

## Book Review

THE BATTLE FOR THE MAGINOT LINE 1940

by Clayton Donnell

282 pages, photographs, maps

\$33 Pen & Sword

Reviewed by Omar DeWitt

This is a book for the die-hard militarist. Donnell goes into extreme detail; so much that I got only half-way through the book. Here is an example:

“The SF 1<sup>er</sup> Escout fell within the zone of General Blanchard’s First Army. A line of twelve CORF casemates was built on the edges of the Forêt de Raismes. These were powerful infantry casemates with JM and 47mm anti-tank (*anti-char*—AC47) guns and mixed arms cloches. The casemates were part of 108<sup>th</sup> *Compagnie d’Equipages d’Ouvrages* (CEO), created from 1<sup>st</sup> Battalion of 57<sup>th</sup> *Régiment d’Infanterie de Forteresse* (RIF) and commanded by Captain Desmoulins.”

Gasp.

Much of the Maginot Line was abandoned without being attacked, much to the despair of the defending troops. The Germans easily bypassed the western limit of the line and were able to attack from the rear. The lack of French infantry to protect the rear and gaps in the line (most had been called away to defend elsewhere) made the German attacks effective.

Ventilating the forts was a problem. Gaps between forts was a problem. Incomplete forts were a problem.

Part of the Maginot Line was very successful, and that was the southern part against the Italians. The French held out there until the “armistice.”

The Maginot Line was named after André Maginot, the Minister of War, who argued vehemently for a defensive line against a vacillating and ambivalent government.

By the way, Pen & Sword has a large variety of military books. <https://www.penandswordbooks.com/>

## Book Review by Tom Oleson

GERMAN SECRET WEAPONS OF WWII

by Ian Hogg

223 pages, 2002

This book would be interesting to anybody interested in WW2 or the military in general. Whenever I read books about WW2, I marvel at the ingenuity of the Axis (Italy excepted) and contrast it with the role they play today. One of the most interesting chapters discusses why the Germans did not develop nuclear weapons, which they could have.

As AHKS 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 AHKS 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

## World Boardgaming Championships 2019

by Art Dohrman

WBC 2019 recently wrapped up at Seven Springs Resort in Pennsylvania. The wargamers were in the Winterberry room, which has undergone significant renovations since last year and is a very attractive venue. The only gripe was the lighting, which was marginal for gaming purposes. I saw one gamer wearing a headlamp while playing; I seriously thought about bringing out my own headlamp but ended up not doing so. The resort, as I understand it, has promised to address this next year.

Some of the games featured included **Waterloo**, **Afrika Korps**, **Gettysburg**, **Russian Campaign**, **Panzerblitz**, **Squad Leader**, **Bitter Woods**, **Wooden Ships** and **Iron Men**, **Breakout: Normandy**, and **Battles of the American Revolution**. Of course, there were plenty of other games, both in tournaments and open gaming.

I personally saw and spoke with AHIKS members Chuck Leonard, Jeff Miller, and Steve Andriakos; all seemed to be enjoying themselves, as was I. Personally I had some success in **Panzerblitz** and had 'learning experiences' in several other games.

Next year will be the 50th anniversary of **Panzerblitz**; the gamemaster is planning a big event to commemorate the occasion.

WBC 2020 will be the last week of July next year, at Seven Springs. If you can make it, it's quite an experience.



### In Memory of Richard H. Berg

It is with deep regret and sadness that I must inform you that Legendary Game Designer Richard H. Berg has passed away.  
— Mark Herman

**Richard H. Berg**  
26 July 1919

## Richard Berg is Gone

A fine man and a great game designer. Our paths crossed occasionally, beginning in the mid 1970s when I worked for a few months at SPI's office in New York City. Jim Dunnigan had offered to give a course on game design. Richard was the only one to take it. It obviously had a stunning curriculum.

The list of the games he designed is legendary. What follows is part of a biography that, I believe, Richard wrote. (O.D.)

Richard Harvey Berg (1943-2019) was a prolific wargame designer from Charleston, South Carolina.

Education:

B.A. (History), Union College, Schenectady NY

J.D. (Law), Brooklyn Law School, New York

Military Service: US Army, 1967-69. With my degree in Asian History and 2 years of Chinese language the geniuses in Army Personnel assigned me as Music Director for the Army Theater in Frankfurt, Germany. Did lots of shows; met my first wife. I did not complain; better than Vietnam.

Rock Singer. Late 50s, early 60s. Sang with The Escorts, recorded with Tiny Tim. Made six records, received no money. Learned not to trust anyone in the Music industry. Group is currently listed in Billboard's Encyclopedia of Rock Groups.

Attorney. From 1971 to 1988, Criminal Defense trial attorney for both the Legal Aid Society and in private practice. Interesting clientele, some of whom may be getting out now.

Composer. Wrote music and lyrics for two Off-Broadway shows: "The Adventures of Peter Pan", 1972, "Alice", 1973.

Communications Consultant. (1990-2000). For CommCore Inc., a firm that trains upper-level execs, physicians, celebs, sports figures, you name it, in such as areas as Presentation Skills, Media Communication skills, Crisis Management, IPO/Road shows, anything that has to do with helping someone sound more interesting/memorable.

Writer. Co-author of "The London Times History of War" (Harper Collins, UK, 2000) and Author, "The Dutchman's Gold", Fiction. (X-Libris Publishers, 2001). Editor and Publisher, "Berg's Review of Games (BROG)" Newsletter, New York (1984-5 and 1991-1999) and Staff Editor, "Strategy & Tactics" Magazine, Simulations Publications, Inc., New York, NY, 1975-1985). Winner, Charles Roberts Award, Writer of the Year, 1989, 1991; Winner, Publisher/Editor, Best Industry Newsletter, 1992. Newsletter, "BROG", awarded Hall of Fame status in 1998; Screenplay for "Miniatures", a documentary film feature on the hobby of miniature figures, 1978; Speech writer for a wide variety of clients, such as the CEO of Coopers-Lybrandt, various top-level Pfizer executives, and Bonnie Blair, Olympic Speed Skating champion.

Theater. Roles include FDR (in "Annie") and Ben Franklin (in "1776"). Militarily there's Major General Stanley (in "Pirates of Penzance"), Sir Joseph Porter KCB (in "HMS Pinafore"), Corporal Schultz (in "Stalag 17"), and The Duke of Plaza Toro (in "The Gondoliers). Then there are the 'classic' Broadway roles, such as Nathan Detroit (in "Guys and Dolls"), Tevye (in "Fiddler on the Roof"), Lycus and Pseudolus (in "Funny Thing . . . Forum") and my sole opera role, Don Alonso (in Gomes's "Il Guarany"). Among others.

Game Designer. 1975 [until death]. Known as The Pope of Wargaming. Over 140 published games. Winner, Industry Award for Best Game Design, 11 times; Awarded GAMA "Hall of Fame" for oeuvre, 1993; Awarded Charles Roberts Award for Lifetime Achievement in Simulation Design, 1990, and The Bloomgren/Hamilton Memorial Award for Lifetime Achievement in 2003.



## Book Review

**DRAGON'S JAW** An Epic Story of Courage and Tenacity in Vietnam.

by Stephen Coonts & Barrett Tillman  
304 pages, photos, maps  
Da Capo Press © May 2019  
\$28 (\$24.54 on Amazon)  
Reviewed by Bob Best

And we have another 2019 book release reviewed in *The Kommandeur*!

### Where Were You In '64?

Well, a little more specifically, where were you on August 2, 1964? And, do you remember what you were doing? I can see many of you sitting there scratching your heads and saying "Hm... let me see here. Now where was I?"

For many of us this was a defining day that would have a tremendous impact on the rest of our lives. I know it had a tremendous impact on mine. It was a Sunday afternoon. I was 16 years old. I had received a 1956 Chevy BelAir for my birthday, and I'd had my driver's license now for just 19 days. A buddy and I were playing Avalon Hill's **Tactics II** this Sunday afternoon, listening to KKIS our favorite Rock and Roll radio station when the announcer broke in saying that North Vietnamese Torpedo Boats had attacked the US Navy Destroyer Maddox in the Gulf of Tonkin. I looked at my buddy and he looked at me. "Where the hell is the Gulf of Tonkin?" he asked. We didn't know then but before it was all over we sure found out!

Every war has its "Bridge." Old North Bridge at Concord, Burnside's Bridge at Antietam, the railway bridge over Burma's River Kwai, the bridge over Germany's Rhine River at Remagen and Korea's bridge's at Samdong-Ni, or "Toko-Ri," as James Mitchner called them in his famous book and movie "The Bridges at Toko-Ri." In Vietnam it was the bridge at Thanh Hoa, called the "Dragon's Jaw."

From 1965 to 1972, hundreds of US airmen flew sortie after sortie against North Vietnam's formidable and strategically important bridge, dodging heavy concentrations of anti-aircraft fire, surface-to-air missiles, and enemy fighters. Many American fliers were shot down, killed, or captured and spent years in the infamous "Hanoi-Hilton" prison. But after each air attack, when the smoke cleared and the debris settled, the "Dragon's Jaw" bridge stubbornly remained standing. For the North Vietnamese, it became a symbol of their invincibility; for US war planners, an obsession; for US airmen, a testament to American mettle and valor.



Dragon's Jaw bridge finally brought down May 13, 1972

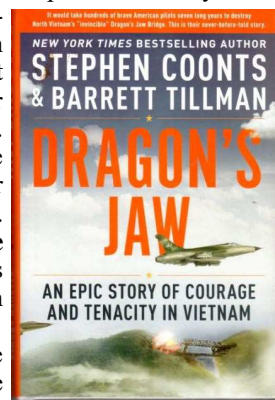
The authors use after-action reports, official records, and interviews with surviving pilots, as well as Vietnamese sources to document the story of the bridge. "Dragon's Jaw" chronicles American efforts to destroy the bridge, strike by bloody strike, putting readers into the cockpits, under fire. The story of the Dragon's Jaw is a tale rich in bravery and audacity, sometimes luck and sometimes tragedy. The "bridge" story of Vietnam is an epic tale of war against a determined foe.

I found the book to contain not only the story of our efforts to destroy the Dragon's Jaw, but it is told over the backdrop of the day to day life happening in the USAF and Navy air units that are bombing the bridge. There are lots of interesting details about daily life in the USAF and the Navy that makes this a most interesting read. For those of you who may not have an in-depth knowledge of the political events surrounding the decisions made by our elected officials that affected how we fought the war, the authors provide the details to fill in the story behind the attacks without making the book into a political history text.

There are many gaming applications for the information contained in this book. If you enjoy fleshing out After Action Reports about your games, you can find the detail here. Many of the missions flow in real life and can be made into scenarios for Avalon Hill's **Flight Leader**, J.D. Webster's **Air Superiority**, **Air Strike** games, and SPI's **Air War**, as well as several other print and play Vietnam era air games.

There are many black and white photos included. There is an extensive chapter notes section, a bibliography and an index as well as an appendix containing aircraft and crews lost attacking the bridge.

The book is quite easy to read. Coonts and Tillman write well, and they have done an excellent job on their research for this book. I certainly enjoyed it, and I would give the book two thumbs up!



### 12.4 REINFORCEMENTS

Reinforcements may enter at any friendly North, South, East, or West mapboard edge. New units may arrive by ground, rail, sealfit, or airlift and count against stacking limits. Reinforcements are fully combat-capable on Turn of entrance.

1955 Paul LiCause, Mogadore, OH  
1956 Kevin Croskery, Copthorne, UK  
1957 Lawrence Giden, Maple Shade, NJ  
1958 Lee Balsiger, Gilbert, AZ  
1959 Max Chee, Melaka, Malaysia

## Open Match Requests from Duncan Rice

1914 AH  
 Adv Squad Leader MMP  
 Adv Squad Leader Kits 1 & 2  
 Adv 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  
 Caesar's Legions AH  
 Case Blue by MMP  
 DDay '61 by AH  
 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  
 To Green Fields Beyond SPI  
 Grenadier SPI  
 Great Game Legion Wargames  
 Guns of August AH  
 Imperium Romanum  
 June '44 DH  
 Jutland AH  
 The Korean War VG  
 Liepzig SPI  
**The Longest Day AH**  
 Midway  
 Midway AH  
 Mortain Counterattack DG  
 Napoleon's Last Battles  
 Panzer Blitz AH  
 Panzer Leader AH  
 Panzer Leader AH  
 Phalanx SPI  
 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  
 Waterloo AH  
 World War II SPI

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  
 Charles Sutherland 1604 V  
 Rob Franze 1921 VNX  
 Richard Passow 1453 EPLX  
 Lourens te Beer 1908 EL

Andrew Patience 1646  
 Rob Franze 1921 VNX  
 Andrew Patience 1646  
 Andrew Patience 1646  
 John Trosky 1554 CVS  
 Charles Sutherland 1604 V  
 Andrew Patience 1646  
 John Trosky 1554 CV  
 Rene Charbonneu 1934  
 Joe Grills 748  
 John Trosky 1554 CVSL  
 Paul Koenig 1577  
 Charles Sutherland 1604 V  
**Max Chee ELV**  
 Clark Evans 1933 FV  
 Edson Ramos 1954 E  
 Jay Unnerstall 1264 EPS  
 Charles Sutherland 1604  
 Scott McAninch 1718 PE  
 Scott McAninch 1718 PE  
 Brian Nickel 1797 V  
 Charles Sutherland 1604 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  
 Omar DeWitt 44 V  
 Charles Sutherland 1604 V

### Match Coordinator

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

## Product Customer Service

### Notice

from Bob Best

I'm sure that many of you, like myself, have been anxiously awaiting Compass Games' release of their newest solitaire game **Combat!** Compass Games began releasing the new game to people who preordered it about July 22. Unfortunately, a problem with the counter sheets was found by gamers who received their copies.

Compass Games' description: **Combat!** is a solitaire game on man to man combat in the 20th century. The player will control friendly forces and attempt to complete a scenario against enemy forces that are controlled by the game system.

From Compass Games' Facebook page:

Compass Games  
 July 24 at 2:50 PM

#### **COMBAT!** Customer Service Notice

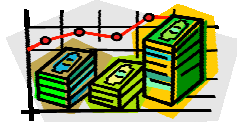
There is a printer error on counter sheets #1 and #2 for **COMBAT!** (front/back do not align), so we will be reprinting both and issuing counter sheet replacements to all customers free of charge. We are working through the details now, but wanted you all to know we will get the matter fully resolved and take care of everyone. Thanks for your understanding!

So, there you have it. If you have been waiting on this game, you will have to wait a little longer, and, if you have received your copy and have defective counters, Compass will be sending you revised counters free of charge. For more information you can go to Compass Games' website or follow them on Facebook.



## Treasury Notes

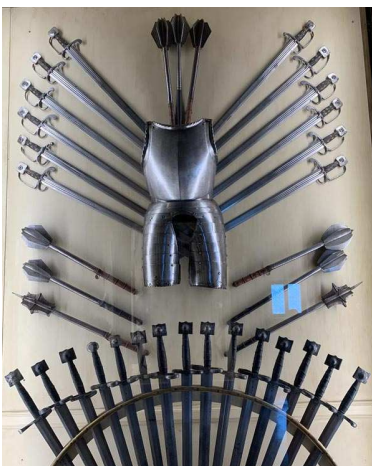
Brian Stretcher



### Returning to an Even Keel

Life is mostly back to normal here in the Stretcher household. Last issue, I rushed to get a little something out just prior to leaving for Italy for two weeks. This issue I am actually starting work on this a few days before the deadline, so I have a little more to offer before I start prep on several potential jury matters for the August trial term here in Transylvania County.

Although I am not “allowed” to take “military history” vacations like our esteemed editor (a recent suggestion that my wife and I take a European river cruise down the Meuse ending in the city of Liege or Dinant with a day trip to Bastogne was met with the wifely evil eye), when you go to Europe just about anywhere, it is hard to miss places steeped in history, and, of course, military history. Many small towns and cities still have their walled centers, and those with an eye for such things can find the important gates, the arrow ports, murder rooms, bastions, and other long-forgotten things that are still sitting there to be observed by the souvenir kiosk or cafe. In the Doge’s palace in Venice, for example, there were plenty of weapons on display and paintings depicting Venetian military triumphs, including over Constantinople.



Being there allows one to also learn about local history that you might not find in the typical history book. For example, my wife and I stayed in a small town in the Dolomites for four days. This area was fought over by the Austro-Hungarians and Italians in WWI, and even though the victorious Italians were ceded this area after the war, it remains mostly German in culture. Now known as Alto Adige because Mussolini wanted to give the region a made-up Italian name, it remains known locally as Southern Tyrol, and German predominates, even if most of the locals now speak both German and Italian. Mussolini tried to push out the German-speaking people there prior to WW2, but the culture persisted, and the area was annexed by Germany after Mussolini was removed from power in 1943. In the small town of Kastelruth (Castelrotto in Italian) where we stayed, we came across a war memorial to those who fell in both world wars, very similar to those found in small towns across the United States. These memorials serve as a reminder that people around the world are more similar than they are different, even if they wear different uniforms.

While we were in Tuscany, we skipped Florence except as a brief terminus of a train ride, but we did travel to the smaller, less well-known city of Sienna in southern Tuscany. I did not know that Sienna and Florence fought a war for dominance over Tuscany in the mid-1500s, a war that lasted more than 10 years and ended with the ultimate triumph by the Medici-led Florentines (although Sienna was NOT a pushover). Sienna has remained in the shadow of the better-known Tuscan city ever since, but it's still a pretty cool place to visit and, because of the plague, more Medieval in nature. They still hold a medieval-style horse race in the main square every year between the local neighborhood factions. There are pretty much no rules.

Just goes to show that if you look, you can find history just about anywhere.

### New Arrivals!

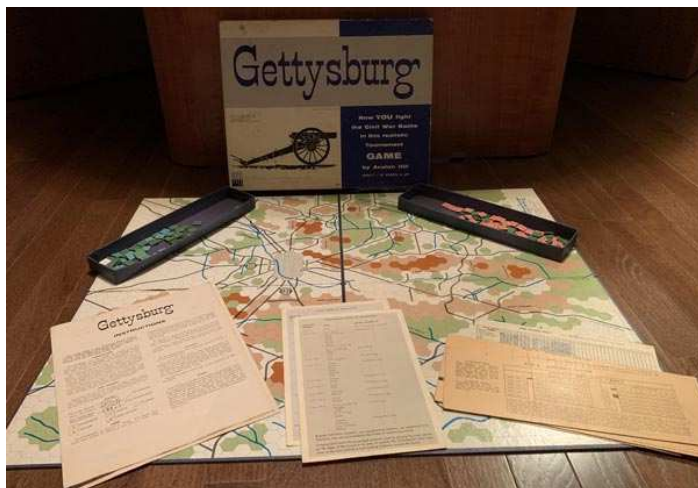
I had some “reinforcements” arrive just before and while I was away. I did indeed receive **The Last 100 Yards** from GMT just before I left, and, when I returned, I had both **The Peloponnesian War** (GMT’s updated re-issue of the old solitaire game by Victory(?) Games), and **Battle Hymn** from Compass Games, containing brigade-level games of both Gettysburg and Pea Ridge. The maps in that game are gorgeous, and I am hoping to finally have a manageable-sized game on Gettysburg that actually works. I have read through the rules of that game, and it looks quite interesting. Apparently, it is based upon the **Across Five Aprils** game system, where activation of formations is determined randomly by chit draw, although I never saw that game. Sounds like something I can handle these days; the fewer units to move per mailing, the better!

Much of the rest of my gaming time, besides catching up on all my moves (as I write this, I am 100% caught up!), I finally had a chance to look at some of the other games that have been sitting on my shelf waiting for a serious look, including **Raiders of the Deep** (solitaire WWI U-boats) and **Arctic Convoy** (2WWAS). Still to go before I can move them into “The Bunker,” aka the game closet, are the two COIN series games I bought last year (**Pendragon** and **Liberty or Death**), **Cataclysm**, **Night Fighter Ace**, and **Space Corps**.

### My First Game Ever

A few months ago, my high school band director and mentor, John Aylsworth, passed away at the age of 72. During the summer between 7<sup>th</sup> and 8<sup>th</sup> grade, he introduced me to my life-long hobby by loaning me his 1961 edition of AH’s **Gettysburg**, the edition with hexes instead of squares (came out the year I was born!). I had the game at home with me for a few weeks over the summer, read the rules, and set up the game on the floor of my bedroom and played through a few turns. At that time, I knew relatively little about the overall course of the battle, although I had read a few picture-and-map focused books on the civil war. I knew the Union won and that the battle culminated in Pickett’s Charge, but not much more than that.

We played that game maybe once that summer, before mov-



ing on to other and new things. I recall our armies mostly sitting on the ridges staring across at each other, both afraid to do much of anything. But, I was hooked. John and I played war-games regularly throughout my high school career and still got together on occasion while I was in college. Many, many games of **France 1940**, **Stalingrad** (the first game I ever bought), **D-Day**, **Kriegspiel**, **Blitzkrieg**, **The Russian Campaign**, and **War at Sea**, to name a few. He also introduced me to SPI’s **Blue and Grey**, and he is the only one with whom I ever

## played games of **Fulda Gap** and **War in Europe: The First Word War**.

His wife was cleaning out some of his old things and came across a few of his old games, including hex-**Gettysburg**, and she sent them to me. So, not only do I have a relatively rare copy of the first wargame I ever played, I have THE first wargame I ever played. I have looked through the 4(!) pages of rules to see if they make more sense than they did some 45 years ago, if any sense at all by modern wargame standards, and indeed they do. Pretty straightforward in the classic AH style, with the classic CRT. Although, odds are calculated a little differently, so that a 4 to 6 attack is a 1-1, not a 1-2, and so forth. The game has both primary and secondary ZOC rules, with artillery getting the two-hexes away secondary ZOC. Since units have to stop when they enter a ZOC, artillery can temporarily stop an infantry approach two hexes out. Confederates get division breakdown counters. Pretty sophisticated for 1961. The map is simple, but clean and in color, with color representing the terrain, no splash contours representing slopes. Victory, however, only occurs by pretty much destroying the other army, as in 20 or less total combat factors. Seems like draws are inevitable between equal players if the OOB is anything close to historical. So, there is no subtlety in results except maybe through arguments between the players. Kind of sounds like the victory conditions in **Absolute Victory**. You're supposed to know when you've done better than the other side, I guess, or argue that you have.

I should point out that John inspired many high school band students over the years. He led us to a state marching band championship in 1978 while I was a junior (in a school of 300 kids including both high school and junior high, we marched with over 100 on the field). He maintained that legacy until passing the baton to his son, Luke, who has taken the band even further. Oh, and he did it all while being confined to a wheelchair which he was in since his early twenties; he wasn't expected to live to age 30. May we meet again, old friend.

### Book Reviews: Two by Wargame Designers

As I scan through the under \$2.99 books between reads, I often find some interesting and even surprising works of history. Not too long ago, I had the pleasure of discovering a work by John Prados, designer of **Third Reich** and **Pearl Harbor**. More recently, I found another book by Danny S. Parker, a designer of several different games covering the Battle of the Bulge (with a new one recently announced by Compass Game, current publisher of Randy Heller's **Bitter Woods Deluxe**). I was curious to see how game designing translates to authorship, so I read both back-to-back.

"Islands of Destiny: The Solomons Campaign and the Eclipse of the Rising Sun" was written by Prados and published in 2012. It is a fairly comprehensive treatment of the campaign, covering the time frame before Guadalcanal through and a little beyond the invasion of Bougainville. There are a lot of tactical descriptions of naval and air battles, both large and small, and from the points of view of both sides, not just from the Allies. It is somewhat unique from that perspective. It is largely a look from the top down, however, looking at the strategic and operational levels first, before getting down to the tactical. There isn't much, for example, about the land battles fought on Guadalcanal. On the other hand, there is an interesting discussion about what happened to PT-109, so it does get down to individuals sometimes. But, this is not one of those personal interview sort of works threaded together to tell a story like a movie such as **The Longest Day**. As Prados works in the area of military intelligence and has written several books on that subject, there is a lot in the book about the intelligence or lack thereof and the advantages enjoyed by the Allies of an efficient network of

coast watchers, intercepts, and code-breaking.

The narrative is easy to read without getting too dense. There are plenty of maps covering the naval battles, although in my e-reader edition they were too small to be of any actual use. Prados writes well, except for one thing: he wanders off topic, sometimes within the same paragraph. So, what might have started with a discussion of the introduction of new US battle-ships ends with a comment about John F. Kennedy, and that sort of thing. It is easy to understand, therefore, where those wandering wargame rules might have come from as well.

Prados' thesis is that Midway was not actually the turning point of the war in the Pacific, but that it was the Solomons campaign instead. The Japanese squandered a large advantage, including fleet aircraft carriers for much of 1942 into 1943, by failing to follow through with the commitment of sufficient resources to prevail. They had those resources, but failed to commit them, especially the Army, as they tried to run their offensive on the cheap without a real need to do so. And so both sides fought on the end of a shoestring while the Allies built up vastly superior forces and Japanese strength ebbed away.

This was a good book and highly recommended, especially for those interested in WW2 in the Pacific and you can get it for cheap. My criticisms are minor. As for games on the subject, I know of none that address the campaign comprehensively. There are plenty of tactical games covering naval action in the area, and some operational level naval games such as **Flattop**, but nothing that isolates the area for a good, manageable balance of land, sea, and air action. I think it is a bit difficult to match the scales to cover all the different arms at the same level effectively (and which is why a lot of one or two map Pacific Theater games don't work very well).

"Hitler's Ardennes Offensive: The German View of the Battle of the Bulge" is a collection of interviews of German high level officers involved in the Ardennes Offensive in 1944 published in 1997. As such, Danny Parker did not write a whole lot of it, since a lot of it comes from transcripts of interviews conducted just after the war. Included in the book are interviews of Sepp Dietrich, Alfred Jodl (before his execution in 1946), and other staff members of the 5<sup>th</sup> and 6<sup>th</sup> Panzer Armies and 7<sup>th</sup> Army.

As most of this work is from transcripts, there is little to critique in terms of style. Parker's introductions are well-constructed and informative and left me wishing for more. As for the interviews themselves, they provide a good overview and critique of the offensive by the German General Staff, and tell how the high command (including Jodl) overestimated the capabilities of the German forces at the time, largely because they did not understand the practical limitations of launching a large, motorized offensive on bad roads in bad terrain in bad weather with a grandiose objective and no air superiority, and ignored the advice of people who told them so. As a result, there never were enough German troops that could get to where they needed to go to accomplish their mission. That they got as far as they did was mostly due to the surprise.

There is pretty much one map for the whole book, which is inadequate to follow the description of the action in the interviews. Many of the locations mentioned are small villages. For the most part, there were enough mentions of locations that appear on most Bulge-game maps, so I knew generally where the 5<sup>th</sup> Fsjr Div was, for example, but not exactly. I had to pull out my map from The Gamer's **Ardennes** to get a better understanding, a game easily accessible on one of the lower shelves in "The Bunker." There are a few photos of generals and troops as well.

The book is a relatively short 243 pages, so was worth the \$2.99 or so I paid for it, but I wouldn't go out of my way to

read it unless you have a passion for Bulge histories.

Incidentally, while I was reading this book, I realized that the most recently published game on the Ardennes offensive I own is Danny Parker's **Battles in the Ardennes**, a Decision Games reprint of an original SPI quad published in 1995. **Ardennes** was published in 1992. I have a few other titles on the battle that are older, including both AH editions of **The Battle of the Bulge** (1965 and 1981-82), SPI's minigame **Bulge** re-issued as **The Big Red One** when SPI was desperately trying to make money off of movie tie-ins (yeah, right...), and Steve Jackson's **One Page Bulge** that also came out in the early '80s. Plus GDW's point-to-point game **Attack in the Ardennes**. Don't think I've played all of those, but most are pretty fun even if they have their shortcomings. There are, of course, a lot more Bulge games out there, including **Bitter Woods** as mentioned above (I've heard good things), some monster-sized battalion level games, and the new Danny Parker title in the works at Compass. GMT has one or more BB games as well. It would seem to me that to be historical, any operational Bulge game would have to give the Germans a snowball's chance in hell to actually win. Nevertheless, I may have to take a look and see if I can use something a little newer.

### Treasurer's Report

I was behind on reporting a couple things in my last report. So catching up this time.

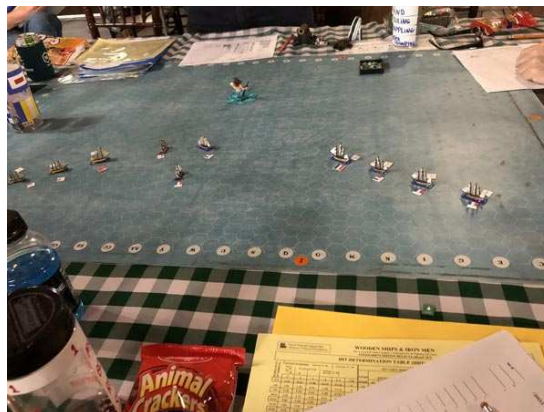
<b>Total balance 5-30-19:</b>	<b>\$ 8,589.37</b>
<b>Dividend 5-31-19:</b>	<b>1.76</b>
<b>Dividend 6-30-19:</b>	<b>1.70</b>
<b>Thorton contribution</b>	<b>25.00</b>
<b>Thomas Thornsen webhosting reimbursement</b>	<b>-293.94</b>
<b>Brian Laskey UCP reimbursement</b>	<b>-26.25</b>
<b>Total balance 7-30-19:</b>	<b>\$ 8,297.64</b>

Many thanks to Sam Thornton for making a contribution to the cause for the year!

The webhosting expense is our single greatest expense each year. Unless we have some additional payouts for officer expenses or AHIKS awards, this will be about it for 2019.

Until next time!

Below: Jeff Miller's WBC photos.



## Multiplayer Info

From Jeff Miller

Hope everyone is having a great summer. It finally kicked into the 90s here, after all the rain we had at the start of the season.

Nothing new on the multiplayer game front, which is normal given all the other things going on during the summer. We have come very close to kicking **EIA** off so, if you have any interest, drop me a note [please remember this a long term commitment as it's a long but fun game ☺ ]

The next *Kommandeur* will be coming out in the middle of fall, so plan ahead and drop me a note if you have a game you are interested in playing during the winter.

Just came back from WBC, which was a great deal of fun once again. I was very short on sleep as a result; I think I slept about 10 hours the first night back. ☺

Numbers were up once again this year, and the room where a lot of the wargames were played had a nice upgrade. Only drawback was the lighting was pretty weak. They are supposedly going to add track lighting in to fix that issue for next year.

Seems the vendor count was down a bit; I didn't remember that much open space in the vending area before.

I actually spent more time than normal in open gaming this year, which was fun. Although now I may have to buy some more games that I learned there.

My only suggestions still apply to their limited food options and pricing – you are pretty much a captive audience there. Also, it would be nice if they actually opened up the bar in the second building that is used. Having to stroll back over to the other building to pick up a beer is leading to more and more people ignoring the no-bringing-your-own rule. Seems like a no-brainer from a profit viewpoint but not expecting it to change.

All in all a great time was had! ☺

On another front, I have expanded my gaming to include **AD&D**, using a program called Fantasy Grounds. Basically, it's a program that allows me to share maps etc. with the players over the net in real time, drop in the monsters, NPC's, etc. It basically sets up a virtual tabletop to be played upon.

It also automates a lot of the die roll impacts, figuring encumbrance, etc. Takes a huge amount of work off the DM and allows the game to flow easier.

Through in discord for voice, it's as close as you can come to an in-person game. I'm starting to build up a pool of players now.

Between Vassal and Fantasy Grounds, I have lots of stuff to keep me entertained! ☺

Hope everyone has a great summer!!!!!!



## Stalingrad for Beginners, Part 2

by George Phillis

George has generously allowed me to print from his book. This book (and many more ) is available from many sources, including Amazon. Although you may be a **Stalingrad** player of many years, I think you will find something interesting here. George and I are currently playing a game. He is showing my Germans a few of the more subtle moves. (O.D.)

### Foreword

This volume is Part 2 of Stalingrad for Beginners. Part 1 - How to Play is separately available. Stalingrad for Beginners has two objectives. The first is to introduce readers to one of the great board wargames of all time, Avalon Hill's Stalingrad. The second is to demonstrate to game designers, a study by example, what is meant by game strategy and strategic analysis when the rules are completely known.

Part 1 of this two-part book demonstrated the rules of the game. Part 2, now before you, introduces a few basic game tactics. For continuity between Parts I and II of Stalingrad for Beginners, I have used a single continuous set of Chapter and Figure numbers, so that the last figure in Part I was Figure 82, and the first Figure in this book is Figure 83.

Why play Stalingrad? Stalingrad has passed the test of time. By an enormous margin, Stalingrad has received more strategic and tactical analysis than any other board wargame. It has survived that analysis, the opposite of games for which careful analysis found that there actually is a perfect plan that guarantees that one side or the other is certain to win. Despite careful examination by very clever players and vast amounts of competitive play, Stalingrad continues to be reasonably well-balanced, offering a good chance for victory by either side. Stalingrad offers you, the player, a game with enormous tactical depth, a game which continues to reveal new insights, better tactics, and wiser strategic considerations.

For game designers, Stalingrad for Beginners has a different purpose. I will demonstrate that under certain conditions modern board wargames can be subject to deep serious strategic analysis. A critical condition is that the players have to know exactly what the rules are. If the rules are secret from the players, as seen for many computer games, opportunities for strategic analysis are greatly reduced. Indeed, when rules are kept secret, as in many computer games, the response of the game to player actions can be mysterious, frustrating, and pointless. The other critical condition, of course, is that the rules have to support depth of analysis. Light wargames in which combat consists entirely of rolling dice and terrain is divided into large irregular areas generally do not support deep analysis.

Are tactics important? Why do people play games? Jim Dunnigan once reported that more than two-thirds of the people who played the games in his magazine Strategy and Tactics played the games solitaire. Many of those people were using the games to understand better the history about which they were reading

Some people want to buy the latest thing in board wargaming, play it a few times, and move on to something completely different. Stalingrad was published a half-century ago. The play-and-move-on set has long since played and moved on.

If you play Stalingrad, you will surely meet people who claim that that some other title has more historical accuracy. These people think that historical accuracy is good. The author's opinion is that the 'historical realism' perspective has not led to better games. Stalingrad presents an alternative point of view. The virtue of Stalingrad is that it presents challenging

playing opportunities for beginners, intermediate players, and grand masters of the wargame table, something that many 'historically accurate' games do not.

### Introduction

The classic wargame title Stalingrad was first published by the Avalon Hill game company in 1963. While the game box and contents give no indication of authorship, the game's designers are now widely believed to have included Charles Roberts, Lindsley Schutz, and Thomas Shaw. A 1974 Second Edition made slight changes in the rules, based on decisions and writing by Don Greenwood with significant input by myself. The discussion here is based on the 1974 edition.

Readers who want to follow my discussion may wish to have the game in front of them. While Stalingrad is, tragically, out of print, used copies remain available on internet markets. Computer modules supporting game play via email automatically give the reader a display image of the game. Modules are available for the ZunTzu ([ZunTzu.com](http://ZunTzu.com)), Vassal ([VassalEngine.org](http://VassalEngine.org)), and Cyberboard ([CyberBoard.Brainiac.com](http://CyberBoard.Brainiac.com)) computer systems, among others.. The ZunTzu (John Cooper) graphics are available in laminated form from Camelot games ([camelotgamestore.com/](http://camelotgamestore.com/)).

What is found in this book?

Part I introduces a few simple ideas about game tactics. Why is tactical analysis important? Tactical analysis is the primary reason for playing board war games. If you try a game that does not survive tactical analysis, you will soon move on to something else. Stalingrad has had decades of tactical examination, showing what can be done with precision analysis of clearly-specified rules. There can be no doubt that Stalingrad survives tactical analysis.

Part II analyzes the demonstration game from the previous book. The moves are the same. Discussion centers on why moves were made and what alternative options could have been considered. Neither player made any real strategic blunders, but on some moves there were choices that were taken and choices that were not taken.

Part III provides opening moves for a second game, illustrating one of the so-called 'hypermodern' defenses. Beginners will eventually encounter hypermodern defenses. Some awareness of responses may be helpful.

Part IV supplies questions that each player should ask in planning a move. If you were designing an AI to play the game competently, finding ways to answer these questions in a computational method might be a significant forward step.

Part V discusses how to read a Russian defense. Whether you are the German player, asking where to go on your turn, or the Russian player, anticipating how the German will respond to your move, reading Russian positions is a critical playing skill. We advance by example, representing a Russian defense and analyzing it. Part VI offers a few conclusions.

In writing the following, I dodge gender issues by referring to some players as him and other players as her. Mindful that it was our World War 2 Russian allies who deployed women as antiaircraft gunners, as nightwitch combat pilots, and in emergency circumstances as front line troops, while German use of infantrywomen was exceedingly limited though not quite zero, I consistently refer to the German player as him and the Russian player as her. In the game, the German player also controls Finnish, Rumanian, Hungarian, and Italian units. The forces from countries other than Germany only make a modest contribution to total Axis combat strength, so in the following discus-

sion all German and German-allied forces are described as ‘German’: They are all controlled by the German player. Some discussions refer equally to both players. I sometimes refer to the player whose turn it is as you controlling your pieces, and the other player as the enemy player controlling enemy pieces.

### Part I - Stalingrad Strategy for Beginning Players

#### Chapter Twenty - Introductory Remarks

Basic Stalingrad strategy is about four resources: military strength, position, time, and player morale. Each player must balance his or her potential losses in military strength against opportunities for positional gain or loss.

Military strength includes: which units each player has on the board, where those units are located, how many accumulated replacement factors each player has, and the current and future replacement rates.

Position describes the territory that each player controls, some locations being more valuable than others. It might be supposed that Leningrad, Moscow, and Stalingrad are the most valuable locations, but in mid-game a sound case can be made that the most valuable single location is the city of Kursk.

Time is the march of months across the time record chart. Cautious German play reduces German casualties, but slows the German advance. Plodding German play gives the Russian extra delaying positions and more units than she might otherwise have had. Clever Russian play reduces Russian casualties, or leaves the German with fewer turns to reach his objectives. Weak Russian play advances the German ahead of his timeline or forfeits units unnecessarily.

Player morale reflects the subtle mental struggle between the players. A German player convinced that he is losing is more likely to try desperation strategies that will likely ensure his defeat. A Russian player convinced that she is losing, and that only careful defensive play can extract a victory, is less likely to search effectively for counterattacks that dislocate the German advance.

In his original rules to Tactics II, Charles Roberts differentiated between capability and intention. Capability describes what each side is able to do within the limits of the rules. Capability is subject to exact calculation, though it is hardly unknown for a player to overlook a possible move that he or his opponent could make. Intention describes what each player is likely to plan to do, within the limits posed by available forces and rules. Intention is much more difficult to determine, though you will note my remarks where player behavior is consistent from turn to turn. For example in the demonstration game in Parts II and IV, the German player regularly declines to occupy a square for an attack if he would need to make an extra soak-off. In the author’s experience, it is actually difficult to determine what the other player is thinking in a useful manner.

To some extent, one resource can be exchanged for another. To hold or advance their front line, players must attack, create sound defensive positions, offer up delaying units, and take advantage of terrain. In each case, players exchange units and territory, and impact morale, all targeted at satisfying the game’s victory conditions. A bad exchange of units and territory is shown by the mass 1-2 strategy, as treated in Chapter 24. A good exchange is shown by the basic delaying positions between the Nemunas and Bug rivers, described in Chapter 25.

Above all, Russian play must be precise. Unforced Russian errors cost the Russian player units, terrain, or both. Every unit lost unnecessarily is a unit not available to bolster defenses or stage counterattacks on future turns. Every position lost unnecessarily advances the German ahead of his timeline, giving him more time to reach his objectives. The Russian Army is fragile, has very limited counterattack capacity, and for much or all of the game is weaker than its German counterpart. Only by careful use of every resource will a Russian player win.

Above all, German play must be sharp. The German player struggles to capture terrain and reduce Russian strength before his own casualties and Russian replacements render his victory unattainable. In sharp German play, the German exploits every Russian mistake, maximizes Russian losses without taking unnecessary losses of his own, and optimizes his own positions to complicate matters for the Russians.

These are generalizations. It is through tactics and strategy that the players actually implement these approaches. There are methods for of tactical analysis. I offer below several simple examples.

### Chapter 21 - Introduction to Combat Factor Analysis

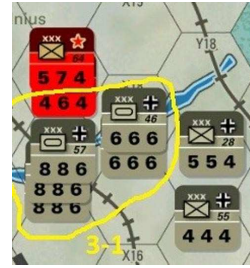


Figure 83 German cross-river attack and soak-off.

In Figure 83, the Russian is defending a river line. Her available units to cover W18 and X18 are a 5-7-4 and a 4-6-6. She has stacked them (not her only option). The German is attacking across the river. He has deployed three 8-8-6s and two 6-6-6s, as shown, and is using them to attack the 4-6-4. The 4-6-4 is behind the river. The German units are on river squares, so the Russian unit is doubled on defense. The attack is a 36-12 or 3-1. The Russian unit will be destroyed (2/3 of the time) or forced to retreat (1/3 of the time). 1/3 of the time, the German will lose one of his 8-8-6s in an exchange that will also destroy the Russian 4-6-4.

However, the German still needs to satisfy the rule that every Russian unit, that has a German unit next to it, must be attacked during the combat phase of the turn. In order for this move to be legal, he is also required to attack the 5-7-4. To do so, he has available two units, a 4-4-4 and a 5-5-4. To attack the Russian, one of these German infantry corps must be moved until it is adjacent to the Russian units. The only location that one of these units can occupy, if it is to make the attack, is X-18, stacked with the two 6-6-6s. The German thus has a choice. Does he attack with the 4-4-4 or the 5-5-4?

One approach to resolving this question is combat factor analysis. The 5-7-4 is doubled on defense, because it is behind the river while the German unit will be on the river. If the German attacks with the 4-4-4, the combat odds will be 4-14 or 1-4. If the German attacks with the 5-5-4, the odds will be 5-14 or 1-3.

Because this is a serious board game, with all the rules and all the information available to both players, the German is able to make an exact calculation of what will happen with either attack. At 1-4, as discussed in Part I, there are three chances for an A Back 2 result and three chances for an A Elim result. The A Elim costs the German the unit. The A back 2 simply moves the 4-4-4 to a new location. At 1-3, there are four chance for an A Back 2, and only two chances for an A Elim. What should the German do? Combat factor analysis shows that on deploying the 4-4-4, the German will on average lose the unit three times in six, so he will on average lose  $4 \cdot (3/6) = 2$  combat factors making this soak-off attack. He cannot actually lose two combat factors. However, if he makes similar attacks many times, he will find that he loses an average of two combat factors per attack. Combat factor analysis also shows that with the

5-5-4, the German will lose the unit only two times in six, so he will lose an average of  $5 \cdot (2/6) = 1.67$  combat factors making this attack, a savings of  $1/3$  of a combat factor relative to using the 4-4-4 at 1-4.

The German must take account that he has rather fewer 5-5-4s than 4-4-4s, and that there are certain attacks that a 5-5-4 can make that a 4-4-4 simply cannot make. Therefore, losing a 5-5-4 can be qualitatively significant relative to losing a 4-4-4.

It is possible to do very extensive analyses of moves based on combat factor analysis. Combat factor analysis does not dictate what moves should be made, but it is a fundamental tool for choosing between possible but similar moves. Russian play must be precise. Neglecting combat factor analysis is imprecise; it tends to lead to unnecessary losses of combat units and thus terrain. Just as Russian play must be precise, so also German play must be sharp. Combat factor analysis is a vital tool for honing the blade.

When I wrote more extensively and regularly about Stalin-grad, some years ago, I made a regular point of discussing combat factor analysis in great detail. Combat factor analysis always clarified what was or was not likely to happen as the result of a particular move. This has led to the suggestion in some circles that there was an “MIT style of play” (MIT because I was at MIT when I much of did my writing) in which combat factor analysis was everything, and other issues, such as positional analysis and player morale, were viewed as entirely secondary or simply ignored. That suggestion was quite entirely erroneous. However, most of the sources of this suggestion were not active in wargaming when there was major PBM activity in the MIT group. No one should be surprised that second-hand interpretations have drifted with time. There was indeed a style of play found at MIT, but it was not simply combat factor analysis.

We now advance to particular tactical lessons.

## Chapter 22 - 3-1-Proofing

We now reach the most fundamental issue for Russian defense and German offense. The same issue applies when the Russians are on the attack against German doubled-on-defense positions, but that circumstance is less common.

The issue begins with the Combat Results Table. At odds of 2-1 and lower, the German risks encountering the combat result A Elim, in which case he loses all of his attacking units for no gain, no Russian loss of units or territory. Occasionally the gain from making a 2-1 is worth the risk. If it is the last turn of the game, the surviving Russian unit is a 7-10-4 holding Moscow, and the German has left of his army two units that just occupied Leningrad and Stalingrad and 40 combat factors of others, his only choice is to attack Moscow at 40-20 or 2-1. If he wins the battle (D Elim, Exchange, D Back 2) he wins by eliminating the Russian army. If he loses the battle (A Back 2 or A Elim) he loses the game. If he makes the attack, he then has a  $2/3$  chance of winning the game and a  $1/3$  chance of losing the game. If he does not make the attack, he definitely loses the game. The choice is obvious. On the other hand, if the German attacks at 2-1 at every opportunity, the outcomes will tend to even out. Eventually the A Elims will add up and wreck his army.

On the other hand, if the German attacks at odds of 3-1 or higher, making soak-offs as need be, he may be better off. By increasing the odds in an attack from 2-1 to 3-1, in the possible results the A Back 2 is replaced by a D Back 2 and the A Elim is replaced by a D Elim. By making 3-1 attacks, the German player takes losses when he rolls an Exchange, but his attacks consistently kill Russian units and capture Russian positions.

A major aspect of sound defensive strategy is to use terrain and unit positioning to arrange matters so that the opponent must either attack doubled positions at low odds, 2-1 or worse,

or choose not to attack. This tactic was used extensively by the Russian player in the sample game. The tactic is known as 3-1-proofing, and is critical to successful Russian play. 3-1-proofing by itself will not win games for the Russian, but failure to 3-1-proof doubled positions will routinely lose games for the Russian.

The essence of 3-1-proofing for the Russians on defense is contained in one Figure.



Figure 84 The quantitative basis of 3-1-proof Russian defenses.

The Figure shows Russian defensive positions behind the Nemunas River. The Russian positions are labeled A, B, C, and D. The Germans are approaching from the west and can only attack across the river. A Russian delaying unit outside the Figure at X19 keeps the German from entering Y18. The German can therefore attack only from the squares between the yellow lines, this being squares labeled a, b, c, and d.

Russian units on square A can only be attacked from square a. Russian units on square D can only be attacked by German units on square d. Russian units on square C can be attacked both by German units on square c and also by German units on square d. Finally, Russian units on square B can be attacked by German units on squares a, b, and c.

Russian units on squares A and D can be attacked by German units on one square, a maximum of three German units. Russian units on square C can be attacked by German units on squares c and d, a maximum of six German units. Finally, Russian units on square B can be attacked by German units on three squares, for a maximum attack using nine German units.

Those counts, 3, 6, or 9 German units, are the maximum number of units that can possibly be used by the German player to attack one of these squares. However, the combat rules require that all defending units in an enemy zone of control must be attacked. Therefore, some of those 3, 6, or 9 units may be obliged to attack other Russian units, rather than attacking the unit of interest. The main attack may as a result have available to it fewer units, 8 or 7 or 5 or whatever.

That brings us to the second feature of Figure 84. What is the maximum number of attack factors a German can put into an attack, assuming he only has a certain number of units that he can put into the attack? I've lined up the strongest units in the German Army, four 8-8-6s, two 7-7-6s, and three of the four 6-6-6s, a total of nine units. The numbers below the units count off from the top. Thus, with one unit, the German can deploy an 8-8-6, for 8 attack factors. With two units, the German player can deploy two 8-8-6s, a total of 16 attack factors.

Taking these in order we have a simple table, showing how many attack factors the German has, at most, if he can only attack with a certain number of units. If the German has taken losses, or the needed units are in the wrong part of the map, the largest possible German attack will be weaker than listed here.

*To be continued...*

# Upcoming Events

Aug. 15-19, Dublin, Ireland  
WORLD CON  
<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/>

Oct. 3-6, Richfield, Ohio  
CON ON THE COB  
<http://cononthecob.com/>

Oct. 4-6, Oklahoma City, Oklahoma  
TOKEN CON  
<https://tabletop.events/conventions/tokencon-2019>

Oct. 17-20, Prague, Czech Republic  
FOR GAMES  
<http://forgames.cz/en/>

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>

## From the Editor

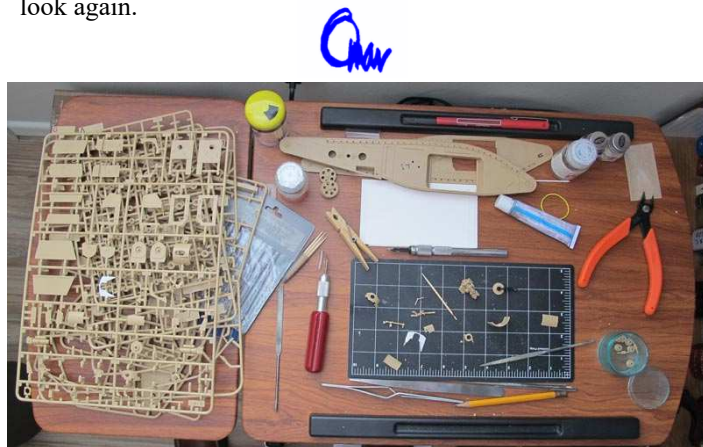
We would like to thank Art Dohrman and Jeff Miller for news of the WBC.

It is sad that Richard Berg will no longer be designing games. He put out some good ones.

Currently, I am reading two WWII books. One is "1941, The Year Germany Lost the War," by Andrew Nagorski. One reason is that Germany did not have the resources to invade Russia. Hitler was told this. His reasoning was: if it is bad now, it will be worse later. Invade. Strangely enough, I am finding the book very interesting.

The second is "Bletchley Park and D-Day." The author, David Kenyon, is going into more detail than interests me. What went on in Hut 7 is not that fascinating. But I am only on page 32.

There has been some bad talk around the Society about the model tank I am building. There is such a tank. Work is going slowly. For sceptics, a photo is below. If you want to know how it looked two months ago, close your eyes for two seconds and look again.



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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: September 30, 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

#### Great War at Sea: U.S. Navy Plan Red

Rivalry between the U.S. and Great Britain didn't end with the War of 1812. Some naval officers from each country saw the other as a potential future threat, while others dreamed of close alliance between the English-speaking powers. When the United States formalized its war plans in the early 20th Century, potential foes were coded by color. Japan became Orange, Germany was Black, and Britain was noted as Red.

**U.S. Navy Plan Red** is a Great War at Sea series game based on these plans. The action takes place on the Eastern Seaboard, with a map stretching from Norfolk to Newfoundland. There are 32 scenarios, with 210 playing pieces.

**War Plan Red**, and its attached **War Plan Crimson**, gave the U.S. Navy the task of invading Nova Scotia and disrupting communications between Britain and Canada. This is usually the task of the American player in the game. The Royal Navy foresaw these moves and hoped to damage the Americans with commerce raiders based on Bermuda.

The fleets of Plan Red include lots of ships planned, but never actually built. The British get their huge N3 battleships and G3 battle cruisers, the F class cruiser design, the last three, never-completed R-class battleships and the three proposed but never-built Canadian dreadnoughts.

The American fleet includes the gigantic 1919 battleship armed with eight 18-inch guns, the proposed fast armored cruiser and the 1916 design for the Lexington-class battle cruiser. Plus, some odd ships that actually existed, like the Arkansas-class coast-defense monitors.

**U.S. Navy Plan Red** comes in our popular Playbook format. It's a complete game: everything you need to play (except dice) is included in the Playbook. \$40

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



### Compass Games

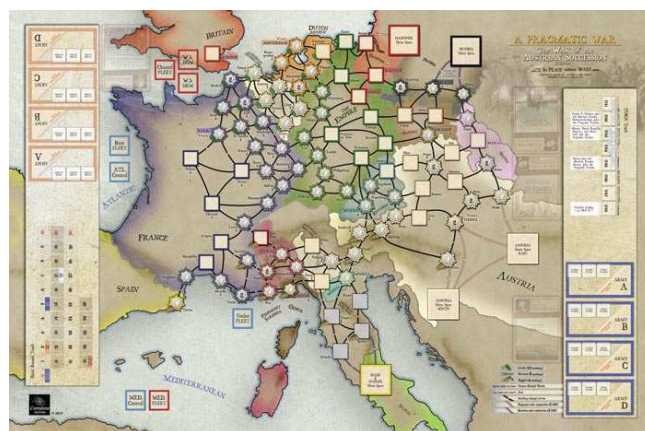
**Combat!** is a solitaire game on man to man combat in the 20th century. The player will control friendly forces and attempt to complete a scenario against enemy forces that are controlled by the game system. At the start of each turn the player will play 1 card from his hand to the Initiative track. This card will determine the initiative values for each of the player's friendly teams and may have other effects depending on the card. After this, the player will assign orders to each character on his side. This will determine the actions that the character can take this turn. Once the friendly characters have orders assigned to them, the player will draw an Enemy AI Card for each Alerted Enemy Character. These cards will determine the Initiative value for each Enemy Team and the Order that they will receive. The Order determines the actions that an Enemy Character will take that turn.

The game turn is then played through in 4 Impulses. From the lowest initiative value to the highest, each Character (Friendly and Enemy) will perform the action specified on their Order counter. All Characters will act on Impulse 1 before moving to Impulse 2, then Impulse 3 and finally Impulse 4. At the end of the turn all Orders are removed, and the played cards returned to the respective decks.

Each soldier (friendly and enemy) is represented by a 1" counter with 5/8" informational markers showing morale, wounds, orders etc. With individual names (for friendly and enemy characters), each game tells a varied and memorable story. \$99/\$130 <https://www.compassgames.com/combat.html>



**A Pragmatic War: The War of the Austrian Succession 1741 – 1748** is a two-player game simulating the War of the Austrian Succession. One player represents the Austrian interest represented by the Austrians and those powers in Europe faithful to the original agreement, ("the Pragmatic Alliance"). The other player represents the challengers to the Austrians, the Bavarian rival for the Imperial title, Charles Albert and his supporters, primarily the Bourbon rulers of France and Spain intermittently joined by Prussia ("the Bourbons"). The war like its predecessor, the War of the Spanish Succession, was fought primarily to determine who would succeed to the throne of a great empire, in this case the Austrian Empire. When the current ruler of the Austrian crown lands and Emperor of the Holy Roman Empire, Charles VI died without male issue, he had laid the groundwork for his eldest daughter Maria Theresa to succeed to the Hapsburg crown lands. Known as the "Pragmatic Sanction," this diplomatic effort obtained the agreement of the leading powers of Europe to her accession to the Hapsburg dominions and the election of her paramour as the next Holy Roman Emperor. However, with the opportunistic seizure of Silesia by the young Frederick the Great of Prussia, the agreement unraveled and the war began. In time, it would involve virtually all of Europe. \$54/\$75 <https://www.compassgames.com/a-pragmatic-war.html> (Aug. 23)

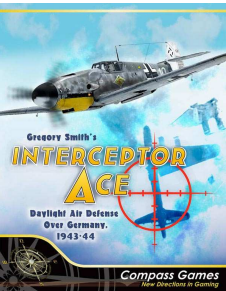


**The Little Land – The Battle For Novorossiysk** Stalin had been unhappy with the progress of North Caucasus Front on Krasnodor and impatient to see more success; he ordered General Ivan Petrov, commander of the Black Sea Group of Forces, to break the stalemate by a surprise invasion from the Black Sea. This would un hinge the German defense and quicken the offensive.

Almost immediately, things went wrong—with a bombardment from the Black Sea Fleet that merely alerted the defense—and the invasion itself was running far behind schedule. So began the battle of Novorossiysk.

CSS: Novorossiysk is the first game in the Nemesis series covering company level battles on the Eastern Front. With added special rules to cover the unique type of warfare on the Eastern Front, players will battle over the fate of the Kuban with tanks, amphibious invasions, paratroopers, naval ships, and artillery. \$99/\$129 <https://www.compassgames.com/css-the-little-land-the-battle-for-novorossiysk.html> (Aug. 29)

**Interceptor Ace** is a solitaire, tactical level game which places you in command of a German fighter during World War II. Each turn consists of several days, during which a combat mission will be flown from one of many bases in Europe, attempting to intercept incoming American bombers. **Interceptor Ace** is based on the popular, action-packed **Nightfighter Ace** game system with a strong narrative around the pilot as you look to increase your prestige, earn skills, and rise in rank through promotion and receive awards.



The objective of the game is to conduct numerous sorties in the role of a German interceptor pilot and rack up kills. Pilots may use the experience gained to improve their odds of success by purchasing skills. As their prestige increases, they may request a transfer to other fighter bases in an attempt to get "closer to the action" or request a newer type of fighter. Awards and ace status help to narrate the player's eventual goal—to become the top "Viermot" killer of the war.

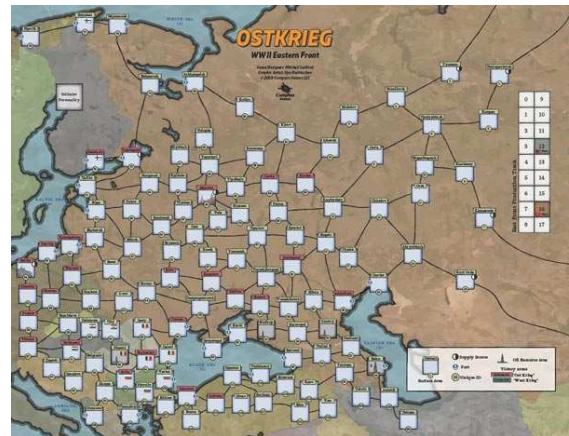
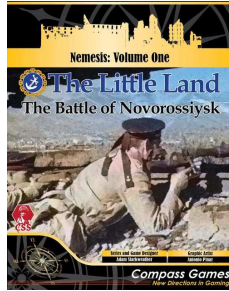
The system is packed with rich technical detail, but without the complexity, to capture the key historical facets of the day bombing campaign over Germany. In terms of fighters alone, there are 30 aircraft models available to pilot. (Sept. 15) \$75/\$99 <https://www.compassgames.com/interceptor-ace-daylight-air-defense-over-germany-1943-44.html>

**Ostkrieg: WW II Eastern Front** is a compact, strategic-level game covering the struggle on the Eastern Front during World War II. This game utilizes the unique and fast-paced, card-driven combat/build system introduced in **Pacific Tide**, revolving around ground and air operations. While extremely competitive as a two-player game, **Ostkrieg** can be enjoyed in solitaire.

Despite the strategic level of the game, there are operational and even tactical nuances including Axis Minor Restrictions, as players must decide when and how to commit their ground and air forces. The card-based combat/build system is a different take on the "normal" event/operations points driven systems. Separate card decks are provided for the Axis and Russian player. Each year, the players receive that year's cards for free, but must use build points to repurchase older cards. This will cause the player a few agonizing moments, as he typically cannot afford to re-buy every card he needs (or thinks he needs). Players must also decide which aspect of cards to use—many have

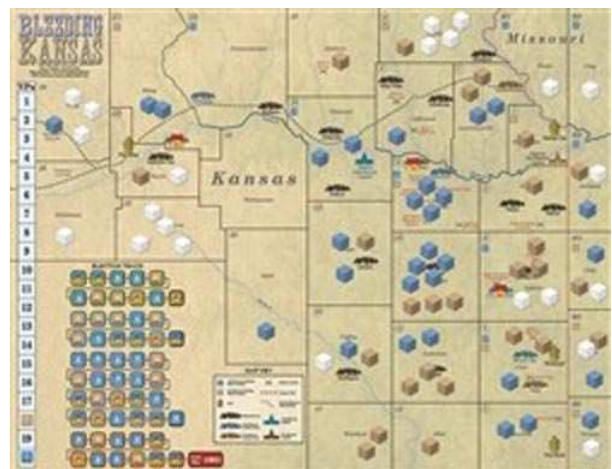
multiple but exclusive uses (such as, "Do A or do B") and these uses sometimes give very different results based on operational or strategic needs at the time. To help ensure a tense and dynamic game, the system forces players to make many choices and decisions throughout play.

As a bonus for solo players, **Ostkrieg** features a solitaire assistant—commonly known as a "bot"—which gives guidance to the player for either side during solitaire play. The assistant acts differently, based on the "personality" it's been given: aggressive, defensive, or balanced. All game cards have a rating which the assistants will prioritize differently for play. While extremely competitive as a two-player game, **Ostkrieg** can be enjoyed again and again in solitaire play format with its unique, "personality" driven bot system. \$46/\$65 <https://www.compassgames.com/ostkrieg-germany-versus-russia-1941-45.html>



## Decision Games

**Bleeding Kansas** is a two-player game portraying the politics and violence in pre-statehood Kansas. The Kansas-Nebraska Act of 1854 gave new territories the right to "popular sovereignty," allowing residents to choose whether or not to allow slavery. Within months the stream of settlers to Kansas was swelled by parties of sponsored abolitionists and pro-slavers, all more intent on fighting one another than building a new state. Bushwhacks and gun battles punctuated maneuvers by rival legislatures elected through massive fraud. It would not die out entirely until statehood in January 1861. The new state's senators swung the US Senate irretrievably against the South, ensuring the continuation of secession started by the election of Abraham Lincoln.



The core of the game is the card system. Each card describes an important event, person, or factor in the conflict, and triggers associated actions in the game. Players alternate card play to influence settlers, build forces, control counties, sway politics, move friendly forces, disrupt or attack opposing forces, burn or rebuild towns, encourage migration, or request Federal intervention. The sequence of cards played not only determines the outcome of the game, but creates the narrative of this dramatic conflict. \$69 <http://shop.decisiongames.com/ProductDetails.asp?ProductCode=1907>

**Cobra: The Normandy Campaign** D-Day, 6 June 1944, was just the first step toward the final defeat of Nazi Germany. Over the following seven weeks, the Allies battered their way through the tough bocage country while the Germans scrambled to keep a line together. By the end of July, they had run out of tricks, and the Allies were on the verge of a massive breakout.

From D-Day to the break-out, **Cobra** allows you to play out the Allied invasion of Normandy and the break-out from the peninsula in one complete game. Victory depends on the Allied breakout and relative casualties. Command regiments, brigades, divisions, corps headquarters, and special units. Valuable motorized and mechanized units gain additional movement and can overrun enemy units while moving. Combat rewards careful planning; getting headquarters and supplies to the right place at the right time enhances your combat power.

From June 6 to August 23, **Cobra** recreates one of the most daring and dramatic battles of World War II. \$60 <http://shop.decisiongames.com/ProductDetails.asp?ProductCode=3010>



## GMT Games

### **Gandhi: The Decolonization of British India, 1917–1947**

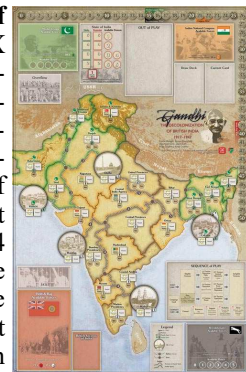
In 1917, a minor figure in Indian politics thrust himself onto the world stage and soon became the inspirational leader of the most successful nonviolent movement in world history. Mohandas Gandhi waged a decades-long campaign of civil resistance against the mightiest empire the world had known and won independence for the people of India. Their struggle would become the model for people across the globe, from the Civil Rights Movement in the United States, to Solidarity in Eastern Europe and the People Power Movement in the Philippines. But the story of India in the waning years of the Empire does not belong to Gandhi alone.

India had always been defined by its diversity, home to a wide array of cultures, languages, religions, ethnicities, and politics. Gandhi's movement was one of many that evolved in those decades. The image of Gandhi in the popular imagination—Gandhi the saintly figure, the father of free India—oversimplifies the past and overlooks the important contributions of others. These ever-present fault lines threatened to split India apart. The Muslim League increasingly agitated for Mus-

lim autonomy and was willing to compromise with the British to achieve it. Across India, revolutionary groups formed and challenged Gandhi's nonviolent approach by waging armed struggle against the British. Periodic eruptions of terror and assassination were met by mass arrests and British reprisals. These may have restored order for a time, but such repression only fueled the next uprising. British power in India was always a balancing act, an act that became increasingly difficult to maintain as resistance across India grew. In the end, was it Gandhi's nonviolent movement that ultimately toppled the Raj? Or was it the accumulation of years of unrest of all types that ultimately led to the decolonization of the largest dominion of Imperial Britain?

**Gandhi: The Decolonization of British India, 1917–1947** is Volume IX in GMT's acclaimed COIN Series. Exploring one of the world's most prominent experiments with nonviolent resistance, **Gandhi** takes us to the subcontinent of India, the jewel in the crown of the British Empire, for a detailed look at the final decades of the British Raj. 1 to 4 players compete to determine the future of India; will the transition to home rule be a peaceful one, will India be split apart by partition or civil war, or will it remain firmly in the grip of empire?

**Gandhi** offers a fresh perspective on the history of insurgency with the addition of a new type of faction to the COIN Series, the Nonviolent (NV) faction, while retaining the multifaction, asymmetrical, card-assisted system of earlier titles in the COIN Series. COIN veterans will be able to jump right in. \$81 <https://www.gmtgames.com/p-630-gandhi-the-decolonization-of-british-india-19171947.asp>



## High Flying Dice Games

**Shredding Peace**, Operation Shredder, Nov. 13, 1966 \$15  
<http://www.hfdgames.com/shredder.html>

**Desert Carnage**, the Second Battle of Nanawa, July 1933 \$21  
<http://www.hfdgames.com/nanawa.html>

**Thunder Upon the Water**, Battle of Albemarle Sound, May 5, 1864 \$15  
<http://www.hfdgames.com/albemarle.html>

## Legion Wargames

**Dien Bien Phu** depicts the decisive battle which took place in a distant jungle valley in northern Vietnam. It was a battle, where both sides knew from start, that would be a final showdown. The French were desperately seeking for an opportunity to bring the Viet Minh main battle force into battle on French terms. Dien Bien Phu was a trap where superior units and weapons would crush the Viet Minh onslaught. Viet Minh felt they could not win the war unless they managed to upgrade their mode of fighting into a full-scale war. The French were too strong in the delta but in a distant valley they had gathered almost all their best units, without whom France would lose their will to continue. Dien Bien Phu was the place where France would be dealt a crushing defeat.

It was a battle of preparation, assault, and reaction. Viet Minh dug approaching trenches before assaulting the French strongpoints. The overwhelmed French defenders were forced to react by throwing reserve battalions into the pyre in order to save their position. The game will be fast and furious. The Viet Minh player will try to make the French defense collapse, and the French player will try to make the Viet Minh steam run dry and force them to stop. \$48

[https://www.legionwargames.com/legion\\_DBP.html](https://www.legionwargames.com/legion_DBP.html)

## Hollandspiele

**With It or On It** is the first game in the Shields & Swords Ancients series. Like its medieval era cousin Shields & Swords II, this series takes a broad-brush approach to simulating battles, this time of the ancient period, with an emphasis on speed and playability. While the basic philosophy and the core system of using Command Markers to activate Wings remains the same, each game in this Ancients line is designed from the ground-up to incorporate elements specific to its period and style of warfare.

This first game looks at six battles fought during the Greco-Persian and Peloponnesian Wars. Hoplite units that are attacking may use the Combat Class of the best hoplite in the line, giving them an advantage over heavy and light infantry formations. As a result of combat, units become exhausted, but these results may be distributed elsewhere in the line. A break occurs when there are no fresh units that can satisfy the result. Break the enemy line at the right time in the right place, and it will crumble in a disastrous rout. Maintaining pressure on the enemy while managing the morale of your own men is crucial to deciding the battle, and with it, the fate of empires. \$40 <https://hollandspiele.com/products/with-it-or-on-it>

## Knight Works

**Hands in the Sea** is a two-player deck-building game on the First Punic War, between Rome and Carthage, 264–241 BC.

Each player has a starting deck of cards they use to perform various actions, up to two per round. Actions range from colonization, to naval movement, to battle, with most activity centered in and around Sicily and Sardinia/Corsica. Players may also purchase additional cards from their own custom decks, or from a set of neutral cards that either player may purchase. There are also Strategy cards that each player can purchase (one, max) that give the owning player some special advantage.

The game is played over the course of several turns, up to a maximum of twelve. At the end of each turn, players resolve random events, collect income, and score victory points. There are several paths to victory, ranging from simply having the highest score at the end of the game, to capturing the opposing player's capital.

Inspired by **A Few Acres of Snow**, this game features several new elements, including navies, naval battles, cavalry superiority, mercenaries, field battles, sieges, manpower, strategy cards, random events, turn based scoring, bribery, and tactical bonuses.

The name of the game is based on a quote from a Carthaginian commander, who claimed at the outbreak of hostilities that the Carthaginian control of the seas was such that the Romans would not even dare wash their hands in the sea. \$70 [https://www.funagain.com/control/product?product\\_id=043886&mc\\_cid=424077ff70&mc\\_eid=534611a4ed](https://www.funagain.com/control/product?product_id=043886&mc_cid=424077ff70&mc_eid=534611a4ed)

## Matrix Games

**Field of Glory: Empires** is a grand strategy game in which you will have to move in an intricate and living tapestry of nations and tribes, each one with their distinctive culture.

Set in Europe and in the Mediterranean Area during the Classical Age, experience what it means to manage an Empire.

Expand your dominion through wars of conquest and make your culture a beacon of light, but be careful though. The risk of Decadence is not trivial. Many civilizations have collapsed for not having seen in time the signs of impending crisis. The older your empire, the more challenges will lurk in the shadows. Just expanding your borders without carefully shaping your form of government and culture won't be the wisest of strategies. \$40

<http://www.matrixgames.com/store/product.asp?gid=789>

## Minden Games

**Battle over Europe**, Zip Ed. is the exact same game included in *Panzer Digest* #14, but published as a separate version (apart from the magazine). Includes an eight page rule book with rules, options, several campaign game scenarios, Dogfight Display, Reference Card, and counters set. \$16

**Viking Fury**, Zip Ed. is the exact same game included in *Panzer Digest* #14, but published as a separate version (apart from the magazine). Includes an eight page rule book with rules, tables, scenarios, game map, and counters set. \$16

[http://minden\\_games.homestead.com/Specials2.html](http://minden_games.homestead.com/Specials2.html)

## Multi-Man Publishing

**ASL Starter Kit #4** - Pacific Theater of Operations, expands on the Starter Kit universe by providing new counters and updated rules featuring a new concept to Starter Kit - PTO. At the heart of this module are the rules for using the Japanese Imperial forces who fought amongst the jungle and island atolls of the Pacific in terrain completely different from the European Theater of Operations and with tactics different than their European counterparts. In addition to the step-reducing Japanese infantry and new rules for familiar looking terrain, simplified rules for Banzai, concealment, and hand-to-hand close combat are introduced. Neither components nor experience with earlier Starter Kits is necessary to play. \$65

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

## Revolution Games

**Poland Defiant** was originally produced in limited quantities as **Plan West** by 3 Crown Games. Revolution Games has updated the game with new art, testing, and development.

**Poland Defiant** covers the first 10 days of the Polish campaign, September 1 to 10, 1939. This was the period when the Polish armies met the German forces on the open terrain of Poland and the mobility and firepower of mechanized warfare was first demonstrated on a large scale. The Poles must hold on to key cities, and the Germans must keep to a rapid time schedule, so the game is both balanced and tense.

**Poland Defiant** uses the same chit-pull system and basic rules as **Konigsberg** with a few variations for the differences for this campaign. For example, the Germans have air interdiction, and ground attack aircraft can launch attacks on units rather than just adding shifts to combat. Each turn is a day and game play time is 6 to 10 hours. \$45 <http://www.revolutiongames.us/>





## Strategemata

**Festung Breslau 1945** allows players to see the events that took place in the besieged city between 15 February and 6 May 1945. The advantage for the game owners is that they have the opportunity to try alternative strategies for both sides.

Players take on the role of Commanders of the Red Army or fortress' garrison. They determine the directions of assaults and dispose of available resources. Their decisions affect the outcome of the fighting. You can check whether the Russians could take the city earlier than they did historically or whether the Germans could organize the defense more effectively. Each side has its respective advantages. It is up to you whether you will use them appropriately. \$45

<http://strategemata.pl/en/22-festung-breslau-1945.html>

## Taktykastrategia

**Kasserine 1943** The battle at the Kasserine Pass was the last chance for the German army to intercept an initiative in North Africa. A surprising attack pushed the Americans west, but the attempt to take Tebessa from the march failed. The Americans along with the British formed new defense lines and this time they did not let themselves be taken by surprise.

**The Ardennes 2024** Fighting in the Ardennes in 2024 is a hypothetical clash of NATO troops with the Russian Army going west. The historical area of action from 1944 has again become an arena of deadly struggles.

<https://taktykastrategia.pl/>

## Turning Point Simulations

They have published the last four games in their series. I received mine shortly after the last issue went out. They are:

**The Battle of Marathon** by Paul Rohrbaugh

**The Battle of Châlons** by Richard H. Berg

**The Battle of Blenheim** by Frédéric Bey

**The Day of Waterloo** by Ed Wimble

\$34/\$40 each <http://www.turningpointssimulations.com/results.cfm?category=4>

Have I tried them yet? Heh, heh.

## Tiny Battle Publishing

**The Devil's to Pay!** The First Day at Gettysburg. On the morning of July 1, 1863, a column of Rebel soldiers from Brig. Gen. James Archer's brigade of the Army of Northern Virginia headed down the Chambersburg Pike from Cashtown, PA, towards the town of Gettysburg in search of provisions. Since JEB Stuart's cavalry was nowhere to be found, the Confederate column was actually being led by the cannons of Pegram's Artillery Brigade in a rare 19th century deployment of "recon by fire." Archer's Division commander, Maj. Gen. Henry Heth, was not worried, however – he had it on firm authority that only militia was in the area and that "they would run as soon as we appeared." Upon their approach up to Herr's Ridge to the west of Gettysburg, the dismounted Union cavalry pickets of Buford's 1<sup>st</sup> Cavalry Division began harassing the approaching butternut columns. As they were driven off and the Rebs crested the ridge, they were confronted with a far larger cavalry force than they had anticipated, and they were now hotly engaged in an unexpected encounter. Archer's men, along with the quick-marching soldiers of Brig. Gen. Robert Davis' brigade, began a coordinated advance on Buford's horse soldiers. The blue-clad troopers were hard pressed, but their carbines allowed them to fire rapidly and from cover. Relief finally appeared at about 9:30 am when Maj. Gen. John Reynolds of 1st Corps rode up to Buford at the Lutheran Seminary. He then famously asked Buford, "What's the matter, John?" Buford's reply was "The Devil's to pay!" And from such inauspicious

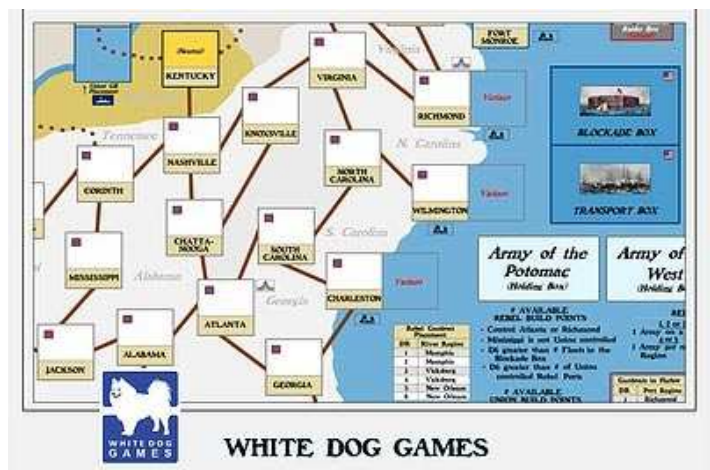
beginnings started one of the greatest battles of history. This first day was to set the tone of the entire three-day Battle of Gettysburg .... a first day in which ultimate victory or defeat for either side could be traced to the decisions, maneuverings, and fighting performances of each army's soldiers and leaders during these initial critical hours.

**The Devil's to Pay!** is a game depicting not only the events of that first day at Gettysburg, but also what could have happened on that fateful day. Two players will each command either the Confederate forces of Lt. Gen A.P. Hill and Lt. Gen. Richard Ewell or the Union forces of Reynolds and Maj. Gen. Oliver Howard. The game is played on a gorgeous map of the battle area designed and drawn by Rick Barber, with each hex equaling 250 yards. Units are multi-counter brigades, with each Strength Point representing about 100 men, and these brigades are organized in groups of regiments as they were deployed at the battle. The system is a new version of the Blind Swords system, with this implementation emphasizing ease-of-play and accessibility while maintaining the popular spirit of "historical chaos" represented by the other games in the Blind Swords family. This system utilizes a unique chit-pull mechanic that will keep players on their toes and engaged throughout the entire game. \$45 <https://tinybattlepublishing.com/products/the-devils-to-pay-the-first-day-at-gettysburg>



## White Dog Games

**The Confederate Rebellion**, A game by award-winning designer David Kershaw, **The Confederate Rebellion** is a grand strategy solitaire simulation of the American Civil War. Game development, additional scenarios, and art by Steve Kling. Available in boxed, folio (polybag), and print-and-play. \$46 <http://www.whitedoggames.com/acw-solitaire>



## MAGAZINES

*C3i Magazine* #32 contains **The Battle of Issy and The Battle of Gettysburg**. The Battle of Issy was fought on 2 and 3 July 1815 in and around the village of Issy, a short distance south-west of Paris. The result was a victory for the Prussian General von Zieten over a French army commanded by General Dominique Vandamme. Issy 1815 is the 44th battle in the Jours De Gloire series

**Gettysburg** is a simple wargame focused on the epic Civil War battle of Gettysburg (July 1-3, 1863). The game is played in half-day turns (6 turns total) in which time Lee's Confederates attempt to open the road to Baltimore/Washington, or destroy Meade's army. \$41 <https://www.c3iopscenter.com/>

*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>



*Panzer Digest* #14 is a 46-page, full-color magazine containing gaming articles, variants, game reviews, and three complete wargames. **Viking Fury** is a solitaire game about the Viking expansion in the late 8th century. **Battle over Europe** is a Battle over Britain series game, with planes from Britain, France, Germany, Russia, Finland, and Italy. **North Cape** is a solitaire, Advanced Salvo! game covering the naval battle of the same name in WW2. Also includes a Combat Leader variant and counters incorporating dogs into the game. All components are included in the pages of the magazine and must be scanned and printed before play. \$22

[http://minden\\_games.homestead.com/PanzerDigest14.html](http://minden_games.homestead.com/PanzerDigest14.html)

*Slingshot* #324 contains articles on:

DBA 3 - Improving the Simulation by Joe Collins

Coals to Newcastle: Playing Welsh DBA Lists in Wales by Martin Smith

The Early Japanese Army: Reexamining the DBA 3.0 Army Lists by Nicholas Spratt

Battle Day Reports by Roy Boss and Duncan Head

Simple Campaign for Danelaw Britain: A Solo or Programmed Campaign for DBA 3, Part II by Paul Stein

The Battle of Montgisard, 1177AD by Nicholas Harbud

Slingshot Book & Game Reviews:

Two Handed Sword: History, Design and Use - reviewed by Anthony Clipsom

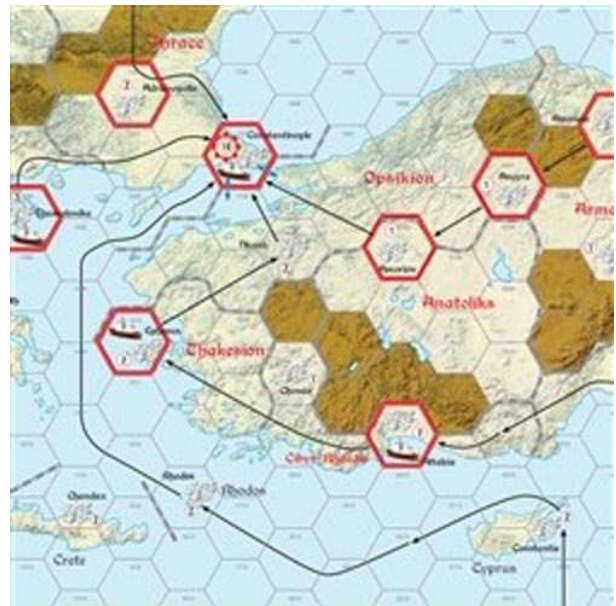
Antipater's Dynasty: Alexander the Great's Regent and his Successors - reviewed by Duncan Head

Roman Legionaries: Soldiers of Empire - reviewed by Aaron Bell

With Alexander in India & Central Asia: Moving East & Back to West - reviewed by Andreas Johansson

*Strategy & Tactics* #318 **Constantinople** is a solitaire wargame system covering the Byzantine (or Later Roman) Empire in the late 7th and early 8th centuries, the era of the two Barbarian sieges of the great City of Constantinople (AD 672, 717). The player controls Byzantine and allied forces. The game system controls various barbarian forces: Caliphates of Egypt, Syria and Mosul, Khazar Khanate, Bulgar Kingdom, Slavic Tribes, and Lombard Kingdom. The objective of the player is to defeat Barbarians while expanding Byzantine power. Each turn represents a campaign season, from three months to a year. Ground units represent 10-30,000 soldiers or warriors. Each hex is about 55 miles across. Fortresses represent single great fortresses. Towns represent larger settled areas. \$40

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST318>



*War Diary* Vol. 3 No. 4 contains:

Who Caused The Great War By Darin Leviloff

Trial Of Error: Von Moltke And The Schlieffen Plan By Paul Comben

Emperors' Waltz: Designer's Thoughts On 1866 By John B. Firer

Stalingrad Replay, Part Two By Marcus Ranalli and Randy Heller

Eastern Front Strategic Classics: Part II, Rise Of The Monster

Games By Andy Nunez

Pass In Review by Andy Nunez and Hans Korting

<http://www.wardiarmagazine.com/index.html>

*World at War* #67 **The Battle of Changsha** is a two player, operational level game of the second (September to October 1941) battle for Changsha, China, capital of the Hunan Province. The first Battle of Changsha had been fought in 1939 as part of the Second Sino-Japanese War and resulted in Changsha being the first Chinese city to successfully repel the Japanese advance. The second battle in 1941, resulted in the city being captured (after most of it was destroyed in a fire) by the Japanese, and then being recaptured by the Chinese 9th Army Group commanded by Gen. Xue Yue. The third battle was originally intended by the Japanese to gain control of the city and prevent Chinese forces from reinforcing the British forces engaged in the defense of Hong Kong. When Hong Kong fell on 25 December, the Japanese decided to continue the offensive to gain control of Changsha thereby dealing a major blow to the Chinese war effort. Most ground units represent battalions and regiments. Each hex is 3km across and each game turn represents 1 to 2 days. \$40



## BOOKS

FLEETS OF THE SECOND GREAT WAR: IMPERIAL GERMANY

In November 1916, newly-reelected U.S. President Woodrow Wilson attempted to negotiate an end to the First World War. He failed, and the war went on for two more years, killing millions and destroying Europe's great empires. In our Second Great War alternative-history setting, Wilson succeeds, sparing both those lives and the empires.

Our Second Great War at Sea expansion sets (as well as a complete game) bring this story to our Second World War at Sea game series. New ships, new aircraft, and even new fleets see action in the Second Great War – it's a battleship war, also featuring airships and biplanes.

Since the series debuted, hard-core fans have wanted to know more about those ships, planes and fleets. FLEETS OF THE SECOND GREAT WAR is a series of sourcebooks doing just that. The first of them, IMPERIAL GERMANY, tells all about the ships, airships and naval airplanes of . . . Imperial Germany.

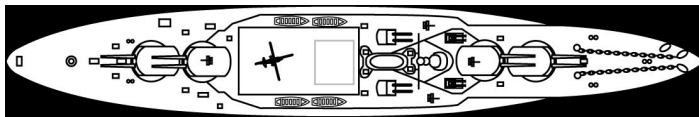
The Imperial German Navy, usually called the High Seas Fleet (the proper name of its sea-going surface element), is one of this world's most powerful fleets, with ships ranging from modernized veterans of the First Great War through new fast

battleships. While these ships never existed, we've designed them along the lines of German warship development, and these are our best guess at what Imperial Germany would have built had the regime survived.

In the book, each warship class (most of them found in **The Cruel Sea**, with some from upcoming expansion sets) is described, with ship data similar to that found in warship guides of our own world, and some schematics of their design.

It's a fun add-on to **The Cruel Sea** and other Second Great War games, filling out the background and making this world that never existed a little more real. \$25

<http://www.avalancheppress.com/gameFleetsOne.php>



GREAT WAR AT SEA, JUTLAND: BATTLE ANALYSIS 1914

More ink has been spilled over the Battle of Jutland than any other naval battle in history. JUTLAND: BATTLE ANALYSIS 1914 looks at what happened before the Battle of Jutland: Helgoland Bight, the Scarborough Raid, the Yarmouth Raid and more.

JUTLAND: BATTLE ANALYSIS 1914 is different from other works on the North Sea campaign, thanks to its ties to our **Great War at Sea: Jutland** game. We look at how the game simulates the operations, and then we flesh them out with more battle scenarios – fast-playing actions using just the Tactical Map, where you fight out the battles between ships with guns and torpedoes.

**Jutland**, the game, has a lot of scenarios: 51 in total. Forty-four of those are operational scenarios, but only seven of them are battle scenarios. So, the Battle Analysis adds 26 more of them, based on the surface actions that could have taken place – or at least one side hoped would take place – based on the expectations of one or both naval staffs when they sent the fleets to sea. Plus nine new operational scenarios.

**Jutland** is already a very fine game (our most popular ever, even more than **Third Reich**) and a good instrument through which to re-play history. The Battle Analysis makes it even more so, while adding more quick fun by fleshing out the battle scenario aspect of the game.

JUTLAND: BATTLE ANALYSIS 1914 is a 64-page, large-format book supplement for **Jutland**; you'll need a copy of the game to play most of the scenarios and **Cruiser Warfare** to play all of them. \$25

<http://www.avalancheppress.com/gameJutlandBattle.php>

