



From Your President Bob Best

Today is Monday November 18, 2019, a little early for me to be writing my President's column for the sixth and final issue of 2019. The reason for the early column is a family vacation to spend Thanksgiving with our daughter and son-in-law in Virginia. The deadline for article submission to our Editor will fall while we are visiting, so I am writing this now to make sure Omar has the material for publication. Also, with the final deadline for issue 6 of the newsletter comes the close of your opportunity to win \$50 cash and a plaque commemorating your writing skills for the **Fassio Award for the Best Article for 2019**. If you did not submit an article during 2019 you can still get in on the action for 2020. You could win "bragging rights" and some cash to put toward that next game you have been wanting, but only if you submit an article for publication in the K. We are accepting articles for the **Fassio Award for the Best Article for 2020** now for publication in the next issue. Why not step up and make it yours! Our winner for 2019's **Fassio Award** will be announced in our February 2020 issue.

While we are discussing 2020, I would like to remind you that per our bylaws we will be holding elections for our Executive Committee Officers in December 2020. Here is the bylaws section covering the AHIKS election process:

The following Executive Committee positions are up for re-election:

A. Elected Officers

1. President
2. Secretary
3. Treasurer
4. Editor
5. Judge
6. Match Coordinator
7. Ratings Officer
8. Special: Europe (This position is no longer active as AHIKS-Europe no longer exists)

IX. ELECTIONS:

A. Elections for all elected officer positions are held in every calendar year during which a U.S. presidential election is held (every 4 years on the even year). All members in good standing are eligible to run for office and/or cast a vote in the election of officers. (Exceptions: a member may not run for Treasurer unless he has been a member for five (5) or more consecutive uninterrupted years. Members running for any other office of the exec must have been a member for two (2) or more consecutive uninterrupted years.

1. During the first quarter of the calendar year of the election, the President shall issue a call for elections and an invitation of candidates to run for office through publication in the Society newsletter.

2. Candidates for election shall indicate a desire to run for office by forwarding a notice of their candidacy to the President

and to the Editor for publication in the K. The President shall promptly report such notification to the Officer Corps.

3. Candidates are encouraged to submit a formal statement of their candidacy to the Editor for publication in a pre-election issue of the K. Follow-up statements are permitted, space and time allowing, prior to the vote.

4. In the second half of the calendar year of the election, the Editor shall prepare and distribute an election ballot to all members in good standing, to be published in the *Kommandeur*, and to be mailed to the secretary. Those members receiving the e-K must print out and mail a physical ballot to the Secretary.

- a. The ballot shall list the names of all candidates for office. Exception: a position for which there is only one candidate may be left off the ballot unless the Executive Committee directs otherwise.

- b. The ballot shall list a deadline for receipt of ballots by the Secretary. The deadline must be a minimum of thirty days after posting of ballots.

- c. Proper control procedures shall be implemented to insure that no member shall cast more than one ballot.

- d. The ballot shall instruct members to return their ballots to the Secretary for counting.

B. If no member challenges an incumbent by the deadline for receipt of candidate's announcements, the incumbent office holder shall remain in office by default until the next scheduled election.

C. In the event of a tie vote for an elected officer position, a majority vote of the Exec shall break the tie. Any member of the Exec Committee who is involved in such a tie may not cast a ballot in the tie breaking vote.

So, per Section IX - Elections, subsection A. 1. of the AHIKS bylaws, I am issuing a call for elections and an invitation of candidates to run for office through publication in the Society newsletter. Any member interested in serving in any capacity on the Executive Committee should submit a notice of their candidacy to me (the President) and to Omar DeWitt (the Editor) for publication in the K.

Now is your chance to give back to AHIKS and your fellow gamers and to bring new blood to the Executive Committee. We encourage everyone to consider running for one of our officer positions.

Now I would like to take a moment and thank all of our Executive Committee members for their service to AHIKS. Without you guys and all your hard work we could not provide the great services that we do for our members. Your dedication is GREATLY APPRECIATED! Thank You All For Your Service!

I would like to wish everyone a very happy Holiday Season!

So, until next time... Happy Gaming!

Vice President's Chair

Kenneth Oates

The holidays are now in full force, and a new year is almost upon us. In the last issue I mentioned I would reveal just how well I was able to meet my gaming 2019 resolutions. Here they are with my success (or lack thereof) in making progress towards reaching these victory conditions.

- 1) Learn a new game. This one I accomplished just in the past three weeks. Although not an expert, I made it through the rules of Columbia's **Texas Glory**. This game had personal interest as well as historical.
- 2) Add another match to those I am currently involved in. Achieved this and added a new gamer to my opponent's list, playing **Gettysburg '88** by AH.
- 3) Write an article contrasting two games on the same subject for the K. Wrote the companion article to my column that showed up in the last *K* on **The Peloponnesian War**.
- 4) Submit an article to a game publisher house magazine. Fully accomplished and published on one of my favorite series of games, a chronology of the scenarios.
- 5) Become more active in social media (Consimworld, Facebook) gaming communities.
- 6) Get my VP articles in to Omar in a timely manner. Well, I could have done better, so I do not get credit for this one.
- 7) Finish my France 1940 trilogy. Not quite complete, but I do have two of the books written up. But, no credit.
- 8) Attend a gaming convention this spring or summer. My summer got redirected in the first week of July, so this is another resolution I have had to delay until next summer.

- 9) Painting my Fortune and Glory figures is being accomplished slowly.
- 10) Do deeper research into one of the battles I simulate through gaming. Read the *Panzer Battles* chapter on the Chir battles highlighted by the game by that name.

Well, 5 out of 10 is not great, but better than none. This does give me an incentive and bar to beat next year.

This issue marks the last of 2019. The entries are in for the Fassio Award. If you did not make an entry last year, there is plenty of time for next year's. The purpose is to encourage submissions to the *K*, so that everyone is not bored silly by the officers writing about their responsibility areas. To keep it interesting as a current commercial says. And passing on some hopefully useful information. We accept articles that review games, after-action reports, give tactical hints, operational suggestions, and general game strategy. From what I have seen on the CSW website, new gamers are coming into the hobby, and these new gamers (and some old) look for aids in learning the nuances and even basics of the games being put out today and yesterday. Sometimes a little insight from someone is just what it takes to make a concept which may be new make sense. Once, long ago, I picked up at a local house auction, some 10 games. I often wondered if these were played or just gathered dust in the closet after being deemed too complicated by the original owner. Perhaps I unknowingly missed an opportunity for an opponent. Think and remember how you were introduced to the hobby. The Fassio Award winner will be announced in the next issue.

Enjoy the gaming!

Kenneth

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

Game News from *The Week*

As board games have made a comeback, closets have been filling up with stacks of boards. Now one company wants to replace them with a digital tabletop console, said James Holloway in *NewAtlas.com*. The company, appropriately named Last Gameboard, is raising funds for a device that combines "the social and tactile aspects of board gaming with some of the added benefits of video games." The 15.6-by-15.6-inch multitouch LCD screen can read data and interact with real physical pieces through embedded radio-frequency identification tags. The console can also, "via a network connection, allow gamers to play against each other at different locations." Eventually, Last Gameboard hopes to become a platform for trying out games, with "its own dedicated games library."

You can check it out at: <https://newatlas.com/games/last-gameboard-1-console/>

A somewhat similar device looks like a Dungeons & Dragons setup. Take a look at: <https://www.tiltfive.com/>



How to Plan for a Multiplayer Game that is not Face to Face!!!

by Jeff Miller

I have always thought that with the development of the internet and programs like Vassal, one should see a large number of multiplayer games being played. After all I am old enough to remember playing via regular mail and through zines games like **Advanced Third Reich**, and **Diplomacy**. One would think, with modern technology making it so much easier, there would be a lot more instead of less. I see and play a lot of 2 player games these days, but multiplayer games seem to be harder to start and get to completion.

Which, in my mind at least, is a shame. A well-played multiplayer game is an awesome experience simply because you have a lot of interaction with other players as well as bringing a lot of different strategies and conflicting goals onto one board. Don't get me wrong, I play a ton of two-player games, but in those cases you only worry about one opponent, and you know what his goal is and most likely have a fair idea of what his strategy will be. Not so easy to do when you are dealing with 4+ players.

So, with that in mind, I have a feeling that perhaps part of the issue is that people have been in multiplayer games that fell apart for one reason or another. So what follows are some of the basics everyone needs to agree on before kicking off the game. Kind of a checklist that will hopefully prevent issues from cropping up during the game. Obviously, there are other topics that may need to be covered, depending on the game being played.

The first thing is to agree on a time frame for responses. Yes, I know real life gets in the way—vacations, work, and family spring to mind—however you don't want a game to last longer than the actual war did! In my experience all it takes is one player to slow down the game to the point that everyone else loses interest and it falls apart.

Remember, if you have 5 players, that is 5 different emails for just one turn, and that is if you only need one email for a full player turn.

So, a few check points before starting.

1. Agree on a response time for the next player to get a move out to the rest. 48-72 hours seems reasonable, 24-48 hours is preferable but, depending on the game and the group, that might be a bit short. Going over 72 just makes a multiplayer game drag, however. Especially as there will be times that players will be out of pocket which adds to the time frame you are looking at.

2. If a player cannot get a move done in that time frame, he should at least drop a note out to everyone with the reason and when they should expect the move.

3. For long-term delays [vacation for example], let everyone know in advance. Everyone gets that real life takes over at times, but there is no excuse for not communicating that fact.

4. If possible, have a backup plan if one player just cannot continue. Can another player take over? Do you have someone who might want to take over? These are both good options. Hopefully that won't happen, but it's never a bad idea to have a backup plan. For example, I am a standby player for a game of **Flattop** if someone runs into issues; hopefully that does not occur, but it's an option to avoid having a long running game end because of unavoidable issues.

5. Do not commit to a game if you don't think you can finish; be kind to your fellow players; multiplayer games tend to be a long-term commitment, so plan accordingly. After all, no one wants to invest a lot of time to game and just have it end without a conclusion.

6. If you are in a game and one of the players is silent past the expected response time, say a couple of days or so without notice, you need to drop him an email. Obviously don't go ballistic as in "WHY HAVEN'T YOU RESPONDED!!!" In most cases they missed the email or had a family/work crisis, but it might be a good nudge to keep the game rolling or at least determine if there is an issue.

If you set the expectation that is what is going to happen, no one should be offend by a reminder email. Also, if you are the one sending it, CC the group so that the person doesn't get an email from everyone reminding him! ☺

7. My problem has always been picking up on delays. Usually I just drop the email into the game folder and not think about it until the next email comes through [assuming it wasn't my turn ☺]. For some reason while typing this, the light bulb finally went off; going forward I'll just leave the last email in the inbox until I see the next one come up. In addition, I can star the email, so I know why it's still sitting in my inbox. Hopefully that will help me pickup on game delays.

8. File numbering, after almost a thousand games online using Vassal [about 600 of them ASL ☺], I can safely say everyone has his own system. Simple solution: set your file system to sort the files by date with the most recent at the top. In other words, don't sweat the small stuff when you can use technology to make it simple. ☺

9. Obviously one of the basic items is to make sure everyone is playing with the same set of rules and knows how to use whatever program you are using to process the moves. If someone needs help getting up to speed, that shouldn't be a problem, but start with the basics and assist as needed.

10. Agree on how you are rolling the dice; for example, Vassal has a built-in dice roller. Or do you want to use something like ACTS to roll the dice and send the results to everyone.

The case for using the built-in die roller is that it is faster and easier to do your turn – especially important in a game like ASL where you have LOTS of rolling going on. The downside is that someone could just restart a file over and over until they had the rolls they wanted.

The case for using something like ACTS is that it prevents restarting a file. The downside is that it will increase the time to do a turn and, in some cases, cause an issue when someone rolls the die in one program and then enters it wrong in the second program.

My personal approach is that:

A. The vast number of players I have met over the years are extremely honest.

B. If someone actually has to go to that extent to win a game, they have way more issues than cheating.

C. It's a game, and life is too short for me to worry about it.

So, I'll go with whatever rolling system is the easiest, which is usually the built-in.

11. The next usual issue is catching errors in the turns as they are completed. In two-player games it's simple—your opponent catches the error and sends it back to you for correction. Or if he doesn't catch it, play proceeds and the error stands. Now, I will let my opponent correct things after the fact as long as we haven't played so far into the game that we are backing it up several turns. However, that is a lot harder to do in a multiplayer game.

With a multiplayer game, the question is do you count on the next player to catch the error [especially since they are

sending out the next move] or do you have everyone check it and sign off, or do you have one person that checks out the moves and signs off on them being good—of course then you should assign someone to check that player’s move and sign off on it as well.

The first method puts only one set of eyes on the move, which can cause issues. The last two can create delays in the game where you are waiting for everyone to sign off or the one person checking things to sign off. The other downside is that, I will admit, I, at least, get lazy when one person is responsible for checking all the moves. I hit a time crunch or just have other stuff to do, and I’ll just skip looking and figure that lone individual will catch anything that went wrong.

Mileage will vary for everyone of course, but my preference is usually to rely on the next player to check it. With the additional thought that everyone should try and step through the move when it comes in, that way everyone can take a look. But in the real world, I realize that will not always happen.

Also, if you are new to the game and are unsure of something with your move, put that question in the actual email you send out with the file. That way everyone can see there may be an issue and can assist as needed.

Basically, I always lean towards whatever will make it easier and quicker to play.

However, the downside to my approach is that it makes it slightly more likely a mistake will slip through. If everyone can agree on it or if no one catches it and the next one or two players have taken their turns, then the error stands. Obviously, if it’s something that is caught later and doesn’t impact the game state, most people would be okay with fixing it within a reasonable time frame. Error in adding scores for example. This also makes everyone take a bit more proactive role in checking the moves to avoid getting hurt by something that was done incorrectly.

12. You may also wish to decide how to handle things if someone rolls too many dice, as that tends to happen. If the problem is:

A. Rolling too few dice, then roll the additional dice, keeping the ones already rolled.

B. Rolling too many: then count the first ones rolled and drop the rest.

C. Anything else that needs to be covered based on the game being played.

13. Diplomacy/Press, some players like to add some flavor or humor to their games. For example, “your troops are cowards retreating like that.” I would say that 99% of those I have played with are good with that; if someone isn’t, that needs to be discussed ahead of time.

14. If you are in a losing position, you still need to play the game out! Doing otherwise may well ruin the game for the rest of the players. Besides, being in a losing position can often be fun: play kingmaker, try something new for a strategy/tactic and see if it works, upset the balance of power by banding with the next worst position and see if you can leverage one of you up the ladder, etc.

Hopefully this will serve as a roadmap to get some more multiplayer games going. I have added in a few more games to the list that I would be interested in getting started; feel free to reach out and add your own game to the list, or let me know if you would be interested in one of the games already listed.

Among those I have added to the list are some of the lighter-weight games for those who don’t want to jump into a heavier game for their first try at an email multiplayer game.

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Book Review

Bletchley Park and D-Day

The Untold Story of How the Battle for Normandy Was Won
by David Kenyon

295 pages, photographs

©2019

\$28, \$26 on Amazon, used: \$11

Reviewed by Omar DeWitt

I have always had an interest in Bletchley Park, the British center that, among other things, broke the German Enigma code in WWII. The book gives a good deal of information on Bletchley Park, which I found quite interesting. Several different German, Italian, and Japanese codes were broken. A good deal of information was gleaned from the Japanese ambassadors’ sending information back to Japan.

Bletchley Park worked essentially from codes sent wirelessly. Before D-Day, most of the traffic went by telephone, so input was from the French resistance and photos from airplanes. Essentially the positions of all the German divisions in France were known. This was important because the planning for D-Day needed to know what the Allies were up against; there was a certain German strength that was considered unacceptable; the invasion would be called off if the defense was too strong.

German estimates of the Allied strength were much too high. That made it easier for them to assume the Normandy landing was a feint, and that the real invasion would come later at Pas de Calais.

Kenyon discusses the double-cross agents. How much did their input affect the Germans? He does not think they were particularly effective. The *Abwehr* was not well organized and sent on most of their input indiscriminately. The information was not prized by the German high command.

After the invasion, the Germans changed the wheels in their code machines daily, instead of monthly. Still, Bletchley Park was able to send out the deciphered code in about a day. This did not help units in a fight, but it helped the Allies plan.

There is a fair amount of repetition in the book, as well as information that is not pertinent to the title. The book is OK but is of interest mainly to those interested in codes

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12.4 REINFORCEMENTS

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

1962 Yves Cameron, Abbotsford, Canada

1963 Ozgur Altinyay, San Jose CA

Open Match Requests from Duncan Rice

1914 AH	John Trosky 1554 CVS
Adv Third Reich AH	Michael Mitchell 1086
Bitter Woods CG	Bob Jones 1548 VS
Bloody Hell HFDG	Jay Unnerstall 1264 EPS
Breakout Normandy L2/AH	Art Dohrman 1551 VF
DDay '61 AH	Richard Passow 1453 EPLX
Conflict of Heroes AG	Lourens te Beer 1908 EL
For the People GMT	David Elkin 1888 V
To Green Fields Beyond SPI	John Trosky 1554 CVS
Jutland AH	John Trosky 1554 CVSL
The Longest Day AH	Max Chee ELV
Midway AH	Edson Ramos 1954 E
Mortain Counterattack DG	Jay Unnerstall 1264 EPS
Panzer Leader AH	Douglas King 1961 E
Panzer Leader AH	Brian Nickel 1797 V
Red Winter GMT	Chuck Leonard 711 VE
Richthofen's War AH	Scott McAninch 1718 P
Rock of the Marne MMP	John Trosky 1554 CVL
Russian Campaign 2ed AH	BoB Jones 1548 VS
Russian Campaign AH	Jim Dowrey 1951
Russian Front AH	Michael Mitchel 1086 VA
Soldiers SPI	John Trosky 1554 CVS
Stalingrad AH	George Phillies 697 VZX
Tank on Tank LnL	Duncan Rice 1394 V
Titan AH	Jim Dowrey 1951
Waterloo AH	Omar DeWitt 44 V

Match Coordinator

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

Match Codes

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

Multiplayer Games

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

Angola MMP	Jeff Miller [1303] V
Amoeba Wars AH	Jeff Miller [1303] V
Colonial Twilight GMT	Jeff Miller [1303] V
Crown of Roses GMT	Mike Kettman (1067) V
Conquistador AH	Jeff Miller [1303] V
Dune AH	Jeff Miller [1303] V
Empire in Arms AH	Kevin Conway [1930] V
Empire in Arms AH	Andrew Patience [274]
Empire in Arms AH	Thomas Scarborough [1345]
Empire in Arms AH	Mike Kettman [1067] V
Empires of Middle Ages SPI	Mike Kettman (1067) V
Falling Sky GMT	Jeff Miller [1303] V
Fire in the Lake GMT	Jeff Miller [1303] V
Fire in the Lake GMT	Art Dohrman [1551] V
Gunslinger AH	Matt Scheffrahn [1844] VMG
Kremlin AH	Jeff Miller [1303] V
Stellar Conquest	Jeff Miller [1303] V
Time of Crisis GMT	Jeff Miller [1303] V
War of the Suns MMP	Jeff Miller [1303] V
Wizards Quest AH	Jeff Miller [1303] V

War Fields

by Omar DeWitt

SPI put out many excellent games. The quads were always nice: small, few counters, simpler rules. One of my favorites was **Chickamauga**. It was balanced and always interesting.

On November 3 of this year, Sue and I visited the battlefield. It is about a 20-minute bus ride from Chattanooga. The battlefield runs North to South, but we visited the northern part. After seeing the battlefield overhead on a map or a game map, it is hard to see it on the ground. All we saw was smallish middle-aged trees with white, stone monuments here and there. As we drove around, there were large open spaces with white, stone monuments. So, as a battlefield experience, it did not rate high. We were on a bus, which made only a few stops.

Being November 3, the trees were attractive, the oaks with brown leaves intermingled with the green pines.

Before the battle, the Northern Army had divided into three columns moving south, the men at Chickamauga being the middle group. Bragg had more men in that area than the Union. The Northern group was trying to get to Chattanooga, the Confederates were trying to stop them. The Union created a crisis when a dispatch rider thought he detected a vacancy in the Union line. Rosecrans, without checking, ordered part of his defensive line north, creating a major hole. Confederate units moving west happened on that hole and went through.

That created havoc in the Union army. Some units left the battlefield moving west and then north to Chattanooga. In the north, Thomas held the passage open, and more Union units exited the battlefield.

Our guide mentioned several incidences of dislike between Union generals. Grant did not like Thomas, although Thomas was an excellent commander on the battlefield. As a result, Sheridan got to lead the thrust through Alabama and on to Charleston, although Thomas was superior to him.

Continuing the battle from Chattanooga, Hooker took Lookout Mountain, and the Confederates left and defended Missionary Ridge to the east. Grant had arrived, and he had Sheridan attack the left, northern part of Missionary Ridge, and Hooker attack the right. Both attacks stalled. Grant talked to Thomas and told him to make minor attacks at the base of the ridge in the middle. This was easily done. Then, with nothing else happening, the soldiers started up the hill. And kept going. They reached the top, splitting the Confederates in two. The Confederates then retired, and the battle of Chattanooga was over.

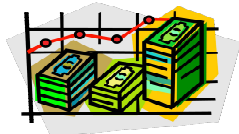
We took a bus to the top of Lookout Mountain. From Chattanooga it doesn't look like much, just a green hill. From the mountain, however, the view is quite spectacular. Of course, houses are all over the ridge line, and they have fantastic sights to see.

At the top we visited the Lookout Mountain Battlefield Visitor Center, which contains a painting on one wall of the battle. It also sells coffee mugs and T-shirts. We visited Point Park. It was windy and cold, and the view of Chattanooga was hazy, but it was interesting to be there. The fighting for Lookout Mountain had taken place on the slopes, not at the top. A pair of Parrot guns were on display. These guns were designed by a man named Parrot. A normal gun barrel was supplemented by a hot cylinder of metal, which was placed around its base. By quick cooling, the cylinder bonded to the gun and allowed it to fire with a larger amount of powder.

Richard McMurry, a civil war historian and author, gave his first lecture on board our paddlewheeler. Did the Union win the war, or did the Confederates lose the war? His stand is that the Confederates lost the war. The Rebels had two armies. One to the east under Lee and one to the west.

Treasury Notes

Brian Stretcher



Hmm...

I just realized that one of the reasons I never seem to have time to put together these columns is that the due date coincidentally coincides with our Superior Court Trial terms here in beautiful Transylvania County, North Carolina. In November, lack of time is compounded by the annual trip to Cincinnati for Thanksgiving, which never allows me the time I think it will do get other things done. Thus, no time for a November/December piece last year, and barely (and overdue!) this year.

Game moves are running a little behind as well. All caught up on **Here I Stand**, as we are in the Diplomacy Phase of turn 3. I have been sitting on all of my WWI titles, with my Germans yet to quite finish Spring, 1915 in **The Lamps Are Going Out**; Graeme Dandy awaits my deployment in a game of AP's **Jutland** (the Helgoland Bight scenario), and my Central Powers are overdue on their second fortnight move in June, 1915, in a South Serbs scenario in **Balance of Powers**. Oh, and I just received a **Pearl Harbor** response as well.

All in good time. Currently I am playing the real-life trial game of Assault by Strangulation, set to start next Monday. That is assuming that the three-defendant murder trial currently going on in our little county is over by then. Also on the menu are a special bar meeting on 12/6, social activities 12/7, 12/11, 12, 13 and 14. We start the anniversary of the Battle of the Bulge with a Superior Court Admin day on 12/16, immediately followed by the Clerk of Court's holiday party. Then, thankfully, it appears to slow down until family rolls in on 12/27.

Still waiting on **The Wine Dark Sea** from Avalanche Press, and the long overdue **South Pacific**. It would be nice if these preorders actually timed themselves for me to gift them to me from me for Christmas!

Jeff Miller has an article in this issue that was supposed to be a joint effort. I am still hoping to write a supplemental article on multiplayer etiquette when I get a chance. Just not this issue.

BANZAI!

And Speaking of Narcissists...

I recently finished a book about Andrew Jackson, *The Life of Andrew Jackson*, by Robert Remini. Fully expecting this contemporary work to expound on Jackson's flaws (his temper, narcissism, treatment of Native Americans), I was pleasantly surprised at how balanced a work this was. I have read little about the time between the Revolutionary and Civil Wars in the United States, other than a general history of the War of 1812, and the book was enlightening in that regard. Jackson's story really starts shortly before the War of 1812 and runs until his passing, shortly before the turmoil of the Civil War. To make a long story short, Jackson was a populist candidate amongst a field of petty politicians who really existed mostly to serve their own interests and stir up trouble. Sound familiar?

Despite his flaws, Jackson managed to hold John C. Calhoun and the South Carolina nullifiers at bay during his presidency, averting an even earlier civil war in the process. This was done primarily by strengthening the presidency through sheer force of personality, and really reinforcing the idea of being an American instead just a citizen of one of the several states. Nationalism, to be sure, but generally in a positive way, as the USA was surrounded at the time by European powers who would have been happy to see the US fail. The primary differences between Jackson and he-who-shall-not-be-named were his sense of duty to the country as well as his State (including military service), being an effective leader by example, building effective coalitions, and accepting responsibility when things went wrong.

By the way, if you think the Electoral College is messed up now, it was far, far worse in the early 1800s. Pretty easy to fix to get the desired outcome. While it is much more difficult to fix an outcome these days, I'm starting to wonder if elections in the United States have ever really been free and fair.

Anyway, an enlightening, well-written work. Recommend, especially if this period represents a gap in your knowledge.

Treasurer's Report

Still quiet on the front. Maybe someone is busy preparing a big offensive.

Total balance 9-29-19:	\$ 8,301.16
Dividend 9-30-19:	1.71
Dividend 10-31-19:	1.76
Total balance 9-29-19:	\$ 8,304.63

Until next time!

(Continued from page 5)

Modern feeling is that the Civil War was fought in the east. Movies, books focus on the east. However, if one looks at a map, the war in the east takes up little of the map from the Mississippi to the Atlantic. In the east, Lee was a major factor in the South's success. In the west, the Southern generals were rather poor, with a few exceptions.

So, while Lee was doing stellar work in the east, the situation in the west was poor. And the west was much the larger area.

Another lecture: on the riverboat Sultana. Shortly before the war's official end, Union prisoners were released by the South and were being moved north by riverboat. The Sultana was grossly overloaded, about five times more than the regulation carriage. This was strange because there was another riverboat available, and no released prisoners were placed on board. Obviously, somebody was making money from the \$1 per soldier the government was paying. Eventually two of the four boilers on the boat exploded, due to unloaded sugar (ballast) and tilting of the boat. Of the 3400 people aboard, half died. It was the worst maritime disaster in U.S. history. It got little literary publicity in the east, and little in the west. Too much was happening: John Wilkes Booth was cornered, and Confederate armies were surrendering. The boat has been found under a soybean field; when the disaster occurred, the river was in flood stage. The currents and silt covered the boat. There is a Sultana building being built; the speaker, Gene Salceker, is a member of the society running it, and he has written a book on the event, "Disaster on the Mississippi."

The visit to Shiloh battlefield was a disappointment. We were driven around the battlefield, but we got out of the bus only three times, once was the visitors' center. Getting off and on the bus took almost 5 minutes because of the age and nonagility of most of the passengers. Our knowledgeable guide would tell us that the 14th Illinois 3rd brigade came down this road; this information bounced off my head. Open fields at the battle were still open. The woods were still there, but they were overgrown, quite dense. Cannon were placed appropriately. Monuments were white and all over the battlefield. A few deer were seen, as well as a flock of turkeys. The bookstore had few books. The visitors' center was well done. The weather was pleasant and the fall trees colorful.

I learned one new fact, but, alas, I have forgotten it.

When we were there years ago, it was a much better experience. Being able to walk around leisurely and take pictures, having a map to see where you were made for a better experience.

Back on the steamboat, "Gen. Grant" gave an hour's talk on his military experience, which I found well done but learned nothing new.

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. (O.D.)

Continued from Vol. 54, No. 5

On the German turn, the two units in Helsinki could stay in place. If the 4-4-6s are still alive (2/3 chance), the Finns can perhaps emerge from Helsinki and attack the Germans from the far north. Russian units on H32 could perhaps be attacked at weak odds (1-2 with no retreat) by the 2-2-4s and a 4-4-6, while the other 4-4-6 soaks off at 1-3, with retreat available if the 2-2-4+4-4-6 attack kills the Russian units on H32. Observe that if the 4-4-6s survived the Russian attacks, the 5-7-6 is no longer on J31.



Figure 96 Russian Defense in the South.

In the South, the Russian Army simply contains the German forces. That is indeed a 2-3-6, doubled in the mountains, holding the Russian front line. The German on his turn can manage a 3-1 on the 2-3-6, but even if successful that attack really does not take the German player anywhere. There is always another square of the Carpathians on which the Russians can defend. The remaining German units are at best barely able to defend the Prut River line and cannot stand against a serious Russian attack.



Figure 97 Mass 1-2 Strategy. Russian Central Front counterattack

Here we have the Russian move in the center. The Russian counterattacks! Carefully chosen counterattacks are a critical part of successful Russian play. The Russians have shifted most of their army out of the South to participate. Only one Russian unit can reach BB13; it is there. The Russian occupies BB11 with a 4-6-4. That unit is behind the Vistula. The German can only attack it from AA12. The Russian on BB11 is 3-1-proof.

The Russian units surrounding CC13 are making a 4-1 (no retreat) or alternatively a 5-1 (no retreat) and a 3-1 (no retreat). The latter choice means that the Russian risks losing only one 4-6-4, rather than 2, but risks that loss 1/3 of the time rather than 1/6 of the time. Against the Z file, the Russians have piled up the force to make a 5-1 (no retreat) on the 5-5-4 and the 4-4-4, with the 2-3-6 making a 1-4 on the 7-7-6. The 7-7-6 cannot move. On the German turn it must attack with no possibility of survival.

As a result of these attacks, the Germans lose at least 27 attack factors, and perhaps 35 attack factors. They then have in total no more than 111 attack factors, while the Russians have at least 129 factors. A stubborn German player can conduct a vigorous defense of Poland. To counter, the Russian will promptly crush Finland to free her units now in Finland. The Germans would then need to be very careful not to let the Russians occupy Z14. For the Russians, Z14 is doubled on defense against any available line of German attack, and suppresses Warsaw as a replacement and supply city. The Russians have as their major lines of approach an attack down the 16 or 17 file, or reverting to defensive delay while (i) crushing Finland, (ii) waiting for replacements to start, and (iii) attacking Rumania to destroy the German units there. After all, to win, the Russian is not required to invade Poland and take Warsaw. She can simply execute a normal Russian defensive strategy (while holding the entirety of the Carpathians as a 3-1 proof line) that the German is now too weak to defeat.

Clearly, the mass 1-2 tactic with representative luck works unfavorably for the German player. The mass 1-1 and mass reinforced 1-1 attacks can be more-or-less as bad.

There is a general lesson. The Russian player will never again be as strong as she is at the start of the game. As the German advances into Russia, the Russian lines become longer and longer. Even if most of the Russian army is on the board, more and more of it will be tied up holding defensive positions, leaving less and less of it to be available for counterattacks. For the German, start-of-game patience is the order of the day. If the German player really wants to use the massive-low-odds-attacks tactic, he would be well advise to wait a while before trying his luck. A case could be made for November (if the weather is Snow) or December, namely the Russian line will be considerably more stretched, and winter weather will hinder Russian paths to rearranging her units for counterattacks.

Chapter 25 - Delaying Positions

For much of the time, positions that the Russian player cannot 3-1-proof will be under constant heavy German attack. The paths between the river lines are natural German lines of advance. The Russian's objective is to use her units as parsimoniously as possible while making the German advance as slow as possible.

As an example of good delaying positions, consider these locations between the Bug and Nemanas rivers.



Figure 98 Russian delaying positions between the Bug and Nemunas rivers.

There are a variety of ways to hold some of these positions. How long or whether Brest-Litovsk can be held depends on precisely what the Russian does with her 7-10-4s. The defense of Brest-Litovsk by the Russian is also sensitive to German play, whether the German is willing to lose units in soak-offs or is willing to make weaker attacks (notably 2-1s) against critical Russian defensive positions. Against some German players, additional 5-7-4s are effectively stacked in Brest-Litovsk. The German may well be willing to attack a doubled 6-9-6 at 3-1, but if he also has to soak-off against 42 or 56 additional defense factors, doubled for terrain, the soak-off may cost him another dozen combat factors. The attack then may or may not take the position for another turn.

Figure 98 shows a series of classical Russian delaying positions. The two 2-3-6s at A are as far forward as possible. They make it possible, on the turn that they are lost, for the Russian to shift a 7-10-4 from AA15 to S18 in a single turn. The unit at B shows a second-turn delaying position. The stack at B' is performing area denial. The German very certainly can enter Y16 for the attack on the 2-3-6 at X17, but he has to soak-off against the 20 Russian defense factors at B' in order to do so. The German can get a 7-1 on the 2-3-6 without making that soak-off, so he may choose to skip the soak-off. C is the next delaying position, available if the German chooses not to make the soak-off on B'. If C is not available, the Russian uses D as her next delaying position. When the Russian drops back from C to D, Brest-Litovsk becomes indefensible, namely it can be attacked from four adjoining squares. To avoid being surrounded, the Russian must withdraw a square to position E, as she does by displacing the 6-9-6 and 5-7-4s up the river.

An alternative, unfavorable pair of delaying positions is seen below.



Figure 99 Bad delaying positions.

Figure 99 shows two delaying positions that might arise at different times in the game. First, the 2-3-6 at B (Y15) shows a delaying position that might be viewed as an alternative to B of the prior Figure.

In this Figure, the three units labeled a are doubled and can be attacked from a single square, so they are 3-1-proof. These units also protect the adjoining larger units from good-odds attack. To attack a 7-10-4 at 3-1, the German needs to use 9 units. The 7-10-4 in Brest-Litovsk (AA15) is vulnerable to attack from three neighboring squares, leaving space for 9 German units. However, German units on Z15 would also be adjacent to the Russian 5-7-4 marked on Z16. The Germans have no way to attack the 5-7-4 other than one of the units on Z15, so one of the units on Z15 would need to attack Z16, leaving only eight German units to attack the 7-10-4 on AA15. With eight units, the Germans cannot attack a doubled 7-10-4 at better than 2-1 odds. Thus, in the position shown here the 7-10-4 is 3-1 proof. Similarly, the German could attack the 6-9-6 on V19 using units on U19, V18, and W18. However, two of those units are needed for soak-off attacks, namely one each against U20 and W19, leaving only seven German units for the attack on V19. With seven units, the best attack the German can make on the 6-9-6 is a 2-1, a risky attack. The German thus cannot break either river line by making a 3-1 attack.

The poor positioning of the 2-3-6 does give the German an alternative. He can attack the 2-3-6 from the Bug river, using five units to attack the 2-3-6 at 6-1. The sixth unit soaks off on the 5-7-4, and a soak-off is made on the 7-10-4 as shown in the following Figure. What might the Russian have been thinking when she made this setup, and why does the German counter work?

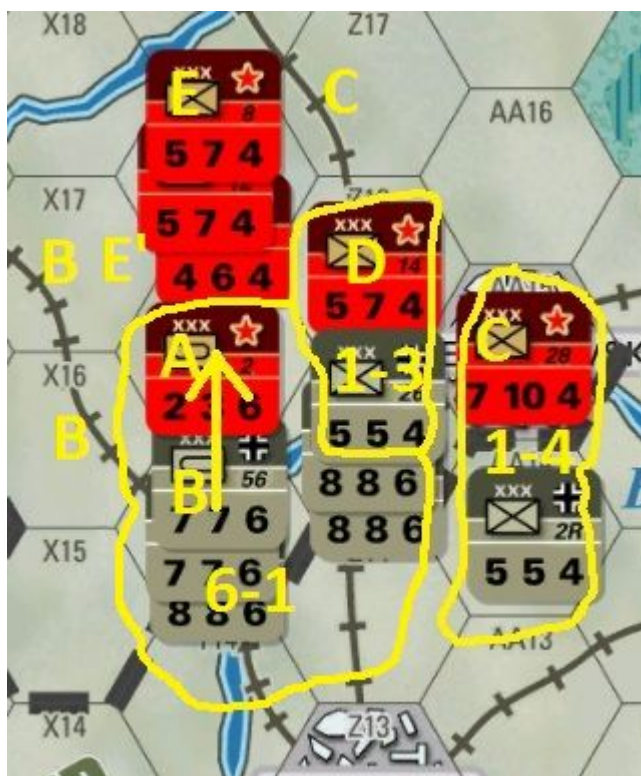


Figure 100 Consequences of an inadvisable delaying position.

The Russians set up their delaying unit at A. Directly east of A, square marked E (Y17), is a stack of three Russian units exerting area denial on square X17, marked E'. The Russian hopes that that the German will attack A from two of the three squares marked B, skipping the square marked E'. If the German makes this choice, the Russian can use E' as a delaying position. On the other hand, if the German attacks A from X17, while soaking off against E, on the Russian turn the Russian falls back a square. On her turn the Russian uses C as an area denial position against Y17, with a delaying unit on Z16 (marked D in the Figure). The delaying unit on D protects the flank of AA15, permitting the Russian to hold it for another turn.

However, the Russian position is fatally flawed. Instead of soaking off from X17 against the area denial units at E (5-20 or 1-4), the German makes the 1-4 against the 7-10-4. He also makes a 1-3 against the 5-7-4 at D. Finally, he makes a 6-1 against the 2-3-6, crossing the Bug to A (yellow arrow). The Russian is denied the use of both of her delaying positions, squares D and E, and also has two German 8-8-6s next to Brest-Litovsk, forcing the Russian to withdraw from Brest-Litovsk to BB15 as the doubled defensive position, with C as the delaying position.

Figure 100 also shows a catastrophically bad delaying position near Smolensk. Normally, the German must advance one or two squares a turn in a clockwise loop around Smolensk, finally losing the city when the Germans can surround it and attack from opposite sides. Here, however, instead of delaying in Vilnius (square V20), the Russian delays in square W20. The German has the option of attacking W20 from X20, soaking off on Smolensk from Y20. The Russian must now choose between counterattacking to hold Smolensk, or withdrawing well ahead of her preferred schedule. The German may be expected to place something like a stack of 8-8-6s on X20, and the heaviest available units on W19, X19, and Y19, to maximize Russian soak-offs if the Russian chooses to counterattack.

Chapter 26 - Short Tactical Tips

This Chapter introduces several short tactical procedures. Some are very specific. Some are very general. The Section Stronger is Weaker shows how the defenders can weaken their defenses by reinforcing them. The Section Sharpness seeks to clarify a very general notion as to what constitutes superior play. The section 1-3 Envelopment Attack presents a specific tactic, more often used by the German player, for exploiting a particular feature of a defensive line. Expected Loss gives a few examples of a very general procedure, namely computing how many combat factors each side can expect to lose as the result of a given battle or group of battles. You Should Not Defend BB15 With A Stack illustrates how one can do very fine-grained tactical analysis, demonstrating issues that arise with respect to defending one specific square on the map.

Stronger is Weaker



Figure 101 Weakening a defense by reinforcing it.

The Russian could have been content with a 4-6-4 at A and a 7-10-4 at B. That pair of units and the two 5-7-4s on X19 are 3-1-proof. The Russian chose to reinforce by adding a 4-6-4 to V19 (labeled "B"). Her defense was thereby greatly weakened. On the 4-6-4 at A, the German makes from square E a 4-12 (or 1-3). On the 7-10-4 on V19, the German makes from square F a 5-20 (or 1-4), the 7-10-4 being doubled because it is on clear terrain and the attacker is on a river square. The other 7 German units on E, F, and G are all adjacent to the 4-6-4 on V19. They attack at 52-12 or 4-1.

The German attack will not clear the 7-10-4 from V19 (square B), so at the end of the combat phase the German units on E, F, and G, those that are not retreated or destroyed in the battle, must remain on the river. In the Russian turn, the Russian player may decide that V19 is a critical position, which it is worth counter-attacking in order to hold. If the Russian holds the river line, on her attacks the German player has only his regular defense factor. If the German renews the attack, the Russian units he is attacking will have their defense factors doubled by the river. The Russian counterattack is plausibly from squares C, A, and B against square E (square U19). The Russian makes a 3-1 or higher against one 8-8-6, and soaks off on the other 8-8-6. To hold B, which is the rational objective of the counterattack, the Russian must have attacking units on B, including at least one unit that joins in the good-odds attack on the 8-8-6. The 4-4-4 has already been displaced out of position by making its soak-off attack.

The Russian has an option for making the attack with no retreat for the defending German, namely if she makes the soak-off against square D from square E, and rolls the soak-off after the big battle is resolved, the German 8-8-6 will have no retreat when it is attacked at high odds. If that 8-8-6 receives a D Back 2, it will be eliminated instead. To increase the price of this stratagem, the German places three 6-6-6s on square I (U18). If the Russian wants to soak-off from square D (T19), she must soak-off against an additional 36 (18, doubled) defense factors, requiring low-odds attacks by a pair of 4-6-4s or the like. That's a very high price for the Russian player to pay, all for an additional 1/3 chance of killing one 8-8-6.

Sharpness

Sharpness is seizing every small advantage, because small advantages can be accumulated until they become the decisive advantage. Often there are several ways of doing almost the same thing. Sharpness finds the creative way that gives an unexpected advantage. Here is a famous example due to the incisive analysis of Stanley Hoffman:



Figure 102 Sharpness through Careful Analysis

In Figure 102, the Germans are now quite close to Moscow, advancing at one square per turn against delaying units. To stop the German armored spearhead -- 'armored spearhead' not being a stratagem we necessarily recommend in every case, though it worked very well here -- the Russian sets out two 5-7-4s on S33. Why two 5-7-4s? Why not a 2-3-6? If the German attacks only from R33 and T32, the Russian position is doubled. If the position is not 3-1-proof, the German can attack from the two river squares and advance after combat to put units next to Moscow. Two 5-7-4s are 3-1 proof when attacked from the two nonadjacent river squares. The Russian's expectation is that the nine German Tank Corps seen in the Figure will attack the two 5-7-4s in one attack at odds of 4-1. An Exchange may result, but the Germans will pass no farther.

The sharp German made this as two attacks. First, along the S file, the 5-5-4 and two 8-8-6s attack one 5-7-4. They are all on Clear Terrain, so this is a 21-7 or 3-1. No matter the die roll, the 5-7-4 in this attack will be cleared from S33. Next, the six German units on the two flanks attack the other 5-7-4. Three German units are on a river square. Three German units are on a river end square, but the river end does not point at the Russian 5-7-4. The German player has deliberately chosen to arrange the battle so that the second 5-7-4 is doubled on defense. At 3-1, the Russian unit always loses. After combat, because this is the attack rolled second, there are no Russian units left

on S33, the square they were defending. Because the last Russian unit eliminated was doubled on defense, the German player is entitled to take an advance after combat into S33, the square previously held by the 5-7-4. He does so, moving units from R33 and T32 onto S33, the square next to Moscow. The Russian player now begins her turn with German units next to Moscow, for all that implies about replacements.

The difference between one 4-1 and two, staggered 3-1s is sharpness, taking maximum advantage of the position, terrain, and rules.

Expected Loss

The expected loss in an attack is a product of the likelihood of each event that leads to a loss, times the number of factors lost in that event. For example, suppose that three 4-4-4s attack a 4-6-4 in the open. The attack is fought at odds of 12-6, or 2-1. The Russian expected loss corresponds to the one D Elim and two Exchange results that destroy the Russian unit, out of the six possible results. The expected Russian loss is $6 * (3/6) = 3$ defense factors. [Because replacements are based on defense factors, defense factors are the combat factor worth counting.] The expected German loss is 12 factors in the A Elim, and 4 factors in each of the two exchanges, of a total loss of $12 * (1/6) + 4 * (2/6) = 3 \frac{1}{3}$ combat factors. One sees that losses in combat factors are very nearly even losses for the two sides.

I have been quoting losses in combat factors. Some first rate players prefer to compare losses against the Russian and German replacement rates. On this basis, the expected Russian losses of three combat factors is a quarter or a sixth of a turn's replacements, while the $3 \frac{1}{3}$ combat factor loss for the Germans represents nearly a full turn's worth of replacements.

You Should Not Defend BB15 with a Stack

If the Russian player tries to hold BB15 with a stack of three 5-7-4s, after she has withdrawn from Brest-Litovsk, the German will on later turns be able to make a 3-1 from AA15, BB14, and CC14 on one 5-7-4. Figure 103 shows what happens next. One 5-7-4 is removed from the square.



Figure 103. A Bad Defense of BB15

What do the other 5-7-4s do? A counter-attack is unfeasible, because the swamp on BB16 makes it impossible for the Russians to reinforce the units on BB15. Withdrawal is also almost impossible, because the surviving 5-7-4s have to withdraw through BB16, which is a swamp square. The withdraw-

ing 5-7-4s have to stop on BB16 and go no farther, meaning that on his next turn the German player could advance straight ahead and attack these units while they are out in the open with no defensive terrain advantage.

1-3 Envelopment Attack

The 1-3 envelopment attack is one of these maneuvers that became popular, remained popular in some circles, but as a practical matter was often less effective on the battlefield. The tactic is most often seen on the first month or two of the game, when it is least likely to be effective. The same tactic, used later in the game when the Russian player is short of units and defending much longer lines, is much more likely to be successful for the German player. A typical example follows:



Figure 104 1-3 Envelopment attacks.

Figure 104 shows a typical Russian position at the start of the game. The Russian has a defensive stack in the Carpathian Mountains and two more stacks defending behind the Prut river. The German player advances as shown in the Figure. Each of four 5-5-4s attacks a 5-7-4 at 5-14 or 1-3. There is no possibility of a Russian loss. The only combat results found at 5-14 are A Back 2 and A Elim, the latter occurring 1/3 of the time. The rest of the time, the German unit receives an A Back 2.



Now the retreat rules come into play. Units may not retreat through enemy units or their Zones of Control. Therefore, the retreat of the German units is seriously constrained. Indeed, for the first square of their retreat there are only two legal locations, namely ii14 (green "X") or KK13 (red "X"). However, the result is a Back 2, so the German units must be retreated one more square. For each of the legal first retreat squares, there are two legal second squares of the retreat. There are then four possible destinations for the retreating German units, namely HH14, HH15, LL12, or LL13. Because this is an A Back 2, the choice of retreat destinations is made by the winner of the battle, the Russian player. She finds that two of the four retreat destinations, namely LL12 and LL13, are unavailable. Each of them already contains a maximum stack of German units. Retreats cannot be used to generate stacks of four or more units. Therefore the Russian player cannot retreat any surviving Germans onto LL12 or LL13. She can only retreat the Germans into the area behind her own lines, to HH14 or HH15.

In the Figure, the scarlet lines with arrowheads thus indicate retreat routes that are not available for the German player. Those routes are blocked not by zones of control or impassable terrain, but by the stacking rules. The two legal lines of retreat for the German units are shown by the green lines and directional arrows. These retreats end the turn with German units sitting well behind the Russian lines.

In the historical case I recall, the tactic arrived as a practical demonstration in a real game. The inventor of the tactic had had real successes with it, and perhaps was surprised by what happened next. After modest thought, the solution was recognized, namely the three surviving units were retreated legally onto HH15. One 5-5-4 was attacked at high odds with no retreat, namely it was pinned in place by putting attacking units on GG15 and ii15. A 4-6-4 made a successful 1-3 soak-off -- A Back 2 -- on the other two 5-5-4s. On the next German turn, the Russians had three 5-7-4s on GG15 and other units on ii15. The German units had to attack at odds of 1-3 or worse with no retreat and were eliminated.

In order for a 1-3 envelopment attack to have any possibility of succeeding, the attacking unit must have a legal line of retreat into the area behind the enemy lines, and its retreats into the area behind friendly lines must be blocked. The most common block is that each possible square into which the retreating unit could be retreated is filled by a three-high stack of friendly units. In rare cases, the block could be supplied by the board edge, impassable terrain, or a hostile zone of control exerted by an enemy unit trapped a distance behind the friendly lines.

1-3 envelopment attacks require a very particular formation in the defender's lines, namely the defending units must be so placed that they leave open a retreat route into the defender's rear area. Four squares in a row, with defending units occupying the first and fourth squares of the row and attackers in between, is the most common position that makes such an attack possible. Figure 104 shows an example of this sort of position. However, interactions with impassable terrain or other game features may in principle lead to other opportunities for 1-3 envelopments.

Late in the game, Russian counterattacks such as the one described above become more challenging, because the Russian has fewer units available to defend a longer line.

To be continued...

Upcoming Events

Jan. 17-19, Lisle, Illinois
POLAR VORTEX GAME CONVENTION
<https://tabletop.events/conventions/polar-vortex-2020>

Feb. 14-16, Toledo, OH
BASHCON
<http://ut-bash.com/>

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

From the Editor

Note that our Secretary, Chris Hancock, has a new email address: chancocknh@icloud.com.

Another rather skimpy issue (except for the new games—will they ever stop?). If not for George Phillies and the officers, we would have a lot of blank pages. I guess the membership would be happy with blank pages.

Sue and I took a paddlewheeler trip from Chattanooga to Memphis. The theme was the civil war. You will find a few words on the trip in this issue.

Tank.

Tom Thorsen, our hard-working web site manager, will be experiencing some changes soon that will affect his performance as an officer. He is hoping someone else will take over his position. With the Society elections next year, this sounds like the opportune time. AND, you all are urged to run for any office you are interested in.

I happen to know that Santa has several games for you. Let us know what you think of them.



CENTRAL OFFICES

PRESIDENT

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

VICE PRESIDENT

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

TREASURER

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

MATCH COORDINATOR

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

EDITOR/PUBLISHER

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

SECRETARY

Chris Hancock
PO Box 84082
San Diego, CA 92138
chancocknh@icloud.com

JUDGE

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

RATING OFFICER

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

WEB SITE ADDRESS
www.AHIKS.com

SUPPORT SERVICE OFFICERS

ARCHIVIST

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

WEB SITE MANAGER

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

MULTIPLAYER COORDINATOR

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

UNIT COUNTER POOL

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

PUBLICATION DEADLINES

Articles will be accepted at any time, though submission of an article does not guarantee its publication. News items will be accepted if received in sufficient time to allow production schedules to be met. **Deadline for next issue: January 31, 2020.**

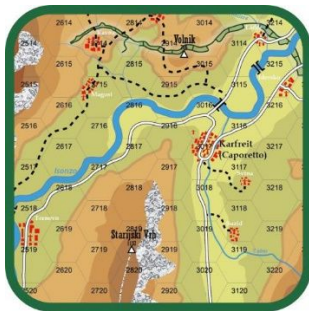
GENERAL INFORMATION

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

Acies Games

Durchbruch allows one to study and recreate the most dramatic battle on the Alps front during WW1, a struggle that, due to Italian High Commands unpreparedness, evolved in one of the worse disasters in the whole Italian military history. Compared to other offensives of the same period, where territorial gains were measured in meters or little more, often paid with appalling losses from both sides, the Austro-German operation "Waffentreue" (Loyalty of arms) pushed back the whole Italian front for 150 kilometers in a few days. But, after a loss of 300,000 casualties (most of them prisoners) and 1300 guns, Italy made a fierce, desperate resistance on the Piave river and managed to snatch victory from the jaws of defeat. €48 <http://www.aciesedizioni.it/Giochi/Durchbruch-eng.htm>



Avalanche

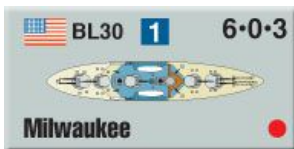
Great War at Sea: U.S. Navy Plan Crimson In the 1920s, United States military planners hatched a scheme for the invasion of Canada. Called War Plan Crimson, it was a subset of War Plan Red, the plan for war with England, the largest, most detailed and most amended of all the U.S. war plans. A war with Great Britain and the British Commonwealth would be a world-wide conflict, easily making the term "Second World War" appropriate.

U.S. Navy Plan Crimson takes the Great War at Sea series to a very strange place: war on the Great Lakes. It's easily the strangest game we've ever published, filled with ships that never existed waging a war that never happened – and all of it taking place in a set of teacups.

While we've created games based on wars that never happened, fought with ships that were never built, in each case military planners thought about these battles and the ships at least reached the planning stage.

In this case, designer Milan Becvar has created a reality, and a game based on it, out of his fevered Canadian imagination. That allows for a wide-open strategic situation, in which friendly and enemy bases are so close together that fleets cannot hope to elude one another. And you can blow up the designer's house.

There are 50 "long" ship pieces and 180 square pieces, all of them die-cut and silky-smooth. The American and Canadian fleets are built around "lake battleships," similar to the coast defense vessels of other navies, with shallow draft and anywhere from four to seven big guns. There are also a handful of cruisers and a large number of destroyers, torpedo boats, and mine craft.



The map, by Guy Riessen, covers the Great Lakes basin at the usual 32 miles per "sea" zone. All of the lakes are covered, linked by canals, both those that existed and those that could have been built. Both

sides of the lakes are dotted with ports, with the American side hosting many vulnerable industrial centers and the Canadian shores within easy reach of the Dominion's vulnerable east-west lines of communication (and their doughnut supplies). \$40 <http://www.avalanchepress.com/gamePlanCrimson.php>

Second World War at Sea: Coral Sea In May 1942, the Japanese sought to capture Port Moresby on the south coast of New Guinea and interrupt communications between the United States and Australia. Such a move, they hoped, would bring the Americans to battle.

The United States Navy needed no special inducement to fight the nation's enemies. Two American aircraft carriers met one small and two large Japanese carriers in the world's first battle between these powerful new warships. For the first time in naval history, a major battle was decided with no warship of either fleet even sighting an enemy ship directly. Aircraft were the new measure of naval power.

Coral Sea is the gateway to the Second World War at Sea series. The new Playbook edition has everything you need to play, all inside a book: the rules, pieces, maps and charts are all there, except the dice (you've got plenty of those). And we tell you how to play the game, and how to best enjoy it. Second World War at Sea is the best-selling series of naval board war-games ever, and **Coral Sea** will get you right into the fun.

It's an evenly-matched battle (the Japanese have one more aircraft carrier, but it's a little one and the American flattops have more planes), with the Japanese trying to seize bases in New Guinea and the Solomon Islands and the Americans out to stop them.

The operational map covers the Coral Sea off northeastern Australia as well as surrounding waters. You move your ships and planes on this map and search for the enemy. When you find them, you fight them on the tactical map.

Second World War at Sea is a simple and fun game series, built around the insightful concept of rolling a 6 on a die. Yet with that simple mechanic, it manages to include all of the important aspects of World War II naval combat (surface warfare, submarine operations, air missions, and more). \$45 <http://www.avalanchepress.com/gameCoralSea.php>



Bounding Fire

OtO: Onslaught to Orsha v2 Months of extensive research along with vigorous play testing by the veteran game designers at Bounding Fire Productions brings you the completely revamped **Onslaught to Orsha**.

In addition to the fortified line HASL scenarios, there are two other interwoven themes in this expanded and updated version: River/bridgehead-type scenarios, and very mobile/relatively mobile actions. All capturing the varying situations of the epic Operation Bagration action.

Onslaught to Orsha includes the following:

32 action packed scenarios (10 new!) in full-color print, on both geo and HASL maps, plus a Campaign Game, Ontrack to Orsha
370 full color, die cut 1/2" counters
296 full color, die cut 5/8" counters
Two 22" x 28" and one 28" x 28" HASL map sheets which combine to represent the historical situation around the Orsha Plain in late June of 1944.
Rules pages describing the aircraft, vehicles and Guns used, map terrain and Campaign Game rules
Two new 16"x22" double-wide mapboards (DW-8, DW-9) printed on heavy card stock, depicting East Front terrain
A new player aid for quick reference of HBRs, procedures and tables during scenario and CG play \$99/\$124
<http://www.boundingfire.com/buy/oto.html>



Columbia Games/Avalon Digital

Richard the Third is an epic two-player wargame that recreates the bloody dynastic struggle in the 15th century between the royal houses of Lancaster and York for the throne of England.

The object of play is to eliminate all five enemy heirs and/or win control of the powerful nobles of England.

The Lancastrians start the game holding the throne, and the Yorkists are in exile ready to invade. Kingship can be won or lost several times during the game.

The game is currently 1-player-vs-AI and local-2-player (a.k.a. hot seat)

https://store.steampowered.com/app/887090/Blocks_Richard_III

Compass Games

Nations in Arms brings one of the most famous periods in history to your gaming table: the French Revolution and the legend of Napoleon in Europe, from 1792 to 1815. This epic treatment of the Napoleonic period covers 24 years of warfare at the strategic level.

Nations in Arms uses a extensively updated, modified, and streamlined version of the Le Grand Empire game system from Pratz Editions (that game covered the 1800-1815 time period). The result is that **Nations in Arms** is an entirely new, and very playable, Napoleonic epic; designer Stanislas Thomas.

Players control every major and minor power of the Napoleonic period: from the largest participants to the smallest. This allows anywhere from 2 to 7 players to participate in the game. Players are challenged with strategically managing their annual national production, diplomacy, and, most importantly, war.

The game systems emphasize the military importance of lines of communication, the command and control ability of skilled leaders, quality of troops above quantity, and the impact of battle, epic sieges, and attrition on a nation. You will have the power of great leaders at your fingertips, and the might of the corps they commanded: line infantry, guards, militia, supply trains, light and reserve cavalry, fleets, and more.

Each game year is broken into four interactive, seasonal turns. A Chit Activation system is used to recreate the 'chaos of war', and events occur using an Historical Event card deck. This combination of variable chit pull and card play ensures a high replay value of the ten (10) scenarios. **Nations in Arms** features a one-turn tutorial scenario, four epic campaign scenarios, and five smaller scenarios. \$129

<https://www.compassgames.com/nations-in-arms-90.html>



Compass Games 2019 Holiday Catalog

It's time to celebrate the holidays with special savings from Compass Games! We invite you to download our 2019 Holiday Catalog with special savings galore. Our holiday price brings you 25%-30% off the retail price. Use the catalog order form or go online and use coupon code: HOLIDAY19. Note that special prices and preorder prices are already discounted so no holiday code is necessary at check-out. See catalog for more details. The holiday and special prices are valid until 1/31/2020. <https://compassgamesbucket.s3.us-east-2.amazonaws.com/downloads/Catalog+2019+print.pdf>

Decision Games

The North African campaign lasted for almost three years. For most of it, armies chased one another back and forth through the deserts of Egypt and Libya, gaining a temporary advantage only to stall as supplies lines stretched. The Allies finally gained the upper hand in the desert just as a massive Anglo-American invasion hit French North Africa. The fighting shifted to the mountains of Tunisia, where the Axis dreams of an African empire finally died.

Desert Fox Deluxe covers the campaign from the Italian invasion of Egypt in 1940 to the final clearance of Africa in 1943. The Axis seeks to maintain a presence in North Africa while the Allies fight to eliminate it. Six maps cover the battlefields from Algiers to Alexandria at 10 miles to the hex. Each turn represents one month of real time. Combat units are regiments or brigades, with some divisions and specialist battalions.

Each turn, the active player maneuvers units and initiates combat, while the opponent reacts. Supply is critical; players must move supplies and replacements from the sparse ports by truck to the front lines. It can take several quiet turns to build up units and supplies for a major attack, reflecting the ebb and flow of the desert war. Units cover ground fast except when in close proximity to the enemy. Combat strength is enhanced by weapons, supporting fire, air power, and special tactics.

Special events — some triggered by players, others happening automatically — alter the availability of reinforcements and supplies, or demand player action. Reinforcements come at a cost in time: shortening the game for the Allies, lengthening it for the Axis.

Desert Fox Deluxe is a combined version of the games **Desert Fox** and **Trail of the Fox**, along with the prequel **Fox Killed** variant, and the **Torch/Algeria** extension. It upgrades the events to display cards, expands the display map and includes extensive support materials to provide a comprehensive simulation and study of the campaign for North Africa. \$105 <https://shop.decisiongames.com/ProductDetails.asp?ProductCode=3037>

Europa Simulazioni

Custoza, Fields of Doom In July 1848, the battle between the Piedmontese Army under King Carlo Alberto and the Austro-Hungarian Army under Field Marshall Radetzky signed the turning point of the First Independence War and the defeat of the Piedmontese dream of an Italian Crusade against Austro-Hungary.

In 1866, on 24th of June (the recurrence of Solferino), a far bigger, but inconclusive, battle was fought between the new Italian Kingdom Army under Vittorio Emanuele II, son of Carlo Alberto, and the Austro-Hungarian Army of South led by Archduke Albrecht. The battle started as a meeting engagement, ending in a massive fighting. It was a crushing defeat of the Italian colours, but the Third Independence War gave Veneto to the Kingdom of Italy, because of its alliance with Prussia, who was winning the Austro-Prussian war of 1866. €54

http://italianwars.net/games/custoza_fields_of_doom

GMT

Commands & Colors: Wars of Napoleon The Napoleonic historical period has always been one of our favorites and was actually the second historical game that we developed using the Commands & Colors system. The **Wars of Napoleon** rules at first glance may seem more complex than other Commands & Colors games, but if you are familiar with the game system, you are only a few short steps away from taking Command. Even if you have never played before, learning the fundamentals of the game system is straightforward.

The Napoleonic period showcases a unique balance between the roles of Infantry, Cavalry, and Artillery on the battlefield. In combat, a unit's battle strength is directly tied to the number of blocks present in the unit. Therefore, as a unit suffers block loses its combat effectiveness is reduced. An Infantry unit, by forming square, can reduce the effectiveness of the most gallant Cavalry charge. Artillery in combined arms combat along with an Infantry or Cavalry melee attack can produce the most devastating results. As with other Commands & Colors games, the battle dice resolve combat quickly and the Command cards provide a fog of war and will present players with new challenges and opportunities for victory.

When in Command, the battlefield tactics you will need to execute conform remarkably well to the historical advantages and limitations inherent to each Napoleonic Army. For example, as the French Commander you will want to maneuver your infantry units into a position to take advantage of their melee attack dice bonus. While a British Commander will want his line infantry to take up a defensive position and stand and volley fire with a dice bonus. The other major powers also have similar seemingly simple advantages that can impact a battle and will influence your Command style for that army. \$80/\$65 <https://www.nobleknight.com/P/2147762523/Napoleonics-2nd-Edition-4th-Printing>



Battle Line, Medieval-Themed Edition Now in its 8th GMT printing, designer Reiner Knizia's **Battle Line** is our #2 all-time best-selling game! This new re-themed version of **Battle Line** is a two-player strategy card game built around the theme of Medieval warfare. This re-themed version of **Battle Line** features 60 beautiful new cards by illustrator Roland MacDonald, as well as 10 full-color tactics "wildcards" that give players extra flexibility and choices and help make each new battle wildly different from the last.

Battle Line takes about 30 minutes to play. To win, you must create powerful formations along your side of the line of battle that are superior to those of your enemy. Victory goes to the player who wins 5 of the 9 battle flags (an envelopment) or three adjacent flags (a breakthrough). Based on Reiner Knizia's original design published in Germany as **Shotten-Totten**, **Battle Line** enhances and expands that game system to give players even more tactical options and gut-wrenching decisions. \$24 <https://www.gmtgames.com/p-741-battle-line-medieval-themed-edition.aspx>

Nevsky, Teutons and Rus in Collision, 1240-1242 Latin-dom's Northern Crusade on Baltic pagans would not dream of taking on the Orthodox city-state before it, a wealth so mighty that Russians called the city itself "Lord Novgorod the Great". But then the Khan's Golden Horde overran all Russia east of Ilmen. Teutonic and Danish Crusaders saw an opening to take on the schismatics and seize Novgorod's trade routes to Asia.

Nevsky is a board wargame about the storied clash between Latin Teutonic and Orthodox Russian powers along the Baltic frontier of the mid-13th-Century. It is the first volume in GMT Games' Levy & Campaign Series portraying military operations in a variety of pre-industrial conflicts. In **Nevsky**, players raise and equip their armies, then provision and maneuver them to ravage or conquer enemy territory or defeat enemy forces in battle. Feudal politics obligate an array of lords and vassals to serve on campaign—but only for limited periods. Players must keep an eye on the calendar and reward lords to keep their armies in the field.

Nevsky is solitaire friendly or can add a rules option with screens that hide what the two players' lords levy. A second option adds detail regarding vassal forces' terms of service. \$80 <https://www.gmtgames.com/p-696-nevsky-teutons-and-rus-in-collision-1240-1242.aspx>

NEVSKY

Teutons and Rus in Collision, 1240-1242

GMT's new Levy & Campaign Series from Volko Ruhnke immerses players in the feudal system as it mobilizes for war and shapes war's conduct. This first volume - **Nevsky** - unrolls the politico-military tapestry along the Baltic frontier of the 13th Century, where town councils and papal legates loomed larger than kings. Later volumes will illuminate military cultures across the breadth of the medieval world. Levy your lords and vassals, stock their supplies, and transport. Plan your campaign. Then be sure to reward your field commanders with booty, coin, and victories—lest they suddenly head home to tend their land, their obligation to you expired!



Wing Leader Eagles 1943-1945 is the second expansion for GMT's **Wing Leader** system. **Eagles** adds more aircraft and more thrilling scenarios from the late war. Fly Hs 129 tank busters against the Soviet armored spearheads. Lead Ki-45 bomber-killers attacking B-29s over mainland Japan. Direct Coastal Command Mosquitos to strafe Luftwaffe airfields in Norway. Launch Me 163 rocket fighters against B-17s.

New aircraft will also include the German Me 210 and He 177, the Soviet Yak-3, Yak-9U and La-7, the Japanese Ki-44 and Ki-100 fighters, as well as key late-war Swedish aircraft, including the J 22, B 17 and B 18. Counters for Finnish and Hungarian fighters make their debut in the game.

Players will need a copy of **Wing Leader: Supremacy 1943-1945** to play **Wing Leader: Eagles**.

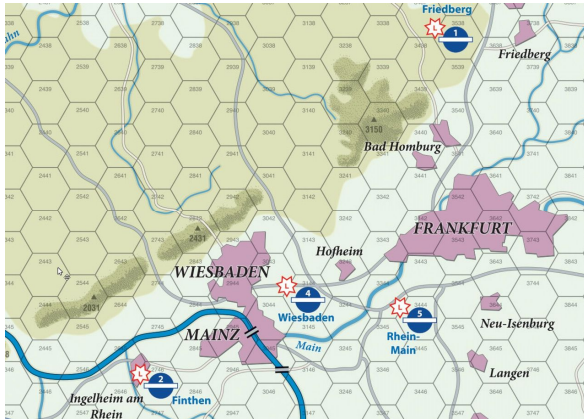
In addition to new aircraft and scenarios, **Wing Leader: Eagles** features a new campaign game, which recreates the 5th Air Force campaign against Rabaul in late 1943. The campaign comes with its own 11 x 17" campaign map and will confront the American and Japanese players with tough decisions on targeting, force planning and raid execution in the lead-up to the invasion of Bougainville. \$39

<https://www.gmtgames.com/p-679-wing-leader-eagles.aspx>



Red Storm is the second sequel to the Charles S. Roberts Award-winning game **Downtown**. **Red Storm** is a standalone game that utilizes the **Downtown** game system to depict a hypothetical air war in May/June 1987 over the central portion of the NATO-Warsaw Pact front in central Germany. Like **Downtown** and **Elusive Victory** before it, **Red Storm** is an "operational" level air warfare game where players manage large strike packages and numerous combat air patrols in an effort to strike enemy targets, protect their own ground troops,

and secure control of the air above the land battle raging below. Both sides field highly advanced all-weather aircraft, long-range air-to-air missiles, precision bombs, sophisticated electronic warfare assets, and networks of surface-to-air missiles and radar-guided AAA.



As the NATO player, you fight outnumbered in the air but with a qualitative edge in technology and training. NATO faces the daunting task of claiming air superiority in the face of the initial onslaught from the Warsaw Pact air forces while also delivering bombs onto Soviet and East German ground targets already on the frontline and those approaching in the rear echelons. As the Warsaw Pact player, you must push your numerous but less flexible forces to the absolute limit in an effort to overwhelm NATO forces in the air and destroy them on the ground, all while supporting your advancing ground forces. Both players also must manage air defense networks consisting of overlapping layers of SAMs and AAA. \$79
<https://www.gmtgames.com/p-614-red-storm.aspx>

Stalingrad '42 is a division-level game on the Axis 1942 summer offensive towards Stalingrad and the Caucasus. Historically, this epic struggle lasted for 6 months and saw the Axis armies reach the Volga and the Caucasus Mountains. But Soviet resistance stiffened, and final victory eluded the German army at Stalingrad and in the Caucasus. The ensuing November Soviet offensive trapped the Wehrmacht's largest army (the 6th) at Stalingrad and marked the beginning of the end for Axis fortunes in WW2.

Stalingrad '42 uses the same scale and nearly all the rules of **Ukraine '43**. Many modifications have been made to improve the system and to show crucial features of the campaign. New rules include leaders, elite panzer divisions, planned operations, hidden Soviet buildup, and offensive support.

With three maps and low unit density, the game delivers a grand view of the campaign, where decisions about movement and direction of attack have lasting effects that propel or curtail your future strategic plans. The effect is like watching a story unfold and noticing a growing emotional involvement with your forces and plans. \$75
[https://](https://www.gmtgames.com/p-715-stalingrad-42.aspx)



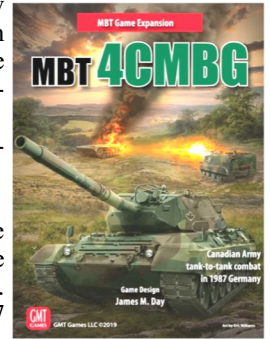
www.gmtgames.com/p-715-stalingrad-42.aspx

4CMBG: MBT Expansion #3 This **MBT** expansion focuses on Canada's armored and mechanized forces. Battle it out in new scenarios and combine the 2 new double-sided geomorphic maps with the **MBT** base game maps and the BAOR and FRG Expansions for exciting battles.

Includes detailed TO&E for the Canadian Brigade.

Important Note:

In order to play this expansion, the **MBT** basic game is required; the BAOR and FRG Expansions are not. \$42 <https://www.gmtgames.com/p-657-4cmbg-mbt-expansion-3.aspx>



Tank Duel: Enemy in the Crosshairs is a card-based game for 1 to 8 players that depicts tank-to-tank warfare on the Eastern Front of World War II in the early to mid 1940s. It attempts to convey the claustrophobia and urgency that tank crews experienced in this bitter conflict, utilizing a simple action system to keep the action moving at a rapid pace. Players will issue commands with the use of battle cards and attempt to score victory points by claiming objectives and eliminating their opponent's tanks and crew. \$60
https://boardgamegeek.com/boardgame/214234/tank-duel-enemy-crosshairs?utm_source=BoardGameGeek%20Newsletter&utm_campaign=f2a53f1331-EMAIL_CAMPAIGN_2018_01_25_COPY_01&utm_medium=email&utm_term=0_23873ccd5d-f2a53f1331-99234077&mc_cid=f2a53f1331&mc_cid=0cd38aa307



Navajo Wars (2nd Printing) is a solitaire card driven game which places the player into the role of the Diné (Navajo) from the time of the Spanish incursion in 1595 through the time of their subjugation at the hands of an American Army led by Kit Carson in 1864.

"Diné" (pronounced 'dih-nay') is the word the Navajo use to refer to their tribe. It means "the people."

The term, "Navajo" comes from a Spanish rendering of a Tewa (one of the Pueblo tribes) word for "planted fields." The Diné were and are still known for their planting of corn in the high desert of New Mexico and Arizona.

The objective for the Navajo player, hereinafter referred to as "player", is to avoid being subjugated by either the Spanish, Mexicans, or the Americans, hereinafter referred to as "enemy". The player will be taking actions during the course of the game to try and increase both culture and military tracks. If both of those reach zero at any time during the game, you will be subjugated by the enemy and immediately lose the game. There are also cultural developments, in the form of a tech tree, that the player will have to develop to increase his chances of winning. The developments are: weaving, horsemanship, religion, masters of the Mesas, and sharp trades, each having three levels of development. **Navajo Wars** also has historical event cards for each period. These cards have their own rules and effects that really add a historical feel to the game.

As the player, you will be trying to get your family units, "counter" on the map. Your family units could consist of a man, woman and child. With those counters you will be conducting

individual actions with your families that are on the map. These actions could include, raids on New Mexico, raids on an outpost, tribal warfare & tribal diplomacy both conducted against the Comanche or the Ute. Create trade goods, husbandry and travel.

During the enemy portion of the turn, the enemy will be conducting operations against the Navajo tribe. These operations could include: to subvert the natives (player), build outpost, build and subvert, raids (the enemy will try to send raids deep into the Navajo territory) and many other actions.

Navajo Wars can be played as individual scenarios for the Spanish, Mexican, and American periods. You can play all three periods as a campaign game. \$49

https://boardgamegeek.com/boardgame/102435/navajo-wars?utm_source=BoardGameGeek%20Newsletter&utm_campaign=f2a53f1331-EMAIL_CAMPAIGN_2018_01_25_COPY_01&utm_medium=email&utm_term=0_23873ccd5d-f2a53f1331-99234077&mc_cid=f2a53f1331&mc_eid=0cd38aa307



Hexasim

Quatre-Bras 1815: Last Eagles is the fourth game in the Eagles of France series to be released. More simulation of a Napoleonic battle rather than just a re-creation.

At Quatre-Bras, Wellington's army arrived at the last minute to counter Ney's advancing troops. At the end of the day, the Anglo-Allied outnumbered the French and could counterattack.

This game will link up with **Ligny 1815: Last Eagles** to provide a full campaign experience with interaction between both battles. Using hidden units with fog of war and variable reinforcements, the players will be as close as possible to the real-life situation. \$65

https://boardgamegeek.com/boardgame/254239/quatre-bras-1815-last-eagles?utm_source=BoardGameGeek%20Newsletter&utm_campaign=f404812fcb-EMAIL_CAMPAIGN_2018_01_25_COPY_01&utm_medium=email&utm_term=0_23873ccd5d-f404812fcb-99234077&mc_cid=f404812fcb&mc_eid=0cd38aa307



High Flying Dice Games

Long Cruel Woman, Assault of Fire Base Mary Ann March 28, 1971

\$12 <http://www.hfdgames.com/lcw.html>

Victory in Hell, The first Battle of the Naktong River, August 5-19, 1950

\$12 <http://www.hfdgames.com/vih.html>

Hollandspiele

Westphalia concerns the diplomatic negotiations and military campaigns that brought an end to the Thirty Years War and Eighty Years War. The question isn't a matter of who "wins" the war—that was decided a long time ago. Instead, each player seeks to arrive at a settlement that meets his own political, confessional, and economic goals. These goals are not mutually exclusive: if multiple players meet their victory conditions, they all win. The trick is, if all six players manage to meet their goals, then the game goes to a scoring round, and only one player wins.

The result is a mix of cooperation and competition between six asymmetric factions (Austria, Bavaria, Spain, France, Sweden, and the Dutch Republic). The game unfolds in alternating Diplomacy Phases, in which anything and everything is up for negotiation, and Military Phases, in which tense cat-and-mouse chases give players the leverage they need in talks.

There is no money in the game, only Debt, and you only ever seem to get more of it. At the end of the game, your Debt is reduced according to your accomplishments, and the remaining Debt is compared to faction-specific benchmarks to check for victory.

Additionally, two factions must each ensure that two other specific factions meet their goals in order to meet their own: Austria must ensure victory for Bavaria and Spain, while France must do the same for Sweden and the Dutch Republic. This isn't mutual, however; once Bavaria gets what it wants, for example, it can hang Austria out to dry.

This is a game for exactly six players: no more, no less. It cannot and does not scale to suit other player counts. \$45/\$50 <https://hollandspiele.com/products/westphalia-1>

Horse & Matchlock is an expansion. You need **Horse & Musket: Dawn of an Era** to play this game.

The original conception of Sean Chick's **Horse & Musket** was a six-volume series that begins in the age of Eugene and Marlborough, takes us through the times of Frederick the Great, George Washington, and Napoleon, ending in the era of Grant and Sherman. Central to this concept was the idea that there was room for more—that fans of the series could expand upon Mr. Chick's foundations and build in new and interesting directions. This idea reaches its fullest expression in **Horse & Matchlock**.

Mr. Chick's system has been adapted by Johan Brattström to create a new "prelude" volume—with new unit types and firing procedures—that embodies the tactics and technologies of the era of Tilly and Gustavus Adolphus, Oliver Cromwell and Rupert of the Rhine, Condé and Turenne.

Mr. Brattström has designed twelve scenarios drawn from the great battles of the Thirty Years War, the Franco-Spanish War, Franco-Dutch War, and Scanian War. Mr. Chick's long-standing interest in the Stuarts has resulted in ten battles from the English Civil Wars and Montrose's campaigns in Scotland. Together these twenty-two scenarios provide many hours of enjoyment that give you a fuller picture of the later radical shifts in doctrine and advancements in armaments that would change how battles are fought, how wars are won, and how the fates of nations are decided. \$55/\$60



Legion Wargames

Vive l'Empereur Series -Vol. IX Trois Batailles en Allemagne Vive l'Empereur Series is a simulation of the battles fought during the Napoleonic Era in Europe, between 1805 and 1815. The scale is the regiment, a good compromise between the brigade level (with no formations) and the detailed battalions.

Jéna, fought on 14 October 1806, is the turning point of the 1806 campaign against Prussia. Eventually a crushing French victory, starting in the fog by Lannes engaging a single Prussian division under Taubert, it escalated into a full battle against Hohenlohe and half of the Prussian army, at first not fully grasping what he was facing, engaging his army piece-meal. While starting outnumbered, the French are at the top of their military value and the masterful concentration of the army during the day makes Jéna the epitome of victories.

Auerstaedt, was fought on the same day, opposing Davout and his Third corps to the main Prussian army under Brunswick and the King of Prussia. An unexpected battle, as more troops enter the battlefield on both sides, a masterpiece where Davout earned his title of Duke of Auerstaedt. At the end of that day, the two Prussian armies, both beaten in this double battle, join in a common rout, followed by a legendary pursuit lead by Murat to the destruction of the arrogant Prussian army in a few weeks.

Both battles come with many what-ifs and a total of 15 scenarios, using troops from both armies not historically engaged. Several scenarios give finally a real chance to the unlucky Prussians.

Le siège de Danzig, simulates the siege of the great fortress of Danzig between March and May 1807, between the Eylau part of the campaign of Poland and its conclusion at Friedland. It is played on two maps, an operational map of the region of Danzig, using the regular Vive l'Empereur rules, and a siege map where the French player will build a siege network to get closer to the mighty walls to breach them. A lot happens on both maps, sorties, relief Russian forces under Kamenski, the Danzig morale that conditions victory goes up and down depending on the progress of the siege works and other events. The players will have to be patient, the siege can be won or lost on the last turn of play. \$75/\$100

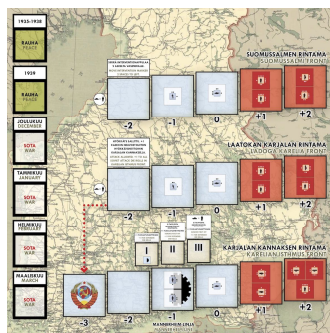
https://www.legionwargames.com/legion_TBA.html

Linden Lake Games

Freezing death—Finnish Winter War is a two player wargame of the Winter War fought between Finland and Soviet Union 1939–1940 and preparations that lead to the conflict.

The map shows three fronts where main battles took place and where soviet player tries to advance his troops, while Finnish players units, underequipped but more accustomed to freezing conditions, try desperately stop them. While the Western Powers deliberated intervention, time was running out on both belligerents.

The game is card-driven and more than 50 action cards (each with a unique picture of the era) are at the heart of the game. Cards can be used either as action points or events. Events include Soviet troops encouraged by vodka rations, diplomatic efforts of the world's first female diplomat madame Kollontai, as well as sympathy Finland has built in the US in prewar years by being the only nation not to default on its debts.



The game is fully bi-lingual (English and Finnish) including two decks of action cards. So, if you wish to familiarize yourself to wargaming lingo in Finnish this is a perfect opportunity. \$80/\$65

http://www.lindenlakegames.com/wp-content/uploads/2019/06/WW_Board_016.jpg

Lone Canuck

Königsberg—The Bear's Revenge (KBR) is a tactical-level game that allows players to experience some of the challenges faced by local commanders during the Soviet Third Byelorussian Front's bid to secure the German city of Königsberg. Königsberg was, according to British Prime Minister, Winston Churchill, "a modernized, heavily defended fortress". Three concentric rings of fortifications surrounded the city: the outer ring of defences reinforced by 12 forts outside the town, the middle ring in the outskirts, and the inner city, which consisted of a single fortress of anti-tank defences, barricades, and landmines, along with several other forts. \$65



Minden Games

Battle of the Somme: Over the Top, July 1st 1916 is a 46-page, full color, illustrated book containing a complete solitaire World War I wargame that puts you in command of a single British platoon going "over the top" early on July 1, 1916, at the Somme. Your goal? Lead your men (approximately 45 strong platoon, each counter representing one soldier) across No Man's Land and into the German trenches, to dispatch any defenders. Of course, this is easier said than done (even given your preliminary bombardment), as the game system uses German machine guns and wire emplacements to keep you from your goal. The game has a strong "role play" (or "experience") element built into it, as you nominate one of the soldiers or officers to represent you; to win, you must not only clear the enemy trench, but survive.

The game has simple mechanics and is designed for solitaire play. The map is a hex grid, with opposing trenches on opposite sides, separated by No Man's Land. The standard scenario ("Red Hand at Thiepval Wood") represents one platoon from A Company, 14th Royal Irish Rifles (Belfast Young Citizens), which is part of the 109th Brigade, 36th (Ulster) Division, northwest of Thiepval, making the assault. Incredibly, 60,000 British soldiers fell that day (including about 20,000 killed), so don't expect a walkover. Many historical scenarios are provided and rules for linking these together to form a Campaign game.

To play the game, you will need to separate the counters, select a scenario, nominate the individually named officers, lance corporals and men from among those provided to form your platoon. You'll need access to a standard deck of playing cards, and a six-sided die, which act as randomizers during play.

Importantly, this new edition includes Advanced Game rules, providing for individual soldier ratings, and a set of Advanced, individual soldier counters, containing these ratings. This version adds complexity to the design while retaining Minden's hallmark of high playability. This edition also provides additional optional rules and scenarios, historical commentary, and is presented illustrated, in full-color.

Battle of the Somme is a solitaire game but may also be played by almost any number of gamers, each "controlling" the action of a single man during play. Game Scale: Individually named soldiers. Map Scale: Approx. 30 yards per hex. Time

Scale: Each game turn represents several minutes of real time. Play Time: About 45 minutes. Optional rules: Optional rules cover fire lanes, shell holes, differences between Regular, Territorial, and New Army units, rewards for valor (winning the Victoria Cross is a rare achievement, but possible), and more.

Battle of the Somme is an updated revision of **Poor Bloody Infantry: Somme**, published in 2016. The book was designed and written by Gary Graber.

Game components (map, counter sheets, Reference Card) come within the pages of the book. Simply scan the components, print and cut apart, and you are ready to play. For those preferring physical game components, these are made available separately. A total of 549 individual infantry men are included (57 officers, 63 lance corporals, 429 privates), meaning creating any number of your own, unique platoons is indeed possible.

Put yourself into the boots of those going over the top that fateful morning by playing **Battle of the Somme**, and feel for yourself (and your pals) the experience of walking towards an uncertain destiny. \$23 http://minden_games.homestead.com/

Battle of the Somme Component Set is available for purchase separately. This set contains all the components published in the book, but as separate components. Included is 8.5" x 11" map, Reference Card, and all game markers and counters included in the book, including Advanced counters.

In addition, we've included an Advanced Game Rules folder, containing all the rules necessary to play the advanced version of the game. This means that if you have **Poor Bloody Infantry: Somme**, and wish to upgrade to **Battle of the Somme**, you can purchase this set and receive the Advanced version of the game as well.

This means you can Upgrade to the new edition (with new counters, Advanced rules, advanced counters) by ordering this set, if you already own **PBI: Somme**.

However, while upgrading may be good for some, we definitely believe the new book version contains enough new material (two new scenarios, a few new optional rules, and several sections of historical commentary, maps, and designer's notes), that we feel you would be well served to buy the new edition, which is the definitive edition of this game system. \$16 http://minden_games.homestead.com/

PieceKeeper Games

Rurik: Dawn of Kiev is a euro-style realm building game set in an 11th century Eastern European Kingdom. It features area control, resource management, and a new game mechanic: "auction programming."

You play as a potential successor to the throne following the death of your father, Vladimir the Great, in 1015. The people value a well-rounded leader, so you must establish your legacy by building, taxing, fighting, and accomplishing great deeds.



Rurik brings to life the ancient culture of Kievan Rus with game design by Russian designer Stanislav Kordonskiy and illustrations by Ukrainian artist Yaroslav Radeckiy. \$59

[https://boardgamegeek.com/boardgame/228328/rurik-dawn-kiev?utm_source=BoardGameGeek%](https://boardgamegeek.com/boardgame/228328/rurik-dawn-kiev?utm_source=BoardGameGeek%20Newsletter&utm_campaign=5b8992a8bb-EMAIL_CAMPAIGN_2018_01_25_COPY_01&utm_medium=email&utm_term=0_23873ccd5d-5b8992a8bb-99234077&mc_cid=5b8992a8bb&mc_eid=0cd38aa307)

[20Newsletter&utm_campaign=5b8992a8bb-EMAIL_CAMPAIGN_2018_01_25_COPY_01&utm_medium=email&utm_term=0_23873ccd5d-5b8992a8bb-99234077&mc_cid=5b8992a8bb&mc_eid=0cd38aa307](https://boardgamegeek.com/boardgame/228328/rurik-dawn-kiev?utm_source=BoardGameGeek%20Newsletter&utm_campaign=5b8992a8bb-EMAIL_CAMPAIGN_2018_01_25_COPY_01&utm_medium=email&utm_term=0_23873ccd5d-5b8992a8bb-99234077&mc_cid=5b8992a8bb&mc_eid=0cd38aa307)

PSC Games

Blitzkrieg! Recreate World War Two in 20 minutes! The perfect wargame for non-wargamers, **Blitzkrieg!** allows two players to battle across the war's most iconic theatres, winning key campaigns and building military might.

Players draw army tokens from a bag to determine their starting forces and to replenish their losses. Rather than 'fighting' battles with dice or cards, players allocate their military resources to each theatre's campaigns, winning victory points, further resources, special weapons, and strategic advantages as they play. Refight World War Two several times in one evening! Includes Solo mode by Dávid Turczy. €24 https://boardgamegeek.com/boardgame/258210/blitzkrieg?utm_source=BoardGameGeek%20Newsletter&utm_campaign=f618579ea3-EMAIL_CAMPAIGN_2018_01_25_COPY_01&utm_medium=email&utm_term=0_23873ccd5d-f618579ea3-99234077&mc_cid=f618579ea3&mc_eid=0cd38aa307



Blitzkrieg! The Nippon Expansion adds a new challenge to **Blitzkrieg!** What if the Axis coalition had won World War Two, and Germany invaded and occupied the United States of America? And ... what if Japan then turned on its former ally and invaded German-held America? With the help of Godzilla? **The Nippon Expansion** explores this hypothetical scenario! One player controls the German forces and the other player controls the Japanese forces in a battle for domination of America in an alternate universe 1946. €20

<https://boardgamegeek.com/boardgameexpansion/291866/blitzkrieg-nippon-expansion/ratings>



Restoration Games

Unmatched is a highly asymmetrical miniature fighting game for two or four players. Each hero is represented by a unique deck designed to evoke their style and legend. Tactical movement and no-luck combat resolution create a unique play experience that rewards expertise, but just when you've mastered one set, new heroes arrive to provide all new match-ups.

Battle of Legends, Volume One features four heroes. King Arthur sacrifices cards to power up his attacks and gets some timely assistance from Merlin's magic. Alice is back from Wonderland with a giant vorpal blade and the Jabberwock by her side as she grows and shrinks to gain advantages on attack and defense. Medusa is happy to attack from range and let her harpies hound you, but just one devastating glance could end the battle quickly. Sinbad grows in power as he gains experience on each of his voyages.

Combat is resolved quickly by comparing attack and defense cards. However, each card's unique effects and a simple but deep timing system lead to interesting decisions each time. The game also features an updated version of the line-of-sight system from Tannhäuser for ranged attacks and area effects.

The game includes a double-sided board with two different battlefields, pre-washed miniatures for each hero, and custom life trackers that's brought to life with the stunning artwork of Oliver Barrett and the combined design teams of Restoration Games and Mondo Games. \$29

https://boardgamegeek.com/boardgame/274637/unmatched-battle-legends-volume-one?utm_source=BoardGameGeek%20Newsletter&utm_campaign=df727778ca-EMAIL_CAMPAIGN_2018_01_25_COPY_01&utm_medium=email&utm_term=0_23873ccd5d-df727778ca-99234077&mc_cid=df727778ca&mc_eid=0cd38aa307

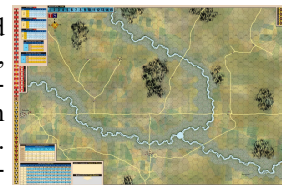


Taktykastrategia

(Warszawa 1920) The Battle of Warsaw is the largest Polish-Russian clash in the 1920 war. The victory of Soviet Russia was to ignite the flame of revolution throughout Europe. The strike of Poles from the Wieprz River completely changed the fate of the war. From that moment the Soviets were in constant retreat. In subsequent battles they suffered defeat after defeat. PLN 75 [My brief investigation into currency puts PLN 75 to about \$19.] <https://taktykastrategia.pl/blog/warszawa-1920-w-systemie-wb-95/>



Polonka 1660 is a strategic board game. The battle fought on June 28, 1660, interrupted Moscow's dominance in the sixth year of aggression against the Grand Duchy of Lithuania. The Russian army of Ivan Chowaniecki, besieging Lachowicze, was forced to face the offensive of the Polish troops that were beginning the offensive. The Great Lithuanian Hetman Pawel Sapieha, supported by the elected Crown Division of Stefan Czarniecki, defeated the Moscow troops starting the process of recovering lost areas of Lithuania. PLN 75 <https://taktykastrategia.pl/blog/polonka-1660/>



Tasty Minstrel Games

Aristocracy The nobility has mysteriously vanished! Or are at least not around at the moment. It's up to you to unite the country by pretending it belongs to you while they're preoccupied. Unfortunately, everyone else has the same plan.

Each turn in **Aristocracy**, you reveal new tokens on the game board, then claim one type of token. Some of them let you place buildings to claim territory and build connections, some are resources that provide points at the end of the game. There are a variety of rewards for accomplishing certain things, and the player with the most points at the end of the game wins! \$45

https://boardgamegeek.com/boardgame/287247/aristocracy?utm_source=BoardGameGeek%20Newsletter&utm_campaign=5b8992a8bb-EMAIL_CAMPAIGN_2018_01_25_COPY_01&utm_medium=email&utm_term=023873ccd5d-5b8992a8bb-99234077&mc_cid=5b8992a8bb&mc_eid=0cd38aa307



VR Games

Swords & Sails The year is 1000 C.E.. The European continent is constantly at war as competing political factions try to control Europe through military might and political intrigue.

In **Swords & Sails**, players control one of these factions in a bid to conquer Europe. Build armies and fleets, build more cities, make and break alliances, spy on your opponents, and go to war to conquer all of Europe.

Players have up to five armies and fleets to move and attack with on a large 38x28 inch map of Europe which accurately depicts Europe in 1000 C.E. Each army can contain six types of combat units: Knights, Heavy Cavalry, Light Cavalry, Heavy Infantry, Light Infantry or, Peasant troops. Fleets can contain warships, Raider ships, or Transports for moving your armies. More cities can also be built to increase income without the need to capture territory. Combat occurs between armies by using a unique combat system that gives a feel of your troops lining up on the battlefield and facing off. The system uses 2d6 to determine outcomes. \$58 https://boardgamegeek.com/boardgame/182736/swords-sails?utm_source=BoardGameGeek%20Newsletter&utm_campaign=f618579ea3-EMAIL_CAMPAIGN_2018_01_25_COPY_01&utm_medium=email&utm_term=0_23873ccd5d-f618579ea3-99234077&mc_cid=f618579ea3&mc_eid=0cd38aa307



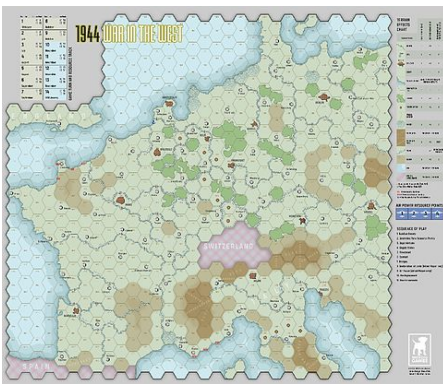
White Dog Games

Caribbean Storm: Honduras 2009 is a simulation of a hypothetical conflict based on the constitutional crisis in Honduras in 2009. The Honduran army has removed President Manuel Zelaya by coup d'état and Venezuela, with Cuban and Nicaraguan political and military support, has decided to restore him by force. Signs of an impending attack have alerted the Honduran military. A grand tactical game of modern-era conflict, **Caribbean Storm** is played by two players, or it can be played solitaire. Counters may have a movement factor in black text and/or a combat factor in red text. The game map of Honduras and the surrounding area includes a Terrain Chart and a Turn Track. \$42 <http://www.whitedoggames.com/caribbean-storm>



1944: War in the West is a beer-and-pretzels, two-player game based upon the Allied liberation of Western Europe in 1944-45. Command and supply play an important role in the game as it did in the historical conflict. The geographic scope of the game is from Cherbourg, France, to Vienna and from Arnhem to Florence, Italy. \$57

<http://www.whitedoggames.com/1944-war-west>



World Forge Games

The new version of **D-Day Dice**, published by Word Forge Games, sees new art, missions, tiles, and dice. It is fully compatible with the previous version but adds new mechanics and play concepts to the highly successful D-Day Dice franchise.

Normandy, June 6, 1944 – as you land on the well-defended beaches, a German machine gun nest is killing your comrades like flies. You must do something!

In **D-Day Dice**, players are Allied soldiers trying to organize improvised units for an attack against the machine gun nest. Each player starts the game with a unit of a few soldiers and nothing else. As the game progresses, he will collect resources and advance on the beach, sector by sector, as his unit grows stronger and deadlier. He will succeed...or die trying.

D-Day Dice is a multiplayer co-op game, where all players play their turn simultaneously and must help each other in order to stay alive. It also includes solitaire optional rules. Although built around dice rolling, this game is about resource management (soldiers, specialists, items, and courage) and knowing

when to move your unit. Resources are kept from turn to turn, so the players can plan ahead. €60

https://boardgamegeek.com/boardgame/233208/d-day-dice-second-edition?utm_source=BoardGameGeek%20Newsletter&utm_campaign=5b8992a8bb-EMAIL_CAMPAIGN_2018_01_25_COPY_01&utm_medium=email&utm_term=0_23873ccd5d-5b8992a8bb-99234077&mc_cid=5b8992a8bb&mc_eid=0cd38aa307



D-Day Dice (Second edition): Way to Hell In addition to its 6 Battle Maps, including old favorites like Juno Beach and Sword Beach, this box contains 4 “mini-expansions” that are completely independent from each other. Players can add 1, or 2, or all of them to their game.

This expansion introduces the Sea Battle Map to the game. Now, instead of starting your game on the beach, you actually play the terrible boat ride to get there! Players take the role of coxswains (the landing craft commanders) who must dodge German artillery, sea mines, and beach obstacles to safely deliver their passengers on the beach. Once they have accomplished their mission, the game continues normally on land, with the players taking the role of the Units.

When playing **Way to Hell**, players don't roll every turn to see what they gain (like the regular **D-Day Dice** game), they roll every turn to see what they LOSE. All the Landing Craft start with a full complement and must reach the beach before they lose everyone!

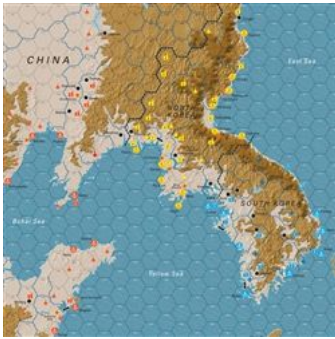
Special Missions: A simple expansion that adds a new layer to the game: Special Missions, which the players must accomplish in order to win. This must be done in addition to the normal objectives of the game (storm the bunker and survive for 1 turn). 1 Special Mission card is drawn at random at the beginning of the game, and the players will have to fulfill its requirements before reaching the bunker. Some will ask for specific Items to be found, or Specialists to be recruited (and sacrificed). Others will ask for specific RWB bonuses or even Awards.

War Heroes: 25 Specialist cards with a twist... each represents a real-life war hero of WWII! They work as replacement Specialists with slightly better abilities, so instead of rallying a Scout, for example, you can now rally "Scout Tommy Prince". The rules include a small bio for each of these exceptional individuals, hailing from the various countries who fought for the Allied cause, like Canada, USA, UK, France, Scotland, New Zealand, or Australia, and from the many cultures inside these countries, like African Americans, Japanese Americans, Muslim Pakistanis, Jewish French, Maori, Irish, etc. €30 https://boardgamegeek.com/boardgameexpansion/102265/d-day-dice-second-edition-way-hell?utm_source=BoardGameGeek%20Newsletter&utm_campaign=5b8992a8bb-EMAIL_CAMPAIGN_2018_01_25_COPY_01&utm_medium=email&utm_term=0_23873ccd5d-5b8992a8bb-99234077&mc_cid=5b8992a8bb&mc_eid=0cd38aa307

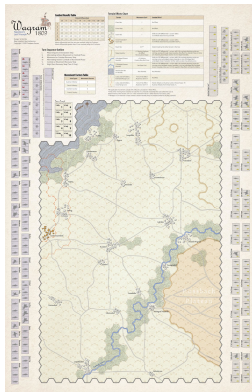


MAGAZINES

Modern War #45 includes **The Dragon and The Hermit Kingdom**, a two player game that covers the hypothetical simulation of a second Korean War that could occur in the very near future. This game is a precursor to **The Dragon that Engulfed the Sun** (*Modern War* #42). It simulates the war that would have occurred on the Korean peninsula just prior to that game's setting. **The Dragon that Engulfed the Sun** assumes that a Chinese victory had already occurred in Korea. This game, however, simulates the entirety of that preceding conflict, beginning with a supposed North Korean invasion of South Korea. \$40 <http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW45>



Paper Wars # 93 contains **Wagram 1809** (new from Compass Games). This two-player, but solitaire adaptable, game uses a 34x22" large-hex (3/4") map, fewer than 12 pages of rules, and one sheet of 228 medium-size (9/16") counters to provide an emperor's-eye-view of this titanic and savagely fought two-day battle. Each hex represents 875 yards, and each of the two days has four to six turns (depending on morale and exhaustion) with a separating night turn in between. Units of maneuver are mostly multi-step divisions for both sides. The French are on the strategic offensive, but there's plenty of opportunity for both players to attack. In fact, the Austrians can win a sudden death victory by capturing the French crossing area over the Danube. The game uses an alternating action sequence that keeps both players fully and tensely involved all throughout every turn. A full match can be set up, banged out, and put away by two experienced players in about three hours. \$42 <https://www.compassgames.com/issue-93-magazine-game-wagram.html>



Slingshot 326, September/October 2019

Contains articles on

The Campaigns of Kwanggaeto the Great - by Nicholas Spratt
Paraitakene in California Times Three - by William Butler
Setting up a Painting Station - by Mark Grindlay
Gerald the Great on Battleaxe Hill: Part 1 - by Mick Hession
Rue the Day - by Anthony Clipsom
Revenge of the Scythians - by Chris Hahn
<http://www.soa.org.uk/joomla/slingshot-back-issues>

Slingshot 327, November/December 2019

Contains articles on

Gerald the Great on Battleaxe Hill: Part 2 - by Mick Hession
Wargaming Knockdoe - by Mick Hession

When the Going Gets Tough - by David Kay
Paraitakene with Big Battle DBA - by Paul Murgatroyd
The Chronicles of the Teutonic Knights - by Paul Stein
Carthage vs Rome with Hail Caesar - by Steven Neate
The Continuing Story of DBM - by John Graham-Leigh
The Play's the Thing - by Gordon Lawrence
<http://www.soa.org.uk/joomla/slingshot-back-issues>

Strategy & Tactics #320 includes **Sepoy Mutiny**, a two-player wargame simulating the rebellion of Sepoy troops in the British Indian Empire in 1857-58. Both sides are trying to gain control of India. The game system is based on the one originally presented in our earlier *S&T* games: **They Died with Their Boots On**, Volumes 1 & 2 (*S&T* 236 & 242). It uses an interactive



sequence of play in which command, rebellions, and events are randomly generated. The British Empire player controls British Regular, Punjab (including Sikh), Loyal Sepoy, Auxiliary, and Nepalese forces. The Rebels initially control no forces but will gain them from Sepoy and Rebel Badmashes units which mutiny. Both players can also mobilize various Princely State

forces. Each turn represents roughly two months of time. Each hexagon is about 40 miles across. Each unit represents anywhere from 2000 to 10,000 troops. Leaders represent major commanders, their staffs, and guard troops. \$40 <http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST320>

Strategy & Tactics Quarterly #8 contains **Tet Offensive**: Appearances can be deceiving. In 1968, the leadership of North Vietnam was convinced victory in the decades-old war for control of the nations of Indochina. A massive country-wide offensive exploded during the lunar new year. Viet Cong guerrillas supported by regular units of the North Vietnamese army overran towns and cities across the south as the surprised soldiers of the US and the Republic of Vietnam flailed helplessly. \$20 <http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=STQ8>

Suspense & Decision #19 has been published. It is a free download for all. *Suspense & Decision* is a PBM magazine for the 21st Century! <http://suspense-and-decision.com/Issue-19-Suspense&Decision-PBM-Magazine.pdf>

War Diary Vol. 4, No. 1 contains:

The Pacific War: Five Comparative Game Reviews by John Burt

War In The Pacific by Stephen Pole

Case Yellow, 1940: The Game as an Historical Study by Michael Stultz

Greene On Gaming by Jack Greene

Race For Manila: A Review by Jon Southard

Con-Z House Rules: Battles of the American Revolution by Clair Conzelman

Pass In Review: Capsule Reviews by Hans Korting, Andy Nunez, J.H. Sims, and Roy Matheson

<http://www.wardiarymagazine.com/current-issue.html>

World at War #69 contains **Breakout: First Panzer Army**, a two-player game that allows players to examine the operational challenges in the battles between the Soviet and German Armies in the northwest Ukraine in March and April 1944, leading to 1st Panzer Army Pocket. Most units are represented as

corps-sized units with German garrison units represented as regiments or brigades. Each combat unit displays several types of information: nationality and type, organizational size, attack factor, defense factor, historical identification, and substitute counter status. \$40 <http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW69>



BOOKS

“Great War at Sea: Jutland Battle Analysis” is a battle scenario book and historical analysis for Jutland, featuring in-depth looks at 1914 operations in the North Sea: the Scarborough and Gorleston Raids, Helgoland Bight and more. \$25 <https://www.mcssl.com/store/4e466d3b9268494c82869d4417a53b/great-war-at-sea-jutland-battle-analysis>

“Simple Campaigning” by John Graham-Leigh
Ancient and Medieval campaign frameworks for battles with model soldiers. Any set of battle rules can be used. Players can ride with Genghiz Khan, struggle for mastery in Imperial Rome, lead the Assyrian Empire to glory, or dominate later medieval Europe. Suitable for solo or multiplayer campaigns. £7.50 <http://www.soa.org.uk/joomla/publications>

“The Development of the Roman Legion eBook” **Free!** An eBook written by Kenneth Haynes, a long term SoA contributor, covering the development of the Roman Legion from obscurity until late Republican times.

This eBook is available in both mobi and ePub format, which are open source eBook formats that allow us to offer this eBook for free and directly to members through our webstore rather than having to use Amazon or Apple (and pay them).

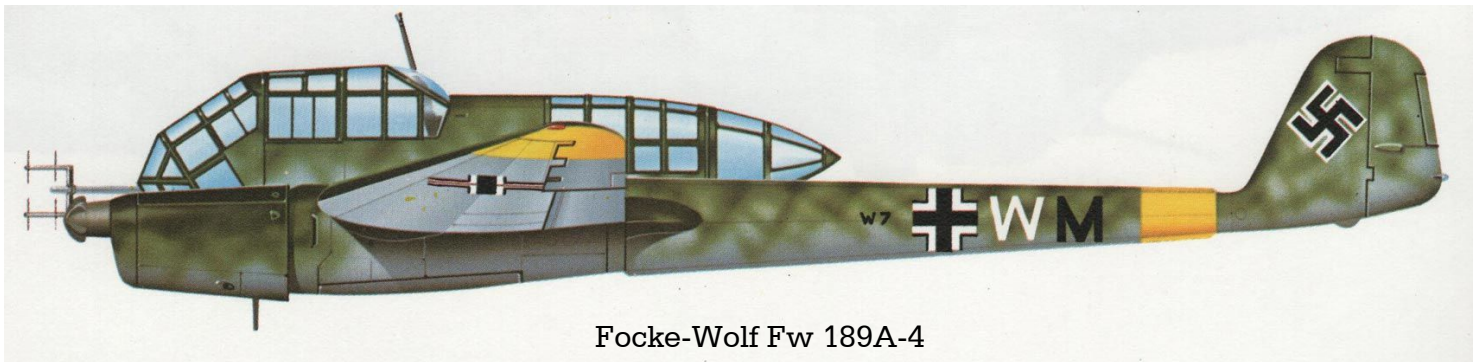
ePub is an open standard eBook format that will work on the majority of eReaders.

mobi is the open standard version of the format that Amazon uses for the Kindle, so is probably the better format to choose if you want to load it on a Kindle.

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

“Tony Bath's Ancient Wargaming” is a compilation of the gaming publications of Society founder, Tony Bath, published by John Curry. As well as the "Peltast and Pila" rules and Tony's book on setting up wargame campaigns, this includes the Society publication "Legend of Hyboria", which it supersedes (and which is no longer available as a separate publication).

£12.95 <http://www.soa.org.uk/joomla/publications>



Focke-Wolf Fw 189A-4

Merry Christmas