



Serious Problem on the Horizon for AHIKS

As you read in the last issue of the newsletter, our Web Site Manager, Tom Thorsen, is planning to step down. This may not sound very important, but the Web Site Manager completes several important functions. He registers new members, issues and changes passwords for our members, posts the newsletter on the AHIKS web site, makes repairs to the web site that occur occasionally. Unfortunately, none of the other officers has the skill to do these things.

Undoubtedly, there is at least a handful of AHIKS members who could do the job. If you would like more information, such as "How much time does the job take?", feel free to contact Tom Thorsen: email: bjorn2wok@aol.com; or phone: 631-472-3566. He lives in Holbrook, NY.

In the present age, a computer is essential. Were AHIKS to lose its computer access, it is hard to picture the results. If you are unwilling or unable to perform these computer tasks, perhaps you could lend a suggestion.

From Your President Bob Best

Today is Friday January 31, 2020. As you can see from the headlines of our newsletter, AHIKS is in need of a replacement webmaster to take over for Tom Thorsen. Tom has given notice that he will be leaving the webmaster's job later this year to enjoy some quality family retirement time. Tom has done an *outstanding* job over the years, making sure our website is functional and up to date. On behalf of the Executive Committee I would like to thank Tom for his excellent service and dedication to our gaming society. Tom, your time and efforts are greatly appreciated. Thank you for a job well done!

The State of AHIKS

It's that time of year again (the first issue of *The K* each year), where I give "The State of AHIKS" as I see it. 2020 will bring some challenges as we attempt to find a new webmaster. We would like to find a replacement for Tom sooner rather than later so that Tom can provide some training on the website before he leaves.

For anyone who might be interested in the position, here is a brief description of the website and the webmaster's duties. The AHIKS website and forum are both hosted by Bluehost. The Forum is an SQL data base that is attached to the AHIKS domain name. The webmaster maintains the forum and adds new members as required. Managing the website requires the ability to create and edit web pages. When our Editor sends a new issue of the newsletter for posting, the webmaster has to add it to the library, update the Library page to "link" to it, and update the home page to show when it was made available. The same applies to the Open Match Requests list. The webmaster maintains a copy of the entire website on his own PC. Necessary changes are made on the PC and then, using FTP, are uploaded to Bluehost. While WordPress is the preferred webpage creation partner of Bluehost, the AHIKS website was created using a different language and knowledge of HTML is needed. Anyone interested in the position can contact any of the Executive committee members or preferably Tom Thorsen directly for more information. Contact information is listed above and on page 12.

The AHIKS website is important to the operation of our society. We maintain our die roller and archive section of past newsletters there as well as our automated registering of new members. It contains game form templates, bylaws and other information for our members as well. The forum is also a meeting place for members who wish to play games or just enjoy the

camaraderie of fellow members. We need to have a webmaster to support its operation and keep AHIKS functioning.

2020 is also an election year for the Executive Committee Officers. As stated in the last issue, the elections for officers is done every four years to coincide with the national elections. Finding candidates to run for the various officer positions has been a bit daunting over the last few elections. After reviewing the election process in our bylaws, we found that a Presidential candidate has to find his own Vice-President candidate to run with him. They run as a team. Since it is hard to find people interested in running for the Executive Officer positions, it would be doubly hard for a Presidential candidate to find a running mate. In order to give everyone a chance to run for President without having to find a running mate, the Executive Committee voted to make the Vice President's position an elected position rather than an appointed one. So for this election (and until the proposed bylaws are enacted) the Vice President position will be an elected position rather than an appointed position. Presidential candidates need not find another member to run with them as Vice President.

Here are the *new* elected officer positions for the 2020 elections.

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

1. President
2. Secretary
3. Treasurer
4. Editor
5. Judge
6. Match Coordinator
7. Ratings Officer
8. Vice President

Here is the election procedure.

AHIKS bylaw section covering ELECTIONS:

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.

5. 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.

6. 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.

The Executive Committee has been trying to generate more interest in our newsletter by offering incentives for the members to write articles and share gaming experiences with the group. Our Vice-President, Ken Oates, will be addressing the results of that campaign in his column in this issue.

I think AHIKS will have some challenges ahead in the coming year. I am hoping we can get some new blood interested in managing AHIKS. We welcome anyone who is interested in running for office. Please come join us.

I hope you all are enjoying the New Year!

So, until next time... Happy Gaming!

Book Reviews by Tom Oleson

Anvil of War—German generalship on the Eastern Front in WW2

edited by Peter Tsouras, 302 pages, 2016

A peculiar but informative and interesting book. Peculiar, because it has no organization. Just a series of commentaries on different Russian Front battles in the period December 1942-December 1944. Dozens of useful maps but not adjacent to the battles they illustrate. Two chapters I found particularly interesting were on the airlift intended to supply the German army cut off at Stalingrad and on the German relief of Velikiye Luki. First book I can recall without an index.

Honor & Betrayal

by Patrick Robinson, 356 pages, 2013

Ahmad Hashim Abd Al-Isawi was proud to be a brutal terrorist murderer, but that did not justify the Navy Seals who had captured him from beating him up in his cell. They said his injuries were self-inflicted, intended to put them in trouble, which it did. They were exonerated by their court martial.

Games for Sale

from Duncan Rice

Shipped from Canada (V3B 8A6). Prices are in Canadian dollars and shipping is extra. They should be well below EBay cost. Expect some shelf wear. The entire Panzer Grenadier lot can go for \$75CAD, but expect significant shipping cost. Canadian shipping will be in a flat rate box for about \$20CAD. Shipping to the U.S.A. will be much more, but I can determine that on request. I am selling because I will outlive my stash, and these games are unlikely to be played by me. UP – Unpunched. SW – Shrink Wrap

Summer Lightning by LnL – New \$30

Red Steel by AP – UP with shelf wear \$15

Chickamauga & Chattanooga by AP – UP shelf wear \$15

Gettysburg 1863 by AP – UP with shelf wear \$20

Panzer Grenadier: Eastern Front 3ed by AP – UP with shelf wear \$25

Panzer Grenadier: Road to Berlin 3ed by AP – UP with shelf wear \$25

Panzer Grenadier: Desert Rats 3ed by AP – SW \$25

Panzer Grenadier: Battle of the Bulge – UP shelf wear \$25

Front Russo PG Supplement by AP – UP \$10

History of the Roman Empire by UGG – UP Free

Poltava's Dread Day by TPS – SW \$10

Joan of Arc Victory 1429 by TPS – SW \$10

The Battle of Tours by TPS – UP \$10

Ukraine '43 1ed by GMT – Punched and clipped \$15

ASL Counters – Many unsorted in ziplock bags Free

duncanr@telus.net

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

Brian Stretcher, 117 Camellia Trail, Brevard, NC 28712

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.

1964 Jonathan Townsend, Rome, Italy

1965 Scott Romanowski, Billerica, MA

Vice President's Chair

Kenneth Oates

Fassio Award

To say I was disappointed by the lack of selections this year would be an understatement. This was despite multiple requests for articles throughout 2019. The winning article could easily have been won by anyone sending in just one! There was even a reprint this year! The committee pondered the reasons behind this seeming anomaly. And it did not improve with submissions for issue 55-6. There were several suggestions floated by the Executive Committee during its discussions. The final decision is to suspend the award this year due to the lack of articles, holding candidates over to next year and doubling (!) the prize money to \$100. If that is not enough incentive, then I do not know what is.

I encourage all of the membership to consider and submit an article at some point during the year. Let's get those articles flying in!

PanzerBlitz hits 50!

This was my third wargame, but **PanzerBlitz (PB)** is the one title which I have played the most. My well-worn copy (purchased in 1970) is one with the sleeve and glossy red and black backed counters and the original Situation 10. My recollection is that this was the first published tactical game, previously the emphasis was more on the strategic level. The tactical titles we enjoy today, **ASL/ASLSK**, **TCS**, **Panzer Grenadier**, **GBACW**, **GBOH**, **Victoria Cross II**, etc. all owe **PB** at least an acknowledgement of this ancestry.

PB opened up the cardboard battlefield. No longer limited by only three factors, it was innovative in that no unit was safe from attack, not just those who were not adjacent to an enemy unit. But one of the major counter innovation was the depiction of armored, Soviet cavalry, and transport units as silhouettes. Subtly, it encouraged combined arms tactics. Another innovation was the introduction of geomorphic boards, able to be arranged in various ways rather than just one.

To be sure, **PB** did spawn some strange situations (who does not remember "Panzerbush Syndrome"? "Armored" Russian villages?), creating a sense of invincibility during some phases in the game sequence. But, it must be remembered that **PB** is a caricature of WW II armored combat as its designers perceived it to be in an Igo—Ugo format. It was not a simulation by any stretch. But ... it was fun to play, despite some situations being unbalanced. It was (and remains) always a challenge to try and beat the system.

Its design elements of specific armor, artillery, infantry units, and geomorphic boards also opened up the possibility of DYO. Heretofore the gamer was constrained to the battle as portrayed in the box. **PB** and the contained 12 scenarios changed that forever. In fact, part of the impact **PB** had on game design would be the use of the scenario, used now in many games at higher levels (Operational and Strategic).

But despite its flaws, it continues to have a following. And I hope it does for a long time into the future. Thank you, James Dunnigan, for five decades of gaming enjoyment!

AHIKS Election

2020 will see the AHIKS officer election as required by the bylaws. The first required action was made in the last *K* (Issue 54, Number 6), the call for candidates. The Executive Commit-

tee officers up for election were listed in the last issue, so I will not waste bandwidth restating them. But I will echo the call for candidates. Even if only for one short four-year term (and those years go by fast), the Society only grows with more participation. I join with Bob in encouraging everyone to give some thought about running. The past two elections have seen no competition, whereas in years past there was fierce campaigning. If you are concerned about time, actually most of our proceedings are done through email, so coordinating times for conference call meetings is not a discouraging factor. Indicate your intention of running by notifying the President or Editor.

In addition, the bylaws are being cleaned up, and the officers are taking a look at what they do to update their respective sections. These will also be part of the election. Every election is important, and a successful election depends on the participation of our membership.

Shill for Consim World Con in Dallas

John Kranz has announced that he will hold a CSW convention focusing on classic games from the 70s and 80s the first week in March in Dallas (a long weekend). Mark Herman has been announced as the Guest of Honor and will be the featured speaker Saturday evening.

Wargame League (wargameleague.com)

I recently discovered this site. The emphasis is on ladder play of 17 titles, current and classic. It supports Compass Games, MMP, Avalon Hill, and GMT. I signed up for the Ypres ladder and will report on how well it goes. The webmaster is a member of AHIKS.

Facebook

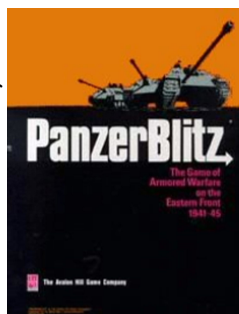
Our President finally coerced...uhhhh convinced me to try Facebook by joining the AHIKS Group. To be honest, I have resisted joining this social media platform for a number of good reasons. It is still in my "Let's see if this works category," but after about one week, it is not creating large waves of spam and unwanted traffic. I also intend to limit my exposure to just private gaming groups, like AHIKS, that require group administrator approval, usually with a question or two as to why you want to join that group. So far, good experience, but the one-man jury is still out. I picked up an opponent, an AHIKS member, because I joined.

The reason I bring this up is because AHIKS has a dilemma. Our webmaster has announced he will no longer be able to watch over the site. We have developed a good website, with a library of old *Kommandeurs*, a forum for discussing games and providing AARs, and a die roller. However, there are issues, and we need a new webmaster. We have contacted various members, and the interest is, frankly, low. If no one steps up, the website will eventually fail, and we could lose our history and assets on the site. If you are interested in taking on this role, contact Bob or any of the officers.

An option is to migrate to Facebook, keeping everything safe from nonmembers, retaining the library, but maybe losing the die roller, which I understand sees little use anyway, are options being considered by the Executive Committee.

The value of a club like ours is member communication. It is felt that without either our own website or page, that the club will lose its cohesiveness that has been built over more than 50 years.

Enjoy your matches!



*Twenty-eighth Annual - A.R.E.A. Sanctioned!**Midwest Open 2020****Victory in the Pacific Tournament*****First Place - CV20 Plaque****Second Place - BB20 Plaque****Third Place - CA20 Plaque****Halsey Award – WH20 Plaque****Nagumo Award - CN20 Plaque**

(Best Allied Play of Tournament)

(Best Japanese Play of Tournament)

Salvation Army Corps Community Center, Kenosha, Wisconsin3116 75th Street, Kenosha, Wisconsin 53142.4444**Saturday, February 29, and Sunday, March 1, 2020**

Saturday check in at 8:00 a.m. Rounds of play at 9:00 a.m., 2:00 p.m., and 7:00 p.m.

Sunday morning Christian worship service at 8:00 a.m.

Sunday check in at 8:45 a.m. Rounds of play at 9:00 a.m., 2:00 p.m., and 7:00 p.m.

Awards at end of last game, (about 11:44 p.m.) on Sunday.

\$60.00 if Pre-RegisteredTournament pre-registration must be received by Wednesday, February 19, 2020.

Pre-registration benefits include:

\$20.00 discount off door price.

Confirmed reservation by return mail.

Advance copy of tournament rules and Official VITP Question and Answers.

Tournament seating based on A.R.E.A. rating

Subway-Sandwich lunch and Hamburger-and-Brat dinner on Saturday. Pizza lunch on Sunday!

Follow up letter with final tournament results and your current VITP/A.R.E.A. status.

\$80.00 at the door includes:

Full opportunity to play and win; free A.R.E.A. rating, if you do not already have one.

Subway-Sandwich lunch and Hamburger-and-Brat dinner on Saturday. Pizza lunch on Sunday!

Follow up letter with final tournament results and your current VITP/A.R.E.A. status.

Gallery is FREE! (Freewill contributions to defray costs and cover your meals are accepted.)**Open gaming!** Free to observe tournament in progress. Free to play other games. Come and go at any time.

Possibility to play one round as an eliminator. Possibility to learn between rounds (no promises).

No opportunity to place in tournament – No opportunity to win any prizes. **But still lots of fun!!!****Six Rounds – OPEN SWISS Competition**

Every competitor who brings his own copy of *Victory in the Pacific* will be eligible to play every round, win or lose. Even after losing one round, there is a very good chance of making a comeback and winning the tournament. It is inevitable that the second- and third-place winners will have suffered at least one defeat, and a probability that the ultimate winner will also.

A.R.E.A. Sanctioned tournament!

All games automatically A.R.E.A. rated.

If you are not already A.R.E.A. rated in VITP, you will receive an A.R.E.A. ID and VITP rating.

Bring your own copy of *Victory in the Pacific*!

Having your own copy assures that you will have a place every round.

You may also bring your own chess clock, although not required, as they are provided.

Further information:

Glenn E. L. Petroski
Tournament Director
Midwest Open

2219 73rd Street
Kenosha, Wisconsin 53143.5320
Phone: 262-654-5044
Email: AREA1@ATT.ne

Open Match Requests from Duncan Rice

| | |
|---|------------------------------------|
| 1914 AH | John Troskey (1554) CVS |
| Adv Squad Leader MMP | Scott Romanowski (1965) EFV |
| Advanced 3rd Reich AH | Michael Mitchel (1086) |
| Bastogne: Screaming Eagles Under Siege MMP | Scott Romanowski (1965) EFV |
| Bloody Hell HFDG | Jay Unnerstall (1264) EPS |
| Breakout Normandy L2/AH | Art Dohrman (1551) VF |
| D-Day '61 AH | Richard Passow (1453) EPLX |
| Conflict of Heroes AG | Lourens te Beer (1908) EL |
| East Front CG | Alexander McBay (1966) EFV |
| Eurofront CG | Alexander McBay (1966) EFV |
| To Green Fields Beyond SPI | John Troskey (1554) CVS |
| Jutland AH | John Troskey (1554) CV |
| The Longest Day AH | Max Chee () ELV |
| Midway AH | Edson Ramos (1954) E |
| Mortain Counterattack DG | Jay Unnerstall (1264) EPS |
| Panzer Blitz AH | Douglas King (1961) E |
| Panzer Leader AH | Brian Nickel (1797) V |
| Red Winter GMT | Chuck Leonard (711) VE |
| Rock of the Marne MMP | John Troskey (1554) CV |
| Russian Campaign AH | Jim Dowrey (1951) |
| Russian Front AH | Michael Mitchel (1086) VA |
| Soldiers SPI | John Troskey (1554) CVS |
| Stalingrad AH | George Phillies (697) VZX |
| Tank on Tank LnL | Duncan Rice (1394) V |
| Titan AH | Jim Dowrey (1951) |
| West Front II CG | Alexander McBay (1966) EFV |

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 |

Book Review

Heroes Fight Like Greeks

The Greek Resistance Against the Axis Powers in WWII
by Ronald Drez

319 pages, photos, illustrations too small to read
\$29 ©2009 Ghost Road Press

Reviewed by Omar DeWitt

There is lots of information here on a part of WWII that I was not familiar with.

Greece got into the war primarily because of Mussolini, who was jealous of Hitler's victories. Italy tried to provoke Greece by sinking the Elli, one of its cruisers, and by several bombing raids.

Greece was under the dictatorship of Ioannis Metaxas, a fascist, but it was a benevolent dictatorship. Metaxas liked Hitler but despised Mussolini. However, he did not want war with Italy. Germany offered Greece a nonaggression pact, but Metaxas did not trust it and rejected it.

Italy had conquered Albania and brought in forces to threaten Greece. Then, in winter with insufficient force, Italy invaded Greece. Italy had hoped that Bulgaria would invade from the northeast, but they did not. In the northwest mountains, Greece stopped the Italians and then drove them back until they occupied only a couple of ports.

Italy reinforced their army and tried to attack again, with no success.

Hitler decided to invade Yugoslavia and Greece, which he did.

Britain had helped Greece, since they were the only other country fighting the Axis. They sent airplanes, men, and ships, but they were not enough to stop Germany.

British and Greek forces retreated to Crete, but without most of their heavy equipment. As you know, Crete was also invaded and was lost.

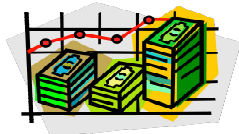
There was Greek resistance and brutal German reprisals. The Germans found it relatively easy to massacre civilians.

This was an interesting book on a rather small corner of WWII.



Treasury Notes

Brian Stretcher



On We Go!

Well, here we are, already more than a month into the new year. My gaming still moves along slowly, although prospects for picking up the pace appear promising. Soon.

Although I did not get any games for Christmas (there were none that I had my eye on at the time), I did get a 1/35 scale Sherman tank model from my wife, which was a nice surprise. Following the holidays, I picked up a copy of the newly re-released **France 1944**, a Designer's Signature Edition from Compass Games, with the usual updated graphics and super-sized pieces and map. This one has the added benefit of a mounted map, which while never necessary, is usually welcome. All for only \$56, so I snatched it up. I have no other games on the breakout from Normandy and campaign across France in 1944. Everything else I have on the Western Front in 1944 either includes the invasion (and the choice of beaches and defenses) or starts at the approach to the Rhine, as in **Fortress Europa** and GDW's old **Road to the Rhine**. **France 1944** has a rather unique combat system, but I have only barely glanced through the rules. Perhaps more to come later.

As I am still prone to occasional mourning for the Mother of Dragons following her inglorious passing this past summer, I did take a look at **Game of Thrones: the Boardgame** for a potential purchase after the holidays, as my son gave me a very attractive book on the pre-history of Westeros, written by George R.R. Martin and published in conjunction with Fantasy Flight Games. The artwork in the book and the game were done by the same company. The book is based on the novels, not the show, and the history ends where the novels and show begin. The artwork reflects that, and is classic fantasy-style art, a la Boris Vallejo, rather than renderings from the TV show. So, I was intrigued. The game is a **Diplomacy**-style game in which the players control the various houses of Westeros as they try to expand their territory. Combat is pretty much along **Diplomacy** lines, as there is no luck involved unless optional rules are used. However, for now I have passed on this title, despite generally good reviews, for several reasons: 1) the basic game covers only the situation in Westeros, leaving out House Targaryen; 2) you can add Essos and the Targaryens (and their dragons) only by getting the expansion kit; and 3) while the game can be played with the base game and the expansion, the game maps don't mate and so Essos is on a separate map, unless you spend another \$35 or so on the oversized expansion map. I understand that is a rollable vinyl mat that links Essos and Westeros together with borders and game charts properly removed to the edges. So, by the time you get all of that (and why would you play **Game of Thrones** without Targaryens?) you've spent \$100 or so on a bunch of very nice components, but for a game that takes eight players to play optimally and apparently has no Vassal module for online play, or at least that I could find. It is hard enough to scrape and keep together five players for a multiplayer game within AHKS, I can only imagine that eight might be more akin to herding cats. Given that you can't play a game based on player negotiations solitaire, it would be an investment in some nice artwork that would probably otherwise never get used. While I am sometimes willing to do that, I couldn't quite bring myself to take that plunge this past month. Maybe another time, or if seven of you tell me you have the game and have a Vassal module and want to play. Then I would have a valid excuse!

Book reviews: WW II in the West, plus the Reformation

Two book reviews for you this time. Needless to say, I picked up both of these on the "under \$2.99" list through Barnes and Noble for my e-reader.

First up is *The Liberator*, by Alex Kershaw (2012). This is the story of Felix Sparks, a U.S. Army officer who rose to the level of battalion commander in World War II. It is a small-unit narrative of his life and the 500 days he spent campaigning in Europe, from the beaches of Sicily, the Anzio landings, the march on Rome, the landings in southern France, the advance to the Rhine, and then finally the liberation of Dachau in 1945.

Sparks served in the 157th Infantry regiment, 45th Infantry Division, also known as the Thunderbirds, as the division drew many of its men from former Indian Country in the American West. As most war narratives do, the book starts with Sparks in his teens, moves quickly through his pre-war career, and then follows him through his wartime experiences. This book was structured through interviews, so it is told from a third-person perspective. The book switches perspectives to well-known commanders and events periodically to give strategic context, but largely sticks to the small-unit action of Sparks' command within the 157th.

The book is well written, and the language used is straightforward; it does not convey the sometimes overly-erudite language that history professors frequently like to use. Sparks was continuously in action, hence the subtitle reference to 500 days in Europe. It took a heavy toll on him and his men, and he made it through the war alive, but he was seriously wounded at least once. Many of his close friends and men didn't make it.

One of the most interesting aspects of the book was the descriptions of the action during Operation Nordwind by the Germans, which occurred in Alsace in early 1945. That was one of the last organized offensives by the Germans of the war. Some of it was based upon interviews of an SS Officer who fought against Sparks' unit. According to the book, the SS trooper had the opportunity to kill Sparks while Sparks was conducting a rescue of his wounded men, but chose not to open fire.

The last action in the book takes place at Dachau, as the 157th was the first unit to liberate the camp. As you might expect, emotions at that time ran rather high, and there was some controversy about some SS guards that were rounded up and shot during the liberation. Sparks, however, survived the war with his reputation intact, as he was the one who stopped the executions by firing his personal weapon into the air as soon as he found out.

Sparks went on after the war to become a lawyer, ultimately becoming a Colorado State Supreme Court Justice. Interestingly, during the later part of his career he became active in campaigning for gun control in the State of Colorado, after a series of killings of children by children on the streets. The NRA was his main opponent. The NRA lost in this case, and Colorado banned the carrying of handguns by anyone under the age of 18. This was Sparks' last battle, and he passed away in 2007.

I know of few games with the 157th as an actual unit. I presume that some regimental games on Sicily and Anzio would have the unit in the OOB. I did find the 157th in Avalanche Press's **Alsace 1945**, a game that goes back to the early-2000s and focuses on Nordwind. I am unaware of any tactical games that have scenarios involving Sparks' regiment, company, or platoon. I'm sure there could be some drawn up using any of several tactical systems. But, most tactical games involving American troops seem to focus on Normandy and the Ardennes, and maybe Market-Garden. Italy and southern France are usually ignored.

The next book is *Rebel in the Ranks*, by Brad S. Gregory (2017). This is mostly a book about the Protestant Reformation, and therefore should be required reading of **Here I Stand** fans. Interestingly, the book came out on the 500th anniversary of the beginning of the Reformation, historically linked to the publication of Luther's 95 Theses. The 500th anniversary edition of the game came out the same year.

The book follows the convolutions of the Reformation from its beginning. Players of **Here I Stand** would recognize many of the individuals, events, and locations described. It is well written, only a little professor-y. As you might expect, there are many beheadings and burnings at the stake, battles and sieges, temporary Catholic resurgences and the ultimate perseverance and spread of Protestantism. However, as the book makes clear, Luther's version of Protestantism was not the only version, as Protestants quickly fractured into a litany of groups that practiced variations on a theme. Indeed, Luther's version (i.e. Lutherans) ended up a relatively small group among many. The game's representation of Protestantism as a unified rebellion is misleading but provides for proper overall results within a manageable format.

Note that I said the book tracks the Reformation from the beginning, but not to its end. That's because a main thesis of the book is that the world as a whole, especially in the West, is still in the throes of the Reformation, and in no place is that more apparent than the United States. I would not have expected a book with a picture of Martin Luther on the cover to end with a discussion of American politics and the presidency of Donald Trump, but it is clear that once the 30-Year's War was over and Europe lost the general willingness to fight over the issue of imposing religion, the concept of practicing whatever religion you want (or not) was here to stay. That process ultimately saw its greatest impact in the United States, which enshrined those rights in the Constitution; people immigrated here to avoid the pressures of being expected to practice the various state-sponsored religions, whatever those might have been. Your Second Amendment right to practice religion as you choose (or not) can be traced back to Martin Luther, and we still deal politically with the aftermath of allowing so many differing views, for better and for worse.

Dominica

My wife and I recently returned from a week's vacation in Dominica, a southeast Caribbean island. It is a beautiful place of high volcanic mountains, jungle, boiling lakes, hot sulfur springs, and some pretty intense hiking.

As with any place I go, I am curious about any military history of the area, as I presume most of you reading this are as well. I expected little on a relatively remote Caribbean island, but apparently they did have a fairly lively military history during the colonial period. Originally settled by the Arawak Indians from Venezuela a few hundred years BCE, they were eventually displaced by African slaves who were working the various European sugar plantations on various Caribbean islands. These "native" Dominicans became known as Maroons. Not to leave any indigenous or semi-indigenous peoples alone, the Spanish tried to establish a colony there but it failed. Then came the French, who wanted the island for timber and coffee plantations. The Maroons resisted, but the French persisted and gave the island its name, Dominique, which later became Dominica. Any guess as to what happened next? Since the French had it, the English wanted it, so they took it from the French during the Seven Years War. The Maroons resisted again, but ultimately resistance was futile. The English continued to run things there until Dominica was granted independence in 1978. For a long time, the island was known for its

banana and lime industries, but those times have passed. The primary industry there now is tourism. There are some colonial forts and cannon situated around the island, but that's not the main draw. Adventure tourism is probably the most apt description of the primary industry.

Most recently, the island was devastated by hurricane Maria, the same one that pounded Puerto Rico in 2017. Much of the natural beauty of Dominica has recovered. A lot of the housing and the economy has not. Being volcanic, there are not a whole lot of sandy beaches (and the sand is black, not white), and marginal snorkeling, although it is becoming well known for diving in addition to hiking. A number of scenes from *Pirates of the Caribbean 2* were shot there. It has (generally) a very nice climate, the people are friendly, and it is a safe place for tourists.

We stayed at an all-inclusive resort called Jungle Bay. A wonderful place, high on a mountain overlooking the Caribbean (actually sitting on the inside lip of a rather lush volcanic crater). Wonderful food, wonderful staff. The whole island takes US dollars as well as Eastern Caribbean dollars. Water is safe to drink. There are good local rums and produce. I would not want to drive there, as the roads are narrow and very winding. Driving is on the wrong side of the road and the people are allowed to park their cars just about anywhere, making navigation a challenge. Dominica is not particularly easy to get to, taking about 12 hours for us from Charlotte, NC, including layovers and ground transportation. It is a lot longer from the west coast. Well worth it, however. Put it on your bucket list!

Some Additional Thoughts on Online Multiplayer Games

I thought I would follow up on Jeff Miller's article from the last issue, since we were supposed to co-write the thing but could never find the time to coordinate.

I am in general agreement with what he wrote. Particularly about the need to commit to play a multiplayer game if one is going to play at all. Give people time to make their moves, but feel free to inquire and don't be offended by being prodded to make your move. A general time frame to make moves is indeed warranted, but all must recognize that real life frequently intrudes (hence my comments about trying such a game with eight players). Everyone needs to watch for errors, as some can be game ending if not caught in time and corrected. Little errors might be easier to let pass if not caught, but can still be annoying and lead to hard feelings. Thus, while it is important to keep on schedule, it is equally important to take one's time and review step-by-step the moves taken since your last turn. If there is no formal GM but one or two players assume pseudo-GM status, let them. Play will be smoother that way.

I am a proponent of witty banter during play. It can add to any game, and historical commentary also can add to the fun. Jeff, I know, likes to dish it out. Propaganda can be particularly useful in a multiplayer game. However, it is possible to carry such commentary too far, especially when motives are assigned to everything that people say or do, even outside gameplay itself. I personally don't like my motives questioned when I am legitimately trying to help someone learn the game. Even in diplomatic games, it is important to recognize that not everything everyone says is a lie, especially when the discussion is about rules and general play of the game. Learn your gaming group, and tailor your comments accordingly.

Along similar lines, in any game which involves diplomatic cooperation, it is important to recognize that going it alone all the time is not likely to produce success. It is necessary to trust some of the other players at least some of the time, or the game will not really work. Imagine a game of **Diplomacy**, for exam-

ple, where none of the players actually communicated with any of the others. You get the same result if no one *ever* trusts anyone else to do what they have agreed to do and play accordingly. Yes, you have to guard against the serious stab, but you cannot guard against every possibility or the game will not work like it's supposed to.

Finally, here is a list of technical things to consider to make your online games a little easier. Some of them may overlap with Jeff's:

1. Look over each move as soon as you can after it comes in. It is dangerous to let a pile build up without looking at them, as there may be an error in one of them that only you catch or that affects only you.
2. Keep the last file you received in your inbox. That will give you an idea of the amount of time since the last move and make it less likely that you will forget that your turn is up when it's time.
3. **CHANGE THE HEADERS!** If it's Spring, 1910 and you're the Ottoman player and your email header still reads "England Fall 1905," you are failing to communicate that what you are sending is important to the current game status or all of the players.
4. Include a brief summary of your move in the body of your email. It doesn't need to be much, and you don't have to write out your entire move, but if you write "France besieges Genoa" and your move file doesn't show that occurring, then your commentary quickly identifies a potential problem. Similarly, if your move could require possible action by another player, you want to let that player know so they know to look at the move today rather than sometime next week; England may not care that France is campaigning in Italy, but moving fleets into the English Channel might warrant a response. You might even put calls for obvious immediate action in the header (e.g. need a decision on a French retreat before proceeding).
5. Give everyone at least an opportunity to look at the move before moving on. A safe amount of time is probably about 24 hours after the move is received. If Jeff moves and I send out a response immediately after receiving it and Bob sends out a response immediately after that, then Ken discovers an error in Jeff's move that carries through all the others, there might be a big problem. Going too fast can sometimes be almost as bad as going too slow. A good average would be two-to-three days per player move.

6. A simple one, but make sure that when you are sending your moves as a reply, you are replying all and not just to the player who sent the last move. It happens, and I have been guilty of that one more than once. If you don't know, send out the email again with your logfile or recording attached. I would rather get duplicate moves than no move at all. Similarly, if you are in private negotiations, make sure you don't reply all unless you want to reveal your evil ways to all the other players.

I think that covers everything I wanted to address in conjunction with Jeff's article. Multiplayer games can be great fun, but they can also be frustrating at times. You can minimize the rancor and keep things moving smoothly simply by putting a few common-sense measures into practice.



My Tank

Although Omar may not have finished his yet, I sent him a picture of my Mark I model, 1/76 scale. Finished in early fall, but I forgot to send it in last issue.

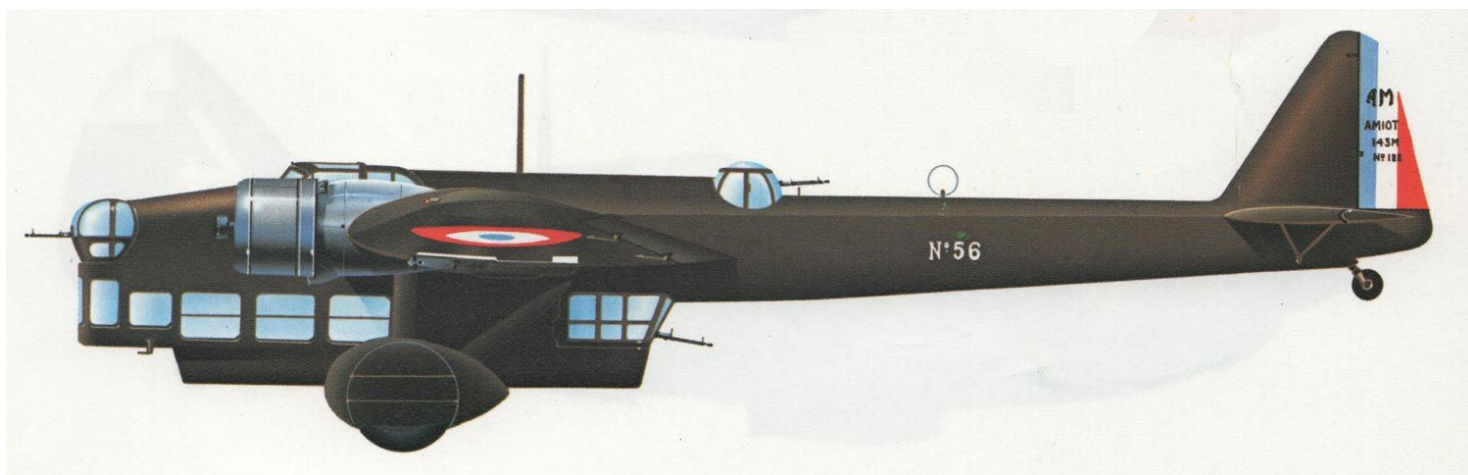
Treasurer's Report

I have received some contributions this month for those still without email, but those have not yet been deposited, because I expect a couple more.

| | |
|--------------------------------|--------------------|
| Total balance 11-29-19: | \$ 8,304.63 |
| Dividend 11-30-19: | 1.71 |
| Dividend 12-31-19: | 1.76 |
| Total balance 1-30-20: | \$ 8,308.10 |

As a short cut comparison, last year at this time our balance was \$ 8,692.07, from a starting balance of \$ 9,000.79 at the start of 2018. You can see the downward trend from year to year of about \$300.00 to 400.00. Nothing to worry about, as that still leaves us funds for more than 20 years even if nothing changes.

Until next time!



Amiot 143M

Top 40 as of January 15, 2020.

From Dave Bergmann

| RANK- ING | NAME | AHIKS # | RATING | GAMES | QUALIFIERS | OPPONENTS | QUALIFIERS | TITLES | QUALIFIERS | DATE OF LAST RATED GAME |
|--------------|---------------|---------|--------|-------|------------|-----------|------------|--------|------------|----------------------------|
| 1 | WINDSOR, R | 450 | 1960 | 73 | N | 30 | M | 10 | H | 7/15/1991 |
| 2 | CREEGER, J | 606 | 1925 | 20 | G | 9 | G | 4 | D | 8/7/1987 |
| 3 | MCCARTHY, K | 496 | 1885 | 19 | G | 8 | F | 4 | D | 12/31/1988 |
| 4 | YOUNG, G | 1371 | 1860 | 21 | G | 10 | D | 4 | D | 1/1/2000 |
| 5 | LANDRY, P | 707 | 1780 | 32 | I | 11 | H | 6 | F | 10/21/1989 |
| 6 | FICKBOHM, A | 901 | 1775 | 10 | D | 5 | E | 3 | C | 2/25/2006 |
| 7 | CROSS, R | 336 | 1770 | 103 | Q | 41 | P | 40 | R | 2/21/1994 |
| 8 | TRUESDELL, P | 334 | 1755 | 15 | F | 8 | F | 4 | D | 7/14/1992 |
| 9 | UNNERSTALL, J | 1264 | 1720 | 20 | G | 11 | H | 11 | I | 7/24/2019 |
| 10 | STRETCHER, B | 885 | 1715 | 80 | N | 30 | M | 33 | P | 9/10/2019 |
| 11 | HELLER, R | 1007 | 1705 | 76 | N | 23 | K | 18 | L | 10/16/2014 |
| 12 | PASSOW, R | 1453 | 1700 | 19 | G | 5 | E | 8 | G | 1/2/2014 |
| 13 | PAUL, M | 1578 | 1685 | 11 | E | 7 | F | 4 | D | 1/26/2011 |
| 14 | MINSHEW, C | 1222 | 1665 | 36 | I | 15 | I | 9 | H | 11/4/1997 |
| 15 | DANDY, G | 916 | 1660 | 17 | F | 7 | F | 7 | G | 5/7/2019 |
| 16 | O'CONNOR, E | 1243 | 1655 | 34 | I | 14 | I | 8 | G | 7/28/2015 |
| 17 | DEWITT, O | 44 | 1645 | 107 | Q | 33 | N | 34 | Q | 4/28/2019 |
| 18 | GRANT, D | 377 | 1645 | 22 | G | 9 | G | 11 | I | 5/18/1988 |
| 19 | TROUT, J | 786 | 1645 | 20 | G | 9 | G | 5 | E | 6/20/2003 |
| 20 | SHURDET, R | 914 | 1640 | 15 | F | 6 | E | 5 | E | 2/6/2012 |
| 21 | LOWOOD, H | 1107 | 1635 | 33 | I | 13 | H | 11 | I | 10/31/1999 |
| 22 | JEHLEN, C | 1355 | 1630 | 34 | I | 12 | H | 4 | D | 6/3/2003 |
| 23 | STANLEY, W | 136 | 1625 | 76 | N | 29 | M | 24 | N | 11/4/1991 |
| 24 | KRAUS, F | 444 | 1625 | 30 | H | 16 | I | 8 | G | 2/2/1995 |
| 25 | WHITE, M | 842 | 1610 | 15 | F | 4 | D | 9 | H | 5/15/2018 |
| 26 | HEISER, P | 1051 | 1605 | 69 | M | 29 | M | 13 | J | 5/12/2012 |
| 27 | JERKICH, L | 544 | 1605 | 14 | E | 6 | E | 6 | F | 7/10/2007 |
| 28 | WOOD, R | 1293 | 1595 | 26 | H | 12 | H | 7 | G | 3/31/2003 |
| 29 | DRIVER, S | 1567 | 1595 | 16 | F | 7 | F | 4 | D | 1/25/2014 |
| 30 | GERBER, H | 1135 | 1585 | 14 | E | 6 | E | 6 | F | 3/3/1994 |
| 31 | XANTHOS, C | 1263 | 1585 | 9 | D | 5 | E | 4 | D | 4/6/1994 |
| 32 | SANDER, J | 1339 | 1580 | 33 | I | 5 | E | 4 | D | 4/3/2018 |
| 33 | JODOIN, J | 357 | 1580 | 32 | I | 16 | I | 16 | K | 7/1/1995 |
| 34 | DECK, L | 341 | 1560 | 38 | J | 23 | K | 14 | J | 10/9/1993 |
| 35 | FASSIO, M | 1210 | 1555 | 41 | J | 9 | G | 14 | J | 5/22/2015 |
| 36 | LINDOW, B | 988 | 1550 | 43 | J | 21 | K | 12 | I | 9/29/2004 |
| 37 | ZENKTELER, W | 614 | 1550 | 75 | N | 16 | I | 15 | K | 2/2/1997 |
| 38 | LONGEST, C | 1413 | 1545 | 29 | H | 13 | H | 9 | H | 9/12/2004 |
| 39 | GOHEEN, G | 289 | 1545 | 29 | H | 8 | F | 12 | I | 12/31/1980 |
| 40 | HOLTZ, T | 364 | 1540 | 45 | K | 20 | K | 13 | J | 2/28/2009 |

A rating qualifier of "C" or greater is required in all categories in order to be listed.

From the Ratings Officer

Dave Bergmann

I hope this finds you enjoying gaming and life as we start into the new decade of the 20s. It does make one ponder the rapidity of time gone past. It seems not that long ago when "2001 A Space Odyssey" was released to the theaters in 1968. Suddenly 2001 was here and then disappeared behind us 19 years ago!

On a more somber note, a number of members I have been gaming with over the last couple of years and beyond have had to drop out of matches due to poor health and or having to deal with responsibilities for ill members of their families. Disappointing when a reliable gamer must leave an exciting game, but gaming is just that. Life's responsibilities obviously trump everything else. The ranks are growing grayer but there is a steady albeit slow flow of new members. I am not aware of their ages but hopefully there is a number of younger folks filling the ranks. It would be interesting to track the average age of the membership year to year.

Rated match submissions have continued to remain very steady over the last five years with the exception of 2019 when there were a few less. Here are the totals.

2015 - 34

2016 - 33

2017 - 33

2018 - 32

2019 - 25

Of course, this is only a percentage of the total games played by the Society since I suspect many games are not submitted for a rating.

The information coming in on the ratings forms is almost always complete, but, if you are sending in match results via an email, take special attention to include all the appropriate details:

THE GAME TITLE AND PUBLISHER

COMPLETION DATE OF BOTH GAMES IF THERE ARE TWO.

MEMBERS NAMES, FIRST AND LAST

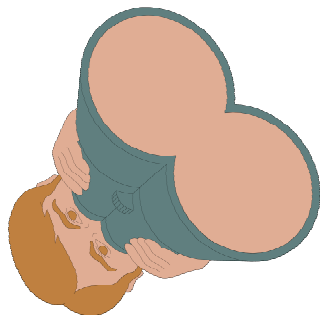
MEMBERS MEMBERSHIP NUMBER

WHO PLAYED WHICH SIDE AND WHO WAS

VICTORIOUS PLAYING WHICH SIDE

If you intend to play two games, retain your report to me until both games are complete. If you play only one game, then upon submission of your results make it clear that it is a one game match.

If you have any questions regarding your rating, don't hesitate to contact me, and I will answer them to the best of my ability. Thank you and the best to you all for 2020! Address info on page 12.



Comments on Anzio

from Tom Oleson

Dave Williams is the original designer of **Anzio**. Original game was a mess on two accounts: confusing rules, worst map ever, although attractive. I published a hex by hex clarification. More than half the hexes were ambiguous. Game was out of print 2 years. I bought all the remaining stock which motivated DG to ask me to revise it. AH not too happy to have paid me \$500 for the work. I paid Simonitch to redo the map. At one point DW threatened to sue me. Rich Berg advised him to drop it. Hasbro wrote me a letter ceding to me the rights to **Anzio**. I do not recall exactly when all this happened. I have never contended that **Anzio** is any better than any number of games, indeed, in some ways less engaging than for instance Bulge or the many Stalingrad games. By chance, it kind of fell in my lap, and I had a lot of opponents and still do. Kind of ironic that DW wanted to sue for my stealing the map, which was probably the worst wargame map ever, due to the ambiguities. RB cautioned him impossible to copyright maps. I was grateful to Rich for all this.

Upcoming Events

Feb. 14-16, Toledo, OH

BASHCON

<http://ut-bash.com/>

Feb. 27-Mar. 1, Boston, MA

PAX EAST

<https://east.paxsite.com/>

Mar. 5-8, Layton, UT

SALTCON

<https://saltcon.com/>

Mar. 20-22, Lancaster, PA

ZENKAIKON

<https://zenkaikon.com/>

Apr. 3-5, Austin, TX

FNORDCON 2

<http://www.sjgames.com/fnordcon>

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

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. 6

Part II. Game Analysis: The Sample Game

This Chapter makes a tactical analysis of the moves seen in the Sample Game, shown in Part II of the book. The Russian player was happy to admit that he had not played in a while. He hung on gamely month after month. Having said something about the real Russian player, we now resume our custom of referring to the German player as “he” and the Russian player as “she.”

The previous discussion of this game in Part II described what was happening. This analysis considers a few of the tactical issues involved in the moves.

Chapter Twenty-Seven -The Russian Opening



Figure 105 Russian Starting Position - Finland.

We start with the Russian opening. In Finland, many players either begin with a very weak defense in Finland, four or so units, or a much stronger force, ten or so units. Here we see a compromise, seven units. That’s a lot of units to be tied up not doing anything. The Russian only has 34 of them. Seven is not many units to be making attacks.



Figure 106 Russian Starting Position - Central Front.

The Central Front satisfies the most important test of a defense, namely the critical defensive lines of the Neman and the Bug are being held in such a way that the German cannot make a successful 3-1 on either of them. The Russian has all

her 5-7-4s on one end of the line, and all her 4-6-4s down in Rumania, rather than a mix of both types of unit on both the Central and the Southern Fronts. This unbalance will become interesting when it becomes time to sacrifice units other than 2-3-6s as delaying units. If the Russian had instead placed the 2-3-6s on U18 and X15, the units now on T18 and U19 would for one turn have been freed up to hold Y16 and Z16 or S18, allowing the 7-10-4s to be placed in Brest-Litovsk on turn 1 and still be able to reach their current position on turn 2.

There are many defenses of the line CC14-San River-11 file. This one allows the San to fall immediately. A 4-6-4 on EE12 would be less likely to serve as an accelerating unit, by making it harder for the German to advance after combat onto EE12. The defense also yields GG10, which is more problematic. In a turn or two, the Russian will be trying to hold GG12 to anchor his control of the Carpathian mountains. Germans that reach GG10 this turn can reach GG11 and attack GG12 next turn. If the Russians used area denial against GG10 this turn, relatively easy because they would be sitting on FF11 or GG11, which are mountain squares, the Germans would have no way to move into GG11 before turn 3.



Figure 107 Russian Starting Position - Southern Front.

The South shows a fairly orthodox defensive position. An alternative modern line has the Russians holding one square forward, behind the line of the Siret river. Observe that the Russian does not try to hold the Carpathians at all, thus yielding without a fight an intrinsically doubled defense line. NN14 is attractive as a defensive position, because it is doubled on defense. It is not entirely attractive as a defensive position, because the Germans can attack it at good odds from four sides. The Russian tries to hold NN14 with a 6-9-6, which is a fairly conventional choice. If the Germans want to make the soak-offs, the 6-9-6 is not 3-1-proof. The Germans would need to put ten armored factors into Rumania, but they could make a 3-1, no retreat (for the defender) attack on the 6-9-6. Critics will note that taking NN14 and pushing the Russians back to the Dneestr, given that the Germans will occupy the line of the Prut, does not advance the German position very much, because the Germans will still be behind a solidly-held river line.

To be continued

From the Editor

Your editor is being sent overseas again. Sue and I will be gone from May 26 until the end of June. This, of course, will affect the June newsletter. It is possible to publish the newsletter two weeks early. However, I was wondering if any of you would like to edit/publish **one** newsletter. If you think you might be interested, let me know, and we can go into it further.

I am going through a game resurgence. You know that George Phillies is tutoring me in **Stalingrad**. I am also playing **D-Day '61** with Richard Passow, and Joe Barrette and I are starting a **Waterloo** game. All old AH games you notice. Yes, that means I don't have to learn new rules!

Richard wanted to play with the original rules to **D-Day**, however, so I am learning a few "old" rules. If you have played the game, you undoubtedly played with the later rules, as I did. There are some strange rules in the original version and some bizarre rules. The paratroop units could take off from anywhere. If a unit crosses a river and attacks, the defender is doubled. The most bizarre rule was in the Q&A section of a *General*.

"Q: The instructions say that if a unit in the first wave of an invasion is unopposed, it moves ashore and if it, then, is adjacent to an enemy unit it must attack. Does this mean only adjacent normal squares, or does it include unit behind rivers and forts?"

"A: Only adjacent, non-doubled normal squares."

Wow! It has to attack units in the open, but not units in bunkers!

An early question was:

"Q: The rules state that Paratroopers are not allowed to drop into squares adjacent to German Troops. Does this rule apply if the square, while being adjacent, is not in the German Unit's zone of control such as a Fortress or across the river?"

"A: The rule applies regardless of whether German zones of control extend to the adjacent square or not."

A later question was:

"Q: Can paratroopers be dropped next to enemy units if there is a river between them?"

"A: Yes."

I find the questions strange because the answers were clear to me in the rules. They are also strange because the questioner did not read the previous issues. The answers are strange because they obviously were the answers of a secretary who had not read the original rules.

However, Richard and I are struggling on, although I am doing more struggling than he is.

I don't know how many of you remember Joe Horne [Harold Joseph Horne], who was our Treasurer for many years. He passed away last year, and I forgot to mention it in the newsletter. Joe was an excellent Treasurer, back when dues were paid yearly, and a dedicated member. He was ill for several years before his death. I was sad that he was no longer with us. I am sure I am not alone.

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PUBLICATION DEADLINES

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

Avalanche Press

Parachutes over Crete is a complete Panzer Grenadier game based on the Battle for Crete. There are 39 scenarios based on these battles, organized into four "battle games" that allow you to play the scenarios in sequence toward your army's operational goals. \$80



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

Canvas Temple Publishing

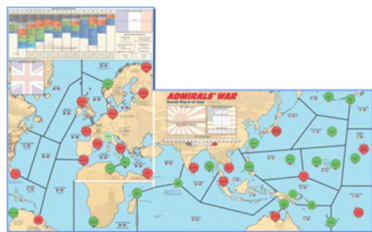
Admirals' War is a board game recreation of the strategic naval situation in WWII, from the early months of the Atlantic war to the decisive Battle of the Philippine Sea in late 1944. Although all the major combat ships in the Axis and Allied navies are portrayed in the game, and although the board shows all the battle areas from the Barents Sea to Samoa, **AW** is only a basic simulation of the war on a strategic level, with most of the tactical details represented by simple game mechanics. The resulting game is fast-paced and fun to play, but it is not as realistic as many other simulations.

Much of **AW** is derived from mechanics used in Avalon Hill's classic game **Victory in the Pacific** (VITP), applying a modified version of that system to the sea wars in both the Atlantic and the Pacific, essentially combining that title with its older brother **War at Sea** (WAS), which was published in turn by Jedko Games and Avalon Hill.

Players familiar with these older titles will immediately notice that the mapboard representing the Pacific is structurally similar to its predecessor (except for the western portion), whereas the map for the Atlantic theatre has changed radically. This was done for two main reasons:

- 1) to more seamlessly combine the mechanics of the two games
- 2) to better reflect the nature of the Atlantic naval fighting.

The original **WAS**, for all its appeal, essentially recreates a Jutland-like scenario using a WW2 order of battle, something that never really happened. The Battle of the Atlantic from 1939-1944 was much more a game of hide & seek – or even whack-a-mole – than anything else. Also, the U boats that were so central to the real war were relegated in **WAS** to very much a supporting role. This game attempts to address those issues while still maintaining most of the original system's simplicity and minimizing special rules that apply to only one theatre or the other. The solution selected is to replace the patrol-only, one-or-two-area moves of **WAS** with the patrol-raid and up-to-three-area structure of **VITP**, but simultaneously dividing the Atlantic and Mediterranean into more areas. This combination satisfactorily restricts the range of the Axis ships, but at the same time gives them added options, thus presenting the Allied player with a far more complex blockade/anti-submarine problem. \$120



https://canvastemple.com/index.php?main_page=product_info&products_id=4

Clash of Arms

Wings of the Motherland, The Air War Over Russia. \$135
<https://clashofarms.com/WingoftheMotherland.html>

Compass Games

France 1944 covers the historical events that led to the liberation of France, Belgium, Luxembourg, and the Netherlands during the Allied drive on Germany that ultimately led to the end of the war in Europe. The game begins with the Allies (British, Canadians, French, Polish, and Americans) already well established in France following the June D-Day invasions. As depicted at the outset of the game, Allied units are still bogged down in the rough terrain near Normandy, and their progress has been slow thus far. Nevertheless, Allied strength has built up at a faster rate than the German. At game start, the Allies are built up sufficiently to attempt their breakout and begin their race toward the German frontier.

This is the game that pioneered Herman's HQ activation/reaction system where you use supply to activate HQs that in turn activate units to conduct operations. Post an activation; the opposing player can use some of his precious reaction points to send a critical unit into the lines to plug a hole or activate an entire army counterattack. This unique Headquarters activation system helps capture the ebb and flow of battle, with options becoming more limited during each monthly turn as actions are expended.

This Designer Signature Edition provides a fully updated treatment to the 1986 release by Victory Games that honors the original game design while introducing some new design elements and additions. The most exciting addition is the promise of



the all-new companion game covering the East Front, **Russia 1944**, that will allow you to link both games together to cover the latter stages of World War II across all of Europe. **France 1944** introduces an all-new, streamlined combat system (non-CRT based), new Falaise Gap introductory scenario, and the time covered has been extended from March 1945 to May 1945 and now includes a broader territory with additional terrain features that stretches east to Berlin. For your gaming enjoyment, this game has been super-sized and features a mounted map and larger counters to deliver an optimal play experience that can be completed in a single sitting. \$55/\$69

<https://www.compassgames.com/france-1944-the-allied-crusade-in-europe-designer-signature-edition.html>

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

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

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

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



Amerika Bomber: Evil Queen of the Skies is a solitaire, tactical level game which places you in command of a hypothetical, yet historically based bomber aircraft during a frightening look at what might have been in World War II. Each turn consists of one sortie, during which the player will fly a mission to bomb the mainland of the United States. As the player progresses, he may choose to upgrade to even more advanced bombers in this alternate history game. **Amerika Bomber** is based on the popular, action-packed **B17: Queen of the Skies** system and pays homage to Glen Frank's original system, but with streamlined routines and a few twists. It builds a strong narrative around the pilot as you look to earn skills, rise in rank through promotion, receive awards and survive a dangerous year above America.

The objective of the game is to conduct numerous sorties in the role of a bomber pilot and rack up a high bombing percentage total. Pilots may use the experience gained to improve their odds of success by purchasing skills. Awards and technological advances via use of the technology track help to narrate the player's eventual goal – to become the "Scourge of Amerika" and end the war in Germany's favor.

The system is packed with rich technical detail based on proposed aircraft designs, but without the complexity to capture the key facets of a hypothetical strategic bombing campaign over America. There are 5 bomber aircraft models available to pilot. For each bomber, you will be using the date of availability, speed, area of operations based on originating base, individual weapon systems, damage, and crew status.

Players are assigned to the hypothetical air base in the Azores, and conduct bombing missions from there while Type XXI U-boats stand by to provide "lifeguard" duty if required.

Besides the focus on hardware, the human aspect of the war is captured as the Pilot and Crew can improve over time via the acquisition of skill and "Ace Gunner" status. In addition to having streamlined combat routines to facilitate ease of play, the game includes a major change by the inclusion of the "Technology Track." This system allows the player to decide which technological advances he wishes the scientists to pursue in order to improve his combat effectiveness. Some are based on survival, some on increased bombing accuracy – it is a major decision the player must make each month.

Game play moves quickly, following a set sequence of events that are repeated until the end of the game. Once you have your initial pilot and crew along with your assignment, play proceeds by checking for enemy aircraft along your path as you travel to your assigned mission – to bomb a multitude of targets on the

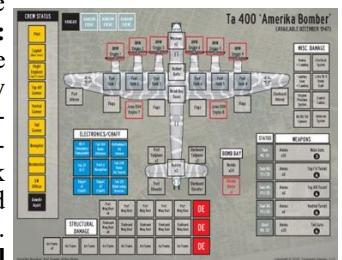
mainland United States. Combat consists of interception from U.S. carrier and land-based aircraft, depending on where the player is currently located, and the U.S. anti-aircraft guns will also pose a major threat upon approach to the target. After bombing and returning to base, landing operations occur, with the weather playing a factor again as part of the landing procedure. When the mission is completed, you will ascertain if any awards have been earned or Experience points gained prior to your next sortie. Here you can also spend Experience points if desired to gain skills and may request a new bomber type if one is available. You will repeat this process by going to your next sortie until shot down and killed, or until the end of March 1948, should you make it through unscathed.

This game is highly accessible to those familiar with the **B17: Queen of the Skies** system. The game system lends itself very well to capturing the tense feelings of being on a bombing mission, and gives a frightening look on "what might have been" had the Allies fared poorly in the war.

While **Amerika Bomber: Evil Queen of the Skies** is designed as a solitaire gaming experience, additional options for play are provided for both multi-player cooperative and competitive gaming sessions.

Amerika Bomber: Evil Queen of the Skies is meant to be a highly playable and interesting solitaire game covering a strategic bombing campaign that never occurred. But it is also a sobering look at what might have happened if World War II had gone differently. \$54/\$69

<https://www.compassgames.com/preorders/amerika-bomber-evil-queen-of-the-skies.html>

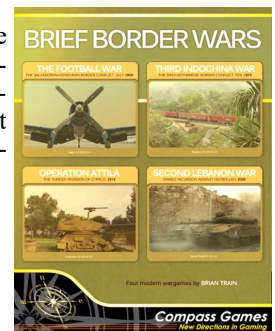


Brief Border Wars is a quadrigame or set of four mini-games on short border conflicts of the 20th and 21st century, using a card-driven system that models the chaotic, stop-and-start nature of these impromptu wars.

The four conflicts include:

El Salvador vs. Honduras, 1969
 The Turkish invasion of Cyprus, 1974
 China vs. Vietnam, 1979,
 Israel vs. Hezbollah, southern Lebanon, 2006 \$52/60

<https://www.compassgames.com/preorders/brief-border-wars.html>



Firefight Games

Pershing's Folly - U.S. Army in Mexico & the Hunt for Pancho Villa 1929 is a PDF game; we will email you the PDF copy of the game within one business day of purchase.

Pershing's Folly: US Army Operations in Mexico, 1916 covers the US invasion of Mexico to hunt down and kill Pancho Villa and his army. This ended up a fiasco because of Mexican army and Villista's opposing the US troops deep penetration. The Americans entered blind and relied on informants to provide whereabouts of Pancho Villa and his 1500-man army.

Added to this was the suspicion that a German unit might be present instigating unrest. \$12

<https://www.nobleknight.com/P/2147791231/Pershings-Folly---US-Army-in-Mexico-and-the-Hunt-for-Pancho-Villa-1929>



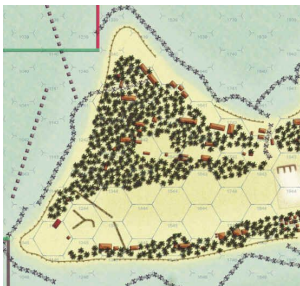
Grognard Simulations

Death Ride Tarawa This four-day battle is one of the more gruesome fights in the Pacific Theater. This game showcases a unique landing system. While the fight to capture the island is not really 'in doubt', the Marines have a difficult time of wresting control of the place from the tough Japanese defenders. The main battle campaign starts with the Marines aboard their transports. From there they must move onto the landing craft and make their approaches to the beach. The fire from the Japanese ashore is heavy and, as the Marines discovered to their dismay, the reef causes a major disruption in the landing plan. It also creates plenty of easy targets for the Japanese player to hammer. Once ashore the Marines are going to be hammering away with everything they have and the dug in enemy positions are hard to eliminate. Securing the island within 4 days is no picnic and playing it safe will not cut it. The Marines need to be aggressive and willing to take casualties in order to move forward.

In the Landing system all Marines start on their transports. When they become available on the Wave Chart, they are loaded onto their landing craft. From there they move to the Landing Craft Beach Chart. From here the Landing Craft determine which hexrow of the beach lane they will enter the map. This can cause some serious traffic jams. Then the landing craft make their run ins to the beach. This is pretty exciting in itself, but then the Marines find wire and mine obstacles waiting for them in front of the sandy beach.

These cause major problems in landing. The net result of all this is some very high nervousness about whether the Marines will get a solid bridgehead ashore. The most problematic beach is RED 1. The Marines here almost didn't make it, and it is where the 'the Issue is in Doubt' quote comes from. \$175

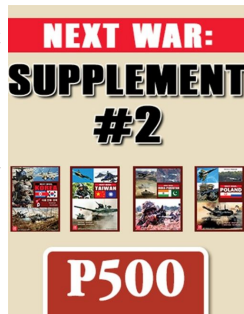
<http://www.grognardsim.com/death-ride-tarawa.html>



GMT Games

Next War: Insurgency is, by far, the bulk of this Supplement. These rules will allow players to conduct an insurgency against the player occupying their country using new rules. Alternatively, they will allow an occupier to attempt to crush the insurgency in the country they've supposedly just defeated. A new Sequence of Play is provided which simplifies overall game play. Elements of both the Standard and Advanced Rules are used. For instance, air power is handled with a version of the Standard Game Air Points. The COIN player will get to have his HQs and SOF, but he'll also have to maintain supply lines. These rules will introduce new concepts such as unknown units (Direct Action Cadres and Political Action Cadres for the insurgent player) as well as Breakdown Battalions for the COIN player plus several other rules tweaks so that players can fight an insurgency/counter-insurgency campaign. There will be at least four scenarios in the final product: \$20

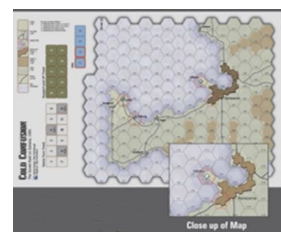
<https://www.gmtgames.com/p-680-next-war-supplement-2.aspx>



High Flying Dice Games

SAC All Out Thermo-Nuclear War against the Soviet Union, 1962

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



Cold Confusion, The Soviet Raid on Iceland 1985 \$15

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

Hollandspiele

Kingdom of Dyflin is An Expansion. You need **The Great Heathen Army** to play this game.

The Great Heathen Army was a collection of eight Viking land battles set in what would become England. This scenario book expansion provides four new battles set during the same period in Ireland, utilizing the maps and counters from **The Great Heathen Army**.

Cenn Fuait (917) finds the Irish on the offensive until the sudden arrival of enemy reinforcements turns it into a desperate rearguard action. Ath Cliath (919) sees six Irish Kings band together in a disastrous attempt to break Viking power. At Glen Mama (999), rivals Brian Boru and Mael Sechnaill join forces against the rebellious Mael Morda and Sigtrygg Silkbeard, with Dublin as the prize.

And, finally, there's Clontarf (1014) - one of the most famous battles in Irish history. This is the big one, folks - the biggest and longest battle in the entirety of the Shields & Swords II series, sprawling across two maps, with over fifty units on a side. \$15 <https://hollandspiele.com/products/kingdom-of-dyflin>



District Commander is a series of operational games on counterinsurgency situations. The players alternate activation of groups of units (stacks) to perform discrete operations (missions) through the expenditure of Task Points (TP). Some missions are Tactical Missions - straightforward military tasks such as performing patrols, ambushing or attacking enemy forces, or moving from one place to another - and these may be performed multiple times by a stack during a turn. Other missions emphasize the "non-tactical" end of the campaign, establishing friendly influence, control, and infrastructure in an area, reducing the enemy's claim to the same, and recruiting or training troops. These missions take more time to perform and so unlike the tactical missions may be the only mission performed by the stack during the turn.

Missions are resolved by play of secretly held Chance Chits, each with ratings that are better or worse for certain types of operations. Chits are played simultaneously, and the ratings compared, modified by units, assets, and the current board state to determine the outcome. Using the right chit at the right time - knowing when to save a good chit for later and when to use it,

and trying to determine if your opponent is going all-in or holding back - will require steely judgment in an atmosphere of doubt and deception.

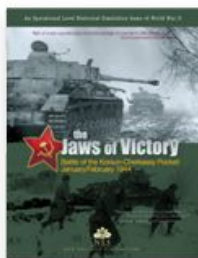
All this is done in pursuit of objectives handed down to you by your superiors (i.e., chosen randomly) and kept secret from your opponent - objectives that may even change over the course of the game. Within this framework, the two sides - Government and Insurgent - play very differently, with the Insurgent player, in particular, depending on bluff and deception to achieve his goals. A large number of variant rules allow you to turn the game into a sandbox for exploring counterinsurgency doctrine and practice.

The second volume is **District Commander Binh Dinh**, set in the jungles of Vietnam circa 1969. This is a period of transition that sees Government forces shifting their focus from pitched battles to providing population security and pacification. Each player has very different tools - here, we have rules for Agent Orange, the Phoenix Program, and the Ho Chi Minh Trail, among others - with which to pursue a sometimes shifting set of operational goals in a highly-customizable sandbox. \$45/\$50 <https://hollandspiele.com/products/district-commander-binh-dinh>



New England Simulations

The Jaws of Victory (Battle of the Korsun-Cherkassy Pocket, 1944) is a 2-map simulation of the January-February 1944 battle of the Korsun-Cherkassy Pocket that took place in the Ukraine. It's a classic pincer movement by two Soviet Armies that pocketed two German Korps. The Germans soon counterattacked with seven Panzer divisions in an attempt to relieve the pocket. The relief effort came close to success, but ultimately failed. The trapped units eventually broke out while incurring significant losses. \$120 http://www.carpatina.com/nes/jov_homepage.html



Osprey Games

Undaunted: Normandy is a deck-building game that places you and your opponent in command of American or German forces, fighting through a series of missions critical to the outcome of World War II. Use your cards to seize the initiative, bolster your forces, or control your troops on the battlefield. Strong leadership can turn the tide of battle in your favour, but reckless decisions could prove catastrophic, as every casualty you take removes a card from your deck. Take charge amidst the chaos of battle, hold fast in the face of opposition, and remain undaunted. \$40 <https://ospreypublishing.com/undaunted-normandy>

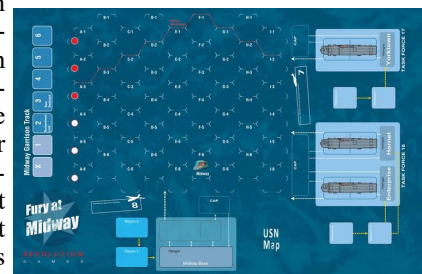


Revolution Games

Return to the Rock: Corregidor, 1945 is a two-player game simulating Operation Topside, the American invasion of the Japanese-held island of Corregidor in the Philippines between February 16 and February 22, 1945. \$33 <http://www.revolutiongames.us/>

Fury at Midway was originally published in Japanese by Bonsai Games as "Midway: Turning the Tide in the Pacific." Changes in this Revolution Games version include making it a two-map game, one for each player, which makes for an increased degree of hidden information regarding air strikes, damage, and combat air patrol. Four additional event cards were added to better cover the range of historical events of the battle. Anti-aircraft fire was reduced and rules for hitting the wrong carrier force were introduced. The map areas were expanded a hex row and the counter art was redone as well as many other small changes.

The game system is primarily one of air operations. When to strike and with what planes is the primary question of the game. This is balanced by how you defend your own fleet and the island of Midway for the Americans or the invasion fleet for the Japanese. The Japanese have to either take Midway or win the carrier battle to win the game and having two objectives really challenges the Japanese player to make a good plan while the American situation is simpler but his forces are not as well trained and errors in navigation, strike coordination, escort, etc. can take a toll. Surface forces are not shown in the game except in their effects in AAA, bombardment, or the slight chance of an abstract night surface battle. This is a simple yet pretty accurate version of Midway that was a lot of fun during testing. \$39 <http://www.revolutiongames.us/>



Taktykastrategia

Blitz Krieg 1939 The game shows the combat operations of German divisions belonging to the "North" Army Group fighting in Poland in September 1939. General Guderian, commander of the XIX Corps, used Blitzkrieg's tactics, using the speed of his tanks, aviation support, and heavy artillery. He often threw Polish civilians before tanks in an attack, hoping that Polish soldiers would not shoot. PLN 75 <https://taktykastrategia.pl/blog/blitzkrieg-1939>



White Dog Games

September Storm: The Invasion of Poland is a solitary war game of the September 1939 German invasion of Poland, which signaled the start of World War II. The game covers the period from September first to the 17th when the Soviet Union invaded Poland from the east. The player controls the Polish side and rules marked "solitaire" control the German side. The game can also be played as a two-player game.

The game comes in three formats. Formats are boxed, folio (plastic bag), and print-and-play (PnP). The game has a Vassal module. \$50 <http://www.whitedoggames.com/poland>

MAGAZINES

C3i Magazine #33 contains close to 100 pages of content, *C3i* Nr 33 features a meaty 67-page magazine, 24-page rulebook and playthrough manual, and "The Waterloo Campaign 1815," the second volume of the *C3i* series, designed by Mark Her- man, articles on boardgames Hol- land '44, Empire of the Sun, Fields of Fire, Campaigns of 1777 and more.

It has inserts for The Battles of the American Revolution Series, SPQR Deluxe, Empire of the Sun, and Twilight Struggle. \$36

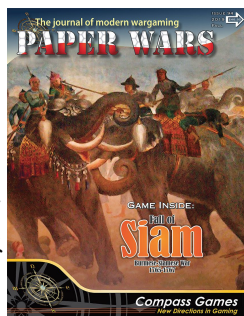
<https://www.c3iopscenter.com/pages/wargame-room-store/#!/C3i-Magazine-Nr-33/p/163492264/category=0>



Modern War #46 **Foreign Legion Paratrooper** is a solitaire wargame. The player controls the French forces. The game system controls various Opposition Forces (OPFOR). The game is played in missions (or scenarios). You can link the various missions into a larger campaign game. It is recommended that you first play a couple of games before playing a campaign game. While the game is designed as a solitaire game and requires only one player to play. The game can also be played by two or more players, each controlling different parts of the REP. Each turn equals anywhere from 12 hours to one week. Hexes on the Mission Map are anywhere from 0.5 to 5 kilometers across. A platoon is 30-60 soldiers. OPFOR units represent anywhere from 10 to 1,000 fighters. \$40 <https://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW46>



Paper Wars #94 contains **Fall of Siam** The relationship between the two ancient Asian superpowers of Burma (currently Myanmar) and Siam (currently Thailand) was long, bloody and well documented. Burma and Siam clashed constantly, involving at least 17 separate conflicts that in turn resulted in at least six sieges of the Siam's capital, Ayutthaya, over a 300-year period. Twelve of these conflicts ended in Burmese victory. The 1767 siege of Ayutthaya ended in the great capital's total destruction. **The Fall of Siam** attempts to give players the opportunity to face each other with historically similar armies under similar circumstances. **The Fall of Siam** is a two-player, hex and counter game lasting approximately two hours. It involves elephants, Chinese intervention and siege rules. The idea sprang from a visit to the ruined city in 2017. \$42/\$47

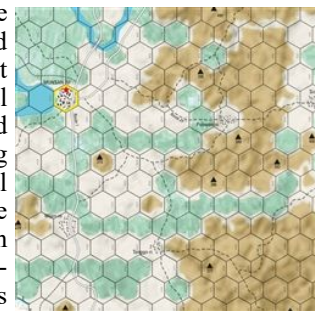


Slingshot #328 contains articles on:
Committee Report - by Roy Boss
A Wargaming Rant - by Simon Watson
From the Ground Up - by Chris Hahn
The Field of Cynoscephalae: Battlefield Archaeology using Google Maps - by Richard Taylor
Chances Are - by Nick Harbud
Early Mediaeval Picts - by Hugh Coleman
Wargaming My Way - by Gordon Lawrence



Slingshot Book & Game Reviews: Battles and Battlefields of Ancient Greece: A Guide to their History, Topography and Archaeology - by Richard Taylor
Slingshot Book & Game Reviews: Armies of Celtic Europe, 700 BC-AD 106: History, Organization & Equipment - by Duncan Head
Slingshot Book & Game Reviews: The Pope's Army. The Papacy in Diplomacy and War - by Jim Webster
Slingshot Book & Game Reviews: The reign of Emperor Gallienus. The Apogee of Roman Cavalry - by Jim Webster
Slingshot Book & Game Reviews: Lost Legion Rediscovered. The mystery of the Theban Legion - by Jim Webster
Slingshot Book & Game Reviews: The Battle of Edgcote 1469 - by John Curry
<http://www.soa.org.uk/joomla/>

Strategy & Tactics #321 contains **Paratrooper: Great Airborne Assaults, Korea**, a game system simulating airborne operations. There are two players, commanding the airborne and defending forces. Each game in the system will include one or more scenarios, representing different airborne operations. Units represent airborne (parachute, glider) and ground forces, plus air support. Combat resolution is quasi-tactical. Central to play of the game is the command system, with players expending command points to conduct special actions. Scale: Ground units are companies and platoons. Each turn is about a third of a day's operations. Each hex is about 600 meters (half a mile).



This game includes two scenarios: Operation Tomahawk: Ridgeway Springs the Trap, March 1951 and Sukchon-Sunchon: Air Assault on North Korea, October 1950 \$40 <https://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST321>

World at War #70 contains **Great Pacific War**, a two player strategic simulation of hypothetical campaigns fought between the United States and Japan in the Pacific Theater of Operations sometime in the 1920s or 1930s. Units include many forces which were planned but not built, such as US Navy battlecruisers. The game system shows the effects of various operations over the course of a scenario. Players conduct actions that encompass discrete combat, logistical, intelligence and other operations. A player can conduct one or more actions per turn, depending on control of bases. Ground units in the game represent corps or armies. Aircraft units represent six to twelve squadrons of aircraft. Ship units represent one fleet aircraft carrier, divisions of two or three battleships, four to eight cruisers, flotillas of twelve to twenty destroyers, or various numbers of other ships types. Each grid on the map is about 550 miles across. Each turn represents one month of operations. \$40 <https://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW70>