

The Kommandeur



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From Your President Bob Best

Today is Wednesday March 25, 2020. For us here in the San Francisco Bay Area it is Day 9 of our "Loose" Shelter in Place order. All non-essential businesses, government services, events, and activities have been shutdown including game stores and hobby shops. Schools are closed until next school year. All non-essential gatherings of any number of people are prohibited. People are directed to stay home unless they need to perform an "essential function." People may be outside their home to perform outdoor activities, like taking a walk or performing an essential function, etc. but must remain at least 6 feet from any other person not from their own home family unit when doing so. There is a 10 page "Shelter in Place" order that defines all of this! "Essential Services" include going to work if your job is deemed essential. You can buy food at grocery stores and restaurants that have takeout food service only, buy gas, get auto repairs and go to medical/dental appointments, etc. There are other exceptions but generally they are something like picking up mail, etc. There was an initial wave of panic buying here. People stripped the shelves of stores, with toilet paper and bottled water being hot sellers. People are just being crazy hoarding TP and water! Neither of which are needed if you get the virus??? Initially there were long lines at big box and other retail food and supply stores, but that has pretty much stopped. We shop at our local grocery stores now and find most things (except toilet paper!) in stock and you can walk right up to a checkout counter to pay, no lines. Some things are rationed, but we have found just about everything we need to sit out the shelter in place so far.

I do miss my local game store and my model railroad hobby shop, which are both closed. GMT Games here in CA has announced they were ordered to shutdown, which they have done, so don't expect to receive any orders or new items from them until the crisis is over. I saw yesterday that MMP in Maryland has also shutdown for the duration.

Around AHIKS

We have filled the volunteer webmaster's position we announced in the last issue of *The K*. I would like to welcome Steve Blake who has volunteered to work with Tom Thornsen as the new webmaster for AHIKS. Welcome aboard, Steve, and Thank You for stepping up! Tom is gradually turning over the webmaster's job to Steve as he becomes familiar with the inner workings of our website.

I want to thank Tom for all of his outstanding work keeping our website up and running over the years. Tom, we appreciate all of your efforts and hard work! THANK YOU!

As a reminder, this is election year for AHIKS executive committee officers. So far we have not had any interested candidates submit applications to run for any of the officer positions. The window to submit an application to run for any of the 8 officer positions is June 30, 2020. You must file your application to run with the executive committee by the June 30 deadline to be included in the election process. All candidates are welcome. If you want to know more about any of the executive committee officer positions you can contact the current holder of the job. Contact information is printed on page 12.

I have found our wargaming hobby is alive and well on Facebook. Our AHIKS Facebook page has had 10 new membership requests approved in the last two weeks. I would like to take a moment and welcome all of our new members to AHIKS. I hope you all have fun and get "hooked up" with another member to play a favorite game! WELCOME ABOARD!

If you are "locked down" and want to find an opponent for a game, just send Duncan Rice, our Match Coordinator, an email or go to the AHIKS Facebook page and ask Duncan to arrange a match for you. He is doing game requests in real time on the AHIKS Facebook page and it's fairly easy to get matched up with someone in short order. You can check out the list of members looking for opponents in various games in the Match Coordinator's column elsewhere in this issue. If you find something you would like to play, just contact Duncan.

If you are missing your wargaming social interaction fix with the "lockdown," it is definitely available through a plethora of wargaming Facebook groups including the AHIKS Facebook group. If you are worried about political or other nongaming gossip and BS, I can say that most of the gaming groups flat out do not tolerate ANY posts not gaming related and most people are friendly and helpful, and very polite. If they are not, they are GONE from the group at the first sign of deviation from the group rules. Our VP Ken Oates who was not a Facebook member just joined after some "arm twisting" from me. I helped him set up his Facebook account so he sees only game and hobby related stuff. So far he seems quite happy with the wargaming activity there. If you are not a Facebook member and think you would like to try it out, join Facebook and contact us. We can help you set up your account to see just gaming topics and get connected to the gaming groups.

On the Gaming Front

I still have a game of SPI's **Chinese Farm** going with member Bill Klitzke. We ran into a couple of recording errors in our play by mail game. I think that is fixed now, so we are still working through the early turns of the game. It is my move, and I will be using some of my "Shelter in Place" time to get my game move out to Bill.

Omar DeWitt and I have moved into our second game in our VPG **Arduous Beginning** two-game set. Omar pulled off a stunning victory over the Soviets in the first game, and now I am trying to duplicate his feat while playing the Germans in our second game.

I am also ramping up for a solo game of DVG's **Warfighter - Pacific World War II**. I am relearning the rules and playing a few of the scenarios to re-familiarize myself with the game. A member of the "Solitary Games" Facebook group is setting up a cooperative Campaign Game using **Warfighter - Pacific WWII**. He plans to game the battle of Guadalcanal, beginning this coming August. I am running a few games early to get ready for the campaign. I will probably post some After Action Reports on the battles here in *The K*. He is also working DVG's **Corsair Leader** game into the campaign for those players who prefer not to be "Mud Marines" and want to fly in the Cactus Air Force instead. It's looking like Great Fun to me!

There is a group on Narrative Games that recently started up on Facebook. It is about all of the narrative style games like **B-17 Queen of the Skies**, **Target For Today!**, **Silent Victory**, **The Hunters**, and **Warfighter**. If you are on Facebook and enjoy these kinds of games, you should check them out. They have some interesting posts and content on their group. There are several game designers in the group also if you have questions about the games.

If you enjoyed the solo game **Target For Today!** and you are interested in the RAF's strategic night bombing campaign over Europe from 1942 to 1945, you should also check out Legion Wargames' **Target For Tonight!** Legion Wargames just released the game on March 1st, and it is shipping now. The game rules are quite similar to **TFT**, so, if you play it, **Target For Tonight!** should be an easy transition. **Target For Tonight!** covers the RAF's night bomber campaign against Germany at the same level as **TFT**, and the game contains rules that allow a player who owns both games to use aircraft from either game in both games. You can also link Steve Dixon's **B-28 Superfortress** game and use B-29s over Europe and the British bombers against Japan if you own all three games.

That is about all for this time. I hope all of you stay safe during this crisis time and you have fun enjoying some of those games that are still in "shrink wrap" on your gaming shelf!

So, until next time... Happy Gaming!

Games for Sale

from Duncan Rice

Shipped from Canada (V3B 8A6). Or pick up in Coquitlam BC. Two games are left:

Bitter Woods 1ed with 2ed update, by Avalon Hill
Bitter Woods 2ed update (just the update - no game)

duncanr@telus.net



Intercontinental Wargaming Society



Book Review

Omdurman

by Philip Ziegler

©1973 \$10 at Amazon

237 pages, illustrations, good maps

Reviewed by Omar DeWitt

Major-General Charles Gordon was killed in Khartoum in 1885 by dervishes who had stormed the city defended by Sudanese and Egyptian forces. The defenders had been waiting for reinforcements and supplies, which never came.

Fourteen years later, in 1898, Adjutant General Herbert Kitchener was able to organize a force to revenge Gordon. He had to keep the force small enough so that a senior officer would not be required to lead it.

A rail line had to be built down from Egypt, and gunboats had to be built and transported up the river. All of this took time.

As Kitchener and his force approached Omdurman [which is across the Nile from Khartoum], he thought he would have to attack the dervishes, led by the Khalifa, in the city itself. The Khalifa, after consulting with his spiritual forces, decided to leave the city and attack the force approaching, although he wasn't exactly sure where they were.

Kitchener's men were at El Egeiga, about ten miles north on the Nile. When they learned the dervishes were advancing, they stayed behind their zariba, a fence made of thorns. The Khalifa had about 62,000 dervishes attacking, but they were in four unequal groups. Not being sure where the invaders were, about half of them went north into the hills, and some 8,000 attacked the force at El Egeiga. The dervishes had rifles and spears. Kitchener's British, Egyptian, and Sudanese had rifles, Maxim machine guns, and artillery. The machine guns and artillery tore great gaps in the attackers, but they kept coming. They did not make it to the zariba, however; they slowed down and then retreated.

The 21st Lancers, eager for glory, charged to the southwest without much reason, and found a whole bunch of dervishes. They charged through them, and some charged back.

The dervishes seemed to have disappeared, so Kitchener had his men leave the zariba. They were in four groups; three went southwest, and one west. The group going west, Macdonald's, soon ran into trouble, as the 20,000 dervishes that had been wandering in the northern hills chasing the cavalry, decided to move south. There was a frantic redeployment of troops, but aid came to Macdonald in time, and the attackers were driven off.

It was hardly a fair fight, but if the dervishes had been led properly, their masses could have done much damage to Kitchener's men.

Winston Churchill was present in the cavalry, and some of his letters to his mother are quoted. His caustic attitude was not much appreciated by his compatriots.

Game Review

The Road to Cheren, 1941 East African Campaign

Revolution Games

\$24 ©??

Reviewed by Omar DeWitt

I bought this game because it has a great cover.

My local nonAHIKS friend where I live and I played a game. The map is good: 12 x 18 inches, with ¾ inch hexes. The terrain is clear, rough, hill, and mountain. Very few units can go into a mountain hex, and mountains are all over the place. Rules include isolation and an extra MP to move into a ZOC. There are native units that can change side.

The units are attractive, but they cause a problem for the players. Units can stack six high. They are slippery. When several stacks are near each other and a player reaches for one, he usually knocks over a couple of stacks. Units can be flipped. Units do flip when the stack collapses. So, one has to restack the units and guess which units had been flipped deliberately.

Mentioned above, the mountains are prevalent and cut down on movement possibilities (as does the isolation rule). If a player wants something else to think about, there are chits, too, like "Exploit!"

The result was that we did not find the game fun to play. Someone with adept fingers would enjoy it more.

Multiplayer Info

From Jeff Miller

Hopefully everyone is staying safe in these crazy times we live in.

Not too much activity on the multiplayer front, so not too much to add in the way of new games starting, although hope springs eternal. ☺

Which leads me to a thought, all the current games we have going at the moment are PBEM, although using Vassal to track the game.

Would there be any interest in starting some live games over the internet? Vassal certainly has the capacity to do live play. I've used it a few times for ASL, and, if you combine it with a voice program like Discord, it is as close to live play as you can get without actually being face to face.

On the positive side, the games will move a lot faster and be more like a FTF experience.

The downside is that you have to coordinate a time that all the players can be on. While this can be an issue at times, it is doable. I currently run an AD&D game using Fantasy Grounds and Discord, and it's working quite well, even with 8 players.

If anyone has an interest in playing something along those lines, feel free to drop me a line, and we can look at setting up a game.

Stay safe out there!!

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

After Action Report: The Hunters

by Bob Best

For all of you who enjoy the solitaire wargame **The Hunters** by Consimpress, here is an After Action Report for the German Navy's Submarine U-66, a Type IXC boat. The U-66 is commanded by Kaptain-Leutenant Joachim Schmidt and this is U-66's third war patrol. The war with America is just starting and this takes place during the "Happy Times" for the KreigsMarine Submariners. Kpt. Lt. Schmidt's patrol report is submitted below for your enjoyment!

Patrol Report

Name:	Kpt. Lt. Joachim Schmidt
Medals:	Knight's Cross
U-Boat:	U-66, Type IXC
Date of current Patrol:	1 Jan 1942
Total Tonnage sunk with this boat:	106,900 Tons
Total Tonnage sunk this patrol:	39,500 Tons
List of ships sunk:	

Diala - Tanker	9100T (06)
Francis E. Powell - Tanker	7100T (08)
Tacoma Star - Lg. Ftr.	8000T (06)
Toltenr - Sml. Ftr.	1900T (08)
Republic - Tanker	5300T (14)
Empire Gem -	8100T (05)

The January 1942 Patrol:

WAR with America! It had finally come. The officers were clustered around a radio in the Officer's Club near the U-Boat pens in Lorient Harbor. The Fuhrer was making another of his bombastic speeches. Today, December 11, 1941, the Fuhrer had decided it was time to declare war on the United States. This followed 4 days after the Japanese bombed the American fleet anchored at Pearl Harbor and sank eight battleships. Though the Fuhrer was talking about American's policy of attacking German submarines in the Atlantic and violating Neutrality laws.

"Damn! You'd think he might give us the courtesy of a war warning before he declares war!" said K.Kpt. Wulf Kreuger in charge of wolfpack planning at Admiral Donitz's U-Boat Headquarters. (The Fuhrer was notorious for not including his military in decisions such as these.)

Kreuger shook his head, "This is the first I've heard of it, but it looks those contingency plans we made up after Schmidt here took on that American Navy destroyer Greer back in September!"

A cheer went up from the crowd of U-Boat officers. "Let's hear it for Captain Schmidt!" yelled one of the U-Boat skippers. "For Schmidt," yelled the assembled crowd. Everyone raised his glasse to Kpt. Lt. Joachim Schmidt and then drank deeply.

Schmidt's cheeks colored slightly as he remembered U-66's clash with the US Navy destroyer Greer back in September. The Americans claimed U-66 had fired torpedoes at Greer but that wasn't the case. The Greer had attacked U-66 while she was in the process of maneuvering on a British convoy. Greer, a supposedly neutral ship, had "pinged" U-66 then followed her for several hours while broadcasting her position and actually dropped depth charges on U-66 when Schmidt had tried to evade. An air bubble release from a damaged ballast tank as U-66 dove below test depth to escape was reported by USS Greer as a torpedo attack. Schmidt had been debriefed and had to submit a secret report on the incident to the High Command. Now Germany was going to war with America.

"Drink up there Joachim!" said Korvetten Kaptain Wulf Kreuger, former commander of U-66 and now on Adm. Donitz' staff "I think you are about to go to sea... Again!" With that K. Kpt. Kreuger filled Schmidt's glass and with a hearty laugh of someone who has had one too many, emptied his own glass!

Twelve days later on December 23rd, U-66 was backing away from the pier and heading to sea to begin her next patrol. U-66's refit had been rushed to completion as she was previously scheduled to depart for an Atlantic Patrol in the first week of January 1942. Leaves had hastily been cancelled and crew members recalled for duty. Operation "Paukensschlag" (Drumbeat) was under-

way. This was to be known as "The Happy Times" by the submariners, as America was not prepared for a submarine war with Germany.

Only five U-Boats were available to send to American waters. U-66 was one of those boats. Schmidt and the other four captains were briefed by Admiral Donitz personally. K.Kpt. Wulf Kreuger from the Admiral's staff assisted in the briefing. The five U-Boats were to take up positions along the American seaboard between Cape Hatteras and Halifax. They were not to attack until they received a radio message from U-Boat Headquarters to start the campaign unless they found a ship over 10,000 tons. U-66 did not find any ships and waited in its patrol zone off New York for the radio message to begin operations.

The message came on January 11, 1942. U-66 found its first victim shortly thereafter. Patrolling the shipping lanes on the surface just off the coast line, Schmidt was amazed to see that the American cities were ablaze with lights. Cars could be seen driving the coastal roads with their headlights on. There was no blackout! Schmidt and his crew were amazed. The Americans acted like they were not at war!

Schmidt had positioned U-66 off the entrance to New York City harbor on the seaward side of the shipping lanes. He was now watching a tanker back lit by the lights of New York steam slowly out of the harbor. Schmidt followed the heavily-laden tanker that he identified as Diala, 7100 tons, until daylight, when he moved U-66 to close range. Schmidt ordered "Battle Station - Surface!" The gun crew for the 10.5CM cannon began firing as soon as U-66 was in range. After 50 rounds the Diala was ablaze and sinking by the stern.

U-66 found its second victim, another tanker, the 8000 ton Francis E. Powell, after picking it up not far away. This one was sunk with a spread of torpedoes.

Schmidt moved U-66 south toward Cape Hatteras to give the New York area time to cool down a bit. Off the coast of New Jersey, U-66 encountered two ships sailing within sight of each other. Schmidt positioned U-66 in front of the pair and boldly sailed U-66 between them on the surface and sunk both of them with spreads of torpedoes and deck gun fire. The large freighter Tacoma Star, 8000 tons, and the small freighter Tolten, 1900 tons, went to the bottom.

Moving back north, off the coast of New Jersey again, with the lights of the coastal cities illuminating the passing ships, U-66 was able to sink two more tankers, Empire Gem, 8100 tons, and Republic, 5300 tons, within sight of the beaches.

Low on torpedoes and fuel U-66 sailed for France. Schmidt came across a convoy forming from Halifax but was never able to get an attack position. An escort drove U-66 under and held them down until the convoy passed. Schmidt did surface after the encounter and radioed the last known location, course and speed of the convoy to HQ as was the practice. No damage was sustained by U-66 as the small patrol boat did not drop depth charges.

Upon arriving in Lorient, U-66's crew was welcomed as returning heroes. The tonnage totals of the 6 ships sunk brought U-66 to 106,900 tons for the last three patrols. Admiral Donitz presented Joachim Schmidt with the Knight's Cross for this feat. Other crew members were decorated for their actions and the crew of the U-66 moved into Veteran Status! Leaves were granted for the crew, and U-66 would take the routine two month refit time and be ready for patrol again in April, 1942.

So ends U-66's third patrol. With the one month patrol plus the two month refit time for the Type IXC boats U-66 will be ready for patrol again in April, 1942.

Open Match Requests

from Duncan Rice

1914	AH	John Troskey (1554) CVS
1985 Under Iron Sky	TRL	Martin Hogan (1704)
Adv 3rd Reich	AH	Michael Mitchel (1086)
Bastogne	MMP	Scott Romanowski (1965) EFV
Bloody Hell	HFDG	Jay Unnerstall (1264) EPS
Breakout Normandy	L2/AH	Art Dohrman (1551) VF
Conflict of Heroes	AG	Lourens te Beer (1908) EL
East Front	CG	Alexander McBay (1966) EFV
Empires of Rising Sun	AH	Mike Scott (1555)
Eurofront	CG	Alexander McBay (1966) EFV
GBACW	AH	Paul Warnick (1430)
To Green Fields Beyond	SPI	John Troskey (1554) CVS
Jutland	AH	John Troskey (1554) CV
The Longest Day	AH	Max Chee () ELV
Main Battle Tank 2ed	GMT	Martin Hogan (1704)
Midway	AH	Edson Ramos (1954) E
Monty's Gamble: Market		
Garden	MMP	Jerry Wong (1974) FV
Mortain Counterattack	DG	Jay Unnerstall (1264) EPS
No Retreat: North		
Afrika	GMT	Jerry Wong (1974) FV
Panzer 2ed	GMT	Martin Hogan (1704)
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 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
Thunder at Cassino	AH	Jerry Wong (1974) FV
Titan	AH	Jim Dowrey (1951)
West Front II	CG	Alexander McBay (1966) EFV

The Cabinet War Rooms

(A.K.A. The Match Coordinator's Office)

by Duncan Rice

The Match Coordinator's office has been busy this month. I have set up 12 matches so far this year. Older AH titles seem to still be the most popular, with multiple matches of **Panzer Blitz**, **Afrika Korps**, and **Waterloo** assigned. AHIKS also had a tidal wave of new applicants in March that will likely increase available matches significantly. We have a lot of new members because of a posting on the ConSim Marketplace Facebook group. I know some of these gents, and they are all excellent people and hard-core wargamers. I would encourage the membership to take advantage of them. If you see a new match request, in red, grab it. Let's give the new guys some good reliable opponents.

The long-standing **Storm Over Arnhem** tournament is still running. Andrew Patience recently defeated Tom Thorsen. There are two games in progress, Tom Thorsen vs Jeff Miller and Andrew Patience vs Ken Oates; with one left to begin, Jeff Miller vs Ken Oates. Here are the standings:

Andrew Patience 1.5 points
Tom Thorsen 1 point
Jeff Miller 0.5 points
Ken Oates 0 points.

The Match Coordinator's office recently had a double loss of computer and USB drive. A lot of historical match data was lost, and I won't be able to provide information farther back than 2020. I have a new computer and have invested in an external solid-state drive to prevent this from happening again. It's also a convenient place to keep my John Tiller Software Games so I don't have to annoy them for additional downloads.

One final note. I've been dragging my heels as match coordinator and causing delays in service. This is completely my responsibility. The issues needing my time have eased up somewhat. I have also replaced my old desktop computer with a new wiz bang laptop. Therefore, I should be able to produce more timely service. Now go play a game!

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, [] 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



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

Treasury Notes

Brian Stretcher



The Obligatory Coronavirus Update

So, at the time of the last issue, this COVID-19 stuff was little more than something that was going on in China, at least as far as we were told. Since then, all of our lives have been pretty much upended, I imagine, in many ways. The North Carolina Supreme Court suspended normal court operations on March 16, meaning no court except emergency hearings, protection orders, and constitutionally mandated criminal hearings. This is supposed to last through April 17, but the Governor has since issued a 30-day stay-at-home order starting four minutes from the time I write this on Monday, March 30. I therefore expect the court system to remain mostly shut down past the April 17 date. Legal services are deemed essential, however, so I can still go to court and my office when necessary. I fortunately have a solo practice and no employees, and even at the best of times there is frequently no one else on the floor of the old building in which my office is located, so nothing too different for me. Court proceedings do eat up a lot of time during a business week, and so I have found myself with some extra time on my hands and can do a lot of my work from home. Nevertheless, as I usually earn money being in court, if this continues for too long, my estate work is not going to be enough to make up the difference.

Working from home saves me the commute time of about an hour a day. I don't have to get up at the crack of dawn to exercise and make it to court by 9 am, and I am largely saved all of the "when's my court date?" phone calls. My children are adults, and they and the rest of my family live out of state and are healthy, although massage therapy, real estate, and food service are not good money-makers right now. But other than my wife's mother, they are all low maintenance. I have, therefore, been able to catch up on all my games and continue to prod my opponents to do the same.

What I have not done is buy any more games recently, since even for lawyers and doctors (my wife is a physician), there are issues concerning long-term income looking ahead, especially given the recent stock-market dive on which our not-too-distant retirement relies. For now, we are fine, but it's hard to say how long the current situation will last. You all need to know that the American healthcare system was hanging by a thread even before the pandemic, and this crisis has shown how the corporate way of living for today and the government cutting back on services so some people can get rich while the rest of America can watch reality TV and professional sports and drink cheap beer is not sustainable. All of us wargamers know what tends to happen when people cannot provide for themselves and those people realize that they significantly outnumber those who like to think they are in charge, and historically, English-speaking peoples tend to be rather willing to take matters into their own hands when they don't get what they want.

Digressing, as I tend to do. Anyway, Compass Games and Avalanche Press remain functioning and are both offering some pretty good sales right now, with many titles in the 40% off range, and the ability to ship. I have learned since last issue that **Game of Thrones, the Board Game** does indeed have a Vassal module, although I still wonder how well an eight-player game played by email would progress, given that four- and five-player games can at times come to a complete standstill. But maybe, if it remains relatively inexpensive on Amazon once most of this is past, I will take another look at it. I'm passing on the other game sales right now. If you weren't aware, GMT, which is based in California, is completely shut down right now and not shipping or processing new orders.

Meanwhile, my games progress. Jeff Miller and I have reached Fall, 1915, in our second game of **The Lamps are Going Out: The First World War**, and I am no longer convinced that the Vassal module regularly gives better results for the first die roll in a series; that seemed to be the case in our first game, where the attackers repeatedly ran the table in a long series of attacks when the attacker rolled first. In the second game, results have been much more balanced, and the Technology card draws have also been much more even (in our first game, Jeff's Germans had every technology advance possible, while my Allies, by the end of 1917, only had Q-ships).

Tony Arena and I have made it to Spring, 1943, in our **Pearl Harbor** game, the old GDW title designed by John Prados. I don't think this game really works, even if it has some interesting concepts. Tony's Japanese have secured the Philippines and Borneo and have made a little progress in China, but that's about it. Well, he did take Midway. My Allies have been working their way across the Marshalls, while they continue to hold the rest of Indonesia, New Guinea, the Carolines, and most of Indo-China. The Allied forces grow stronger and stronger each turn, but I don't know if that is going to be enough for an Allied win. My best description of this game is that it's clunky. Ground combat largely produces indecisive results, AA fire is too good and thus it's hard to sink ships by air (AA only aborts, doesn't destroy air, but those big fleets can abort a lot). And it takes a while to plan out a turn, which is not my preferred style of play these days, given the time I have available to work on moves in the evening.

Graeme Dandy and I are well into our current game of Avalanche Press's **Jutland**, now about halfway through the Helgoland Bight scenario. Fleets have just converged on the island, after the British have lost a few DDs to mines, and the Germans a few Torpedo Boats that wandered too close to Beatty's Battlecruisers. May be a big battle brewing. We are looking to soon start a game of **Bismarck**, second edition, which is part of the Second World at War Series.

And then there is **Here I Stand**, still in the third turn. Having some issues keeping this one moving, although the game is a lot of fun. Probably the game I enjoy the most out of all of the above, but the one most prone to delays, due to that 5-player thing. I don't think anyone has any particular advantage in the game yet, even if the Ottomans are in the lead with the French just behind.

What I don't have in progress right now is a game with tanks. I may have to remedy that. Incidentally, there is now a website devoted to online play of the myriad of **Panzergranadier** titles by Vassal. **Panzergranadier** is one of Avalanche Press's flagship game series, and apparently has a devoted following, as the site was not developed nor maintained by AP. I have a few titles, picked up a few years ago for cheap. I have hesitated to get into the game because of the obvious problem that many tactical games have by mail or email, that of opportunity fire. Even if one is playing by email, you don't want to stop and reply each time a piece moves to where it can theoretically be fired upon. But, I think I will check out the website further and see what sort of resolution they might have to offer. If it's live play only, well, that probably won't work for me. But, I have the urge for some panzer-pushing of some sort, so I'm going to see what I can scrounge up.

Book review: What, none?

Only fiction reading since last issue, so this is the rare column without a military history book review. Finished several books, but nothing of military history. Started the **Priscilla Hutchins** series, which is fun, hard science fiction, essentially archeology in space, but with action. Also read the second book in the **Half a King** trilogy, which is probably science fiction masquerading as fantasy, as in it doesn't seem to take place on future Earth,

but it probably does, even though the technology is medieval. Also read a very long Greg Iles book set in early 2000s Mississippi and Louisiana, a thriller without thrills called **Natchez Burning**, first of apparently a very long trilogy. Meh. Characters were dumb, lawyer-mayor, newspaper (how quaint!) editor, and a doctor, with the bad guys being more interesting, but cliched (bad cops, KKK, evil businessmen). The most interesting character was a Flammenwerfer '41. I won't read on unless they pop up nearly for free. I have a space opera trilogy to start next, I think, while escapism still rules. Then maybe a book on Bunker Hill or Stalingrad.

During my 58 years, I have read several books and seen more than one film about the fall of Berlin at the end of WW2. It is always depressing that so many in the bunker continued to live in fantasy until the end, sending out orders to fantasy armies, refusing to see the obvious surrounding them, encouraging all that everything was fine and under control, despite the Russians at the gates. And some party with abandon. I wonder why I have been thinking about that moment in history lately...

Treasurer's Report

Income! I recently received another donation for \$25.00, but it has not been deposited yet and so is not included in the balance below. Errands are few and far between these days.

Total balance 1-30-20:	\$ 8,308.10
Donations:	70.00
Dividend 1-31-20:	1.76
Dividend 2-29-20:	1.66
Total balance 3-30-20:	\$ 8,381.52

Until next time!



12.4 REINFORCEMENTS

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

- 1966 Alexander McBay, Texarkana, AR
- 1967 Chuck Tewksbury, Gardner MA
- 1968 Tom Meir, Leavenworth, KS
- 1969 Gordon Todd, Norfolk, VA
- 1970 Michael Brown, St. George, UT
- 1971 Mark Moad, West Burlington, IA
- 1972 Vince Rhee, Nashua, NH
- 1973 Benjamin Crehore, Midland, MI
- 1974 Jerry Wong, Bayside, NY
- 1975 Michael Kennedy, Pittsburg, PA
- 1976 Thomas Carpenter,

From the Editor

We are all delighted that Steve Blake stepped forward to work with our web site. He has a few words for the membership: "Hi guys, glad to help!"

Your editor has become more active in gaming. After several years of playing only one or two games, he has expanded to playing four or so games of the Avalon Hill classic era. This is all to the unbounded joy of his opponents. Your editor no longer has the steel-trap mind that confounded his former opponents. He makes errors, forgets rules, walks into door jams. His wife is annoyed at wearing a name tag, but she knows the converse. But he enjoys obviously moving his units around the board until his opponent gently mentions that he no longer has any counters.

My local face-to-face gaming opponent, who must remain anonymous because he is not a member of AHKS, and I started a new game a few days ago: **Strike South** from Avalanche Press ©2005. The Introduction reads: "In **Strike South the Second World War at Sea** system rulebook is used except as noted." Then I kind of got lost in the 26 pages of rules. There are two large maps, about three feet by two feet; one covers from Formosa to Sumatra and from Mindanao to Nanking. The other map runs from Mindanao to Java and from Australia to Mindanao. Gasp.

However, there were a couple of scenarios that used only the Tactical Map. Piece of cake. I chose the first scenario, which pitted four US DD destroyers against three Japanese DE destroyers and 12 small transports. Charles (oops) as the US attacked my DE and destroyed it!! What? In one salvo? The game would be over in five minutes. This did not seem to be going right, so we decided to read the rules. Char My opponent found that the attacking unit had to roll a six **before** we used the Gunnery Damage Table. We tried again. He rolled a six and **then** destroyed my DE. That made me feel better.

During combat, there are 22 steps. If both sides remain in the hex, there are 22 more steps. The game was not as easy as I thought. We are now rereading the rules.

With Covid-19, our summer excursion has been cancelled. I will be here for the next issue: June 2020. The request I made for a one-issue replacement went as I suspected. However, the offer is still open: You write the issue, I mail it.

With the virus keeping people home, I thought there might be more contributions. However...

Upcoming Events

June 17-21, Columbus, OH
Origins Game Fair
<https://www.originsgamefair.com/>

July 10-12, Atlanta, GA
Southern Fried Gaming Expo
<http://southernfriedgameroomexpo.com/>

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 Phillies

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. 55, No. 1

Chapter Twenty-Eight - German June Turn



Figure 108 German June Move - Northern Front.

The Germans send a 5-5-4 and a 3-3-6 to Finland. Whatever is sent will be lost in the end. Sending a 3-3-6 rather than a 3-3-4 gives the German player extra options if the Russian leaves gaps in her defensive line. An alternative for the Germans is three stacks of defenders, two of seven defense factors and one of eight. In this form, the stacks on the D and F files would shift back to E33.

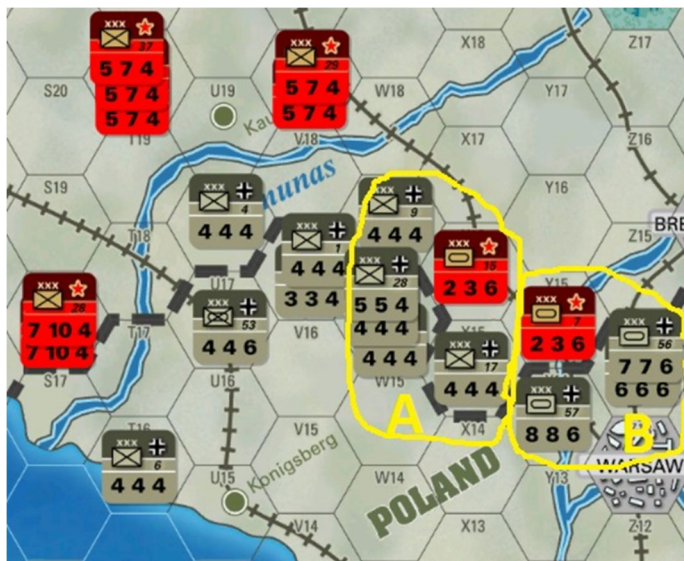


Figure 109 German June Move - Center North Front.

On the Center-North front, the German kills the two 2-3-6s.



Figure 110 German June Move - Central-South Front.

On the Center-South Front, the German kills the 2-3-6 and advances across the San. Because the German has occupied EE12, he has kept the Russian from using FF12 as a delaying position. The German units on GG10 do the same thing, namely if the German had not crossed the San and the Russian delayed on FF12, the Germans could advance from GG10 to GG11, participate in the attack on FF12, and if need be soak-off against GG12. The German units on FF10 are not doing anything. The Russians cannot reach a square that you can attack from FF11. If two of the units on FF10 were instead on GG10, they would significantly reinforce a possibly-critical German attack next turn on GG12. The German units remaining on GG11 after such a German attack would be in mountains and hence would be doubled on defense. The Russians would be unable to counterattack effectively, making it impossible for them to stay on GG12 once the Germans have occupied GG11.



Figure 111 German June Move - Southern Front.

On the Southern Front, the Germans have placed only a very weak force, 18 factors opposite Hungary and 54 factors in Rumania. 2-2-4s have a variety of uses, for example gaining exact

factor counts when the German is scrounging for every attack factor. 2-2-4s can effectively hold inactive fronts behind river lines. Stacks of 2-2-4s are so weak as to have almost no attacking power, so the three 2-2-4s on MM08 have no obvious mission.

I have talked about sharpness. Here is an example. The Germans could have occupied ii12, one square further left in the Carpathians than they actually moved. They could have reached ii12 on this turn by moving to JJ13, taking the railroad to JJ12, and then on this turn moving from JJ12 to ii12. That move does several important things. First, it denies the Russian any use of HH12 as a defensive position. She is not holding HH12, and could not move into HH12 next turn without attacking, because the Germans would already hold ii12. Furthermore, German units on ii12 can on the next turn move to HH13, attacking any Russian units on HH14 against attacks from ii13 and ii14 of the Prut River, thus forcing the northern end of the Prut and Dnestr river lines. The Russian could forestall this attack by withdrawing to GG14 and HH16, but if she did so the German could attack JJ15 from three squares - ii15, jj14, and kk14 - and not incidentally force the Russian to counterattack or lose the Dnestr line at HH16. (The reader is invited to find the Russian formation that holds the river with a 3-1-proof line without making a counter-attack.)

However, the German did not take this opportunity.

Chapter Twenty-Nine - Russian June Turn

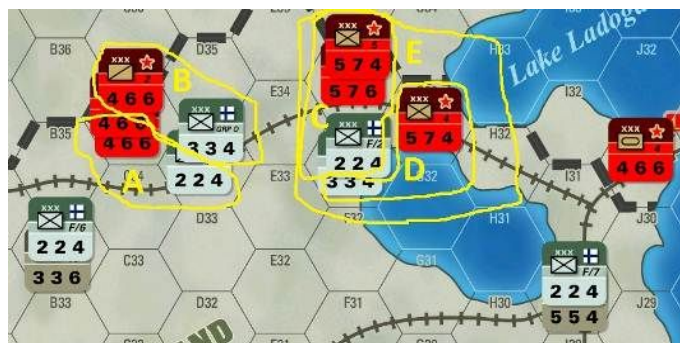


Figure 112 Russian June Move - Northern Front.

The Russians attack in Finland. Russian losses are respectably likely, making it harder for them to continue the attack on future turns. The Russians might have done better to make two high-odds attacks on one stack, so as not to need low-odds soak-offs. A slightly stronger attacking force, two more 5-7-4s rather than 4-6-6s, would be at far less risk of taking losses due to exchanges.



Figure 113 Russian June Move - Central Front.

The Russian starting position leads to difficulties on their first move. Because the Russian did not defend on U18, a 7-10-4 on S18 cannot be moved to V19, either directly or with rail move-

ment. V19 is held by 5-7-4s, meaning that the German can attack it at 3-1. He will need to soak-off against the three 5-7-4s on T20 and one of the 5-7-4s on V19, so he has only 8 units for the main attack. Ten armored factors are needed for this 3-1. A German attack on the 4-6-6 on Y16 costs the Germans the use of Y17 as a delaying position. Area denial using a Russian stack on Y17 would at least make the Germans pay to occupy X17. If the Russian loses Y17 and instead delays on Z17, Brest-Litovsk is indefensible, because the Germans can attack it from four sides. The Russian would instead need to defend behind the river, on BB15.

What will the Germans do further South? On FF13, the Russian stack will have one unit hit at high odds, with a 1-3 soak-off on two of the 4-6-4s. Note that the soak-off must be made from EE13. If the soak-off were to be made from FF12, the Russians would be doubled on defense. If the Russians were holding the Carpathians, German attackers on FF12 would create an obligation for some German units to soak-off against doubled Russian units on GG12. The soak-off could come out of Hungary. However, the Russians have here abandoned the Carpathians.



Figure 114 Russian June move, Southern Front

Here the Russians might have been well-advised to count factors. They would have found that so soon as the German units on MM08 and MM09 can emerge from Hungary the Germans can attack the 6-9-6 on NN14 at 3-1, while soaking off on the 5-7-4 and 4-6-4 on LL15 by using an attack from LL14. The 6-9-6 could have been rendered 3-1-proof if the Russian had stationed units on MM15 and NN15. Why? The separate soak-offs on MM15 and NN15 would have had to be made from the four squares adjacent to the 6-9-6, leaving the German with ten units to attack the 6-9-6. The German needs fourteen armored factors in order to make a 3-1 on a doubled 6-9-6 by using ten units. The German has only six armored factors in Hungary. With available forces, the German cannot make a 3-1 on the 6-9-6 if he needs to make two soak-off attacks from the same four squares from which he is conducting the main attack. The Russian had units to spare to force the two soak-offs. On two squares, the German can accumulate only 30 factors. Sheltered behind the Dnestr river, a single 4-6-4 is 3-1-proof if it is only defending two squares of the river line. On the other hand, the Russian benefits from the lack of German sharpness in his first turn. The German failed to occupy ii12 on his first move, which he was able to do, so therefore on turn 2 the German cannot reach HH13 to undouble the Russian defenders of the Prut now posted at HH14.

Chapter Thirty - German July Turn



Figure 115 German July Move - Northern Front

In Finland, the German withdraws a square to E33. He is down one unit, but so is the Russian. He cannot mass a 3-1 attack on one of the 4-6-6s without leaving a hole someplace in his lines, a hole that would prove rapidly catastrophic for his forces in Finland. I have seen German players, in a position like this, take a 1-1, no retreat for the defender, on the 4-6-6 on C35. The attacking 3-3-6 and 3-3-4 would be on B36 and D34. Such an attack has some risk of weakening the German position but does not leave a hole in the German line. The usual reason for the German not to do this is that his units are more valuable on defense, extending the time during which the Russians have units tied up in Finland. There is a choice to be made, which for beginning players might go either way.



Figure 116 German July Move - Central Front.

On the central front, the German had an important alternative move. Let's consider what the German might have done to analyze possible moves for this turn. He first identifies undoubled Russian units that he can attack, that being the 4-6-6 seen as being attacked in A and the stack being attacked in D. He then asks, just as important, where he can break doubled Russian positions. There are two places, namely Brest-Litovsk and V19. Of these, V19 is far more important, because it gets the German onto and then across the Nemunas in July and August. Why is V19 important? If the German instead attacks up the 16 and 17 files until he outflanks Brest-Litovsk, and advances through the Pripjat Marshes at Z18, he would not reach Y19 until October.

Is a choice necessary? The German has the resources needed to make all these attacks. Attack A is being made with no retreat, so 18 German factors give the needed 3-1, ensuring that the 4-6-6 dies. The three 4-4-4s on Y15 are thus not doing anything and can go elsewhere. The three 4-4-4s on CC13 and DD13 are not contributing at all to the German move, not even by holding the river line. These unoccupied units are six 4-4-4s, which could be sent to attack EE13, making a 3-1 and a 1-3. A few Rumanians in the Central Front would have been useful to make the factor counts in the 3-1s exact. The above rearrangement frees up the 37 German factors now attacking EE13. The

German attack on Brest-Litovsk is being made (counting the soak-off) with 52 combat factors, of which only 47 are needed counting a 5-5-4 soak-off, potentially freeing 5 factors without changing the combat odds appreciably. Defending the Nemunas are four 4-4-4s, one of which can be replaced with a 3-3-4 and three of which can join in the attack on V19, giving 54 factors available for the attack on V19 including soak-offs on four other 5-7-4s. That's more than enough, at least if the soak-offs are 1-6s made by the two available 5-5-4s.

The improved German position is seen below. It could be argued that if the Nemunas is broken, Brest-Litovsk and BB15 either are indefensible or will fall anyhow without needing the expensive (one 5-5-4 almost surely dead, 1/3 chance of losing ten attack factors to the exchange) attack on Brest-Litovsk. However, the attack on Brest-Litovsk also makes the neighboring 3-1 a 3-1 with no retreat, not to mention forcing the Russian out of BB15 so that the Russian must soon start losing two delaying units a turn in the South or drop back considerably. In addition, the Russian player is seeing two of her defensive positions go down in the same turn, which may give the German a certain psychological advantage, depending on the mindset of the Russian player. Finally, the attack on Brest-Litovsk blocks the north-south rail line, so that if the Russian wants to shift units from South to North, she must now send those units around to the East of the Pripjat Marshes, putting those units out of the action for at least one turn.



Figure 117 Alternative German July Move - Central Front.

To make this move, the German has had to scrounge for almost every factor. Attack A is that rara avis, a German Tank Corps making a soak-off, as it happens at 1-6. One could imagine switching the 7-7-6 out for the 4-4-6 and 4-4-4 holding the Nemunas, except that the German is short of units. He needs two units to hold the Nemunas, and the 7-7-6 can only defend one of the two needed positions, T16 and U18. Once again a few Rumanian units on the central front would have been convenient. Attacks B and C are a 3-1 on one 5-7-4 and a soak-off on the other. One might reasonably ask if the 4-4-4 or the 3-3-4 should be the soak-off piece. With a 4-4-4 at 1-4 there is a 50% chance of losing the unit; with the 3-3-4 at 1-5 there is a 2/3 chance of losing the unit. The expected loss is the same for the two attacks; 2 German combat factors. Switching the 3-3-4 into the main attack means that the Germans on an exchange can lose exactly 10 combat factors (3-3-4, 7-7-6) rather than having to lose 11 combat factors (multiple combinations), so the switch means that the German saves one combat factor 1/3 of the time. (Alternatively, in an exchange the German loses the two 4-4-4s and the 3-3-4, meaning that a Russian counter attack to hold the river must be made against a 7-7-6 or 8-8-6.)



Figure 118 German July Move - Southern Front.

The Germans lack options in the South. If they had seized river end square ii12 last turn with a strong stack, on this turn they would be able to advance to HH13 and undouble the units on HH14, so that on the previous turn the Russian would have been obliged to fall back behind the Dnepr, for example at GG14 and GG15. The stack of Rumanians in the Carpathians is too weak to be effective. For example, if the Russians respond by putting a pair of 5-7-4s on GG14, the Rumanians would be unable to undouble the 4-6-4s on HH14. They could indeed advance to HH13 to make an undoubling attack, but all three 2-2-4s would be needed for the soak-off on GG14, leaving no Rumanian free to undouble the 4-6-4s on HH14. Furthermore, the 4-4-6s on JJ11 are still inside Hungary, where their extra speed is least likely to be of any use.

Chapter Thirty-One - Russian July Turn



Figure 119 Russian July Move - Northern Front.

The Russians pay a penalty for not having at least one more 5-7-4 in Finland, namely the indicated attack is at 3-1. The 4-6-6 in the attack actually is not doing anything, because whether it is there or not the attack is at 3-1. If there is an exchange, one of the 5-7-4s must still be lost.



Figure 120 Russian July Move - Center-North Front.

On the central front, the Russian falls back behind the Nemunas and throws out a delaying unit. The Russian player really ought to try shifting one of the 7-10-4s over to V19, even if it takes two turns. This turn the 7-10-4 could reach T-20, freeing a 5-7-4 to move to R18. The alternative is that the Russian line remains open to a German 3-1 on V19, with highly negative consequences for the Russian defensive situation. The Russian may conclude that the German did not take the attack on V19 last turn, when that attack would have required fewer soak-offs not to mention gaining an extra turn, so therefore the German will not make the attack this turn either. Shifting the 7-10-4 now might tend to draw the German player's attention to V19, not to mention correctly suggesting that the Russian is concerned about German attacks on V19.



Figure 121 Russian July Move - Southern Front.

The Russians have withdrawn the least possible distance, and tossed out a pair of delaying units. They have a number of units heavily reinforcing the Prut. Some of those units might better be placed on DD15 and EE15, where they would draw German soak-off attacks if the German wants to attack the 4-6-4s on CC15 and FF14. If they dissuaded the Germans from attacking from DD14 or EE14, their next delaying positions could be DD15 and GG14 (there are surely alternatives). The gap left at ii14, permitting the Germans to enter HH15 and ii15, has several potential risks, discussed below.

To be continued

Can you identify these gamers?



A. _____



B. _____



C. _____



D. _____



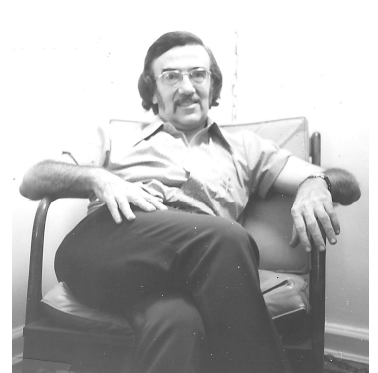
E. _____



F. _____



G. _____



H. _____

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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: May 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

IDF: Israel Defense Forces

In June 1967, the Israel Defense Forces unleashed a massive assault on their neighbors Egypt, Syria, and Jordan. The Six-Day War remade the map of the Middle East; its effects dominated world politics for the next 50 years and will continue to do so for years to come. Our Panzer Grenadier (Modern): 1967 Sword of Israel game covers the battles of this war in fifty scenarios.



IDF: Israel Defense Forces is a sourcebook describing the war, its participants, their armies, and their weaponry. And it has additional pieces of its own: 264 die-cut, silky-smooth pieces displaying the Israeli units from Sword of Israel in an alternative, blue-and-gold color scheme. You don't have to have these pieces to play the games, but if you're a hard-core tactical gamer, then you know you have to have these pieces. \$35 <http://www.avalanchepress.com/gameIDF.php>

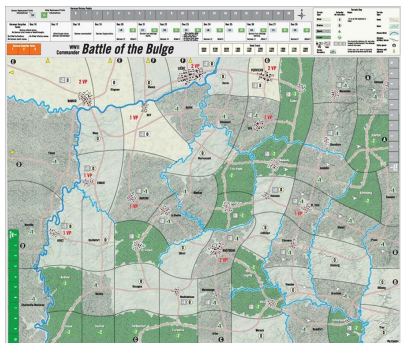
Compass Games

WWII Commander, Volume One: Battle of the Bulge is the first in a series of fast-playing area-based games on key campaigns of the Second World War. **Battle of the Bulge** is a two-player game of the German offensive against the Western Allies in December 1944, designed by renowned game designer John H. Butterfield and based on his original boardgame design that was later released in digital format by Shenandoah Studios, an imprint of Slitherine UL Ltd.

The simple elegance and high player-interaction of the WWII Commander games recreates the tension of key battles of the Second World War. The overall game system is easy to learn and makes a great introduction to wargames, but mastering its tactics and strategy is a true challenge, as the players take turns deciding which units to activate on either attack or defense. As the German player, you must make big gains and be as aggressive as possible while you hold the numerical advantage without over-committing your units, over-extending supply lines or falling prone to fuel shortages. As the Allied player, you must first withstand the initial German surprise attack and coordinate effective holding actions while defending key geographic objectives as you muster your arriving forces for counterattacks.

The package features premium components throughout; from the mounted game board and oversized units, to the activation cubes and wooden control discs, sure to appeal to wargamers and euro gamers alike. The rules are simple, game play is fast and furious and can be completed in a single sitting, and victory may be achieved by either side at different stages of the game. \$65/\$55

<https://www.compassgames.com/wwii-commander-battle-of-the-bulge.html?>



DDH Games

Husky 8 is the third game in the series that began with the Charles S. Roberts Award Winner, **June '44**. The game recreates the second largest invasion ever, and the largest at the time: Operation Husky. In July 1943, 3,200 ships carrying eight Allied divisions plus elements of two Airborne Divisions assaulted across a 100-mile front. Facing them were roughly 235,000 Italian and German defenders. \$33/\$37 <https://ddhgames.com/shop?olsPage=products%2Fhusky-8-hsk-81>

GMT Games

The Hunted is a solitaire tactical-level game placing you in command of a German U-Boat during WWII. This is the long-anticipated sequel to the award-winning, multiple-print edition release **The Hunters**, and picks up the action where **The Hunters** left off. You command one of many U-Boat models available starting in 1943 and look to successfully complete U-Boat operations until the end of the war. Not only is this a standalone game, but fans of **The Hunters** will enjoy having the capability to easily combine both games to span all of WWII and experience the career of a U-Boat commander from 1939 until 1945.

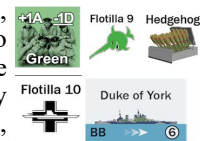
While your mission is to destroy as much Allied shipping and as many Capital ships as possible, players will find it extremely challenging to "go the distance" and survive the entire war. The second half of the war has not been sugar coated; the brutal aspects facing U-Boat commanders in the final phases of the war make surviving difficult at best. True to history, your challenge is to accomplish what only a few could achieve — to make it to the conclusion, as happened historically.

The Hunted is purposely designed to deliver a brisk yet intensive gaming experience that forces many decisions upon you as you take command among the major German U-Boat models in service during WWII, and try to survive until the end of the war. All major U-Boat models are accounted for, with every level of detail, including period of service, armaments, crew make-up, damage capacity, and more. Fans of **The Hunters** will enjoy the same nail-biting game system, but fraught with many more challenges to withstand the advances the Allies have made in anti-submarine warfare. If you ultimately survive until 1945, you will surrender at port, having done your part on the front lines.

As U-Boat commander, you will be confronting many decisions during your patrol. To begin with, eleven German U-Boat models are profiled and available for you to choose from. Patrol zones reflect the period during the war at sea and will shift as the war progresses. All stages of the U-Boat campaign are represented; missions become increasingly more difficult as your adversary makes advances in anti-submarine warfare. \$55 <https://www.gmtgames.com/p-590-the-hunted-twilight-of-the-u-boats-1943-45.aspx>

Silent Victory U.S. Submarines in the Pacific, 1941-45, is a solitaire tactical level game placing you in command of an American submarine during WWII in the Pacific. Your mission is to destroy as much Japanese shipping and as many warships as possible while advancing your crew quality and decorations—all while remembering you have to make it home.

Silent Victory is purposely designed to deliver a brisk yet intensive gaming experience that forces many decisions upon you as you take command of one of the major U.S. Fleet submarine types in service. Patrols will take you to differing parts of the Pacific as time progresses in the war. The most successful commanders will be those that can manage the risks they take while prosecuting as many targets as possible.



The game engine is built upon the successful **The Hunters** design and has proven to be a solid, playable experience. All the major U.S. Fleet boat types are accounted for with every level of detail including period of service, armaments, crew makeup, damage capacity, and more.

As a Fleet submarine commander, you will be confronting many decisions during your patrols. To begin with, seven U.S. Fleet submarines are profiled and available for you to choose from. Patrol zones reflect the changing operational areas as the war progresses, from the Philippines to Midway, the Solomons, and even patrols to the waters just off the coast of Japan and China. **Note:** This 2nd printing is a straight reprint of the original game, with all known errata corrected. \$55
<https://www.gmtgames.com/p-650-silent-victory-2nd-printing.aspx>

GMT Games

Twilight Struggle: Red Sea - Conflict in the Horn of Africa is a two-player, stand-alone, card-driven game that builds on the award-winning Twilight Struggle. The year is 1974, and the Soviet Union and the United States have been locked in a life-or-death struggle across the globe. As so often happened during the Cold War, a relatively obscure region of the world suddenly took center stage. Emperor Haile Selassie I of Ethiopia, a bed-rock U.S. ally in Africa, had grown old and increasingly dictatorial. In 1974, a group of young Marxist officers staged a coup and took hold of the reins of power. This revolutionary leadership sparked a chain of events that upset the regional balance of power and unleashed all the familiar elements of Cold War competition in the Horn of Africa. \$27/\$39

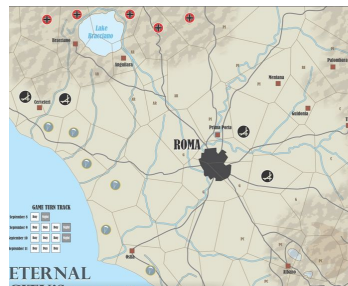
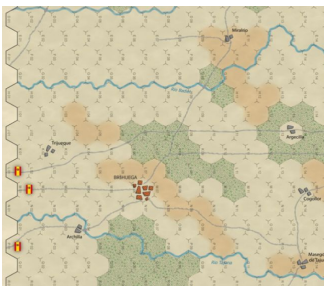
<https://www.gmtgames.com/p-863-twilight-struggle-red-sea-conflict-in-the-horn-of-africa.aspx>

Almoravid: Reconquista and Riposte in Spain, 1085-1086, Volume II in Volko Ruhnke's Levy & Campaign Series, takes us from Nevsky's frozen northeast frontier to medieval Latin-rome's opposite corner. The same base rules show the muster of lords, their levy of forces and capabilities, and their command of armies on campaign across 11th-Century Spain. But al-Andalus was not Russia: your lords will enjoy good Roman roads and gentler seasons but must bypass or smash against Iberia's profusion of tough Moorish fortifications. Taifa politics and Parias tribute will guide your military strategy. African troops, bloodthirsty crusaders, the avaricious Cid—each may or may not make their appearance. And all will play out across a field half again as large as that of the first volume. \$63/\$90
<https://www.gmtgames.com/p-861-almoravid-reconquista-and-riposte-in-spain-1085-1086.aspx>

High Flying Dice Games

Black Shirts, Red Blood, the battle of Guadalajara, March 8-23, 1937 \$15 <http://www.hfdgames.com/>

Eternal City's End, Italian resistance in Rome after the Italian armistice. September 8, 1943. \$21
<http://www.hfdgames.com/>



Legion Wargames

Target for Tonight Britain's Strategic Air Campaign Over Europe, 1942-1945, game design by Steve Dixon & **Bob Best**

Target for Tonight is a solitaire game that recreates Britain's strategic bombing campaign against Nazi-occupied Europe during the Second World War. The game covers 1942-1945 when the British decided to use night area bombing against German target cities, and the Germans developed a cutting-edge night fighter defense system.

Target for Tonight is designed to provide YOU, the player, with the ultimate gaming experience: depicting the same types of events and decision-making processes experienced by RAF pilots who flew the real-life night bombing missions. Now, YOU are in command of an individual RAF bomber on an individual night mission over Hitler's Third Reich. Choose to fly the four-engine Avro Lancaster, Short Stirling, Handley-Page Halifax heavy bomber, or the twin-engine Vickers Wellington during the mission. Twelve campaigns are provided, each a series of individual missions to form the player's operational tour of duty. Just as it was in real life, the objective of the game for the player is to survive their operational tour of duty with the RAF. \$94/\$70

http://khybergames.com/legionwargames/legion_TTN.html

Linden Lake Games

1918 – Brother against Brother is a card driven wargame for two players that takes place during Finnish Civil war. One player is in charge of the senate-led White forces while other player tries to led Revolutionary Reds led by People's Delegation to victory.

Game has more than fifty unique cards that depict historical events. Each card has game description as well as short historical text and photograph connected to it. Gameboard has a Finnish map from 1918 in it, where towns and roads and railroads connecting them have been marked.

The White player tries to win by conquering strategic towns held by the Red player. The Red player tries to win by holding on to towns or by conquering the White player's capital Vaasa.
<http://www.lindenlakegames.com/english/1918-brother-against-brother>

Lock 'n Load Publishing

Nations at War Starter Kit v3.0 Do you ever wish you could try a new game system and make sure it is for you? Well now you can, with the **Nations at War Starter Kit**. **Nations at War Starter Kit** gives you a chance to play a scenario from the **Stalin's Triumph** game. The games are designed and produced with the new player in mind, and for today's gamers: we use a large font size, making our games easy to read, with high-quality components. Our manuals have lots of examples to illustrate the game mechanics. Our motto is "Play the Game, Not the Rules" because we understand that the best way to learn a game system is to be shown. We achieve this with their extensive play-list of "boot camp" training videos, available on YouTube, that walk you through the entire system rule by rule. Our game manual comes in a variety of formats for free, these include PDF, EPUB, MP3 (YES Audio), and MP4 Audiobook formats. On top of that, the game system is very solitaire friendly due to its activation system. But that is not your only option: once you become familiar with the game system, you can play online with other players via our free downloadable Vassal module.

Included in our NaW Starter Kit is a full color printed 11 x 17 map, one counter sheet with 44 rounded counters 2 mm thick, an 11 x 17 player aid card, a set of playing cards and links to download your preferred game manual. The only thing you will

need a set of 1d6 dice. \$18/\$20 <https://www.nobleknight.com/P/2147800591/Nations-at-War-Starter-Kit-v30>

No Honor in Surrender is a squad-level tactical game simulating several critical battles fought between the US and Japanese military forces in the South Pacific in WWII. Players control squads of Japanese and American forces representing single characters (Leaders), infantry squads, weapons teams, support weapons, tanks, and aircraft.

Take part in the Pacific theater's island-hopping campaign, battling with the Marines and Japanese Army on Guadalcanal, Tarawa, Iwo Jima, and Okinawa throughout seven challenging scenarios. \$35/\$40 <https://www.nobleknight.com/P/2147800638/No-Honor-in-Surrender>

Storming the Gap is the first volume in the **World at War 85** series of games of fast and furious platoon-level combat. Set in 1985, in an alternate history of World War III, when the Warsaw Pact armies storm across the border of East Germany in a powerful attempt to seize West Germany and the whole of Free Europe.

The **World at War 85** features a unique combat system that involves die rolls by both attacking units and defending units, which keeps both players engaged throughout the game. Die rolls are compared and hits applied quickly, as all the information you need to fight your units is on the counters. No combat results table is necessary. The initiative, formation activation, random turn length, and close air support are all smoothly integrated.

Fight the first battles of World War III, from desperate delaying actions by US Armored Cavalry and West German Panzer grenadiers to fierce local counterattacks by ad-hoc armored companies and battalions; launch lightning strikes by heliborne Soviet Air Assault troops to secure roads for massive armored columns to press into West Germany.

Twenty different game situations are provided in **Storming The Gap**, showing you battles that might have been, using the equipment of 1985 at platoon and battery level.

Rules of play cover variable turn lengths, random formation activation, point-blank, and long weapon ranges, line of sight, and much, much more. All in a moderate complexity, fast yet flexible game system.

And to make this the ultimate WWII platoon tactical level kit, a Battle Generator is included to accompany points listings and geomorphic maps to unleash your imagination and fight the battles that only you can design. \$100/\$120

<https://www.nobleknight.com/P/2147797580/Storming-the-Gap>

Matrix Games

Panzer Corps 2 Generals, it is time to start your Panzer Division's engines. Take command of the Wehrmacht war machine, from the invasion in Poland in 1939 to the final defense of Berlin in 1945. You'll fight battle after battle using the classic turn-based hex system all wargamers have loved since **Panzer General**, the father of a genre to which **Panzer Corps 2** is the spiritual successor.

Enjoy the massive amount of content, including more than a thousand unique 3D unit models, over 60 scenarios forming the Wehrmacht grand campaign, an advanced random map generator for playing skirmish games against the AI or other players. Since the modding community was such a great part of the first **Panzer Corps**, in the sequel you will find a much improved Scenario Editor available to support mods from day one.

You are able to acquire **Panzer Corps 2** in three different editions: the base game, the General Edition, or the ultimate Field Marshal Edition, each one with exclusive bonus materials. \$40 <https://www.matrixgames.com/news/the-king-is-back-panzer-corps-2-is-out>

One Small Step

War and Peace Mark McLaughlin's classic game on Napoleonic conquest is here revitalized and enhanced with completely updated graphics and production, all new campaigns covering all of Napoleon's career, and a completely revamped rule book that incorporates all known errata, and the best official variants and optional rules along with a few new surprises. **War and Peace** will be given the deluxe treatment in this re-issue. From the rainy opening months of 1796 through the climactic summer of 1815, the entire decades-long conflict between France, England, Austria, Prussia, Russia, and Spain, is re-created in 13 separate scenarios. Each historical scenario is presented as a separate 2-player game with an average playing time of 2-3 hours. Also included is the Grand Campaign Game that covers the 10-year conflict of Empires from 1805-1815.

On December 2, 1804, Napoleon Bonaparte was coronated Emperor of France. By placing the crown upon his head with his own hands, Bonaparte brought all of Europe to the brink of war. For by its very nature, the act of self-coronation threatened the rule and challenged the legitimacy of every government then in existence. To restore the sanctity of the divine right and position based on noble birth, the European monarchies branded Bonaparte an international outlaw and pledged to remain in war against France until the Corsican usurper was overthrown and the Bourbon was restored. For the next ten years the fate of the French Empire rested on the abilities of the man: as a warrior and as a peacemaker.

What you will get with this new version of the wonderful old game is all of the Napoleonic Campaigns in one box, plus a newly revised Grand Campaign Game, with all new map, components, modern artwork, and greatly updated rules with new optional rules for chrome and increased emphasis on the Operational Arts. The thirteen scenarios (not including the Grand Campaign Game) are as follows:

- I. The Italian Campaign of 1796-97.
 - II. The Army of the Orient: Bonaparte In Egypt 1798-99.
 - III. Marengo – The Italian Campaign of 1800.
 - IV. The Sun of Austerlitz - 1805.
 - V. Napoleon's Apogee: 1806-1807.
 - VI. Wagram - 1809.
 - VII. The Campaign in Russia - 1812.
 - VIII. Struggle of Nations – 1813.
 - IX. Napoleon at Bay – 1814.
 - X. The Waterloo Campaign - 1815.
 - XI. The Peninsular War.
 - XII. Spain: 1811-1814.
 - XIII. The Final Glory (Linking 1812, 1813, and 1814) \$130
- <https://www.ossgames.com/store/mark-mclaughlins-war-and-peace>



Operational Studies Group

Napoleon at Bay Expansion Kit Includes: 2 rule books, 1 counter sheet (280), many player aid cards, charts & tables folder. Requires Organization Displays and maps from any edition of the game. We have much better OrBat information to fine-tune the scenarios. Our counter mix shows 82 French, 124 Coalition, and 74 Markers. In addition to creating a new slimmed-down set of rules for NAB, we will have a 4-page folder with optional rules on how to interface between NAB and TLNB scale games. The new counter sheet will have the same color scheme as the TLNB counters. This will make it easier to morph your NAB army onto the TLNB map. \$35 <https://www.napoleongames.com/napoleon-at-bay-expansion>

Napoleon's Wheel, The Danube Campaign I \$98/\$109 <https://www.napoleongames.com/napoleons-wheel>

Pacific Rim Publishing

Terran Games produced two excellent wargames in their short existence — **The Legend Begins 3rd Edition** and **Bastogne Or Bust! 3rd Edition**. Pacific Rim Publishing has a limited inventory of these wargames and to commemorate Terran Games' efforts [and to make room in the warehouse for **Korsun Pocket 2**] they are on sale. **The Legend Begins 3rd Edition** has been \$40 and **Bastogne Or Bust! 3rd Edition** \$30. These are on sale, \$50 for both games. <https://justplain.com/main.sc>

Tiny Battle Publishing

Rifles in the Peninsula introduces new rules to cover unique aspects of the Napoleonic Wars including mounted troops, formations, and the impact of the longer reload time of the weapons of the period (pistols, muskets, and rifles), also the different attributes of the units (combat factors, quality, special traits) grenadiers, voltigeurs, cuirassiers, and dragoons.

Rifles in the Peninsula is the third game of Gottardo Zancani's solitaire **Rifles** series, which also includes **Rifles in the Pacific** and **Rifles in the Ardennes**. The focus of this new title is on the Napoleonic Wars (1799-1815).

The **Rifles** system allows the recreation of small combat engagements (five to ten units per side), using an abstract map that represents the main features of the terrain like trees, buildings, hills. Placement of terrain features is guided but is never the same on each game, always creating new tactical challenges. The enemy strategy and the fog of war is recreated with the use of random Event Markers and "Activation Tables" that drive the enemy units toward their objective.

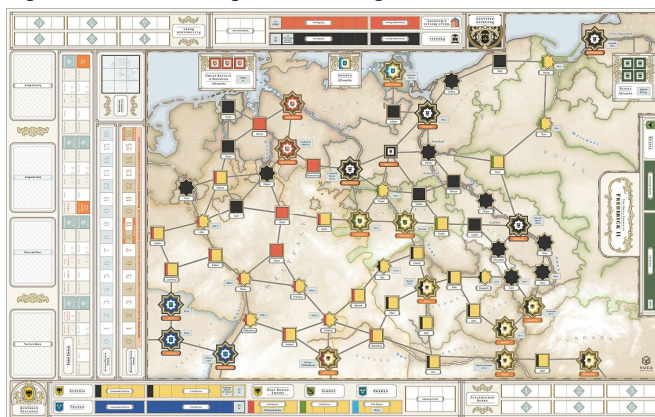
The Campaign game has been greatly redesigned and is now based on the timeline of the main campaigns of the period. The new Glory Track will represent the career of the Leader of your units, your avatar in the game, and your rank will have a direct influence on the game. Each year of the campaign includes four to six main "scenes": a scene can trigger one Mission on the battlefield or a Campaign Event. Twelve different Missions are available, covering classical military duties like reconnaissance as well as iconic battle episodes like the capture of a gun. Campaign Events are resolved without the need to setup the battlefield and cover episodes like barrack inspections, field maneuvers, and, of course, duels. As a bonus, an optional mini-game

The Duel (inspired by the movie, *The Duellists*) has been included in the package: this mini-game allows players to re-create a saber duel with a more personal perspective, providing an additional level of immersion in the historical period. \$36 <https://tinybattlepublishing.com/products/rifles-in-the-peninsula>

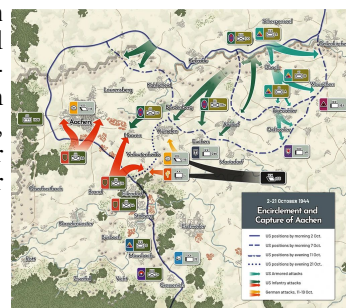


VUCA Simulations

The Great Crisis of Frederick II In this strategy boardgame, players will enact the European military campaign of the 7 Years' War (1756-1763). The combatants are alliances centered around Prussia and Austria; each side fights to consolidate their great power status in the region. The game map covers almost the whole central European theatre of war, including the sites of the major historical battles. The game runs until December 1763, or until victory conditions are fulfilled. €60 <https://vucasims.com/products/the-great-crisis-of-frederick-ii>



Crossing the Line – Aachen 1944 is an operational level simulation of the Battle for Aachen, which took place from September 12 to October 21, 1944. The game is intended for two players but is suitable for solitaire and team play. €55 <https://vucasims.com/collections/available-games/products/crossing-the-line-aachen-1944>



White Dog Games

The First Jihad is a solitaire board game by award-winning designers Ben Madison and Wes Erni, simulating the rise of the first Arab Caliphate, which spread the new religion of Islam across wide areas of the Middle East, Africa, Asia, and Europe. The player controls the forces of fourteen empires and kingdoms against the invading Arab (Muslim) armies, with the aim of pushing these invaders back before they are successful in driving all the player's armies to the edges of the world and converting his populations to Islam. \$64/\$71 <https://www.nobleknight.com/P/2147800762/The-First-Jihad>



BOOKS

Panzer Grenadier: Grossdeutschland 1944

As Germany's beaten armies stumbled back out of the Soviet Union, Panzer Grenadier Division Grossdeutschland fought to drive back Soviet advances and seal off enemy breakthroughs. As defeat loomed, the division won epic – though ultimately meaningless – victories at places like Târgu Frumos, Cherkassy and East Prussia.

Grossdeutschland 1944 is a supplement for our **Panzer Grenadier: Broken Axis** game, featuring 64 new die-cut, silky-smooth mounted pieces displaying the division's units in their own special color scheme. There are also 24 new scenarios for

Broken Axis from the April and August 1944 Soviet invasions of Romania, with four “battle games” that link them together.

Grossdeutschland 1944 is not a complete game; everything you need to play all 24 scenarios (and the battle games) is included in the book and the boxed game **Broken Axis**. No other books or games are required to play any of the scenarios. \$25

<http://www.avalancheppress.com/gameGD44.php>



Battle of the Somme is a Battlegame book containing a solitaire wargame simulating fighting on July 1, 1916, the first day of the Somme offensive, where one counter represents one individual British soldier. This is a 46-page, full color, illustrated book containing full rules, optional rules, 17 scenarios, campaign game, and game components, plus short background articles. This is an updated version of **Poor Bloody Infantry** and its Expansion, but contains additional rules, additional counters and markers, plus most importantly of all, new Advanced Game rules, with individually rated infantrymen counters for this version. Overall, the set includes one hexagon map, game markers, and well over 500 individually named soldier counters, enough to outfit any number of unique Regular, New Army, and Territorial platoons going over the top. \$23

http://minden_games.homestead.com/Specials2.html

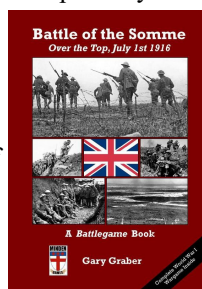
OR

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, 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 (for list, see below), and rules for linking these together to form a Campaign game.

To play the game, you’ll need access to a standard deck of playing cards, and a six-sided die, which act as randomizers during play. When the whistle blows, it’s up and over the parapet for you and your unit, and off toward the German line. The rat-tat-tat of defending machine guns soon will become apparent, the wire entanglements in front of you daunting, seemingly random artillery shells falling into your midst unexpectedly.

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. **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. \$23 http://minden_games.homestead.com/PBI.html

Nelson's Navy, The Ships, Men And Organisation, 1793 - 1815 by Brian Lavery

Patrick O'Brien provides the forward to this edition of the most successful Conway Maritime title. This book is the perfect guide to Nelson's Navy for all those with an interest in the workings of the great fleet. The book is eminently readable and is the first single-volume work to cover in such depth this vast and complex subject. Written by one of the world's leading authorities on the sailing navy, the book contains considerable original research to give a clear and authentic picture of the Senior Service as a whole. With a foreword by one of the most successful maritime fiction authors of the current age, the book is also of interest to all those with enthusiasm for the literature based on the Nelsonic-era. \$60

<https://ospreypublishing.com/store/military-history/upcoming-books/available-this-month/nelson-039-s-navy-hb>

MAGAZINES

CounterFact #12

Issue Contents:

The Mannerheim Line Campaign

Cyber: War’s New Fifth Dimension

The Sarcouf: World War II French Super-Sub

The T-28: Stalin’s First Super Tank

Issue Game:

The Mannerheim Line Campaign, 1939: A 2-player game on that portion of the Soviet-Finnish War by Ty Bomba. It is a low-intermediate complexity two-player historical wargame, which is also easily adaptable for solitaire play. It allows players to investigate the parameters of the final Soviet offensive into Finland in the late winter of 1940. For play purposes, that historic outcome is considered to have been a Soviet minor victory. Each hexagon on the map represents two miles (3.25 km) from side to opposite side. Each turn represents one week during February and March 1940. Each unit of maneuver represents a corps, division, brigade, or regiment. Playing time is about three hours.

https://www.wargamevault.com/product/305845/CounterFact-Issue-12?manufacturers_id=4712

Modern War #47 **Objective Nuremberg** is a two-player alternative history wargame intended to investigate the operational parameters that would have been in place during the first four days of fighting in that border area of West Germany had the Soviet Union decided to try to attack sometime in the early 1980s. It was during that time frame the Warsaw Pact achieved a possible decisive “correlation of forces” between their militaries and those of the West.

This game is the first volume of the 7DR (Seven Days to the Rhine) Series. Each single-volume game will use the same system and will be playable alone or mated to other games in the series. Each hexagon on the map represents 2.5 miles (four kilometers) from side to opposite side. The Warsaw Pact units are regiments, while the units of maneuver on the NATO side are battalions. Air power and electronic warfare counters and rules abstractly represent the effects of one side or the other gaining



temporary superiority within those sub-realms of conflict. Each day of real time consists of one nighttime and two daylight turns. \$40 <http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW47>

Slingshot 329, March/April 2020

Bosworth Field 1485 Battle Pack - by Richard Lockwood

Bosworth Field is one of the most significant battles in English history, yet some details of the engagement are frustratingly unclear, even to the location of the battlefield—until recently. Richard Lockwood gives the findings of contemporary research.

The French at Bosworth - by Duncan Head

The French contingent at Bosworth was an important part of Henry's army, but how large was it and how was it equipped? Duncan trawls through the sources to give a nuanced picture of mixed-arms infantry that were the beginnings of a French standing army.

Tactica II - A Personal Perspective - by Simon Watson

For Simon Watson, Tactica II strikes the ideal balance between ease of play, historical feel, the player's decision-making, aesthetics, and the richness of troop diversity.

Providing Your Warhorses - by Jim Webster

Heavy cavalry has always been expensive, but Jim Webster shows just how expensive it was for the Frankish kingdom to raise good quality warhorses.

Numbers in Some Roman Battles - by Julian Lorriman

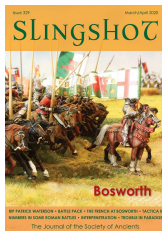
The standard wisdom is that Gallic armies consisted of vast numbers of warriors. But reading between the lines in the sources, Julian Lorriman comes up with a different picture.

Trouble in Paradise - by David Beatty

A good bout of bloody warfare in the peaceful islands of Hawaii where visitors in the 15th century were more likely to be met with spears than wreaths.

In One Side, Out the Other - by Chris Hahn

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

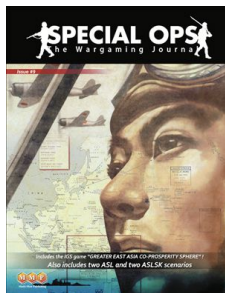


Special Ops #9 has six articles, two ASL scenarios, two ASLSK scenarios, a Sequence of Play for ASL Starter Kit #4, and the ASL Starter Kit "Hedges" rules and examples of play originally released in the currently out-of-print ASL Starter Kit Bonus Pack #1 Beyond the Beaches. The magazine also features the game Greater East Asia Co-Prosperity Sphere.

Featured articles cover Front Toward Enemy, a scenario chronology for the Great Campaigns of the American Civil War (GCACW) series, a preview of ASL Starter Kit #4: Pacific Theater of Operations (ASLSK), the employment of Conscripts in Red Factories (ASL), and a designer's preview of Kharkov (VCS).

Greater East Asia Co-Prosperity Sphere, designed by Yasushi Nakaguro and originally published by BonSai Games, covers war, diplomacy, and politics in the Asia-Pacific theater, with one-year turns beginning in 1939 and ending in 1944. The game has one map, eight pages of rules, one player aid card, 24 cards, and 50 1" counters. \$32

<http://www.multimanpublishing.com/Products/tabid/58/ProductID/369/Default.aspx>



Strategy & Tactics #322 contains **Banana Wars: US Intervention In The Caribbean 1898-1935**, a two-player game simulating the period between 1898 and 1935 that saw increased US involvement due to the novelty and growing popularity of what

else—the banana. During this period, the US Military participated in over 50 operations in a dozen Caribbean, Central and South American countries. Some interventions lasted for years. The occupation of Haiti lasted 19 years, the occupation of Nicaragua 21 years. In time, the US led seven separate invasions of Honduras. Our all but forgotten meddling in American affairs outside our own country led American writer William Henry Porter, known as O. Henry, to coin the term "Banana Republic." \$40

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST322>



Strategy & Tactics Quarterly #9 - *American Revolution w/ Map Poster*. Britain was the superpower of the day in the last half of the eighteenth century: her navy the equal of any two others; possessed of rich colonies in North America, the Caribbean, India, and the Far East; with a merchant fleet carrying the wealth of nations across every ocean. All was not as stable as it could be. The British citizens of North America, among the world's wealthiest and healthiest peoples just beginning the subjugation of a continent, resented what they saw as the heavy hand of the mother country. In just a few years petitions turned to violence and finally to rebellion. The empire turned to crush the uprising, and on paper should have had little trouble doing so. The combination of great distance and colonial determination blunted British efforts, and the rebellion grew into a long war, with former British antagonists waiting in the wings for an opportunity to pounce. Patrick S. Baker examines the course of this war in great detail, with maps and images aplenty, to explain how a contest seemingly so one-sided could reach its unexpected end. \$20

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=STQ9>

War Diary Vol. 4 No. 1

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

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