

The Kommandeur



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From Your President Bob Best

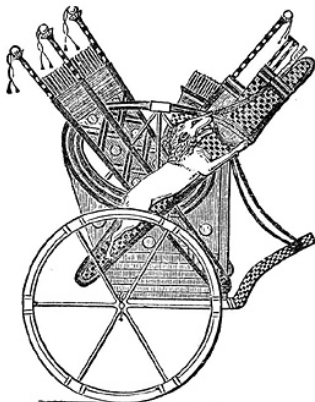
Today is Tuesday July 28, 2020. I want to say that I have been serving on the AHIKS Executive Committee now for 12+ years. We have accomplished many things together for the betterment of AHIKS, and it has certainly been an interesting and fun time for me. I do think that it is time for new blood here in the President's job. AHIKS needs creative thinking and positive actions to navigate the next four years, and I do not believe I am the one to provide that. It is always sad to leave friends you have known and worked with over the years, but it is time for me to step down as President. VP Ken Oates will be taking over the reins until a new president is found, but I will leave the telling of how that will be happening to Ken and the other Executive Committee members. I want to thank the members of the Executive Committee and all of you for your great support and help along the way. I have enjoyed being your President. THANK YOU!

I wish you all Happy Gaming!

12.4 REINFORCEMENTS

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

- 1980 Jomathan Marro, Derby, CT
- 1981 Don Lazov, Toledo, OH
- 1982 Alfred Bucey, Shepherdstown, WV
- 1983 Aaron Kulkis, Pontiac, MI
- 1984 Ronald Snow, Portage, MI
- 1985 Luis Carlos Zaragoza, Sevilla, Spain
- 1986 Pietro Parodi, Bologna, Italy
- 1987 Kevin Grey, Mechanicsville, VA
- 1988 Jack Cameron, Lake Frederick, VA
- 1989 Edson Ramos, Extrema, Brazil
- 1990 Jeff Jones



From the Editor

There is some slight confusion in the ranks of the Executive Committee at the moment concerning the presidency, but we will get it straightened out.

The Publication section of AHIKS has experienced some difficulty lately. As you all should know by now, my local email server decided after 17 years or so that I was sending spam, although the security program I have on my computer detected none. I talked to the Tech people three times, but (a) I had to get my computer sanitized, (b) they did not know what the spam was, (c) if it happened again, I was toast. I wrote a letter; no response.

I started looking around for a group that would handle *The Kommandeur*. I changed my personal email to gmail, but gmail got excited when I tried to send a short email to 20 people. I gather there is some (complicated) process where I could get gmail to send the newsletter, but I am too old to mess with complicated. I looked into a few other servers, but they wanted me to create *The K* on their equipment. I want to use Microsoft Publisher, as I have been doing. Finally, I found Sendinblue, which allows me to add an attachment to the email. I am limited to four MB and can send out only 300 per day. Therefore, you will see fewer pictures (some pictures I get are five MB). The cost of Sendinblue is about \$100 a year.

The big test is coming up. I have finally gotten your email addresses moved to Sendinblue. That sounds easy, but it wasn't for me. You should have received my short notice. Now we will see if you get *The Kommandeur*.

To the many of you following my building of the Mark IV Tadpole tank, I have startling news for both of you. I returned to the model table! I got hung up before because of the painting. I'd stop, find a color near the proper color, get out my electric shaking machine, shake the bottle for several minutes, find a brush, and paint. Too much! [I have had an airbrush for some seven or eight years still in the shrink wrap.] I decided to forego painting.

I am working on side of the tank at the moment. On the bottom of each side are 32 small wheels. The directions say to put one end of each axel in one panel on the left side, add the wheel, then put these axels through holes in the other panel. The axels do not stand up straight, but I gave it a try. Snap, ting, zing, rattle, tinkle, "son of a gun!" These were the sounds I heard [the last sound is close] as I pressed the two panels together and the axels, for some reason, did not enter their holes and shot off into space. Many axels and wheels found refuge under the furniture. So, I removed 20 wheels and axels; who would see them under the tank anyway? Then I was able to get the panels together, although I did hear some loud yelling. To keep them pressed together while the glue was drying, I used rubber bands (not easy in all situations) and cellophane tape. I've always called it Scotch tape even though all tape isn't Scotch.

Note my new email address on page 12.

Book Review

Code Talker, The First and only Memoir by One of the Original Navajo Code Talkers of WWII

by Chester Nez

Caliber Press ©2011

310 pages, maps (poor), photographs

\$8.25 to \$45 on Amazon

Reviewed by Omar DeWitt

I found this book very intriguing. There is actually not much about the code talkers in action; it is mostly about Navajo life, which I found especially interesting. I live in New Mexico where there are nineteen pueblos. The Navajo reservation is partly in New Mexico.

I read about Indian children going to school, which was some distance from their homes. They had to put up with very bad food (at one school), matrons insisting they speak only English (or they would be whacked), older students stealing their food, and living apart from their families for most of the year.

Nez joined the Marines before graduating from high school. Navajos could fight for the United States, but they couldn't vote in the 1940s. A man named Philip Johnston had suggested to the Marine Corps that they use the Navajo language for a code. The language is unique among Indian peoples, and the pronunciation is so subtle that one has to be brought up hearing and using the language to be recognized as Navajo.

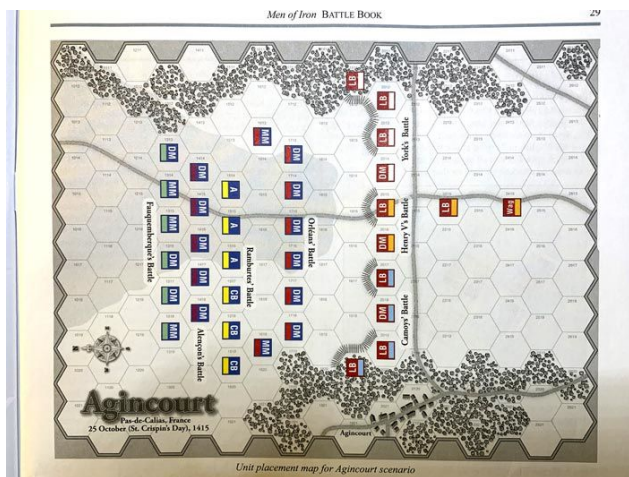
Upon enlistment, 30 Navajos were asked to devise a code. Apparently, the Japanese were very good at breaking U.S. codes, and the military had devised a very complicated way to communicate, but it took too long.

So, the 30 men were put in a room, and they devised a code. I had assumed that they just spoke Navajo, but it was much more complicated than that. There were straight translations, such as the Navajo word for tortoise meant tank, and the Navajo word for storm was storm. They were also able to spell; for instance, for the letter "c" they would use the Navajo word for cat or coal or cow. The entire code is given in the book, and it runs 11 pages. At that time, Navajo was not written; everything was kept in the head.

Apparently, the Japanese suspected the code was Navajo, but they were never able to break it, even after torturing a Navajo captured when they took the Philippines.

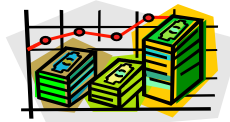
After the war, the code talkers went home. In silence. Their code was a military secret, and they could not, and did not, tell their families what they did in the war.

Twenty three years later, in 1968, the code was declassified, and the code talkers could finally tell what they had done in the war.



Treasury Notes

Brian Stretcher



Retail Therapy, Part Deux: Men of Iron Tripack

Since last issue, both the **Men of Iron Tripack** and **Imperial Struggle** showed up on my doorstep, about a week apart from each other. I was starting to wonder if I had missed the arrival of **Men of Iron**, having been away camping when it was originally scheduled to arrive, but GMT was simply experiencing some shipping delays as they got back to speed during the pandemic. I have not had the opportunity to do anything other than look through the **Imperial Struggle** components, and it looks nice indeed. But I have been able to read through the **Men of Iron Tripack** (hereafter **MIT**) and the Battle Books with all of the individual battle scenarios.

This is a re-issue of three individual titles in a single box, designed by the late Richard Berg. The individual games are **Men of Iron: The Rebirth of Infantry**, covering fighting in Europe from 1298 to 1415; **Infidel: The Supremacy of Cavalry in the Crusader Era**, covering battles in the Crusader Kingdoms in the Middle East from 1097 to 1191; and **Blood and Roses: Battles in the Wars of the Roses** in England, 1455 to 1487. Those are the titles in the order originally released, hence the chronological discrepancy. There appears to be another game in the series that is not included in **MIT**, that being **Arquebus**, which I presume deals with battles in the 16th century. The rules tell you how the games have been changed from their original editions, with the most changes made to **Men of Iron**, making all the games into one unified system. There are no separate rulebooks for each title; the rules that distinguish the individual games being built into the general rules or the charts and tables unique to each separate game. Thus, while all games have similar charts and tables, the unit types and results for a given die roll might be a little different from game to game depending on the time period.

Components are top-notch, as I have come to expect from GMT. Full color rulebooks, examples of play, cardstock charts and tables, and individual historical maps for each individual battle (well, except one, the St. Albans battles being fought over the same battlefield). The maps are attractive, although as with many Medieval battles, most of the maps feature wide swathes of open terrain. These maps are not mounted, and probably with good reason, as there are a lot of them. But, no generic battle maps here. No generic leaders either; all named with several different attributes and appropriate heraldry on the counters. The only modest surprise was seeing 1/2 inch pieces for all the battles except **Agincourt**, which features the larger counters to which I think many of us have become accustomed over the past several years. The 1/2 inch pieces look quite small in comparison. The **Agincourt** game is a bonus game that originally appeared in C3i magazine and has its own unique pieces and a half-map.

The system is unique, or maybe not if you are used to Richard Berg games. Several years ago, I decided I did not much care for Berg's games, since many of them introduced so many random factors and die roll modifiers that I came to believe that once the forces were put on the map, the games were decided by an infinite number of die rolls with the players having little decision-making ability. I no longer prefer the "stack 'em up to 3-1 and roll a die" type of game, although they still have their place. Anyway, there are no turns. Instead, a player activates a Battle (division), moves his units, both sides conduct missile fire, the active player conducts charge and shock combat, and then tries to rally his retired units. The interesting part comes after this, when the active player can pass play to the other

player or choose to try to continue and move another battle. At this point the non-active player can attempt to “Seize Continuity” and move one of his Battles, and die rolls ensue to see if that happens or if the active player gets to move again. Each player starts the game with only a certain number of Seizure counters they can use to try to steal a move. Even without a seizure attempt, Continuation is dependent on a die roll, modified by the overall leader’s effectiveness, and the number of times the active player attempts to Continue. The game continues in this matter until someone loses, usually by reaching a certain loss level, but sometimes when the clock runs out. One player will be “timed” in order to encourage him to attack, based on the historical situation. Every time the non-timed player passes when he has a Free Activation, the clock ticks down a pip. If the clock reaches zero before the opponent is defeated, the timed player loses.

Everything you might expect in a Medieval combat game is here. Units are differentiated by type, and there are a good number of types, from mounted Men-at-Arms, Knights, longbows, pikes, heavy, medium, and light cavalry, crossbowmen, and even camp followers. Units are rated for movement and their defensive shock modifier (negative modifiers being good, positive bad). There are no attack values. Instead, there is a weapons system matrix where unit types are compared for their ability to make certain types of attacks, which is yet another die roll modifier, and it is the cumulative die roll modifier that makes or breaks an attack. All rolls are made using a 0-9 ten sided die. Thus, a longbow has a +3 modifier against mounted Men-at-Arms, and an additional +1 at a range of 2 hexes. If we look to **Agin-court**, where all French are disordered at the start of the game, only a roll of 0, 1, or 2 gives no effect, 3-7 forces the target to retire (flee to the Standard for potential future rally), and an 8 or above eliminates the unit. Hence, the ability of longbows to absolutely devastate an enemy.

Shock works pretty much the same way. Defensive modifiers are displayed on the counter. Offensive modifiers are determined by the Matrix. Some cavalry units may charge in order to roll against the charge table instead of the usual shock table, which produces less dramatic results against a defender than the charge table. Of course, opposing units might counter-charge to disrupt a charge, and charging units are susceptible to missile fire. A successful charge or shock combat might result in anything from disordering the defender, forcing a retreat, or outright elimination under certain circumstances, and a very successful shock/charge will allow the victorious unit to continue attacking another adjacent unit.

There is a lot of chrome. Mounted archers can move, fire, and move again, and many light cavalry units can try to retreat before combat. Crusader Knights tend to be an impetuous bunch and can be required to charge a missile unit that fires upon them. In most games, horses may be reluctant to charge groups of men with a lot of long, pointy things sticking out, except those impetuous Englishmen during the War of the Roses. There may be bombards or immobile artillery available, and some handgun units during the War of the Roses. Gunpowder, however, has a nasty problem with premature explosion. Mounted Men-at-Arms can be unhorsed by missile fire. Some units can form a shield wall, which is useless for the attack, nearly impenetrable to shock and charge combat, but very vulnerable to missile fire.

Interestingly, units are not rated for morale. Instead, morale is built into the die roll modifiers, as well as the class of unit. Some pike units will have better shock die roll modifiers than others. For example, there is Levy Infantry in **Blood and Ros-**

es, and they simply cannot attack, plus they have a poor shock modifier. Therefore, there is none of the “roll to hit, then check against morale” that you see in many other games. Nor do units hold the line, slowly degrading, until they finally break and run. Combat is a bit more dramatic, with results of no effect, disordered, retired, or elimination.

As you might expect, there is facing in this game, and since the game uses hexes, there are two front hexes, two flank, and two rear hexes. Attacks from the flank and rear are bad. Attacks from multiple directions are even worse.

The rules seem to be well-written and easy to follow. Mr. Berg has sprinkled considerable humor within his prose. Each battle scenario has a good historical background, deployment instructions complete with a reproduction of the map, historical and design notes, estimations as to likely game length and, for many, a description of the hopelessness of one side’s chances for victory. Therefore, many have options that will improve a side’s situation. A few state that they are best played solitaire, such as **Falkirk** (William Wallace has no chance) and **Agin-court** (the French will be slaughtered). There are big battles (**Najera**) and small (**1st St. Albans**). All total some 20 different battles to fight. These are all field battles, not sieges, although a few happened in conjunction with sieges. I still have to read through several of the scenarios, but I will definitely be trying this one.

I was trying to recall similar games in my collection, and I could only come up with one, that being **Men at Arms**, a rather ambitious design by James Dunnigan and Al Nofi published in *S&T* in 1990, which was offered as an update to the original SPI PRESTAGS series. This game offered 32 battles from 1294 BC to 1818 AD in 4(!) pages of basic rules. I did set up this game and attempt to play it back in the day, and I recall the rules being rather loose, given the 4 pages. Counters look like early-SPI, and the generic geomorphic and ugly maps featured squares rather than hexes in stark white, black, grey, and blue. The maps were printed on both sides and had to be cut out to be used. It was not up to even contemporary production standards for a magazine game, even if there was something there to the system itself, and there were a lot of battles. I believe I played through the game once and then put it away.

The other comparable game I have in my collection is SPI’s **Agin-court**, another James F. Dunnigan and Al Nofi collaboration, published in 1978. Although the game produces the predictable disaster for the French, this was a pretty cool game. The map and counters were great, especially for the time, the scale smaller than that presented in **MIT** and the rules more detailed in many ways. It is the only game that I recall where the map is increasingly littered with markers that say “Dead” as game progresses, and the English archers would have to run out between waves of French attacks to retrieve arrows from the slain French.

There are probably few Medieval battles that provide balanced situations for competitive play, but the fun comes from doing better than history.

Treasurer’s Report

A donation and the usual passive activity.

Total balance 4-29-20:	\$ 8,190.35
Donations:	35.00
Dividend 5-31-20:	1.75
Dividend 6-30-20:	1.69
Total balance 7-30-20:	\$ 8,228.79

Until next time!

The Solitaire Game by Bob Best

A Warfighter WW2 Pacific "Holding the Line" Mission

This time, I thought I would show an After Action Report I created from a "Holding The Line" mission in a friend's **Warfighter WW2 Pacific** Campaign Game set on Bataan Peninsula in the Philippine Islands at the beginning of World War 2.

This After Action Report was written from a Warfighter - WW2 Pacific Campaign Game being run by Brett Grimmond. The scenario was a "Holding the Line" mission set on the Bataan Peninsula in the Philippine Islands at the beginning of World War 2. US Forces were being pushed back toward Corregidor by a determined Japanese Army. This is a "Holding the Line" Mission and the AAR is based on that game:

The Situation: (as given by Brett Grimmond)

It's the 8th of April 1942 - the men of the 200th Coast Artillery are ordered to scuttle the guns that they had served so bravely. In 1945, General Wainwright said of the battle of Bataan, that the 200th CA (AA) "were the first to fire, and the last to lay down their arms..."

Brett's Opening Briefing:

The Lieutenant nodded tiredly at the Captain and watched with glassed-over eyes as he drove off in the "borrowed" Philippine Scouts staff car.

With a sigh, he walked over to the assembled Platoon Sergeants and Corporals that were left in the company and said "It's been tough and now, for us, it is going to get tougher ... We have been ordered to hold this dot on the map to give the rest of the Battalion a chance to fall back. I know that we will do New Mexico proud. Let's show these bastards what the 200th can do!"

My After Action Report:

Pfc. Fred Schwarz, appointed acting 1st Squad Leader after Sgt. Nicoletti "bought it" at the last rear guard action sighed heavily. He looked at the map the L-T held... "Crap!" he thought "... you want me to hold a platoon's frontage with five, exhausted guys who are low on ammo and haven't rested or eaten in 2 days." Schwarz shook his head and said "Right, Lieutenant. We've got this."

The L-T looked back with tired eyes and said "Good Luck!" as he moved off toward the others.

Schwarz walked toward the four other remaining members of the 1st Squad. Scanlan (NPC) held a Browning M1918A2 Automatic Rifle like the one Schwarz had, Moore (NPC) had a Browning M-1919 Light Machine Gun carelessly resting over his shoulder held by one hand while a cigarette was cupped in his other hand. Stover (NPC) the assistant gunner had the MG's Tripod and the extra ammo cans for the MG at his feet and had a 100 round belt of ammo draped around his neck and hanging down his chest. Walsh (NPC), the medic was keeling down smoking a cigarette with his M1903A1 rifle held in his left hand. All were looking at him, waiting for the bad news. Schwarz fingered the dogtags that he had clipped together in his pocket and wondered how many of these guys' dogtags would get added to the chain after this "holding action".

"Grab up some extra bandoleers of ammo and some grenades from the back of the L-T's Jeep, boys... then come with me and I will show you the area we are defending." said Schwarz. He followed his own advice and grabbed an extra bandoleer of BAR clips and moved on down the ridgeline.

The Terrain (Location Cards) favored the defense. The location cards has fairly tight reinforcement levels that would somewhat limit how many Japanese hostiles would attack along the front at any one time. The first Location card held a "Bamboo Patch." Schwarz placed Scanlan there with his BAR and told

him to deploy the Bi-Pod for spray fire and dig a deep foxhole with his entrenching tool. Scanlan would cover his front and the "Light Jungle" location card to his right.

Schwarz then placed Moore and Stover with the M1919 MG in the "Light Jungle" location and told them to set up the MG on the tripod for spray fire and prepare fields of fire across Scanlan's front, their front, and the open "Road" location card to their right, all at range of 1. The "Light Jungle" card obstructed the line of sight between Scanlan and the Road. Schwarz left the "Road" location card unmanned.

Schwarz moved across the "Road" card and set up in the "Clearing" Location card next to the road. He deployed the BAR's Bi-Pod giving him spray fire. He set up fields of fire to cover the "Road" to his left, his own front and the "Last Ridgeline" Objective card to his right with automatic spray fire.

Schwarz placed Walsh on the "Last Ridgeline" objective card with his M1903 rifle to cover the front and Schwarz's front also. That was the best he could do, Schwarz told himself. He had made the best use of terrain and deployed the best defense weapons he could get (purchase with RP points). He also felt confident that the skills he had, "Veteran", "Meat Eater", "Zeroed", "Hose" and "Marksman" and "Pitcher" gave him some healthy dm's for his BAR. Schwarz also laid out 3 Mk 2 Grenades and 2 BAR magazines within easy reach. He also laid out the Map the L-T had given him. (This took 2 turns off of the 13 turns he would have to hold out here.) He was ready.

The 5 men of the 1st Squad didn't have long to wait. A "Lone Soldier" hostile appeared in front of Schwarz ... moving toward the road. Schwarz triggered a burst of fire and dropped him. It was quiet for a couple moments... Then out of the elephant grass they came in a rush yelling "Banzai!! Banzai!!!"

There was firing all up and down the line, pausing occasionally as the attackers regrouped and then charged again! Schwarz could see that the automatic spray fire from the 3 MGs really cut down the attackers. Walsh even took out an attacker that Schwarz did not see who had closed to point blank range and shot him with his M1903 rifle.

The fighting was hot and heavy. Three times Schwarz saw the red tracer round flash down range signifying he was out of ammo and had to reload. There was some close up fighting but none of his squad mates had been wounded. (Judicious Action Card play managed to help keep the attackers at bay.)

Schwarz's heart jumped up into his throat on one occasion when a hostile mortar team started dropping rounds into the "Light Jungle" where Moore and Stover and the M-1919 MG were... Schwarz swore he saw a hit that downed them both and destroyed the MG! (Fortunately an action card was available to cancel that hostile attack!)

Out of the smoke and debris from the mortar attack a figure emerged running across the road toward Schwarz's position. It was Pvt Updike from the L-T's HQ section. (Updike was added after a Hostile reinforcement with an Event note was drawn for the Bamboo Patch.)

Updike jumped into the depression where Schwarz was hunkered down. "L-T says to pull out at the next lull and fall back to the Company's position on the ridgeline." Schwarz gave him the OK sign and then fired a long burst killing another hostile. Updike slapped him on the shoulder and jumped up... "Cover me!" he yelled as he took off running. "I'll tell Walsh."

Schwarz turned, saw a "Kamikaze" hostile moving toward the road and the MG beyond... he aimed and then squeezed the trigger. The BAR recoiled against his shoulder as several

rounds found the hostile and he dropped. The gunfire died away along the ridge. Then it became quiet. Schwarz saw that the Kamikaze hostile carried a Satchel Charge and moved over to pick it up. After a moment Updike whistled and then waved as he and Walsh moved off the ridge line toward the rear. Schwarz made sure the other squad guys saw the signal and were falling back too. After he counted the last man moving to the rear, he took one last look around just in case and then began moving back to the rear himself. No more dogtags to add this time!



Warfighter WW2 Pacific - Holding the line game.

An Old Game

Jim Dapkus wrote your editor asking if there was, as he remembered, a game from SPI on the French invasion of Russia. He said it came in a hex version and an area version. I checked it out and wrote him the letter below. I thought it might be of interest to a couple of you.

June 30, 2020

Jim,

Yes, the SPI game you described does exist: **1812, The Campaigns of Napoleon in Russia**. It comes in the two versions you describe.

If you can get to a computer, there is a fine description of the game at:

<http://mapandcounters.blogspot.com/2009/05/spi-1812-campaign-of-napoleon-in-russia.html>

One spot to buy it (in mint condition) is: <https://www.ebay.com/itm/SPI-1812-The-Campaign-of-Napoleon-in-Russia-game-WHITE-BOX-Rare-/303572800348>
Their cost is \$166 plus \$14 shipping. I would assume it is available elsewhere, used, but much cheaper.

I'm always pleased when I find out members actually read my reviews. Thanks for letting me know.

I trust you are surviving the virus. We are doing fine.

All the best, Omar

A Letter to the Editor

First off—I think Omar is pretty much a hero. He keeps churning out a nice K issue after issue. Even though, according to his occasional low-grade griping, he gets little material (input) from the membership. I'd wager many of us know volunteer work can feel unrewarding. I sure hope Omar doesn't believe he is unappreciated.

Next, I think the *Stalingrad* material he's been publishing recently is fab. Admittedly, it hasn't "helped" me one bit; I've never owned or played the game. But of course, that kind of stuff can help players master a game, and I think it's great. I flashback to the good-old-days of the *AH General*. I say kudos.

Also, kudos for Mark Bayliss for running his recent **Anzio** tournament. I wish I hadn't been bounced almost immediately (I'd like to complain about my luck but will spare you), but it was great fun and a perfect excuse to finally learn the *Italia* edition.

Mark and I have been by email playing **Anzio** outside of that tournament. A bit of a hybrid, using the *Italia* map but, mostly, 4th edition AH **Anzio** rules. We are playing an "extended" Basic Game per the *Gustav Line* scenario Tom Oleson published in Volume 16 of the *General*. Each game is 38 turns long; and there is a winner for the first half and then for the second. First game Mark won first half as Allies, and I won second half as Germans. Second game Mark won first half as Germans and is about to also win second half as Germans.

I'll admit: I love **Anzio**.

Speaking of **Anzio**, several years ago fellow AHKS member Craig Ladner and I played a match of the basic game. First game I opened as Allies taking the chance of the ("bounce off") invasion at Terracina. Perfect (i.e., lucky) execution with a die roll of 1. If I remember right, after four turns, I had four (of five required) victory cities, and I figured I'd be coasting to a big win.

But Craig displayed a *remarkable* tenacity. I never captured the fifth city, and he won! It was really something to behold, even though it came at my expense. Thank goodness I was able to win the return game as Germans and split the match.

In the midst of playing **Anzio** with Craig, I took a trip to Mississippi for a wedding. I got an inexpensive flight which had a two-hour layover in Dallas. At that time Craig—a management professional—was doing work at *the Dallas airport!* So, when I passed though, we met up for a fast food lunch.

Sometimes the gods really do smile upon you.

After we finished our **Anzio** match, Craig and I took up **Afrika Korps**, even though Craig said he hadn't played it in 30 years. I had the Allies, and it was a whale of a game. It went almost the full number of turns—very unusual in my experience. And...*Craig won!*

Well, at least I got revenge when I had Jerry.

As I write, we are in the midst of the Coronavirus emergency. I am trusting that This Too Shall Pass.

Thanks again for your efforts, Omar.

Tom Walsh

Stalingrad for Beginners, Part 2

by George Phillis

George has generously allowed me to print from his book. This book (and many more) is available from many sources, including Amazon. Although you may be a **Stalingrad** player of many years, I think you will find something interesting here. (O.D.)

Continued from Vol. 55, No. 2

Chapter Thirty-Two - German August Turn



Figure 122 German August Move - Northern Front.

The Germans continue their slow withdrawal deeper into Finland. They see the Russians have the option of making 3-1 attacks, with a 2/3 chance of killing the target. Against the stacks, at the price of leaving a modest gap in her line, the Russian can make a 3-1 on a 3-3-4 and a 7-1 on a 2-2-4, reducing her worst-case loss from a 5-7-4 to a 4-6-6, while increasing the expected German loss from $2 * (2/3) = 4/3$ to $1 + 1 * 2/3 = 5/3$ units. If the German is sure that the Russian will split the attack this way, he has the option of stacking the 3-3-4s with his 5-5-4, making it more likely that the 3-3-4s will live another turn. Advocates of low-odds German attacks will note the possibility of a 1-1 on the 4-6-6 shielding Leningrad, perhaps ensuring that units in Finland cannot without a turn's delay be withdrawn to the Central Front.



Figure 123 German August Move - Central Front.

We see here a near-maximum effort by the German Army. The Germans could free one unit by falling back from the Nemunas River to U16, but that's it. The Germans have as available targets no fewer than three 4-6-4s; they kill two of them by attacking at 7-1 and making a final 6-1. They still have the opportunity to attack across the Nemunas. However, in this position they would need to soak-off against six 5-7-4s, rather than the four on the prior turn, and the time to be gained by the attack has fallen by a month.



Figure 124 German August Move - Alternative Southern Front Move.

In the actual game, the Germans attacked NN14 at 3-1, hitting the 6-9-6 with no retreat and destroying it. The same attack also had the effect of forcing the defense of the Prut river line, obliging the Russian to retreat behind the Dnestr. Figure 124 shows an alternative German move for the Southern front. The alternative move is an illustration of sharpness. The move also shows a possible use of the 1-3 envelopment tactic, though I might well not have used it here.

As seen in Figure 124, the German attacks to break the Prut River line. However, in this alternative he makes his attack not on NN14 but instead on the other end of the line, taking a 3-1 on JJ15. The German also needs a soak-off, so he makes a 1-3. Because the Figure shows the 1-3 envelopment approach, the 1-3 attack is made from II15. If the German eschews the 1-3 approach, the soak-off would better be made from JJ14, while the 4-4-4 on II15 should be replaced by a 5-5-4. The attack as shown tends to break the River line, namely the Russian needs to counterattack from HH16 and JJ15 if she wishes to hold the Dnestr and Prut river lines. Such attacks are marginally possible, but unreasonably expensive. The Russian would need to make at least one low-odds soak-off attack against all the German units on the 14 file, and a second soak-off attack against the other German units on II15. (The 6-9-6 might be able to supply the soak-off by itself, attacking from JJ15, but that's a price many Russians would decline to pay.) She would then need find the units to make a 3-1 on one of the German units on II15, leaving the other one pinned on a river line. On the other hand, if the Russian does not counterattack, she has the challenge that she cannot put units on HH16, meaning that she has lost the line of the Dnestr and the defense of the western Ukraine. Without this attack, the Russian might have expected on the next three turns to delay someplace near DD16, DD17, and then DD18, but now the next three turns may put the German someplace near GG17, FF18, and EE19, meaning that the German may have gained something like three turns (chess folks will call these 'tempi') in position.

As another alternative, the Russians could fall back from the Prut to the Dnestr, making only an attack and soak-off to hold HH16. Only one soak-off unit might then be needed. However if that unit survives, the German has several mischievous options as to where to retreat it, for example KK16 if the soak-off is made from II16.

Now we come to the 1-3 envelopment attacks. I am not in general an advocate of 1-3 envelopments, especially this early in the game, but there are special circumstances here, namely the Russians really do not have a large number of units in the South at this point. First, what is the tactic? As seen in the Fig-

ure, a 1-3 is being made on JJ15, and two more 1-3s are being made on GG15. Ordinarily, the units surviving those attacks would find themselves retreated to II13 or JJ13. However, as seen in the Figure those two squares are both filled to capacity with German and Rumanian units. If need be, the German could also have used the two Rumanians holding the Prut (arrows). Those units do keep the Russian Army out of Rumania, but if the Russian wants to throw units away invading Rumania, the German should not complain.

The 4-4-4 and the two 5-5-4s therefore have only two lawful retreat squares, marked in the Figure by the yellow stars. The lawful retreat squares are both well to the east of the current Russian line, well inside Russian-controlled Russia. If any of those units survive (a 2/3 chance for each attack), the Russian must retreat those units into her rear areas. She must then be careful. If she retreats the units to GG17, she absolutely cannot counterattack to hold HH16. Why? To hold HH16, she needs to be able to move units onto HH16, but with a German unit on GG17 her units cannot reach HH16. If she retreats the units onto HH17, she will need to counterattack to hold HH18. Without a counterattack to hold HH18, her defense of the Southern Bug starts to fold at one end. Furthermore, she does not have the units to make both counterattacks. She has at most nine (and more likely eight) units in the south. She needs two units to hold the Dnestr land island (JJ17-MM17), and two more as delaying units, leaving her with four or five units, meaning she needs one unit as a soak-off, and then has three or four units to attack the units that penetrated her line via the 1-3s. She could leave one of her attacking units on HH16, holding the river, but on the next turn the Germans get to attack anything on HH16 before any of their surviving units on HH17 must make their attacks. As a result, anything on HH16 will be attacked by the Germans while it is surrounded. It will have no retreat. There is one chance in 27 that all three 1-3 units will be lost through bad combat results. The other 96% of the time, the 1-3s create a quandary for the Russian player. A much more conservative move is to make only one 1-3 enveloping attack, the attack he must make as a soak-off, which 2/3 of the time gives the Russian a challenge but which never abandons a stack behind Russian lines.

Chapter Thirty-Three - Russian August Turn



Figure 125 Russian August Move - Northern Front.

The Russians continue to pay a price for attempting an offensive in the north while they have very limited forces there, namely they must attack at odds at which they risk an exchange. The Germans offer three stacks, each worth five defense factors. At the end, almost certainly the Russians will need to assault Helsinki, and its doubled defender. The 5-5-4 will be the most expensive unit to attack if it is allowed to reach Helsinki, so it is the unit most worth destroying if it can be caught in the open, as attempted here.



Figure 126 Russian August Move - Central Front.

On the central front the Russians simply drop back behind the Nemunas river. The Germans must spend a turn entering swamp square Z18, and only on the turn after that can he advance his units onto the 19 row to attack Russian units behind the river. The German advances two squares this time, and does not need to pay for the privilege. Observe that Z18 is not a suitable Russian delaying position. If the Russian places a delaying unit on Z18, the German can attack it from Y18, soak-off against the Russian units on X19, and at the end of the turn the Russian must either withdraw from X19 or counterattack against a powerful stack of German units.



Figure 127 Russian August Move - Southern Front.

The Russian does what she can to slow the German advance and minimize her own losses. In considering whether a move is sound, ask what the enemy will do in response to it. Here the Germans may try a 3-1 and soak-off on HH16 to break the defense of the Dnestr. However, the German will also this turn reach EE16 and GG15. On the next turn, HH16 will have no value as a defensive position, because it can be taken from opposite sides. If the Russian wants to lose only one delaying unit, she must withdraw two spaces to DD19-FF17-HH18. The turn after that, with Germans on EE18 and GG17, she must again withdraw two spaces and delay on FF19 or GG19. If the Russian player chooses to lose one unit per turn, she is trading space for casualties, but the consumption of space is substantial.

To be continued

Panzerblitz PBEM Tournament—Andriakos-Trosky Semifinal

From Art Dohrman

After a year and a half of group play, the tournament has advanced to the playoffs, with two semifinal games. In this, the first of two semifinals, Steve Andriakos and John Trosky independently ranked a variety of PB and PL situations in terms of most preferred to least; the combined ranking resulted in situation 14 being the preferred choice. This is the situation I described in the June issue of *The K*; as a quick summary, it involves a German recon battalion raiding a Russian Army HQ, doing as much damage as it can, and then evading the Russian relief force. This is a quick game: while the Russians have significant combat power, they only have 8 turns to run the German raiders to ground and extract revenge for the damage to their HQ.

After rolling the die to determine sides, John ended up with the Russians, leaving the Germans to Steve.

Russian setup – Russians set up the CP in 2V6, flanked by the two 57mm ATGs. The 12.7mm MGs cover the back side. Each hex has a recon unit in addition to the nonmobile units. The Golod garrison (three rifle companies, a battery of 45mm ATGs, and a small mortar) are all mounted in their trucks, raring to go.

German Turn 1 – The armored cars take up delaying positions on board 1, around hill 135. Crucially, one SdKfz 234/1 armored car occupies hex 1N5, preventing the Russians from deploying their 120mm mortar there on turn 1. Empty halftracks block the Golod garrison along the 2H/2I rows. Lynx, accompanied by one halftrack, blocks the extreme west edge. The main raiding force attacks the northwest edge of Bednost, using infantry to spot the CP and positioning so that only one ATG can fire on the armored vehicles. Halftracks unload the German 81mm mortars at 2R7 and 2O5. (Personally, your observer has never found value in unloading the little mortars at all in this situation. We will see whether this German player can demonstrate value for the loss of victory points.)

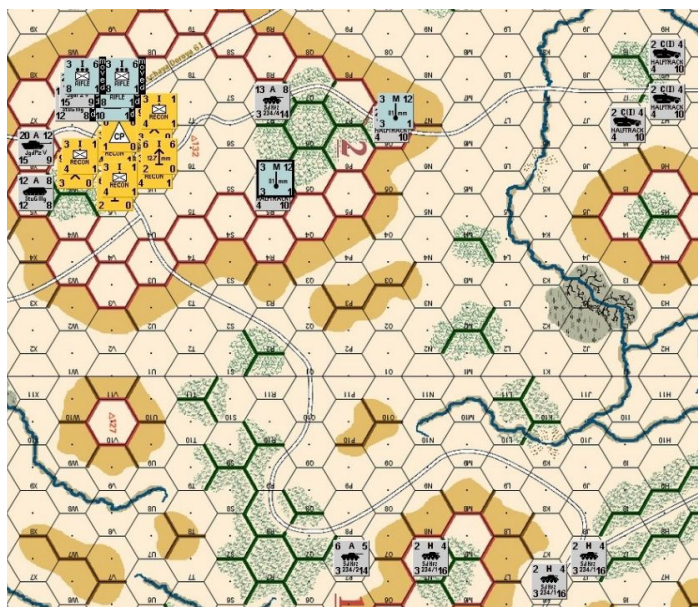


Figure 1 Russian setup & German Turn 1

Russian Turn 1 – The Bednost garrison scores two lucky shots, dispersing a JgdPzV with direct fire and a StuG with a close assault. The Golod garrison advances onto and south of hill 129 for reasons not immediately clear. The relief force advances on several axes: four T34/85s, with three rifle compa-

nies, the engineer company, and two batteries of 45mm ATGs, advance through the badlands on the west half of board 1. In the center, the Russians deploy their big 120mm mortar on hill 132 at 1P7 while the remaining armor engages the German armored cars. The Russians dismount a rifle company and an SMG company around hill 132 to help speed the Germans on their way.

German Turn 2 – German direct fire is accurate, knocking out the CP and both 57mm ATGs in Bednost. Their 81mm mortar at 2R7 participates in knocking out one of the ATGs and gaining one VP. In movement, a German halftrack advances over hill 129 and overruns two Russian trucks (part of the Golod garrison) at 2F9 for a gain of 4 VP. The armored cars move back and take up new positions at the edge of board 2. One armored car moves up to block the badlands exit at gully hex 1X2; it's in defilade from the big Russian guns on Hill 135 due to hill 127, and the Russians have no one else in a position to fire on them (The Russians can forestall this tactic by advancing a T34/85 to 1DD4 on their first turn). To end the turn, the German infantry close assault and eliminate a Russian recon company at 2W6. Victory point total at this point: Germans 21, Russians 0.

Russian Turn 2 – Direct fire from the 120mm mortar disperses a German rifle platoon adjacent to Bednost. Maneuver: in the west, two T34/85s advance up the west edge of the board to engage Lynx and his halftrack buddy at 2DD9 and 2EE7. Both rifle companies dismount. The other two T34/85s which had been advancing through the badlands move to and through the alternate exit at 1BB3. In the center, the relief force puts pressure on the delaying armored cars and moves to reload the infantry which had dismounted around hill 135. The recon units from Bednost continue to shift west, away from the bulk of German firepower, and close assault a StuG at 2X7, without success.

German Turn 3 – Direct fire from the mortar I've been bad-mouthing, and an SdKfz 234/4 armored car in the woodline at 2R5, take out a Russian 12.7mm machine gun at 2V7. The mobile forces evacuate the top of hill 132, lining up along the northern slope of the hill and totally blocking any Russian advance from the hilltop. The two JgdPzV set up an overwatch position on board 3 in the town of Opustochenia. German infantry eliminates another recon company in a close assault.

Russian Turn 3. The big mortar draws first blood for Ivan, eliminating a German rifle platoon stranded in the open at 2W5. In maneuver, the two T34/85s that advanced up the west edge of the board spend a turn reloading their infantry at 2EE8 and 2FF8. (observer comment: typically it's not worthwhile for the Russians to unload their infantry until they've run the Germans to ground.) The main Russian relief force occupies the area in and around Bednost, protecting the remnants of the HQ and probing the ends of the German line. One rifle company from the Golod garrison moves north up the gully onto board 3, apparently aiming at the board 3 woods at 3Y3-3Z5. If they're aiming at the town of Zabvenia, the Germans can beat them there.

German Turn 4 – No direct fire. The Germans take up their next delay position: armored cars block the west edge of board 3, forming a line from 3A3 to 3C2, backed up by the SdKfz 234/4 in Grabyosh. Lynx and a halftrack occupy woods at 3I3: any Ivans that try to approach them will be spotted for fire from Opustochenia or Grabyosh. Opustochenia itself is strongly garrisoned with both JgdPzs, both StuGs, and a couple of halftracks. On the east side, the halftrack that overran part of the Golod garrison on board 2 has been making its way up the east side of the board; it now takes up a position in the woods at



Figure 2 End German turn 3 - They block the edge of Hill 132

3Y4 to block the truck-mounted rifle company advancing up the gully onto board 3. The German infantry that has been abandoned in Bednost helps its own cause by close assaulting and dispersing the stack at 2V5 with the Russian engineer and a T34/85. The significance of this is that it prevents the Russian from gaining an odds bonus by using the engineer in conjunction with other infantry in a close assault.

Russian Turn 4: Lacking the dispersed T34/85 at 2V5, the adjacent Russian armor can only manage a 3:1 versus the German infantry, which misses. The SU-152 takes out the German mortar at 2R7 (observer's note: I think this is overkill, the big "Conquering Beast" would have been more useful against the German rifle/engineer force in Bednost.) The Russians commit four tanks and two rifle companies against the armored cars in the west, and unload rifle companies adjacent to the German halftracks at 3Y4 and 2N10. (again, probably premature: these Germans aren't going to stick around long enough to be close assaulted. I'm surprised the two Russian rifle companies in/near Bednost didn't try to close assault the German infantry; they would have had a 1/3 chance of dispersing them. An oversight probably.)

German Turn 5: Direct fire takes out a Russian truck at 3Z4; one more VP for the Germans, plus the rifle company that it brought there is now stranded out of the action for the rest of the game. Halftracks occupy Zabvenia; it appears that the northeast corner of board 3 will be the German "Alamo". The remainder of the Opustochenia garrison stands firm, being under no pressure, while the armored cars abandon the west side of the board, three going to the woods at 3L10-3M9 and the rest (along with Lynx) going to Opustochenia. The Germans do place a halftrack on the slope/road hex at 2R3; he's not likely to survive, but even a wreck will deny the road to the Russians, slowing up the pursuit that much more. The Germans can well afford the sacrifice with the current VP count 26 to 12 in their favor (which includes the likely loss of the halftrack on the slope and the infantry in Bednost).

Russian Turn 5 – Some successful direct fire for the Russians, the landsers in Bednost and the sacrificial halftrack on the slope are eliminated. The Russian sends the T34/85s that moved up the west edge around to the north of hill 107 after the ar-

mored cars. The infantry that dismounted in and around Bednost now remount, since their job on the hill is done. Other than that, just some relatively minor position adjustments. Meanwhile the clock is ticking; time is not on the Russians' side.

German Turn 6 – Fritz seems to be feeling little pressure, since the Opustochenia garrison and the armored cars at 3L10/3M9 stand firm. The Germans do shift some halftracks from Zabvenia to the east edge of board 3 at 3DD5, 3EE5, and 3FF6 to discourage truck-mounted Russian infantry from advancing onto board 3. Lynx and other halftracks shift from Opustochenia to Zabvenia.

Russian Turn 6 – The Russian 120mm mortar has been moving up for the last few turns; now it unloads on the northeast corner of hill 132 at 2O6 where it can fire on most of board 3. Now the Russians make a move against Opustochenia, bringing an SU-100 and a T34/85 adjacent and unloading two rifle companies. Similarly, they bring up two T34/85s against the armored car platoon at 3L10, unloading a rifle company to speed them on their way. The SU-152 and a T34/85 are in an overwatch position at 2N2. One more rifle company dismounts from its trucks at 3GG5, to threaten the German halftracks at 3FF6.

This would have been the last turn for the Russian to poise his forces for a final rush of the German position; they have to be close enough, in large enough numbers, to successfully rush the German final position on turn 7 and cause casualties on turn 8.

German Turn 7 – The Germans decide discretion is the better part of valor: the Opustochenia garrison and the armored cars skedaddle to Zabvenia. Halftracks, Lynx, and the slower armored cars occupy the woods in the very northeast corner of the board, while two halftracks retain a toehold in the woods at 3CC6 and 3DD7.

Russian Turn 7 – The 120mm mortar disperses a StuG parked in the ford at 3Z9. Three Russian armored vehicles charge the ford area, unloading the engineer company as part of their assault. Three more armored vehicles make a rather cautious approach to the battle area, hiding behind the slope at 3U8, 9, and 10. The SU-152 and two more armored vehicles are within supporting distance at Opustochenia. The VP score is now 26 to 12, and time has run out for the Russians to catch up.

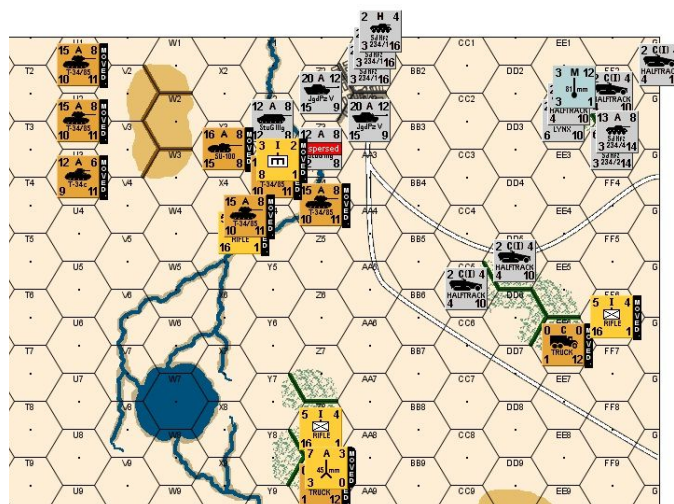


Figure 3 End Russian Turn 7. The Germans secure in their northeast hideout.

German Turn 8 – Direct fire destroys the T34/85 at 3Y8 and disperses the SU-100 at 3X9. The StuG which had been in the gully at 3Y9 pulls back into concealment in the town. The SdKfz 234/4 and 234/2 overrun and disperse a Russian rifle company in the open at 3FF6. It was a 50-50 chance of eliminating him for another VP.

Russian Turn 8 – The Russians disperse the StuG in the ford with direct fire but miss the chance to overrun him. (Observer’s note: They could have achieved a 4:1 direct fire attack which would have been an automatic elimination; alternately, DF at 1:1 with the big mortar to possibly disperse and then overrun.) Remaining forces launch a general charge versus Zabvenia, but this being the last turn, it’s fruitless in terms of gaining any VP. Final score 28 to 12 in favor of the Germans.

Final comments: In my judgment, the Russian was much too tentative and cautious, not paying attention to the clock. He also lost time by repeatedly dismounting, and then having to remount his infantry; as previously noted, during the delay phase the Germans are not going to stick around long enough to be close assaulted and the Russian infantry shouldn’t bother to dismount. (They do have to exercise a certain amount of circumspection in not allowing direct fire against infantry mounted on tanks; use “bare” tanks to spot while the tank-mounted Ivans hover just out of LOS.) In fairness, the German player (Steve Andriakos) is very experienced in this situation, while the Russian player (John Trosky) was playing it for the first time. So, Steve advances to the final against the winner of the other semifinal match (currently still in progress).

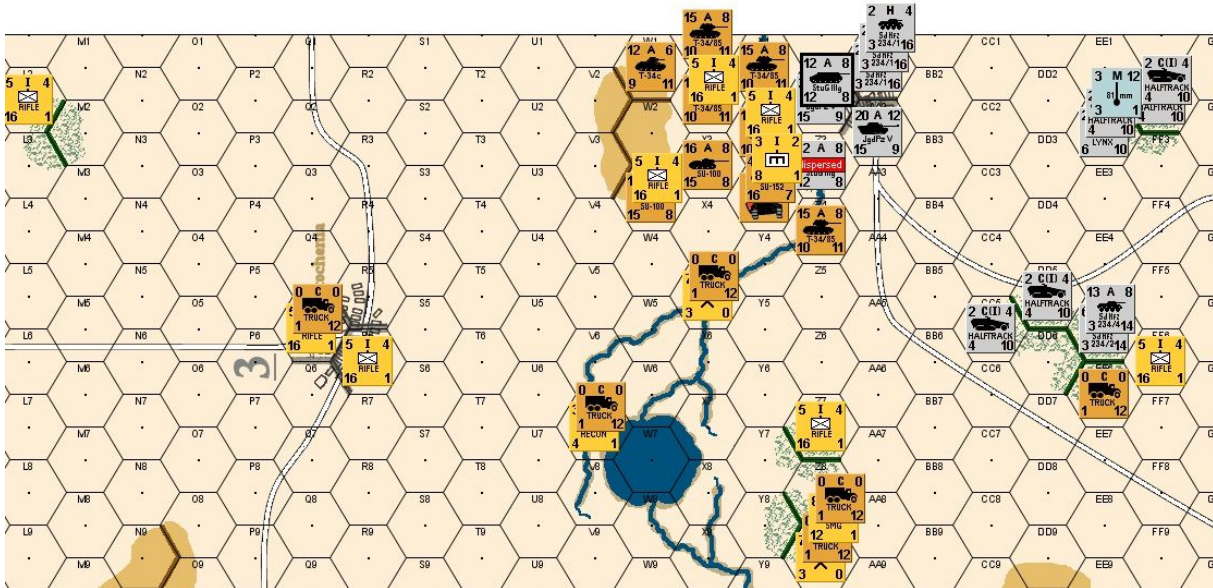


Figure 4 The situation at the end of the game



Tank. Identify.

Open Match Requests from Duncan Rice

1914	AH	John Troskey (1554) CVS
1985 Under Iron Sky	TRL	Martin Hogan (1704)
ACW Brigade Series	MMP	Aaron Kulkis (1983) FVL
Advanced 3rd Reich	AH	Michael Mitchel (1086)
Bitter Woods	L2	Michael Mitchel (1086) VT
Bitter Woods	L2	Tom Thorsen (472) E
Bloody 110	COA	Aaron Kulkis (1983) FVL
Bloody Hell	HFDG	Jay Unnerstall (1264) EPS
Breakout Normandy	L2/AH	Art Dohrman (1551) VF
Chickamauga	SPI	Peter Bertram (790)
Conflict of Heroes	AG	Lourens te Beer (1908) EL
D-Day '77	AH	Ron Hass (1863) E
East Front	CG	Alexander McBay (1966) EFV
Empires and Alliances	CG	Tom Thorsen (472) E
Empire in Arms	AH	Edson Ramos (1989) P
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 (1959) 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
No Retreat:		
The Russian Front	GMT	Bert Schneider (1569)
Panzer 2ed GMT		Martin Hogan (1704)
Panzer Blitz	AH	Douglas King (1961) E
Proud Monster	XTR	Edson Ramos (1989) P
Red Winter	GMT	Chuck Leonard (711) VE
Rock of Marne	MMP	John Troskey (1554) CV
Russian Campaign	AH or L2	Bert Schneider (1569)
Russian Front	AH	Aaron Kulkis (1983) FVL
Soldiers	SPI	John Troskey (1554) CVS
Squad Leader	AH	Jack Cameron (1988) V
Stalingrad	AH	George Phillis (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

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

From Duncan Rice

Please take a good look at the match request list. The Match Coordinator's office will be undertaking a cleaning up. Any requests that were received in 2019 will be removed next issue. If you have any changes to make please notify me at duncanr@telus.net as soon as possible. Remember to include as much information as possible, such as publisher and game format.

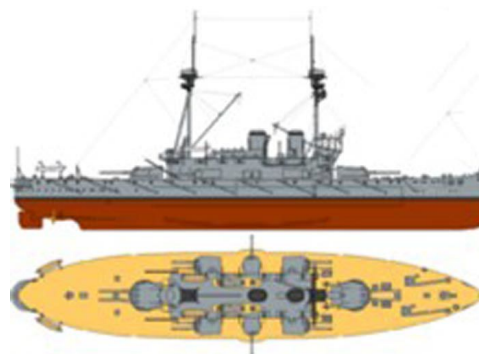
AHIKS is continuing with a healthy influx of new members. The match request list is growing in relation to this. Since the last issue two matches have been made through the office, and ten new requests have been received. There are more matches going on in the background. Many of us choose to make our matches privately with a regular opponent. That's great as well. Don't forget that you can still register these match results with our Ratings Officer as long as both opponents are AHIKS members. And AHIKS results are automatically registered with A.R.E.A.

The **Storm Over Arnhem** Tournament is winding down. I am unsure of the victor yet because I am out of town and my notes are at home. I invite input for future tournaments. In my experience email tournaments take too long and run the risk of participants dropping out for a number of valid reasons. My thought is to run tournaments with simple games, using VAS-SAL live, and requiring that each round be completed within a month of being assigned. Any input is appreciated.

AHIKS Facebook membership is growing. I use Facebook a lot (too much), and members are free to arrange their own matches through the AHIKS Facebook page. I actually encourage this because it makes my job easier. However, I am opposed to making Facebook mandatory. I do not want to exclude people who choose not to use it or don't have access. I do still get an unusual number of requests for postal games and ICRK sheets. Additionally, AHIKS now has a Discord server (set up through my wife's MMO guild). Email me if you want the link, and I will send it to you.

Finally, Match Coordinator duties should improve. I have had gaps in my ability to work the office because of family issues. This has now come to an end and I have more time to commit to AHIKS. I have likely missed match requests. Please notify me of any corrections that need to be made. If you need anything, you can email me. Please don't try to get my attention through Facebook posts or through the MC@ email address. There is a high risk, approaching 100%, of me missing those. Texting my cell phone or using my personal email, listed in *The K*, works best.

I will leave you with a picture of James Eisert, of Columbia Games, showing off some of their gear. I am a huge fan of Columbia Games. Most recently having played **Hammer of the Scots**, **Rommel in the Desert**, and **The War of 1812**. I have a significant collection of their games now. If you have one of theirs you are itching to play, drop me an email.



Upcoming Events

Aug. 21-23, Birmingham, England
UK GAMES EXPO - NEW DATES!
<https://www.ukgamesexpo.co.uk/virtually-expo/>

Aug. 28-29, Logan, UT
MYCON LOGAN
<https://mycon.me/index.html>

Aug. 28-30, Minneapolis, MN
2D CON
<https://www.2dcon.net/>

Sept. 4-7, Seattle, WA
PAX WEST 2020 w/STEVE JACKSON GAMES
<https://online.paxsite.com/>

Sept. 5-6, Faro, Portugal
NA MIRA CON
Rua das Nogueiras n.º 18, 7005-385 Évora, Portug

Oct. 7-11, Columbus, OH
ORIGINS GAME FAIR 2020 CANCELLED!

Oct. 22-25, Essen, Germany
ESSEN SPIEL.DIGITAL 2020
<https://www.spiel-messe.com/en/>

November 5-9, Meriden, CT
COMPASS GAMES EXPO 2020
<https://www.compassgames.com/expo>

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

Multiplayer Games

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

A Distant Plain [GMT]	Duncan Rice [1397]
A Distant Plain [GMT]	Jeff Miller, [1303] V
Adv Third Reich [AH]	Mike Scott, [1555] T, V
Adv Third Reich [AH]	Duncan Rice [1397]
Adv Third Reich [AH]	Mike Scott, [1555] T, V
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
Diplomacy	Duncan Rice [1397]
Dune AH	Jeff Miller [1303] V
Empire in Arms AH	Kevin Conway [1930] V
Empire in Arms AH	Andrew Patience [274]
Empire in Arms AH	Thomas Scarborough [1345]
Empire in Arms AH	Mike Kettman [1067] V
Empires of Middle Ages SPI	Mike Kettman (1067) V
Falling Sky GMT	Jeff Miller, [1303] V
Fire in the Lake GMT	Jeff Miller, [1303] V
Fire in the Lake GMT	Art Dohrman, [1551] V
Gunslinger AH	Matt Scheffrahn [1844] VMG
Kremlin AH	Jeff Miller [1303] V
Stellar Conquest	Jeff Miller, [1303] V
Time of Crisis GMT	Jeff Miller, [1303] V
War of the Suns MMP	Jeff Miller, [1303] V
Wizards Quest AH	Jeff Miller, [1303] V

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PUBLICATION DEADLINES

Articles will be accepted at any time, though submission of an article does not guarantee its publication. News items will be accepted if received in sufficient time to allow production schedules to be met.
Deadline for next issue: September 30, 2020.

GENERAL INFORMATION

The Kommandeur (K) is the official newsletter of AHIKS, an international society of mature adults who play historical simulation games by email and mail. AHIKS is an organization of amateurs, staffed by volunteers, and is not affiliated with any game company or publisher. Society dues are yearly. Additional information about current rates is available from the Treasurer. We do not accept advertising. We do accept "ad trades" on an issue-for-issue basis with other publications and organizations. Direct inquiries to the Editor.

Game News

Acies Editions

Durchbruch allows you to study and relive the most dramatic battle of the Alpine front, a clash that turned, by inexperience and unpreparedness, into one of the greatest disasters in Italian military history. In a conflict where the gains of an offensive were measured in the tens or a few hundred meters in front, often paid with terrifying losses on both sides, the Austro-operation "Waffentreue" Germans pulled back the Italian front by about 150 km. in a few days. But precisely from that disaster, which cost Italy about 300,000 losses among the dead, injured, and, especially, prisoners, in addition to more than 1300 cannons, the country was able to rise and turn the tide of war! €45 <https://www.edizioniacies.com/para-bellum/durchbruch>

Admiralty Trilogy

Harpoon is a tactical miniatures game that covers all aspects of naval warfare from 1955 to the present day: surface, sub-surface, and air. Extensively researched and tested, the rules allow play so realistic the game has been used for training by the U.S. and other navies. *Harpoon* uses the same format and terms as other *Admiralty Trilogy* games. This allows players familiar with those games, and naval combat of earlier time periods, to easily step into the modern era.

Harpoon explains the essentials of a wide range of sensors and the virtually intelligent weapons used in modern naval combat. Sidebars explain what's going on "under the hood" in some of the game's mathematical models, as well as background information on the tactics and technology of the hardware. Although good admirals will know the capabilities of their own hardware, as well as those of the enemy, the game emphasizes the decisions that the players must make as naval commanders, giving them the same type of information naval officers would have in the real world and presenting them with the same choices.

Players can use **Harpoon** to game out now-historical Cold War scenarios, real-world naval crises, or explore the possibilities of advanced weapons systems.

The fifth edition builds on decades of game design experience to provide simplified game play, while adding 21st -century systems like antiship ballistic missiles, ballistic missile defense, and unmanned vehicles. It also takes advantage of the mountain of data now available from foreign sources, and declassified material in U.S. Navy archives.

Existing fourth-edition products will be updated as quickly as possible to the new fifth edition standard. These include *High Tide*, covering US and Soviet Cold War forces, *South Atlantic War*, the Falklands conflict, and *Dance of the Vampires*, an historical document that shows how Harpoon was used when researching and writing Red Storm Rising.

Information on the platforms, weapons, and sensors used in **Harpoon** will be provided in the new Navies series. The first two sets, paired booklets entitled *America's Navy*, *America's Aircraft*, *Russia's Navy*, and *Russia's Aircraft*, will be released with the fifth edition rules, and followed by other navies as quickly as the data can be compiled.

<http://admiraltytrilogy.com/harpoon.php>

Avalanche Press

Fleets of the Second Great War: Imperial Russia In our own reality, the First World War lasted for over four years, killing millions amid vast destruction and the fall of Eastern Europe's great empires. In our Second Great War alternative history setting, Woodrow Wilson's 1916 peace initiative succeeds, leaving the empires intact to fight again a generation later.

Tsar Alexei's Russian Empire leads the renewed aggression, opening the Second Great War with an unprovoked assault on Poland and the Baltic States that soon involves their Central Powers allies. The Imperial Russian Navy becomes involved in fighting in the Arctic and Atlantic Oceans, and the Baltic and Black Seas, with war in the Pacific eventually following.

Fleets: Imperial Russia is a sourcebook for the Second Great War setting, and a sequel to **Fleets: Imperial Germany**. It tells all about the ships, airships, and aircraft of Imperial Russia's four fleets: their design, construction, and deployment in the Second Great War.

The Tsar's ships range from modernized veterans of the First Great War through new fast battleships. While most of these ships never existed, we've designed them along the lines of Russian and Soviet warship development, and these are our best guess at what Imperial Russia would have built had the regime survived.

Each warship class is described with ship data similar to that found in warship guides of our own world, and some schematics of their design. It's a fun add-on to **The Second World War at Sea**, making this world that never existed a little more real. \$25

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

Bruin Bear Games

Krim is a new computer hex and counters game which is a port of the old *Command Magazine* # 6 developed by Ty Bomba. The Developer is Casey Bruyn an old AHKS member. It covers the war in Crimea between the Axis and the Soviets during 1941 till 1942. The object of the game is for the Germans to drive the Soviets off of the Crimean Peninsula. The game can be played either in Hot Seat (users play both sides) or Germans against the Soviet AI. Germans utilize their mechanized units to make fast progress using both mobile assault and prepared assault phases. Soviets have rings of defensive position established where they try to hold off the Hun. It's a tense battle where the Soviets use their sea movement to pop up where Germans are weak or not expecting them. The game includes a Barrage phase to allow the use of Railway artillery to break the ring around Sevastopol. Aircraft are available to both sides.

Field Marshall Von Manstein: "It is one of the few cases where an army was still able to operate independently in a segregated theatre of war, left to its own devices and free of interference from the Supreme Command. It was a campaign which, in few months of incessant fighting, included both offensive and defensive battles, mobile warfare with full freedom of action, a headlong pursuit operation, landings by an enemy in control of the sea, and an assault on a powerfully defended fortress"

Available on Steam see <http://www.bruinbeargames.com/#krim>

Compass Games

Brotherhood & Unity is a 2-3 player card driven wargame which depicts the war in Bosnia and Herzegovina from 1992-1995 ("Bosnian War"). The game shows all of the major events: from the siege of Sarajevo (shown in separate, detailed map), to the ferocious battles for the Posavina corridor, and desperate defense of the Bosniak enclaves. Main features are: Point-To-Point movement system, play driven by Strategy Cards, quick combat resolution (no CRT), streamlined rules and fast game play. Interaction between warring sides (Bosniaks, Serbs and Croats) creates an intensive and exciting gameplay experience. \$56/69

<https://www.compassgames.com/brotherhood-unity.html>



Red Poppies Campaigns: Volume 3 – Assault Artillery recounts the Battle of La Malmaison, 23-27 October 1917, in which the French employed their Artillerie Spéciale (tank force) and creeping barrage to capture Pinon, Vaudesson, and the coveted Chemin des Dames ridge. The French victory confirmed their recovery from the mutinies spawned by the disastrous Nivelle Offensive fought over some of the same ground six months earlier.

In a six-day preliminary bombardment, French guns, with a three to one advantage, silenced most of their German counterparts and smothered German rear areas with dense gas to impeded German reinforcements. At 0515 on October 23, (zero hour) six divisions of the French XI, XIV, and XXI corps attacked on a 7.5-mile wide front. French infantry advanced in the predawn twilight behind an elaborate creeping barrage with 63 Schneider and Saint-Chamond tanks in support. Twenty-seven of the 63 tanks bogged before reaching the front line. A combination of German fire and mud stopped 15 more in no man's land. Twenty-one French tanks (1/3rd of the starting total) actually made it to the German second position. The French 38th Division captured Fort de Malmaison and XXI Corps took Allemant and Vaudesson. From 24 to 25 October, XXI and XIV corps advanced while I Cavalry Corps came forward to exploit a hoped-for German collapse.

With specialized “eingreif” companies sprinkled all along the front, the Germans launched numerous local counterattacks. However, the French wave was inexorable. Still, the German 7th Army retired from the Chemin-des-Dames to the north bank of the Ailette in good order.

By October 26, the French had gained 3.5 miles in some places at a cost of only 12,000 casualties, far fewer than Germany's 38,000 and a significant improvement over the 30,000 French losses suffered in the same area during April's Nivelle Offensive. The French also bagged about 11,500 German prisoners. The Artillerie Spéciale proved its worth by smothering numerous German machine gun posts.

AA is the third volume in the Red Poppies Campaign (RPC) system for gaming World War I battles. Ownership of previous volumes, **The Battles for Ypres and/or Last Laurels at Limanowa**, is NOT required to play **AA**; everything you need to play **AA** is in this box. **AA** offers the same rules as **The Battles for Ypres and Last Laurels at Limanowa** except that sections 12 and 13, the scenarios and campaigns for volumes I and II, are intentionally left blank while section 14, the **AA** scenarios and campaigns, has been added. \$52/\$69

<https://www.compassgames.com/red-poppies-campaigns-volume-3-assault-artillery-la-malmaison.html>

GMT Games

Imperial Struggle is a game about what historians call the “Second Hundred Years’ War.” It tries to capture the whole span of this global 18th-century rivalry between Britain and France. From the beginning of the game, the stakes couldn’t be higher: in the War of the Spanish Succession, France fights to become the world’s first global superpower by uniting its peerless army with Spain’s colonial wealth... all the way to the end, where the British struggle to maintain control over the vast North American territories.

There are two types of turns in **Imperial Struggle**: peace turns and war turns. Each peace turn, an array of Investment Tiles is laid out: each tile represents a diplomatic, military, or economic opportunity your government can exploit. Each tile shows the action points you’ll be able to spend when you choose it – but be careful – if there’s only one Diplomatic tile on view, it may be worth denying it to your opponent rather than taking an Economic or Military tile with a higher action point value. With Economic action points you’ll extend and develop your control over trade in essential commodities: furs, sugar, cotton, and spices; with Diplomatic ones, you’ll negotiate understandings with other European countries and native groups; and with Military points you’ll decide the extent of your military preparations for the inevitable wars to come and fortify your colonial holdings against unrest. With all three, you’ll have the chance to take the lead from your opponent in areas of competition like taxation, industry, and scholarship. And, like your historical counterparts, you’ll have to keep a close eye on the massive debt that can accumulate as a result of your ambitions.

You’ll also hold Event cards which can be used for a minor benefit regardless of your board position, but which can yield much larger gains if you’ve planned ahead for them. Event cards can only be played alongside an investment tile of matching type. Taking a leaf from Volko Ruhnke’s COIN system, most Events have two versions: pro-French and pro-British. Thus events that went one way historically can break to the other side’s advantage in any given game.

During war turns you compare your carefully assembled military strength in each of the war’s theaters to your opponent’s. This strength comes not just from troops but from alliances, naval superiority, and espionage. Only during wars can you take territory from your opponent, so they present a unique opportunity to strengthen your nation. Each of the major wars of the period is individually represented. The stakes in each theater and war vary as they did historically, and legendary historical figures like the Duke of Marlborough or the Marquis de Lafayette can leave a mark on the game as they did in history.

Imperial Struggle is a low-complexity game that can be finished by experienced players in a short evening. It is not a card-



driven game in the sense that cards do not determine the entire scope of player actions each turn; rather, players must combine the Investment Tiles, accessible to each of them, with the Events, which are secretly held. Additionally, **Imperial Struggle** has no die rolling. The randomness in the game comes from three sources: the Investment Tile deal each peace turn, the initial military strength in each theater of war, and each player's Event draws.

As France, will you forge a French Raj and dominate eastern trade? As Britain, will you retain control of the American colonies? Will the French Revolution fulfill its promise as the ultimate realization of the Enlightenment, eclipsing the American one in importance and impact? Will Britain dominate trade and industry on the sails of the Royal Navy? \$59

<https://www.gmtgames.com/p-599-imperial-struggle.aspx>

High Flying Dice Games

A Cold & Bitter Battle, The Battle of River Raisin, January 22, 1813. Following General Isaac Hull's surrender of the US Army at Detroit, General Harrison was ordered north from Ohio and Indiana to salvage the fast-deteriorating situation. Dividing his forces into two columns, Harrison ordered General Winchester to join up with a smaller force of Michigan volunteers at Frenchtown. Learning of the larger US force coming from the south, British General Proctor left Detroit in the midst of the winter weather to deal with the growing US threat at the River Raisin. One of the most dramatic engagements of the war was about to ensue. \$12 <http://www.hfdgames.com/raisin.html>

A Dark & Dastardly Fight, The Battle of Tippecanoe, November 7, 1811. By early 1811, tensions in the western portion of Ohio and the remaining Northwest Territory were increasing almost daily. Conflict with Great Britain loomed, and the Native American inhabitants were also alarmed regarding increasing US settler encroachments on their lands in violation of the 1795 Treaty of Greenville. This is the fourth game in the fourth title in the Battles of the Old Northwest Series (**A Dark and Bloody Battleground** and **St. Clair's Folly** were released earlier). \$12

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

Guards and Martyrs: The Battle for Basra, December 1986-April 1987. Dubbed "Karbala 5" the Iranians amassed much of their Revolutionary Guard formations supported by new weapons secretly purchased from the "Great Satan" USA (via the illegal Iran-Contra affair) as well as North Korea. A feint attack north of the battlefield, Karbala 6, by much of the Iranian armored force would tie up Iraq's reserves. The resulting battle for Basra was one of the largest and bloodiest battles fought in the war, with both sides fighting with all they had. In the end the battle for Basra would prove just as indecisive as the larger war, with neither side able to claim a clear victory. \$21

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

To Rule The Waves is an introductory level wargame simulation on the British Navy's bombardment of the Egyptian Forts at Alexandria in 1882, as well as several "what if" naval battles that could have occurred amongst the European powers in the Mediterranean during the 1880s. This decade was marked by peace amongst the Imperialist nations, but there were events that "rocked the boat" and could very easily have led to conflict; especially in Mediterranean Sea that for ages has been the nexus of commerce as well as conflict. This decade was also marked by tremendous innovation in warship design and tactics.

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

Hollandspiele

At All Costs!: The Great War In the East Here at last is the long-awaited Eastern Front follow-up to Tim Taylor's innovative and critically-acclaimed 2013 WWI card-driven wargame **To The Last Man!** As in that game, players utilize Offensive Cards to conduct operations and use other cards to augment their campaigns, or to hinder those of their opponent. Casualties can be resolved by removing units, or by discarding cards in hand for their "Ersatz" value. The strength and nature of your enemy's armies are hidden, creating opportunities for feints and surprises.

But this is not just a change of scenery. The character of the Eastern Front is quite different than the struggles in the west, and over years of development, Taylor has adapted the original system to reflect the nature of these campaigns and the qualities of these combatants. Additionally, the core rules are supplemented by advanced, optional, and historical rules that will allow you to recreate the dramatic collapse of Austro-Hungary and the overthrow of Tsarist Russia, to explore alternative pre-war battle plans and doctrines, and even a set of rules that will allow you to link **At All Costs!** with its predecessor in an epic struggle for Europe. \$75

<https://hollandspiele.com/products/at-all-costs>

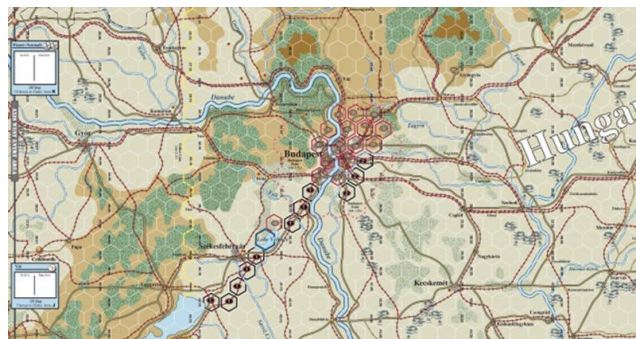
Multi-Man Publishing

Hungarian Rhapsody (HR) is an Operational Combat Series (OCS) game that depicts the Soviet 1944 drive into Hungary, which led to the battle of Debrecen, the siege of Budapest, and the German 1945 KONRAD counter-offensives attempting to relieve Budapest.

Romania's defection in August 1944 allowed the Soviets to outflank well-defended Axis positions in the Carpathian Mountains from the south. In the process, the German 6th Army was almost destroyed, losing most of its heavy equipment (which explains the relative weakness of the German artillery at the start of the campaign).

The game begins on the October 5, 1944, turn with the 2nd and 4th Ukrainian Fronts launching an offensive to isolate the German 8th Army which is still defending an area off-map to the east in the Carpathian Mountains. It allows players to play the two major Soviet offensives and several smaller scenarios covering the German counter-offensives, concluding on February 26, 1945.

The Soviet offensive power comes from three tank corps, five mechanized corps, and three cavalry corps—but faces formidable challenges. They are operating at the very edge of their logistical capabilities. While the Hungarian Plain is good tank country, Budapest and the surrounding terrain make for heavy going. And the Axis forces are capable of stinging counterattacks (such as the Battle of Debrecen) and all-out counter-offensives (such as Operation KONRAD). The Germans had 13 panzer divisions, three panzergrenadier divisions, two cavalry divisions, and two cavalry brigades present in this theater. The total seems large, but not all were present at the same point in the campaign.



Hungarian Rhapsody is a medium-sized two-map OCS game, with 5-mile hexes and 3.5-day turns. The full Campaign game is 43 turns long, and there are five campaign scenarios so players can start at any point of the action. \$140
<https://www.multimanpublishing.com/tabid/59/ProductID/370/Default.aspx>

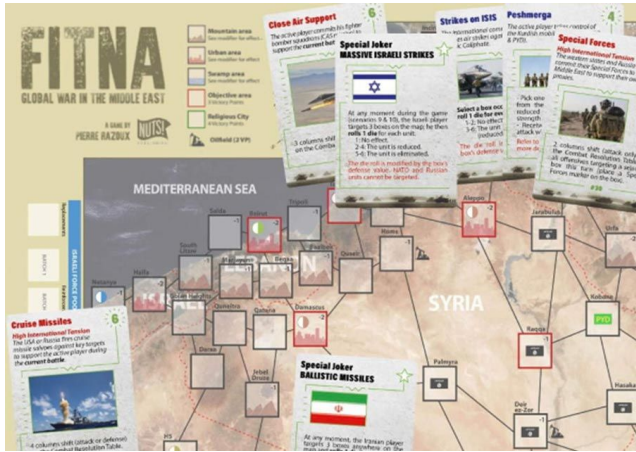
Nuts! Publishing

FITNA: The Global War in the Middle East is a two to six-player grand strategic level card-driven wargame depicting the military confrontations in the Middle East since 2012, up to the near future. Among 10 historical and hypothetical scenarios, players can simulate the war against the Islamic State in Iraq and Syria (ISIS), the Kurdish Rebellion, the Sunni versus Shia confrontation as well as Russian, Turkish, Israeli, and Western intervention in the region. ISIS troops are activated through Event cards.

This wargame allows you to have a clearer view of the local protagonists' goals and a real understanding of what is going on in this chaotic area. This is why it is used by experts and analysts to test prospective scenarios, as the iconic "Gulf Strike" used to be by US experts to plan the Gulf War.

Each turn represents two months of real time and is divided into several phases allowing players to play events, to take reinforcements, to check supply, to spend operational points, to move units (mostly brigades and divisions), and to launch offensives. Each player gets 4 cards in hand allowing him or her to use them carefully either for creating events, spending operational points or supporting battles. €62

<https://www.nutspublishing.com/eshop/fitna-fr>



Tiny Battle Publishing

A Matter of Honor, The Battle of Le Bourget - Oct 30, 1870. Long before it became the site of Charles Lindbergh's landing after his first air crossing of the Atlantic Ocean and later of a renowned international Airshow, the town of Le Bourget, in the outskirts of Paris, was the scene of a bloody battle between the French Army and the Prussian forces besieging Paris in October 1870, during the Franco-Prussian War.

A Matter of Honor is an action-packed two-player tactical board game using a simple but effective area impulse activation system. The game captures the dramatic intensity of the Battle of Le Bourget and its desperate house to house fighting. Added chromes include random event cards featuring historical events players may use to influence the outcome of the battle. Units are companies of elite Prussian Guards, facing determined French Regulars and National Guardsmen in a fight to the finish and for a matter of honor. \$39

<https://tinybattlepublishing.com/products/a-matter-of-honor1>

Worthington Games

Philadelphia 1777 is a wargame about the American Revolutionary War campaign led by British General Howe against the American colonist led by General Washington. \$55/\$75
<https://www.nobleknight.com/P/2147797563/Philadelphia-1777>

MAGAZINES

Line of Departure #83 includes:

Napoleon's End Game: A Review of The Day of Waterloo by Jim Werbaneth

Admiral Togo's War: A Review of Jack Greene's Togo by Jim Werbaneth

First Steps Toward the Marne: A Review of Brave Little Belgium by Jim Werbaneth

Spreading the Faith: The Why and How of Getting into Miniatures Wargaming by Jason Guard

Wargaming's Problematic Giant: Richard H. Berg (1943-2019) by Jim Werbaneth

Delaying Action on the Monocacy: Jubal Early v. Lew Wallace, in SPI's Drive on Washington by Jim Werbaneth
<http://www.jimwerbaneth.com/lod/issue83.html>

Modern War #48 includes **Block by Block**, a two-player conflict simulation of the 1968 Battle of Huế. Players must balance the military difficulties imposed by the challenges of constrained urban warfare and unique terrain of the Huế Citadel, with the overriding considerations of each side's respective political goals. The North Vietnamese player must hold the city for as long as possible, to create a media event and lay the groundwork for a new revolutionary government. The South Vietnamese and American player must retake Huế before this process can advance too far, but not also jeopardize their own political sensitivities from casualties and heavy-handedness. The map covers an area of 13 square kilometers (approximately 5 square miles). Each turn represents four to five days. Units represent platoon/detachment to battalion sized units. \$40
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW48>

Paper Wars #95 contains **Hannibal**, The Italian Campaign 219-

206 BC. In 218 BC the great Carthaginian general Hannibal crossed the Alps with the avowed intention of bringing Rome to her knees. Gathering allies in Northern Italy, he outmaneuvered, ambushed, and out fought the Roman armies sent to defeat him. Moving south, he inflicted upon Rome her greatest defeat at Cannae in 216 BC. Roman resolve wavered but never crumbled as she witnessed her armies defeated with apparent ease. Time and again Rome was forced to re-group to meet the challenge. But she always did. For 13 years this continued.

With little support from Carthage and relying mainly on disaffected Roman allies, Hannibal wreaked havoc in Italy. Yet, in the end, Rome remained unconquered. **Hannibal** is a medium complexity strategic study of the Second Punic War. Turns represent a year of campaigning with map hexes scaled to 40



kilometers. The game includes 200 counters, one full size map, and the rules booklet. \$47

<https://www.compassgames.com/issue-95-magazine-game-hannibal.html>

Slingshot #331, July/August 2020 contains:

Honour and Loss. Phil Sabin recounts his long and stimulating acquaintance with Patrick Watson that spanned 15 years and was the occasion of many fruitful discussions and debates.

Sumerian Military Camel Riders. Simon Watson takes a closer look at the standard assumption that camels were used in armies only from about 1000 BC and produces arguments for their being used by the Sumerians domestically and hence probably in a military context a millennium and a half earlier.

What a Wheelie. Chariots anyone? Here is an overview of a skirmish-level game that covers every aspect of the troop type that dominated warfare in the Fertile Crescent for millennia. And the rules are downloadable for free!

In the Lab with Legions. How does one model the triplex Acies legion on the gaming table? Chris Hahn sifts through *Tactica II*, *Armati*, *Hail Caesar*, *Impetus*, and *l'Art de la Guerre* to ascertain which ruleset best replicates the iconic formation that created the Roman Empire.

Making 15mm Siena Military Companies. Siennese Contrade make for an interesting army list, comprising militia spearmen, pavesari, crossbowmen, javelinmen, archers and knights—and not forgetting the carroccio. Richard Lockwood describes how he created an army that is as pretty as it is authentic.

Refighting Cannae. As every wargamer knows, Cannae is one of the toughest battles to recreate on the wargaming table in a way that even remotely replicates history. Using *l'Art de la Guerre*, Dan Hazelwood sets up a game scenario that promises not only historicity but also balanced gameplay.

Aquae Sextiae with DBA. Using Big Battle DBA, Andy Ofen manages to recreate an historical outcome between Marius's legions and their historical enemies, the Teutones and Ambrones, though the question of whether Marian Romans were better than Polybian Romans is still to be answered.

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

Strategy & Tactics #323 includes **Rangers: Lead the Way**, a solitaire simulation of the US Army Ranger assault on the Pointe du Hoc on D-Day. The game challenges the player to do better than the actual Ranger attack up the cliffs that historic morning and additionally allows the player to fight the battle using the planned, rather than the actual, forces and landing beaches. The scenarios cover action through 0300 June 7, a span of almost 24 hours. The area movement map uses one inch representing one-quarter of a mile. Scale: Ranger units are groupings of 3 to 12 men, with the Germans shown at squad level and counters representing heavy artillery and machinegun emplacements. \$40

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST323>

Strategy & Tactics Quarterly #10 - Whirlwind w/ Map Poster. Whirlwind – The Soviet-German War 1943-1945: Stalingrad was the end of major German advances in the east, but not the end of the war. Despite massive losses in the first eighteen months of fighting, the Soviets were just reaching their peak strength, coupled with an increasing stream of weapons, supplies, and equipment from the western Allies. Massive offensives were undertaken across the front, breaking at first on the bulwark of German tactical and operational superiority. Over time the Soviet advantages grew while German resources shrank, and the offensives began to land telling blows. John D. Burt guides the reader through this vast story, chronicling not only the individual battles, but the evolution of the opposing armies. Detailed maps, orders of battle, and weapons descriptions support the narrative. \$20

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=STQ10>

World at War #73 **Spring Awakening** is a two-player wargame of Operation Fruhlingserwachen, the final major German offensive of World War II. The German plan was to launch a two-pronged attack to secure a defensive zone for the Lake Balaton oilfields in northern Hungary. The offensive failed in the face of Soviet resistance, and the ensuing Red Army offensive swept into Vienna. While historically, the situation was dismal for the Third Reich, the objective is for players to do better than their historical counterparts. \$40

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW73>

BOOKS

Second Great War at Sea: Tropical Storm

The Second Great War is our alternative-history setting, in which American President Woodrow Wilson's attempt to mediate an end to the fighting succeeds, leaving the great empires intact to fight again a generation later. War spreads around the globe, eventually engulfing the empires' South American allies.

Like all the other Second Great War at Sea games and books, *Tropical Storm* uses the rules from *Second World War at Sea* and is fully compatible with that series' historical games.

Tropical Storm includes a map (covering Argentina's central coast) and 80 new die-cut, silky smooth playing pieces (60 "long" ship pieces and 20 standard-sized square ones). Thirty new scenarios move the story along and put even more hot battleship action on your gaming table. \$35

<http://www.avalancheprpress.com/gameTropicalStorm.php>

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