

AHIKS President George Phillies

Last year, Bob Best decided it was time for new blood to invigorate AHIKS. He chose not to continue as AHIKS President. Not without considerable trepidation, I volunteered to replace him and was appointed as the new AHIKS President. Since then, we've had a number of changes:

We have several new officers:

New President -- George Phillies

New Vice President -- Martin Svensson

New Secretary -- Richard Granville

New Match Coordinator -- Chuck Tewksbury

New Webmaster, short term – Nate Forte

Our other officers are continuing. Omar DeWitt continues his fine work as Editor. Brian Stretcher protects our money as our Treasurer. Judge Brian Laskey issues rulings as needed. Ratings are maintained by David Bergman.

AHIKS also added three new appointed officers :

Virtual Face-to-Face Coordinator: To recognize the importance of Virtual Face to Face e-play, in which you exchange moves via Vassal, ZunTzu, or some other system, and at the same time via internet video can see and chat with your opponents, AHIKS added a Virtual Face-to-Face Match Coordinator. Our first virtual coordinator is Nate Forte.

Membership Recruitment Officer: Mindful that a larger AHIKS offers more possible opponents, and more folks who will volunteer to do work for the club, AHIKS added a Membership Recruitment Officer. The first Membership Recruitment Officer is Chuck Sutherland. He is emphatically looking for a volunteer to support our efforts on the Facebook side of things.

Your Executive Committee divided the posts of Editor and Publisher. Our superb Editor, Omar DeWitt, continues to produce *The Kommandeur*. The new post is Publisher, who is charged with sending *The Kommandeur* to our members. George Phillies is the new Publisher.

Computer electronics has made great advances. In recognition of this, AHIKS has gained social media sites on Facebook, MeWe, and Discord. MeWe is much like Facebook. Discord is more oriented toward threaded discussions; it permits video and related interactions. It's rather like the old Forum, now closed, on our web site. The social media site locations are all called 'AHIKS.' Their formal locations are

Facebook—<https://www.facebook.com/groups/325514860869039>

MeWe—<https://mewe.com/group/5fbc62d1c057695a0af5557e>

Discord—<https://discord.com/channels/734148819851149434/734148820866433128>

A new push for membership recruitment is happening now! The approach is simple: Do you have any play-by-email opponents? Ask them one at a time if they belong to

AHIKS. If they do, great! If they do not, urge them to join. Our message is simple:

Do you want more opponents? AHIKS offers opponents matching! There's a bimonthly magazine! And it's free! You can read about AHIKS at <http://AHIKS.com>.

To join, go to <https://www.ahiks.com/AHIKS/newMemberForm/form.html> and fill in the form.

The AHIKS web site has not changed in a very long time. It has become interesting to maintain; our former web site manager advised me that much of the code is not documented. I convened a group of people who know something about web sites to execute a complete redesign, getting us something that will be much easier to maintain and modify as times change.

You can see the work in progress at <https://ahiks2020.org/wp/>. Don't omit the terminal /wp or you will not see it.

AHIKS had traditionally given each member a choice: he could be sent *The Kommandeur* as an email attachment, or he could download it from our web site. However, our web site has all sorts of counters. The site doesn't tell us who downloaded the newsletter, but it does say how many people did. Almost no one did. After polling the membership, the download option was ended. All members will now receive *The Kommandeur* as an email attachment. That means that the better part of 300 AHIKS members who were not seeing *The Kommandeur* are now receiving it in their email. (The newsletter will continue to be posted on the web site; the few members without computer access will continue to pay for receiving paper issues.)

Thanks in particular to new membership Recruitment Officer Chuck Sutherland (it was his idea) AHIKS members have started asking their PBM opponents to join AHIKS. In the past few months we have had closing on three dozen new members. There has also been small-scale recruitment on social media sites "Looking for more opponents?", but that's waiting on completion of the new web page with substantial additional automation of membership registration.

Art Dohrman's **Panzerblitz** Tournament, which has been running for quite some time now, has come to an end. Member Bill Scott kindly donated copies of **Panzerblitz** and **Panzer Leader** to be issued as prizes. Your Executive Committee voted to give the first and second place winners of this intricate game of skill modest cash prizes and voted to pay for shipping the two games to the winners.

You will notice that your Executive Committee has actually done a lot in the past few months. While there were occasional questions asked, and good discussion, these decisions were all made without objection when a vote was called.

Treasury Notes

Brian Stretcher



On the Table for 2021

As I sometimes do when I have nothing else to offer and my creativity gene is shut off, I'll offer a few updates on what's on my virtual game table for 2021 and a hopeful look ahead.

Here I Stand has reached the middle of the Turn 4 Action Phase. My French are in the precarious lead by 1 VP over Jeff Miller's Ottomans, but the Hapsburgs are not far behind. The inevitable war between Protestants and the Hapsburgs plus Papacy has yet to break out, as no one has drawn/played the mandatory event that will set that into motion, but it has to be pulled out of the deck and played by the end of this turn, even if no one holds it in their hand. So, there has been considerable troop building by the English, French, and Hapsburgs this turn, even though peace currently reigns throughout the land. Henry has married Anne Boleyn, and Protestantism has swept through the German speaking regions of Europe. I enjoy this game. A lot!

Tony Arena and I have almost reached the end of 1943 in our game of **Pearl Harbor**. As I write this, I have not yet looked at the Japanese Fall 1943 combat phase. From the Allied perspective, the Japanese have concentrated their efforts in this game primarily in China since the beginning, leaving much of the rest of the map to the Allies. The Japanese still hold most of Borneo, although the Allies are pressing the resource centers there. In Summer, 1943, the Japanese sortied a fleet and managed to defeat a superior Allied invasion force at Balikpapan, at a cost of many ships to both sides.

In our second game of **The Lamps are Going Out: World War One**, Jeff Miller and I have reached the last turn of 1916. **TLAGO**, as we have come to call it, is an army level game of WWI from Compass Games. Both sides have managed to match their technological achievements in this game, although at this time the Entente has an advantage in the air. A mistake cost the British the resource center of Sinai to the Ottomans, and on the same turn the Austro-Hungarians captured Venetia. While things looked bleak for the Entente at the beginning of 1916, Jeff has experienced his usual run of luck and appears to be poised to take the Rhine area in Germany itself in the Winter turn, opening the path to the green fields beyond. This game has given both sides a better opportunity to learn the tactics of the combat system; there is a lot more to combat when both sides have improved technology. I like it, even if the runs of luck can be frustrating.

Mike Kettman and I have ended our scenario of South Slavs in **Balance of Powers**, the corps level game of WWI from Compass Games (as an aside, Compass often has several different games on the same topics, even at the same scale and general complexity; it must work for them from a marketing standpoint, but there are at least two other army level WWI games at Compass currently in development as well as a new edition of **TLAGO**). Mike conceded to my Central Powers, as Winter 1915-16 was about to set in. This scenario has demonstrated some of the shortcomings of using the naval and diplomacy systems within a scenario framework, as there is too much work to use the naval system in a scenario with but a relative handful of ground units. There appears to be a problem in the naval rules with respect to Entente incursions into the Sea of Marmara that doesn't exist if you don't use the naval rules. And the standard diplomacy rules allow the Balkan minors to enter too quickly. On the other hand, the movement, combat, and supply systems are top notch. We have a scenario of Fire in the East still ongoing, which is the CP offensive in Russia over the summer of 1915. This scenario is much more satisfying to play, and

no naval or diplomacy rules apply. It is a good, short (5 turn) demonstration of the ground system without the unit density of the Western Front.

Finally, Graeme Dandy and I ended our **Jutland** (Avalanche Press) game a couple months ago, with my British winning a victory in the Helgoland Bight scenario. We have since moved on to the Second World War at Sea system with a game of **Bismarck**. The game is a little challenging to play as there is no Vassal or Cyberboard support, but the battle games, at least, are amenable to email play. We started with the classic Denmark Strait battle, with *Bismarck* and *Prinz Eugen* facing off against *Hood* and *Prince of Wales*. There is not a lot of subtlety to this scenario: pretty much blast away and see who is luckier, but we wanted to learn the differences between the GWAS and SWWAS tactical systems. Turned out it was my British who had all the luck. Even though *Prince of Wales* struggled to keep her guns operational, *Hood* made short work of *Bismarck's* guns while taking little damage in return. When her guns turned to *Prinz Eugen*, they were equally as deadly, quickly reducing her firepower and speed. As *Prinz Eugen* lay crippled, *Hood* resumed fire on the defenseless but retiring *Bismarck* and laid in a further crippling blow, reducing her speed and making the outcome inevitable. We are about to start a new battle scenario of a night action with smaller ships to get a look at close in and torpedo combat. I should point out that, although the Operational Scenarios in this game look quite interesting and have the addition of substantial numbers of aircraft and the rules to go with them, the need to deploy units on two full-sized maps to track fleet and aircraft units make email play a little challenging unless one has a significant amount of space to keep the game set up (and some run in excess of 100 turns). But, there are some smaller Operational Scenarios that can use only one map and take a much more reasonable 20 to 40 turns.

For 2021, I am hoping to start Vassal games of **Men of Iron** and, if I can get to the rules, **Imperial Struggle**. I also have a bit of a longing to try **Revolution Road**. All of these have Vassal modules. I would dearly love to try the **Game of Thrones** game too, but I can only imagine the difficulty in scrounging up and keeping 6 to 8 players moving in such a game. But, if any of you are interested in any of these titles, drop me an email and we can discuss it.

There are a couple of new Compass releases on the War of 1812 at the strategic level, and a new one just released on the Napoleonic Wars (also strategic) called **Coalition** that I have been looking at but have not yet decided on purchasing. Both are relatively small, simple, and less expensive, meaning less than \$60 these days, but look interesting. Avalanche Press promises **South Pacific** and **The Wine Dark Sea** this year, which I have had on preorder since 1842, seems to me. So we'll see.

Treasurer's Report

Some activity since last issue; the new AHIKS administration is a cruel taskmaster, giving me things to do. My hand is crippled from writing so many checks! There are also some deposits still pending from those who remain in the alternate timeline where the internet was never invented.

Total balance 11-29-20:	\$ 8,285.76
Donations:	\$ 210.00
Dividend 11-30-20:	\$ 1.70
Dividend 12-31-20:	\$ 1.77
Steve Andriakos PB 2d place	\$ -50.00
Doug King PB 1st place	\$ -75.00
Art Dohrman PB tourney postage reimb.	\$ -23.10
Total balance 1-30-21:	\$ 8,351.47

Until next time!

Top 40 as of January 2021

From Dave Bergmann

RANKING	NAME	AHIKS #	RATING	GAMES	OPPONENTS	TITLES	DATE OF LAST RATED GAME
1	WINDSOR, R	450	1960	73	30	10	7/15/1991
2	CREEGER, J	?	1925	20	9	4	8/7/1987
3	MCCARTHY, K	496	1885	19	8	4	12/31/1988
4	YOUNG, G	1371	1860	21	10	4	1/1/2000
5	LANDRY, P	707	1780	32	11	6	10/21/1989
6	FICKBOHM, A	901	1775	10	5	3	2/25/2006
7	CROSS, R	336	1770	103	41	40	2/21/1994
8	TRUESDELL, P	334	1755	15	8	4	7/14/1992
9	UNNERSTALL, J	1264	1720	20	11	11	7/24/2019
10	STRETCHER, B	885	1715	80	30	33	9/10/2019
11	HELLER, R	1007	1705	76	23	18	10/16/2014
12	PASSOW, R	1453	1700	19	5	8	1/2/2014
13	PAUL, M	1578	1685	11	7	4	1/26/2011
14	MINSHEW, C	1222	1665	36	15	9	11/4/1997
15	DANDY, G	916	1660	17	7	7	5/7/2019
16	O'CONNOR, E	1243	1655	34	14	8	7/28/2015
17	DEWITT, O	44	1645	110	34	35	12/1/2020
18	GRANT, D	377	1645	22	9	11	5/18/1988
19	TROUT, J	786	1645	20	9	5	6/20/2003
20	SHURDET, R	914	1640	15	6	5	2/6/2012
21	LOWOOD, H	1107	1635	33	13	11	10/31/1999
22	JEHLEN, C	1355	1630	34	12	4	6/3/2003
23	STANLEY, W	136	1625	76	29	24	11/4/1991
24	KRAUS, F	444	1625	30	16	8	2/2/1995
25	WHITE, M	842	1610	16	4	10	8/4/2020
26	HEISER, P	1051	1605	69	29	13	5/12/2012
27	JERKICH, L	544	1605	14	6	6	7/10/2007
28	WOOD, R	1293	1605	26	12	7	3/31/2003
29	DRIVER, S	1567	1595	16	7	4	1/25/2014
30	MITCHELL, M	1086	1590	13	6	6	9/11/2020
31	GERBER, H	1135	1585	14	6	6	3/3/1994
32	XANTHOS, C	1263	1585	9	5	4	4/6/1994
33	SANDER, J	1339	1580	33	5	4	4/3/2018
34	JODOIN, J	357	1580	32	16	16	7/1/1995
35	DECK, L	341	1560	38	23	14	10/9/1993
36	FASSIO, M	1210	1555	41	9	14	5/22/2015
37	LINDOW, B	988	1550	43	21	12	9/29/2004
38	ZENKTELER, W	614	1550	75	16	15	2/2/1997
39	LONGEST, C	1413	1545	29	13	9	9/12/2004
40	GOHEEN, G	289	1545	29	8	12	12/31/1980

These are the top-rated players as of January 24, 2021. Those highlighted in yellow have finished a game in the last ten years.

From the Ratings Officer

Dave Bergmann

I hope this finds you healthy and coping well with our current altered "life-style." Little did we know when 2020 arrived we would soon be dealing with such a difficult situation as a nation and throughout the world. It seems hardly possible that it has been almost a year since it began. I sincerely hope no one has lost any family members or friends from this seemingly ubiquitous virus.

There is new movement in the officers' corps as several members have stepped down. There appears to be an influx of new energy with these changes that will lend itself to some exciting changes and upgrades for AHIKS. I believe much of these developments are included in this issue.

Rated match submissions have reduced somewhat in the last two years as noted below. As you can see, there was a substantial drop for 2020. Here are the totals.

2015 - 34
2016 - 33
2017 - 33
2018 - 32
2019 - 25
2020 - 18

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

THE GAME TITLE AND PUBLISHER
COMPLETION DATE OF BOTH GAMES IF THERE ARE TWO.
MEMBERS' NAMES, FIRST AND LAST
MEMBERS' MEMBERSHIP NUMBER
WHO PLAYED WHICH SIDE AND WHO WAS VICTORIOUS PLAYING WHICH SIDE

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

If you have any questions regarding your rating, don't hesitate to contact me, and I will answer them to the best of my ability.

Thank you and be careful. The best to you all for 2021!

Panzerblitz/Panzer Leader Tournament Final from Art Dohrman

The final game in the AHIKS **Panzerblitz/Panzer Leader** pbem tournament, between Doug King and Steve Andriakos, wrapped up just before Christmas, with Doug the winner. Doug and Steve chose to play **Panzerblitz** situation 45R1, which I described for the December 2020 issue of *The K*. Furthermore, they agreed to play a pair of games simultaneously, so that each person played each side in order to neutralize any play imbalance. In game A, Steve took the German side and Doug the Russians; in game B, they switched sides. It's worth noting that Steve had never played this situation before; Doug had played it once during group play earlier in the tournament.

Game A

Doug's Russian armor assembled in the woods at 3I3 and in Golod; Guards infantry and submachine gunners mounted in halftracks were a bit further back in the 3C1 woods. Steve's German artillery in Opustochenia was weighted toward the rear or south side, with all three SPA (self-propelled artillery, in this case Wespe and Hummel) in the center, flanked by two Marders to the east and Wirbelwind and the GW38 on the west. To the south of the gully, Zabvenia was heavily garrisoned by infantry, while the mortars and antitank guns were scattered among the woods hexes at the south end of board 3.

Doug: The Russian needs to seal off the Opustochenia garrison in the first move to prevent any German escape and have redundant spotters for each city hex. Steve's setup on the far side of the gully is interesting, particularly with the anti-tank guns. He is definitely going for a decisive victory (controlling the 3 hexes of Zabvenia). The AT guns protect the city and cover each other well enough, so they will have to be swarmed all at once – preferably before attacking Zabvenia, because any tank wrecks adjacent to the city hexes make it harder to spot for future turns (plus any dispersed tank won't be able to fire on the city anyway). I'm a bit worried that some Opustochenia unit will get out and hide, popping in and out of city hexes to make the three-hex German control easier to obtain. That will take a lot of units to guard against that will not be helping out with the main assault. My ring tries to balance out escape in all directions (the gully route is a weak point), but also keep some infantry mounted for a quick assault after Opustochenia falls. With normal luck, I should eliminate the garrison next turn and have the AT guns surrounded (and SMG infantry outside Zabvenia) by turn 4, giving me 2 turns to take out the Zabvenia garrison.

The Russian assault on turn 1 brings up almost all their armor, supported by three companies of Guards infantry, to surround Opustochenia. The halftrack mounted infantry advances further up board 3 and takes position halfway to Opustochenia in readiness for future developments.

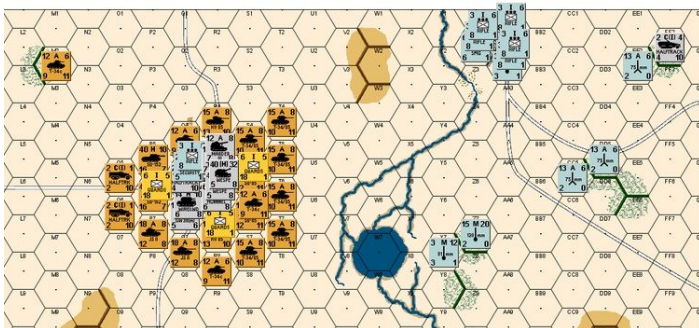


Figure 1 German setup and Russian assault.

Not shown: three mounted Russian infantry companies off screen to the left.

German counterfire, in the top of turn 2, eliminates two Russian tank companies and two companies of Guards, while dispersing two more tank companies. This leaves the stack of German SPAs unspotted and ready to wreak havoc on turn 3.

In the bottom of turn 2, the Russians are able to knock out the two Marders on the east flank but miss their 4:1/+1 direct fire versus Wirbelwind and the GW38 on the west flank. Two more companies of infantry are committed to the struggle for Opustochenia, leaving just one still mounted, while T34/85s cross the gully via the ford hex at 3Z9 to hunt down the German towed guns.

Doug: Some T-34/85s will go over to the far side of the gully to threaten the 120mm mortar, possibly divide Steve's fire, and gain a valuable foothold there if some German rifles move into the ford (although one of my SU-152s is placed specifically to make that option somewhat unpalatable).

German direct fire in the top of turn 3 eliminates three more Russian tanks but overruns by Wirbelwind and the GW38 have little impact. Crucially, the three German SPAs in Opustochenia, and the German 120mm mortar south of the gully, are now spotted.

Concentrated Russian fire in the bottom of the third eliminates the German SPAs and the conquest of Opustochenia is complete. Likewise, the 120mm mortar, the Germans' last long-range weapon, is eliminated. Wirbelwind and GW38, having been left exposed in open terrain following their overruns in the top of turn 3, are overrun and eliminated in response. The Russians have now cleared the entire north side of the gully; their armor establishes a gun line along the V-row just out of reach of the remaining German antitank guns, while halftracks are in to pick up the Russian infantry near Opustochenia.



Figure 2 End of turn 3. Opustochenia has been captured and the Russians advance deeper.

The Germans have little possibilities in their part of turn 4. The 81mm mortar platoon that had been near their big brothers with the 120s attempts to escape and evade by moving into the gully at 3X4. The Russians, with no targets to shoot at, commit all their armor against the remaining German gun positions, supported by the two SU-152 "Conquering Beasts" on the slope hex at 3W8. They commit just one company of submachine gunners to spot Zabvenia. As the observer, I have to wonder about this. Time is running out, and at the moment the Germans are sitting on a decisive victory by possessing all three hexes of Zabvenia. A more emphatic move against Zabvenia would seem to be in order; the Russians in my opinion could spare

some of the strength committed against the antitank guns. As the Russians, I have lost this situation by missing a 4:1/+1 against Zabvenia on the last turn; nothing can be taken for granted. Meanwhile, the Russian infantry back at Opustochenia reload on their halftracks. They will just barely have time to get into the action on turn 6.

Doug: Moving the SU-152s up onto the W8 hill mass should take care of the 81mm mortar in the gully and also put them in position to attack any of the three AT guns, and two out of three Zabvenia hexes. I surround the AT guns with my AFV and attempt to spot a city hex with my only infantry unit available. Objective: take out AT guns next turn (and maybe a city hex?) and set up spotters for a turn 6 assault on the city – time is tight.

In turn 5, the German antitank guns eliminate one tank and disperse another in their immediate front. An alternative might have been to go for the guaranteed 4:1/0 versus the halftrack spotting Zabvenia and one of the Russian tanks in the open (pick one, it wouldn't have mattered). There are too many Russians in the German rear to think that dispersing two or three would impose any kind of delay. However, the German infantry in Zabvenia does succeed in dispersing the submachine gunners and their halftrack spotting the town; the town is safe for one more turn. Russian direct fire eliminates all the outlying positions and they now move in force against Zabvenia.

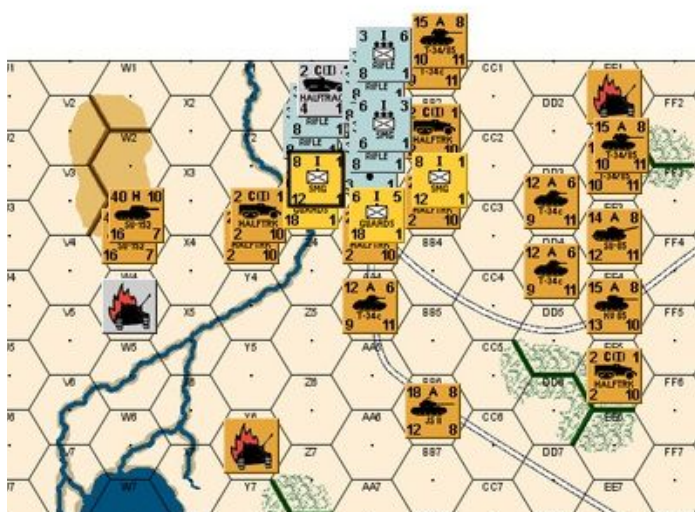


Figure 3 End of turn 5. Outlying positions have been reduced, and the German infantry in Zabvenia is facing heavy odds.

At this point it's worthwhile to recap the current victory conditions. The Germans have eliminated eight Russians for a tactical victory and, if they can hold onto all three hexes of Zabvenia, will have the decisive. The Russians have eliminated fifteen Germans for a tactical victory; since the Germans win ties, this is not enough for Ivan. So it all comes down to the battle for Zabvenia on the last turn; the Russians MUST capture at least one hex of the town to take away the German decisive and MUST eliminate at least two Germans to secure their own decisive. They're in good position to achieve this, but, as I said, nothing can be taken for granted, and they have just one turn to get it done.

The German CATs in the top of turn 6 succeed in eliminating one halftrack spotter but leave the other spotters untouched. In the bottom of turn 6, the Russians launch three 4:1/+1 direct fire attacks versus the town; two miss with die rolls of 6, but the third succeeds, eliminating three German infantry (giving the Russians the numbers they need for a decisive) and clearing

the way for their infantry to enter the town and establish possession. Final result: Russian Decisive victory versus only a Tactical for the Germans, advantage: Ivan.

I presented comments in my previous article on the setup considerations for both sides; without rehashing all of that, I will just comment that, given the respective setups, the Russian acted with the proper amount of aggression and time urgency. I feel that Doug could and should have put more effort against Zabvenia on turn 4; I imagine he was looking at racking up kills to get to a decisive victory, but that wouldn't have helped him if the Germans held all three hexes of Zabvenia. I have painful memories of having been burned by leaving Zabvenia until the last turn.

Doug: Final thoughts: My Opustochenia ring had a major weakness that Steve exploited and nearly cost me the game. I made a gamble not deploying so many infantry units on the first turn. As such, the SPA and Marders were able to focus-fire on the weaker tanks and eliminate them as spotters. Those SPA are quite dangerous, and because the Russian is most likely using tanks to spot them, the wrecks just end up making a barrier around them – a gift that keeps on giving. Once the SPA were taken care of, I was able to go back to my original plan and overwhelm the AT defenses in one blow. Because of the delay, I ended up waiting until the final turn to make the critical attacks on Zabvenia. The fact that two out of the three failed shows how risky it is to wait until the last minute (although, to be fair, the odds of losing all three attacks was less than half a percent).

On the German side, given their initial deployment, there was not much they could do. The halftrack in the original Opustochenia garrison should have had the rifle platoon loaded to begin with and escaped back to Zabvenia on turn 2; neither unit made a significant contribution to the defense of Opustochenia, merely contributing to the casualty total. The towed guns were too far back to support the Opustochenia garrison and were on their own without infantry support once the Russians crossed the gully. We will see a much different approach in game B.

Game B

Steve's Russians deployed with all the infantry tank-mounted, and the halftracks empty. Doug's Germans divided their SPAs in Opustochenia between the two rear (southernmost) hexes, 3R6 and 3R7. The rifle platoon is mounted in the halftrack and the security platoon is mounted on Wirbelwind. The three 75mm antitank guns are all well forward in the woods at 3Y4 where they can support the Opustochenia garrison, supported by the three mortars (one 120mm and two 81mm) and three platoons of infantry. Doug has chosen to make the woods a major strongpoint. Zabvenia, by contrast, is lightly garrisoned with three infantry platoons, one of which is mounted.

Doug: Setup/ Turn 1: I am skeptical of the German ability to hold on to the three Zabvenia hexes (and get a Decisive Victory): there are just too many A-class Russian vehicles to avoid 4:1 attacks and hoping for your opponent to roll a 6 is not much of a strategy. I think it is better to put most of the rifles and artillery in the woods (become 4x less vulnerable than in the city, plus most can move through the green hex sides and frustrate the Russians' line of fire), and just stall the Russians long enough to get one of the lesser victories. I've spread out my forces a bit to try to diffuse the Russians' attack: Steve must attack Zabvenia to prevent the German decisive, but also must attack the Z4 woods to eliminate enough German units to get his own victory. I've placed the heavy SPA so that they may punch a hole in the coming Russian ring (the placement of the towed artillery will help with this) and get what units I can out to safety to both stall the Russians another turn and prevent their early loss.

The Russian assault in turn 1 brings ALL the armor (minus one lonely T34c) and ALL the infantry to bear against Opustochenia, with the town being completely surrounded.

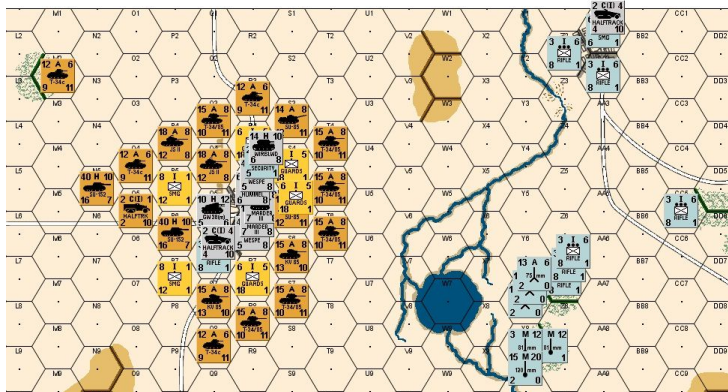


Figure 4 Initial German setup and Russian assault. A very congested screenshot but this reflects the reality on the board.

German direct fire in turn 2 eliminates four Russian tanks, opening a path to the outside. Wirbelwind and the GW38 overrun two more Russian tanks, resulting in dispersals. The halftrack with rifle platoon makes it back to Zabvenia, while both Marders escape to occupy/block the ford hex in cooperation with a rifle platoon. But all four hexes of Opustochenia are spotted. In the bottom of turn 2, Russian direct fire clears all four hexes of Opustochenia, eliminating the garrison, and eliminating Wirbelwind outside the town. A 2:1 CAT disperses the GW38. One T34c takes position on the slope hex at 3W9, while other Russian armor maneuvers on the north side of Opustochenia, apparently to reload the infantry.

Doug: The SPAs and towed artillery punch the needed hole in the ring to allow the escape of the Marders and a Rifle/Halftrack. I'd have liked to get the Wirbelwind to safety but needed to overrun the T-34/85 to prevent it from firing at the fleeing units and possibly dispersing them.

In the top of turn 3, the German ATGs eliminate another Russian T34/85, while the mortars disperse one of the SU152s at 3U9. The Marders leave the ford to reinforce the gun position at 3Z5, and the rifle platoon likewise leaves the ford, pulling back into Zabvenia. The ford is now open to Russian traffic, and Zabvenia is garrisoned with three rifle platoons. Russians follow up by eliminating GW38 by direct fire, reloading their infantry north of Opustochenia, and pushing two tanks and a halftrack through the ford to spot a German rifle platoon in the 3EE woods. Other Russian armor takes up position on the slopes at 3V9 & 10, and 3W9 & 10. This does reduce their vulnerability, but it also severely limits their ability to fire on targets south of the gully. Another consequence of the Russians using tanks as transport is that the tanks are tied up for two turns loading their passengers. Two turns that the Russians can't afford to waste – time is of the essence in this short game.

Steve: The one big mistake I made as the Russian is that I got one of the SU-152 dispersed (@ 1:1 odds). If Doug had missed the attack or I had kept the SU-152 safe, his movement of 3 German infantry units into the Ford hex would have cost him the 3 units.

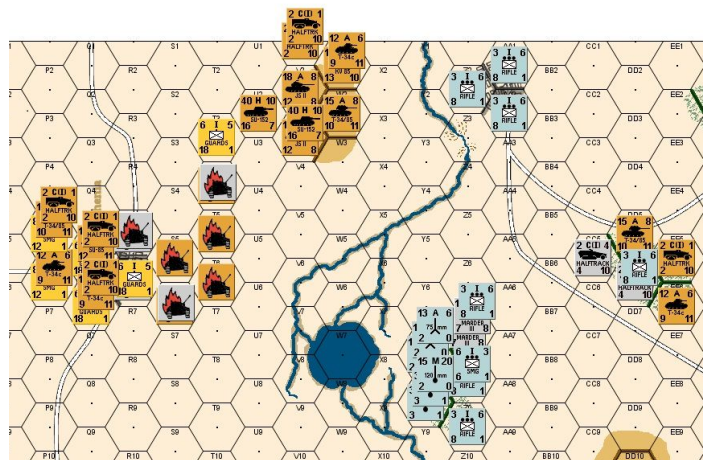


Figure 5 End of turn 3 - Opustochenia is reduced and the Russians begin to move on.

German direct fire in turn 4 disperses the SU152 at 3U9 for a second turn, while two rifle platoons occupy the ford again, secured against overrun by halftracks in Zabvenia. They can do this safely considering that the Russians haven't deployed enough firepower against the ford to hinder them. In response, the Russians disperse one of the rifle platoons in the ford and move up the undispersed SU152 and two JS-II heavy tanks to dominate the ford. The tanks which have spent turns 2 and 3 loading four companies of infantry at Opustochenia, now bring them forward and unload them at 3W2 and 3X2, where they can cross the gully and threaten the German gun positions.

In turn 5, German direct fire eliminates a halftrack outside of Zabvenia, as well as a T34/85 at 3U5. Three rifle platoons enter the ford to block further Russian advances, but in the process the Germans voluntarily give up one hex of Zabvenia. In the center, German infantry maneuvers to keep advancing Russian infantry away from the German guns.

Doug: I forgot that the gully is still passable to non-vehicular units, and Steve has sent his infantry down that way, where I can't really do much against them. However, he has exposed some tanks in the unloading process, and I only need to destroy two of them to secure a tactical victory. If I do that, I may be able to stall Steve's infantry long enough to prevent him from eliminating enough of my own units to beat that. Moving the Rifle unit into the gully will make a bit of a bottleneck there: it can be destroyed, but at the cost of preventing some infantry movement and siphoning off some tank attack factors that could go towards the ford Rifles. I knock off one tank but miss the 2:1 roll on the other one! Now it can escape, and I will not be able to destroy enough Russians for a tactical victory! Steve now has to eliminate only a few more of my units for a victory!

Recapping the score at this point: the Germans are not trying for a decisive victory and must eliminate one more Russian unit to achieve a tactical victory. The Russians have eliminated six Germans but this is well short of the threshold for even a marginal victory.

The Russians eliminate one German rifle platoon in the ford hex and disperse another, but the ford is still blocked to Russian traffic. Their infantry in the center does manage to disperse the German 120mm mortar and its two supporting rifle platoons.

In the final turn, the Germans have no direct fire and content themselves with minor adjustments to position, including a Marder reinforcing Zabvenia. The Russians eliminate three more Germans for a final tally of 10, one short of the requirement for a marginal victory. The Germans are also one short of their requirement for a tactical victory. Since neither side achieved its victory conditions, the Germans win a marginal victory.

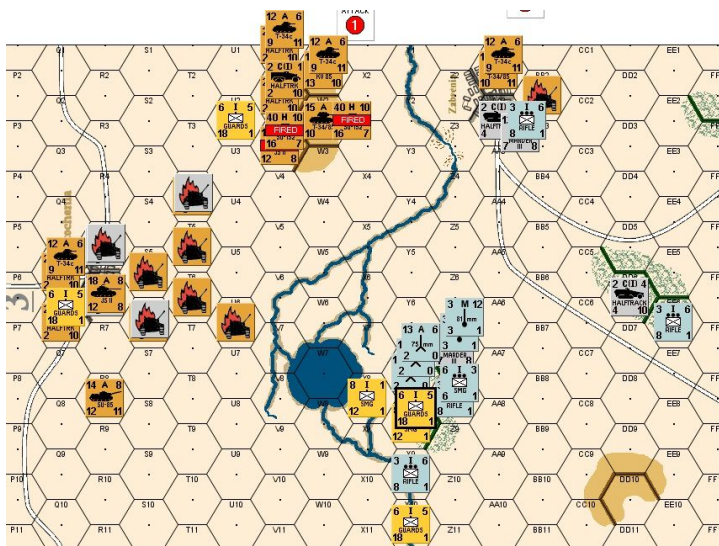


Figure 6 positions at the end of the game.

This turned out to be a very close game – if the Russians had eliminated one more opposing unit, they would have achieved a marginal victory, giving them the game. Conversely, if the Germans had eliminated one more opposing unit, THEY would have achieved a tactical victory, firmly cementing the game for them.

Doug: End of game and final thoughts: Steve gets a series of unfortunate die rolls that prevent him from taking out enough of my units (short by 1!). Not exactly an endorsement of my opening strategy. I forgot that the Russian infantry can cross the gully, and thus my artillery pieces were exposed and ripe for a CAT sweep in the final turns. I might want to put more Rifle units towards that end of the woods next time. It might also be better to not stack the AT guns together (so a Rifle could move into the hex with them and bolster any CAT odds) – but the forward firing positions are in short supply and the spot they were in covers a lot of ground.

Steve did not submit detailed notes but had these final thoughts: *I would like to say that Doug played a better game as the Russian than I did as the Germans. After playing this situation for the first time, I know how to play the Russians the next time, but I still haven't figured out how to play as the Germans.*

Final observer comments: Doug's approach in game B in terms of making the woods and not Zabvenia his strongpoint was somewhat unusual in my experience. In both games, both Russian players made extensive use of their halftracks in exposed positions and mostly got away with it. It may not seem sporting to shoot at transport versus fighting vehicles, but, in a points based situation such as this, a kill is a kill. Eliminating transport also has the effect of grounding the "leg" units away from the main battle, unless you detail tanks as taxis, which takes them out of the action for two turns.

One more point to bring out: I talked in my description of the situation in December about the importance of the ford hex. This was certainly borne out in game B. But another piece of key terrain for the Russian, once Opustochenia has been taken,

is the area around 3S6-3T7, where they can station especially their heavy tanks and assault guns safely and bring concentrated fire to bear on the ford, assuming the Germans have chosen to try to block the ford. Granted in game B, with Doug's strong antitank gun position within range, that would have been more difficult, but bringing the combat power of the Russian armor to bear is key.

I must say that seeing how these two games developed is inspiring me to re-look at my own "standard" setup as the Germans, especially with regard to the guns behind the gully.

Situation 45R1 is a challenging situation for both sides. The Russians have a lot of combat power but not much time to achieve their objectives. The Germans have some choices but must set up carefully. Both sides must keep an eye on their victory conditions and on the clock; if they don't, it will turn around and bite them.



Book Review

My Tank is Fight! Deranged Inventions of WWII

by Zack Parsons

244 pages, illustrations, \$13/\$30 at Amazon

©2006 Citadel Press

Reviewed by Omar DeWitt

You're right. You can tell from the title. A weird book.

Parsons has arranged the book by giving the name and a drawing of each invention, then an Overview, a Development History, Technical Mumbo Jumbo, Variants, Analysis, Hypothetical Deployment History, and What Fight Have Been (a fictional application of the invention).

Hitler's fascination with BIG things led Germany to the Landkreuzer P. 1000 Ratte. It weighed one to two thousand metric tons. It was 35 meters long and 14 meters wide. Armament was two 280 mm guns, one 128 mm gun, eight 20 mm flak guns, and two 15 mm machine guns. Top speed was supposed to be 40 kph.

It was too heavy for bridges; it would have churned up paved roads.

It was considered but not built.

Tanks, aircraft, water devices, there was always someone crazy enough to take on anything.

I cruised through the book.



Multiplayer Info

From Jeff Miller

Well two new games have kicked off since last issue!

Wizards Quest is rolling through the setup now, and I am really looking forwards to this one. Yes, it's a light game perhaps, but it is a heck of a lot of fun. Although of course I am only interested in peace with my fellow humans. The orcs might be a different story. ☺

Kremlin is just kicking off with the startup done now and the plotting starting to kick in. Of course, my side, The Red Army, is only interested in doing things that benefit the State, nothing for personal gain. ☺

Let's see what else in the way of the multiplayer games going on that I am involved in.

Fire in the Lake: my ARVN lads are desperately trying to aid the US troops in stemming the tide of communism that threatens to overturn our peaceful country. [i.e.: the cards have been quite cruel to the good guys. ☺]

Samurai: Hojo [my clan] is in hiding for the most part, having been destroyed by fate/the gods while I watch the other two fight it out.

Kingmaker: my faction, Portcullis is supporting our good king against the ravages of the Pretender, while trying to find a few scraps here and there to build my forces for good. At least the Saxons have deserted and switched to my side. ☺

Advanced Third Reich: new Rome [I have Italy] has been cheering from the sidelines as my ally has overrun Poland, France, and now occupies the Rock of Gibraltar. Perhaps the Med will indeed become a Roman lake once again!

Here I Stand: my Ottoman's hear word of the possibility of open warfare breaking out between the Christian nations. Hopefully, this will not interfere with my peaceful attempts to collect funds for the aid of the poor shipwrecked sailors that are in our care. The slanderous word "piracy" in regard to our charity efforts is, of course, a baseless lie. ☺

Ahem... Well, the above serves to launch something new for those of us who enjoy the multiplayer aspect of gaming.

I am old enough [barely of course ☺] to remember the fanzines that were used for PBM play that always had some sort of Press section for players to offer their thoughts on the current state of affairs in their games. In my case the *Buzzards Breath* springs to mind!

So here are the ground rules – if you want something published, send it to me and I'll keep it on hand until I need to send in an article for *The K*, at which point, I will group everything by game and send it in.

I won't be proof reading, so what you send is what you will see posted. ☺

Try and keep it in character, mostly clean [we do have kids out there], hopefully humorous, and have fun with it – so sharpen your blades or quills and have at it. ☺

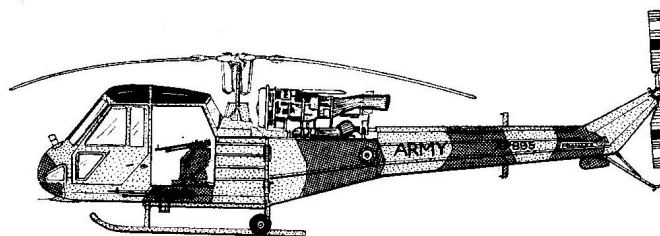
As usual, anyone who wants to get in on a game drop me a note; it's first come, first served, and once a game kicks off it most likely will be a while before another one launches.

Also, if there are new ones you want to see started, drop me a line – btw I would like to do a call out to the **Kremlin** bunch. It's my first time playing the game, and it has some unique challenges for PBEM, but the group has worked through that quite well. So, I get to play something I have had sitting on the shelf for decades! ☺

No one responded to my question in the last issue, so the list below should be 100% accurate at the moment.

So, one to call out is EIA, it's currently at five players. My understanding is that it is best at seven, so I'll make the following offer: if someone jumps in to get it to six and no one grabs the 7th slot, I will step in and get it rolling.

A Distant Plain GMT – Jeff Miller, [1303] V
 A Distant Plain GMT – Aamir Zakaria [1993]
 A Distant Plain GMT – Duncan Rice [1394]
 Angola MMP – Jeff Miller, [1303] V
 Angola MMP – Aamir Zakaria [1993]
 Amoeba Wars AH – Jeff Miller, [1303] V
 Blackbeard GMT - Nate Forte V + Discord live play
 Colonial Twilight GMT – Jeff Miller, [1303] V
 Colonial Twilight GMT – Aamir Zakaria [1993]
 Crown of Roses GMT – Mike Kettman (1067) V
 Conquistador AH – Jeff Miller, [1303] V
 Conquistador AH - John Hoffmann [884] V
 Conquistador AH – Mark Palmer 1074
 Diplomacy - Aamir Zakaria [1993]
 Dune AH – Jeff Miller [1303] V
 Dune AH – John Hoffmann [884] V
 Dune AH – Aamir Zakaria [1993]
 Dune AH – Brian Nickel
 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
 Empire in Arms AH - Angelo Valen [xxxx] CEFL
 Empires of the Middle Ages SPI – Mike Kettman (1067) V
 Falling Sky GMT – Jeff Miller, [1303] V
 Fortress America MB – Jeff Miller, [1303] V
 Gangsters AH – Jeff Miller, [1303] V
 Gunslinger AH - Matt Scheffrahn [1844] VMG
 Gunslinger AH – Jeff Miller, [1303] V
 Magic Realm AH – Jeff Miller, [1303] V
 Machiavelli AH – Jeff Miller, [1303] V
 Republic of Rome AH – Jeff Miller, [1303] V
 Sails of Glory Ares - Nate Forte TTS + Discord live play
 12/23/20
 Tank Duel GMT - Nate Forte V + Discord live play 12/23/20
 The Kaiser's Pirates GMT – Nate Forte V + Discord live play
 12/23/20
 Stellar Conquest – Jeff Miller, [1303] V
 Time of Crisis GMT – Jeff Miller, [1303] V
 Unterseeboot [PC AH Submarine] - Nate Forte Discord live
 play
 War of the Suns MMP – Jeff Miller, [1303] V



Westland Scout AH-1 gunship version

Book Review

Panzer Battles

By F.W. von Mellenthin

383 pages, photos, maps ©2006 (first publication 1955)

Konechy & Konechy \$13 to \$50 on Amazon

Reviewed by **Nick Rusch**

At 65 years from its original publication in 1955 Panzer Battles is an interesting read with the prose as much a part of history as the battles recounted within its pages. The author, Friedrich W. von Mellenthin, comes from a Prussian military family with Friedrich's father, Paul H. von Mellenthin, a lieutenant-colonel of artillery who was killed in action in 1918. His older brother, Horst, was a general in the Wehrmacht during WWII. Friedrich entered the service 1924 and won a rare promotion to lieutenant within the Reichswehr in 1928. Von Mellenthin served until Dec. '44 when he was relieved of command by Hitler for an unauthorized retreat on the Western Front.

Panzer Battles is organized into four parts - part one covers Case White (Polish Campaign), Case Yellow (French Campaign), and the Balkans; part two recounts von Mellenthin's time with the Afrika Korps; part three covers the Eastern Front battles; and part four is Friedrich's involvement with Army Group G's final days of the Western Front, and the collapse of the Eastern Front at the war's conclusion.

Within the summaries of parts three and four of Panzer Battles, von Mellenthin provides some interesting insights for post-war allied military leadership. Part three concludes with a chapter on his observations of the Russian way of war and the Russian soldier. This chapter is obviously targeted at the Western leadership postwar in preparation for what was to become the Cold War. Reading this summary of the Russian conduct of war, one wonders how much the German General Staff shaped the strategies of NATO as this chapter's information was relevant right up through the early 90s.

Part four includes a retrospective where von Mellenthin discusses the war from a national strategic perspective. I found this chapter insightful and a discussion that I have rarely encountered in previous WW2 historical reads. From a strategic perspective Friedrich believes by 1941 Germany had already lost the war. He states:

By the end of 1941 German war economy was in a serious plight. We did not have the oil supplies necessary for waging war on a world-wide scale; the Eastern campaign was making colossal demands for vehicles, armor, antitank guns, and spare parts. Moreover, the lend-lease pact was having a serious effect—Russia was receiving replacements and equipment from the inexhaustible resources of the British Empire and the USA.

There were several sections I found a little disappointing. The coverage of Case White, a campaign he did not participate in, could have been left out altogether, based upon the summary overview he provided. He does provide a noticeably short lesson learned from that campaign that is really the only worthwhile section of that chapter. These lessons learned could have been added to the Case Yellow campaign as an introduction as a start of the book.

Von Mellenthin's coverage of military operations are, for the most part, from his direct experience. Therefore, the only campaign that really had full coverage based upon his posting was the North African Campaign with Field Marshal Rommel. I found most interesting the summary of what a day with the Afrika Korps staff was like, the use of intelligence information in

the operational planning process and von Mellenthin's 'what if' analysis of the British 8th Army performance.

Even within his coverage of North Africa there are some missing sections that one would have expected von Mellenthin to cover at least in part. For example, missing was the account of Count Almasy's trek through the southern fringes of the North African desert, the Brandenburger ops, and especially how Col Fellers' Department of State intercepts were utilized by the staff for planning. This last piece regarding 'The Good Source' I would have expected von Mellenthin as the staff Ic (intelligence officer) to have had good insight. As mentioned previously, Eastern and Western Front campaigns are from a narrow perspective focused on primarily those units under von Mellenthin control. Even so the recounting of those operations is a good read. They recount the operations at the echelon at which he was assigned and usually one level below—occasionally providing lower-level echelons when needed to adequately describe the battle.

Von Mellenthin can be a bit of a fan boy for his superiors. This is especially true with General Baulk. The reader can see that his writing was to place the German senior military leadership—except for OKW—in the best possible light. He also goes to some length to say the military leadership in the field never fully understood the implementation of the final solution. We now know this narrative is misleading at best. Overall this is a great read for WW2 enthusiasts, with some particularly good firsthand material. Just know it is from a single man's viewpoint. Do not expect to get a historical overview of a Front for the entire duration of the war.

A short biography of F.W. von Mellenthin's WWII military career:

At the start of WWII, von Mellenthin was assigned to the Ic (Intelligence) section of the III Armeekorps and missed the invasion of Poland. Friedrich was then assigned as the Ia (Operations) for the 197th Infantry Division and participated in the Battle of France 1940. He held several small assignments after the fall of France and was then posted to North Africa in June '41 where he served as the Ic for the Afrikakorps. Towards the end of his North Afrika tour, he was the acting Ia for Field Marshal Rommel until his departure from Africa in Sept '42. Between Nov '42 and May '44 von Mellenthin served as the Chief of Staff or the XXXXVIII Panzerkorps on the Eastern Front and participated in many of the Wehrmacht's desperate struggles to hold back the Russian flood. In Sept '44 he was transferred to the Western Front where he served Generaloberst Hermann Baulk as his Chief of Staff for Army Group G. He was relieved of command along with his commanding officer Generaloberst Baulk by Hitler in Dec. '44 for an unauthorized retreat of German Forces within his sector. He was captured by the British at Höxter on the Weser River 3 May 1945.

★★





From the Editor

Spring is here. I went for a walk this morning in the sun (after hearing of the Great Snow Storm in the northeast). Very pleasant.

Nick Rusch was good enough to send in an article for the current issue and is working on a game review for the next. It would be great if a few more of you contributed.

Currently I am reading *Waterloo, Rout & Retreat, The French Perspective* by Andrew W. Field. This is the fourth volume in his study of the battle from the French side. I'm only on page 25, but I am amazed at the complete destruction of the French army.

A few members identified the map in the last issue: Vassal's **Blitzkrieg**. Unfortunately, I have forgotten who identified it.

If any of you know of a source of military illustrations that I may use in this newsletter, please let me know. There are a few magazines and books that I use, but I have to copy and paste.

Omar

Book Review

Yamamoto, The Man Who Menaced America

by John Deane Potter

©1965 Viking Press; \$3 to \$12 Amazon

332 pages, maps, photographs

Reviewed by Omar DeWitt

Yamamoto's youth is briefly discussed, but the book is mostly about the attack on Pearl Harbor, the battle of Midway, and the battle for Guadalcanal.

Yamamoto was the instigator of WWII for the U.S. He devised the plan for the attack on Pearl Harbor. Almost no other Japanese military person wanted to attack the U.S., but Yamamoto was adamant and eventually forced Japan into the war, even though he expected that Japan would have superiority for only about sixteen months. His hope was to damage the U.S. navy so much that Japan could solve its oil problems and that the U.S. would sue for peace. Japan had the largest naval force in the Pacific: large battleships, innumerable smaller ships, and some ten aircraft carriers. Yamamoto was focused on aircraft carriers. All of these needed oil, which the U.S. had cut off from Japan.

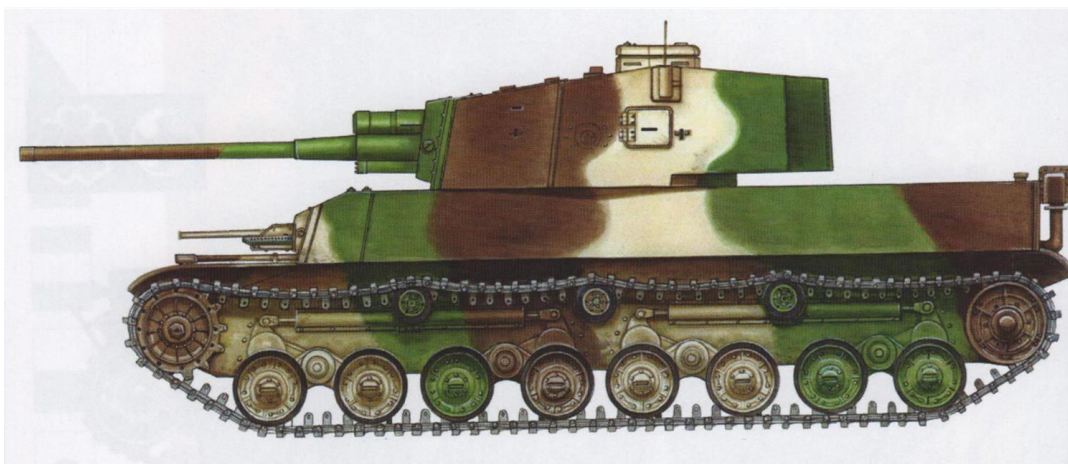
Unfortunately for the Japanese there were no carriers at Pearl Harbor when they attacked.

A greater disaster occurred at Midway, where bad luck and poor judgement cost Japan four carriers for one U.S. carrier. Japan should have won, with one of the largest naval forces in the world against three U.S. carriers, a few cruisers, and a bunch of destroyers.

Yamamoto appreciated that Guadalcanal was important. From there, aircraft could control shipping lanes from Australia to the U.S. and other approaches to Australia. He supplied men and supplies to the island, although the Imperial Army was not very interested until too late. (The divide between the Japanese Navy and Army is rather interesting.)

Codes were broken indicating Yamamoto's travels in the south pacific (to bolster his troops), but it took some time before the idea of attacking his plane grew into fruition. One of the problems was getting auxiliary fuel tanks to the start point, Guadalcanal.

Was the killing of Yamamoto anything except revenge? Hard to tell.



5 Chi-Ri medium tank, Japan 1945 (of course they had no fuel to run it)

Open Match Requests from Chuck Tewksbury

1985: Under an Iron Sky TRL
8th Army: Operation
Crusader (1984) GDW
ACW Brigade Series MMP
Adv Third Reich AH
Adv Third Reich (1992) AH
Air Assault on Crete AH
Alexander AH
Battle for Germany SPI
Battle of Bulge (8-Turn WBC
Tourney Scenario) AH
Bitter Woods CG
Blitz: A world in conflict CMP
Bloody 110 COA
Bloody Kasserine GDW
Breakout to Paris 1918 HFD
Bulge '81 AH
Chickamauga SPI
Clash of Giants Tannenberg GMT
Combat Commander GMT
Empire in Arms AH
Empire of Rising Sun AH
Empires of Rising Sun AH
Flying Colors GMT
Fortress Europa AH/Compass
Fortress Europa AH
Fox's Gambit HFD
France 1940 AH
Fury in the West AH
Guns of August AH
Hells Highway (1984) VG
Holland '44 GMT
Main Battle Tank 2ed GMT
Monty's Gamble: Market
Garden MMP
No Retreat: North Afrika GMT
No Retreat: Russian Front GMT
Panzer Battles MMP
Panzer Blitz AH
Panzer Grenadier AP
Panzer Leader AH
Proud Monster XTR
Rebel raiders on high seas GMT
Red Star White Eagle CMP
South China Seas CMP
SPQR GMT
Stalingrad 2nd Edition AH
Storm Over Stalingrad MMP
Tank on Tank LnL
Russian Campaign AH
War of 1812 Columbia
Third Reich or Adv AH
Thunder at Cassino AH
To Green Fields Beyond SPI
WWII Commander: Vol 1,
Battle of the Bulge CG

Martin Hogan (1704)
Geoffrey Moores (1993) V
Aaron Kulkis (1983)
Rick Cholett (2015) EFV
Geoffrey Moores (1993)V
Chris Hyland (1862) EVX
Raymond Starsman (2005) ELV
Chris Hyland (1862) EVX
Craig Champagne (2023)V
Bob Jones (1548) VE
Mike Ricotta (2004) VXE
Aaron Kulkis (1983) FVL
Jay Unnerstall (1264) EP
Jay Unnerstall (1264) EP
Jay Unnerstall (1264) EP
Peter Bertram (790)
Jay Unnerstall (1264) EP
Allen Evenson (1553) E
Edson Ramos (1989) P
Rick Cholett (2015) ES
Mike Scott (1555)
Rick Cholett (2015) EV
Jay Unnerstall (1264) EP
William Goranson (2008) AE
Jay Unnerstall (1264) EP
Martin Kerlake (2011)
Jay Unnerstall (1264) EP
John Troskey (1554) CV
Geoffrey Moores (1993)V
William Goranson (2008) VE
Martin Hogan (1704)
Jerry Wong (1974) FV
Jerry Wong (1974) FV
Bert Schneider (1569)
John Troskey (1554) CVS
Jeff Gaul (2003)
Carl Wolf (1992) V
Jeff Gaul (2003)
Edson Ramos (1989) P
Graeme Dandy (916) V
Chris Hyland (1862) ELVX
Mike Ricotta (2004) VXE
Justo Perez (2009) FV
George Phillies (0697) ZVX
Duncan Rice (1394) V
Duncan Rice (1394) V
William Goranson (2008) AE
Duncan Rice (1394) V
Raymond Starsman (2005) ELV
Jerry Wong (1974) FV
John Troskey (1554) CVS
Bob Jones (1548) VE

Match Coordinator

To accept one of the listed matches or have a new match listed, email to: chuck.tewksbury@gmail.com

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



La Vivandière Magazine
2634 Bryant Avenue South
Minneapolis, Minn.. 55408



"...and I want III Corps to move to hex HH-27."

PUBLICATION DEADLINES

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

Deadline for next issue: March 31, 2021.

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.

Upcoming Events

The Steve Jackson site I use shows no upcoming conventions. If you have any knowledge of other sites that list conventions, I would like to know. Until then, it is solitaire games.

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

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

Brian Stretcher, 117 Camellia Trail, Brevard, NC 28712

12.4 REINFORCEMENTS

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

- 2016 Nat Forte, Thornton, CO
- 2017 Samim Togan, Turkey
- 2018 Brian S Larson, San Luis Obispo, CA
- 2019 Don Enos, Dover, NH
- 2020 Mark Sundermeier, Niederfischbach, Germany
- 2021 Lawrence Gough, Badminton, UK
- 2022 Mark Conder, Lubbock, TX
- 2023 Craig A Champagne, Leesville, LA
- 2024 Allen L Tiffany, Lakeway, TX
- 2025 David K van Hoose, Carmel, IN
- 2026 Keith M Turnas, Craig, CO
- 2027 Jason R Weiser, Fairfax, VA
- 2028 Stefano Cuccurullo, Oxford, UK
- 2029 Roy W Connelly, Park City, KS
- 2030 Angelo F Valeri, Summerville, SC
- 2031 Karl F Bodenheimer, Kansas City, MO
- 2032 David E Strohbehn, Omaha, NE
- 2033 Philip J Lahue, Walkkill, NY
- 2034 Jackson Kwan, Shaukeiwan, Hong Kong
- 2035 James M Lennox, Westfield, IN
- 2036 Peter M Teneyck, Wilmington, SC
- 2037 Simon C Thompson, Devizes, UK
- 2038 John M Edwards, Melrose, UK
- 2039 Neal P Kegley, Pulaski, VA
- 2040 Gregg Stum, Fleetwood, PA
- 2041 Justo J Perez, Dallas, TX
- 2042 John S Dietrich, Tracy, CA
- 2043 Lewis T Kershner, Sturgis, MI

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Game News

Canvas Temple Publishing

Watch on the Rhine is a two-player (solitaire adaptable) historical simulation of the final operations of World War II in northwest Europe. Game design by Ty Bomba.

We at Canvas Temple have been at this a long time; designing and playing wargames. The youngest of us has been playing over 35 years. Like many old-school wargamers, our eyesight has declined, our fingers have become fumbley, and our time has become scarce.

So, we decided to make wargames more suited to us old timers. This operational-

level wargame is big in scope (and lettering) and can be played in a (long) evening. Rather than standard 9/16" or even 5/8" inch counters, this game utilizes our custom 3/4" counter die to create large, thick counters that are easy to see and manipulate. The base game also contains two full-sized maps with giant hexes, and a well-tested game system that approaches its subject with enough abstraction to keep the game tight, but enough detail to do justice to history and create an array of complex decisions.

The maps illustrate the militarily significant terrain found in and around this border area of western Germany in 1944-45 when portrayed at this scale. The national boundaries shown are the final international ones from just before the war began in 1939. A hexagonal (hex) grid is printed over the map to regulate the placement and movement of units across it, much like the squares in Chess and Checkers. A unit is considered to be in only one hex at any one time. Every hex on the map has a unique four-digit identification number printed within it.

Most of the unit-counters represent combat formations; others are provided as informational markers and memory aids. Units organizational sizes, from larger to smaller, are shown using standard notation: \$90

[https://canvastemple.com/index.php?](https://canvastemple.com/index.php?main_page=product_info&cPath=1&products_id=40)



Atlantic Wolves Some have called it the most crucial campaign of the Second World War. It was not fought on the ground with tanks and artillery; it was the Battle of the Atlantic, pitting the German wolfpacks versus the allied convoy system. Upon the result of the campaign hung the fate of Great Britain, and, by extension, the Allied cause in Europe.

Atlantic Wolves is a solitaire game based on this important World War II naval campaign. It covers the decisive part of the campaign, August 1942 to May 1943. The player, assuming the role of Admiral Karl Doenitz, controls the German Kriegsmarine and tries to achieve success against the Allies, played by the game system.

Atlantic Wolves comes with an 22" x 17" inch map, a sheet of counters (one inch square), a deck of Event Cards, a Tally Sheet, a charts and tables sheet, and rules. \$70

[https://canvastemple.com/index.php?main_page=product_](https://canvastemple.com/index.php?main_page=product_info&cPath=1&products_id=60)

Catastrophe Games

Landing, The - Gallipoli 1915 tells the story of the Australian and New Zealand Army Corps (ANZAC) landing on the beaches of Gallipoli in the early morning of April 25, 1915. You are a Lance Corporal (LCPL), a Non-Commissioned Officer in the Australian Army. You must lead your fellow Aussies and work together with your Kiwi and Indian allies in the desperate fight to take and hold the heights overlooking the Dardanelles. \$30/\$35

[https://www.nobleknight.com/P/2147862138/Landing-The---](https://www.nobleknight.com/P/2147862138/Landing-The---Gallipoli-1915)

Compass Games

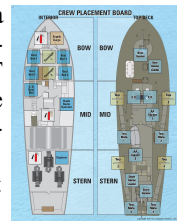
Coalition! The Napoleonic Wars, 1805-1815 is a game about the Napoleonic Wars (1805-1815) for two to six players that can be completed in a single evening. The scope of the game is grand-strategy with some operational components (as the execution of maneuvers as Marching to the Sound of the Guns), being the British player launching successive Coalitions to destroy France and its Empire. You will remember and reenact this flamboyant period handling historical Generals, Armies, Fleets, and Event Cards. Prepare to fight from Austerlitz to Waterloo in just one evening!

The British player will launch successive Coalitions of allied countries to destroy the French Empire, and the French player will try to survive and win the game by earning Gloire and Victory Points or by surrendering Great Britain through the Continental Blockade. Also, in the 3-6 players version, every individual player will control a Major Power with his own agenda, trying to win the game also through their own Victory and Gloire Points. \$52/\$69 <https://www.compassgames.com>



Devil Boats: PT Boats in the Solomons is a solitaire, tactical-level wargame. You, as commander, will lead a squadron of 4 US Navy PT boats on nightly missions against Japanese forces in the Solomon Islands during the summer months of 1943. \$49/\$69

<https://www.compassgames.com/devil-boats-pt-boats-in-the-solomons.html>



Indian Ocean Region enables participants to play out possible future conflicts, circa 2025, from their political beginnings to military endings with the same game mechanics as used in the **South China Sea** game. \$65/\$89

<https://www.compassgames.com/indian-ocean-region.html>

Firefight Games

Turning Point—Death Wish at Cal Dagi, September 1921 The summer of 1921 had been the highpoint of the Greek advance into Turkey towards Ankara. The months of June and July had ripped the Turkish Army to shreds. Greek morale and support at home was high even without British and French support. The Greek Asia Minor Army, at this time, sat at a critical junction: halt their advance deeper into Turkey or go for the knockout blow by capturing Ankara, Turkey's new capital. By capturing Ankara, the Greeks felt that Turkish opposition and Mustapha Kemal would collapse. The potential was there. Many of Mustapha Kemal's opposition demanded and questioned his ability to command the Turkish Army, now shredded and reeling eastward across the Sakarya River to defend the capital. It was in the hills east of the Sakarya where the Turks made their last stand. It was do or die for them.

So dire was this that Kemal issued orders to shoot any Turk soldier found fleeing from battle. For the Greeks and their long advance across the barren Turkish deserts towards the Sakarya, the issue was logistics. The supply depots were far away from the frontlines; trucks were used but roads were few. When the battle began in August, 1921, it was a brutal bloodbath for the hills east of the river. Every meter was a bitter struggle to seize or hold. Over 18,000 would die for the barren hills. \$12

[https://www.nobleknight.com/P/2147861656/Turning-Point---](https://www.nobleknight.com/P/2147861656/Turning-Point---Death-Wish-at-Cal-Dagi-September-1921)

GMT Games

The Last Hundred Yards Vol. 2: Airborne Over Europe is the second game in Mike Denson's **Last Hundred Yards** series. It includes two major campaigns featuring numerous missions covering small unit actions conducted by US airborne forces in the Normandy and Market Garden operations.

In the Operation Overlord campaign, follow the elements of the American 82nd and 101st Divisions beyond the Normandy beachheads. After being scattered over a large area in Normandy on the night of June 6th, they struggle to assemble and secure their objectives to support the advance of the American units landing at Utah Beach. Later missions feature them defending against the inevitable German reaction and counterattack. Follow Lt. Dick Winters as he leads his platoon in taking out the artillery battery at Breccourt Manor near Ste. Marie-du-Mont and then faces a counterattack from elements of Col. Von Der Heydte's 6th Fallschirmjäger Regiment.

In the Operation Market Garden campaign, follow the 82nd Airborne Division after landing south of Nijmegen in the early afternoon hours of September 17th as they race to secure critical bridges over the Waal and Maas rivers, as well as those over the canal between them. Follow Lt. Foley and his men as they defend Devil's Hill against German counterattacks on the Eiesenborne Ridge Groesbeek Heights, a mere 2-3 miles from the German Border.

While the 82nd lands around Nijmegen, the 101st Airborne Division lands north of Eindhoven and begins its own race to secure its assigned bridges over the river Dommel in Eindhoven, the Wilhelmina canal in Son and Best, and the bridges over the Zuid-Willemsvaart and river AA in Veghel. Experience the counterattack by the German Kampfgruppen Hüber and Walther as they cut the main highway near Veghel. It took two critical days of hard fighting for units of 101st Airborne and British XXX Corp to reopen the corridor.

This game will introduce air-drop and night rules, as well as new terrain to the series. Successfully landing airborne troops at night, assembling them from a dispersed condition, and advancing against unknown enemy resistance to secure your objectives will prove a thrilling challenge in this new game. \$59

<https://www.gmtgames.com/p-831-the-last-hundred-yards-volume-2-airborne-over-europe.aspx>



High Flying Dice Games

Black Hell: The Battle for Los Negros Island, February-March, 1944. Before fleeing Corregidor, General Douglas MacArthur pledged to return to the Philippines. It was first necessary to retake New Guinea and at least neutralize the Japanese fortified base at Rabaul. Taking the island of Los Negros and its airbase at Momote would cut off Rabaul's ability to receive supplies from Japan or elsewhere and allow the US-led forces to advance for an offensive to retake the Philippines. \$18 <http://www.hfdgames.com/negros.html>

An Unpleasant and Devastating Fight: The Battle for Sittang Bridge, February 21-22, 1942. The situation for the Allies in Burma was increasingly desperate following the Japanese invasion that began in December 1941. After nearly a month of fighting, the British Dominion forces were in full retreat, hoping to meet with reinforcements being rushed to the theater and to regroup behind the Sittang River. Another victory for the Japanese could lead to the capture of that major port and even more conquests by the sons from the land of the Rising Sun. \$16 <http://www.hfdgames.com/sittang.html>

A Cold and Resolute Fight: The Battle for Narvik, April-June, 1940. The German invasion of Denmark and Norway, Operation Weserübung, was a bold gamble by the invaders. The greatest risk for the Germans was at the northern-most all-weather port of Narvik. Here the Germans landed troops that quickly overwhelmed the local Norwegian garrison but left them entirely dependent upon supplies and reinforcements that would arrive by ship or air transport. Purchase a custom card deck for the game to replace a standard card deck for an additional \$6. \$18 <http://www.hfdgames.com/narvik.html>

Hitting Home: Axis Raids on the Soo Locks is an introductory level game about Axis raids on the Soo Locks during WWII. The Soo Locks were a crucial choke point for the shipment of all of the iron ore used by US and Canadian steel mills. Air raids by German and Japanese aircraft and contingency plans for them, were planned by all sides. Although never carried out, strikes against this crucial Home Front installation could have had a profound impact on the war's outcome. **Hitting Home** allows players to explore the "what if" of German or Japanese attacks against the Soo Locks. \$13 <http://www.hfdgames.com/hh.html>

Hollandspiele

Empire at Sunrise As the guns of August were heard firing across Europe, the German kaiserliche marine began commerce raiding in the Pacific, targeting British shipping and colonial holdings to reduce their economic ability to fight on the continent. The Empire of Japan, eager to emerge as a global power and seeing an opportunity to expand at the expense of Germany's Asian and Pacific colonies, entered the Great War alongside their British allies.

John Gorkowski's **Empire at Sunrise: The Great War in Asia, 1914** depicts the struggle for control of Pacific sea lanes during the opening months of World War I. Its focus is largely on naval operations—on the cat-and-mouse dance of destroyers and battleships. The game presents its action at three different telescoping scales using nested playing surfaces, representing the area around Tsingtao at six miles per hex, the fight over the Asian Pacific at 240 miles per hex, and the entire Pacific Ocean at 1440 miles per zone. From the Battle of Coronel off the coast of Chile to the Siege of Tsingtao in China, this game elegantly captures the sweep of a forgotten chapter in the history of World War I. \$45



<https://hollandspiele.com/products/empire-at-sunrise>

Table Battles Expansion No. 5: The Grand Alliance The fifth expansion to Tom Russell's popular Table Battles series recreates six battles—two from the Nine Years War and four from the War of the Spanish Succession, the age of Eugene and Marlborough, Villars and Luxembourg. Unique to this set is the introduction of a "link"—a relationship between two formations that mitigates casualties. Some scenarios also allow players to shift unit sticks from one part of the battlefield to another. \$20 <https://hollandspiele.com/products/table-battles-expansion-no-5-the-grand-alliance>

Lost Battalion Games

Sergeants Miniatures Game (SMG) is a card-driven, story-based skirmish game that places you in the role of Squad Leader. \$120

<https://www.lostbattaliongames.com/t-SMG-75-Years-Day-of-Days.aspx>

Microgame Design Group

Liège 1914 is a regimental-level simulation of this opening battle of the Great War. Players assume the roles of the commanders of the German and Belgian troops as they desperately fight for this valuable position in the line. The 17 x 22" map shows the western portion of Belgium from the German border to Liège. The 240 1/2" counters (die-cut and back-printed) show German and Belgian forces involved in the battle.

The Battle of Liège was the opening engagement of the First World War and the first step of the German Schlieffen Plan. Liège, a city protected by a ring of twelve forts, blocked the passage of the German First and Second Armies. It contained the railway bridges crossing the Meuse river that would be needed by the advancing armies. Winning a quick victory over the Belgians was critical to the success of the German plan, so a surprise attack of six brigades was launched ahead of the heavy artillery that ultimately destroyed the forts.

Liège 1914 is now the second installment in the Great War Battles series. Based on the **Ypres 1914** game system (the first in the series), the Great War Battles is a series of games devoted to simulating battles of the First World War. Battles are covered at the brigade/regiment level using a common set of rules. Games in the series will cover a variety of situations ranging from trench warfare to open fighting. \$30 <http://microgamedesigngroup.com/L14.html>



Multi-Man Publishing

ASL Starter Kit Expansion Pack #1 2nd Edition is an updated version of the original SKEP #1. SKEP #1 2nd Edition includes the three boards (q, r, and s) and eight scenarios (S44-S51) from the 2011 release. In addition, it now includes board p and the four scenarios from the Beyond the Beaches ASL Starter Kit Bonus Pack. Several of these scenarios have been updated for errata and balance. The original eight scenarios include actions pitting the Poles against the Slovakian army, Russians advancing against Germans, Americans in their struggle against the Italians, and the Free French forces defending against a sudden German counterattack. The four additional scenarios all feature actions between American and German forces in Normandy. SKEP #1 2nd Edition also includes a half-sheet of counters, two Quick Reference Data Cards, one Hedges Example of Play/ASLSK sequence of play card, one Vehicle and Ordnance Historical Notes book, and one rulebook.

Starter Kit Expansion Pack #1 2nd Edition is not a standalone product and requires ownership of ASL Starter Kits #1, #2, and #3 to play all the scenarios herein. \$42 <https://www.multimanpublishing.com/Products/tabid/58/ProductID/85/Default.aspx>

Action Pack #15: Swedish Volunteers is MMP's production of the original Swedish Volunteers scenario pack by Martin Svärd and Erik Leander. Technically neutral during WWII, Sweden still offered her assistance in the wider defense of the Nordic neighbors through the formation of Frivilligkåren (the Volunteer Corps). Though this corps was demobilized in 1940, Swedish volunteers continued to see action during the German invasion of Norway and later during the Continuation War allied with Finland and Germany against the Soviet Union.

The 16 scenarios in **Action Pack #15: Swedish Volunteers** include all 14 from the original release, which have been updated using official layout and terminology, and in some cases updated for balance, as well as two additional scenarios, one previously published by Friendly Fire and one brand-new sce-

nario. These cover a variety of actions from the Swedish defense of Märkäjärvi, Finland, in 1940 during The Winter War to Swedes united with Norwegian and British forces in Norway during Operation Weserübung to battles against Soviet forces during the Continuation War of 1941-44.

Swedish Volunteers also features a half-sheet of new counters with Swedish personnel, support weapons, guns, and concealment counters in a new unique color, and six pages of rules containing Scenario Special Rules, designers' notes, and the historical background of the force. Designed for the aficionado, **Action Pack #15: Swedish Volunteers** is not a complete product and assumes the buyer owns the core Advanced Squad Leader game system. \$35 <https://www.multimanpublishing.com/tabid/58/CategoryID/4/ProductID/386/Default.aspx>

Pointline Games

Skyfire: The Tunguska Event is a fictional game set just before the outbreak of WWI, centered around the actual events surrounding a mysterious explosion near the Tunguska River in Siberia in June 1908.

The objective of the game is to secure the Tunguska Object (The Object), bring it to your base camp, and accomplish your Secret Secondary Objective. The game is played over 9 rounds with each player taking turns based on the number of cards in his hand. Players will act one at a time with turns moving around the board in a clockwise manner. \$35/\$40 <https://www.nobleknight.com/P/2147862149/Skyfire---The-Tunguska-Event>

Quarterdeck International

St. Lo is Joseph Balkoski's design from West End Games brought up to date with new rules and much improved artwork. A boxed game with a mounted board. The English rules are in production here in the States. It will retail for \$60 but these copies are \$55. These 24 copies are in my warehouse while the other several hundred copies are in Memphis. \$60

<https://www.quarterdeckinternational.com/store/st-lo>

THGC Publishing

French and Indian War Game is a low to moderate dice-rolling game of conquest on the French and Indian War. It is a stylized game of the portion of the Seven Years' War fought in North America commonly known as the French and Indian War. The game is not intended to be an exact simulation or recreation of historical events but is designed to be a challenging game that captures some of the flavor of the history surrounding these events.

<https://www.thgcpublishing.com/french-and-indian-war-game>



Thin Red Line Games

The Dogs of War takes its roots from SPI's "Central Front" and "NATO: Division Commander." **The Dogs of War** is the second module of the C3 series, focused on Command, Control, and Communication and pioneered by Less Than 60 Miles – one of the five nominees for the 2019 Charles Roberts Awards as Best Post-WW2, Cold War, & Hypothetical Era Board War-game.

All the elements of modern mechanized warfare are covered: Chemical and Nuclear Weapons, Attack Helicopters, Engineers, Electronic Warfare, Counter-battery Fire, Ribbon Bridges, Army Doctrines, Reconnaissance units, Close Air Support coordination and more.

Several typical wargame mechanics have been reinterpreted, and both sides will fight three equally dangerous foes: the enemy, their own plan, and time. Even a simple action can quickly turn into a disaster when facing an opponent using more efficiently the real key to victory: the OODA Loop theorized by John Boyd in the early '80s and used today as the basis for several military doctrines.

Military doctrine, tactics and peculiarities for each side are represented, allowing a skilled commander to use his own strength points and exploit the enemy's weak ones. \$87
<https://trlgames.com/the-dogs-of-war/>

MAGAZINES

C3i Magazine #34 features **Kursk: The Tigers are Burning, 1943**, the first installment in the C3i Combined Arms series, \$36
<https://www.c3iopscenter.com/pages/wargame-room-store/#!/C3i-Magazine-Nr-34/p/266463296/category=0>

Modern War #52 contains **World War Africa: The Congo, 1998-2001**, a two-player wargame. One player represents the rebels consisting of a coalition of East African countries, namely Rwanda, Uganda, and Burundi, and their local proxies: the MLC and the RDC. The player controls the Congolese Armed Forces supported by a coalition of African countries, including Angola, Zimbabwe, and Chad. Each game turn represents from one to three months, with 13 game turns (GT) covering the period from August 1998 to June 2001. Ground units represent brigade, regiment, and battalion sized formations. The combat aircraft units represent various numbers of sorties needed to accomplish missions during a game turn. \$40 <http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW52>

Parabellum #8 (new from Nicola Contardi) The featured insert game of this Italian magazine (with English rules available as a download) is "Voi, bravi ed infelici," the battle of Tolentino 1815, General Murat's Last Gamble. <http://www.parabellum-magazine.com/ENG/parabellum08.html>

Paper Wars #96 Braxton Bragg's Army of Mississippi outmaneuvered Don Carlos Buell's Army of the Ohio and invaded Kentucky. Outside Perryville, the two armies blundered into each other. A short but brutal battle followed that left neither side satisfied. The Union failed to utilize their numerical advantage. Bragg withdrew from Kentucky.

First and foremost, *Paper Wars* is a wargame review magazine. Each issue includes approximately 6 or more detailed game reviews on both new and old wargames. We don't discriminate against the older games here. \$42/\$47 <https://www.compassgames.com/paperwars/issue-96-magazine-game-struggle.html>

Punched #1 Includes **Gravelotte 1870** by the hot new designer 'French' Fred Serval, is a card-driven rock-paper-scissor game available exclusively in *Punched*.

Main article is *Becoming Churchill*,

Talking Head - Tomislav Cipčić. We have a fascinating interview with Tomislav Cipčić, designer of **Brotherhood and Unity**, an excellent new war game set in the Bosnia and Herzegovina war of the early 90s.

Strategy Guide - **Labyrinth: The War on Terror**. Start learning to win with our strategy guide for **Labyrinth: The War on Terror**.

We review **UBOOT**, a tense cooperative submarine simulation and the 2019 Charles S Roberts game of the year.
<https://www.cardboardemperors.co.uk/issue1>

Slingshot #333 **Over the Top**: Nick Harbud analyses the last battle of the Hundred Years War, at the very end of the Society's historical period, and discusses how to game it with some popular rulesets.

Does Armour Matter? by Mark Wilson. Armour is important, obviously, but just how useful were the different pieces of armour as fighting men with more means were better encased?

Once more into the Breach by Ray Briggs. Wargamers, naturally, cannot help themselves when it comes to not liking everything about their favourite ruleset. And fixing it.

Seleucid Elephants in 150 BC. The Seleucids are commonly believed to have had no elephants between 162 BC and 145 BC. Jim Webster brings forward evidence that this was not the case.

Absent Generals. Creating an authentic fog of war joined to an equally authentic command structure has always been a big problem for wargamers. David Kay comes up with a creative solution, producing a trial scenario that got a thumbs up from his playtesters.

Characene, as a distinct and sometimes independent political entity, existed for three and a half centuries and was an important regional power. Jim Webster suggests some amendments to army lists that better reflect its capabilities.

How to Use Elephants in Tactica 2. Before Xanthippus used them as a steamroller at Bagradas, elephants were usually deployed by Indians and later by the Successor States as an infantry screen. Simon Watson looks at why this was so. <http://www.soa.org.uk/joomla/>

Strategy & Tactics #326 **Mukden 1905** is a two-player simulation (easily adapted for solitaire play) of the climactic struggle of the Russo-Japanese War of 1904-05. Both players have the opportunity to attack and defend, but the main burden of the offensive is on the Japanese player. Scale: Each hex represents three miles (4.9 kilometers). The units of maneuver are regiments, brigades, divisions, and one (cavalry) corps. Each full turn represents two days of real time. \$40 <http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST326>

Wargames, Soldiers and Strategy #111 contains **20th-century warfare in Vietnam**. Issue 111 turns to Vietnam, and the almost continuous conflict that plagued the region for decades after the end of WWII, with special appearances by the Australians, French, and Americans. \$10 <https://www.nobleknight.com/P/2147858298/111-The-20th-Century-Struggle-for-Vietnam>

World at War #76 **Operation Jupiter: Churchill's Plan to Invade Norway, 1942** is a two-player wargame simulating the possible events that could have unfolded during the first 30 days of this planned but never run World War II campaign. The British prime minister had intended it as a strategic alternative for Operation Torch. A complete game takes from two to three hours to complete. Each hex on the map equals 10 miles (16.2 km). Each full turn represents three days. Ground units represent a regiment, brigade, or division (or ad hoc equivalents) of about 2,500 to 12,000 men and/or 50 to 350 armored fighting vehicles. Allied forces are organized into three groupings: those of the US, British, and their Commonwealth partner Canada, and the Soviet Union. The counter sheet contains 48 variant and errata counters for *World at War* #70, **Great Pacific War** and 11 variant counters for *World at War* #74, **Munich War**. \$40 <http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW76>

BOOKS

Panzer Grenadier: Dishonor Before Death, The Waffen SS in France, 1944 is a Panzer Grenadier expansion book, with 30 new scenarios by Mike Perryman, depicting the battles of Waffen SS divisions during the 1944 campaign in France against American and British forces. There are also 165 die-cut playing pieces depicting all the SS playing pieces found in our *Elsenborn Ridge* and *Fire & Sword* games with a black background. *Dishonor Before Death* is not a complete game: you'll need **Invasion 1944** and **Elsenborn Ridge** to enjoy all of the scenarios. \$35
<http://www.avalanchebooks.com/gameBlackSS.php>