



AHIKS President George Phillis

I have tried to bring more life into AHIKS. I think there has been some progress. The **new AHIKS web site** I mentioned two months ago is now more or less completely operational. It is entirely based on WordPress and WordPress plugins, meaning that new webmasters should find it relatively straightforward to take over and run the operation.

Our use of **social media** has become more extensive, with sites on FaceBook, MeWe, Discord, and two locations on Con-SimWorld. You can find the list of sites at <https://ahiks.com/ahiks-on-social-media>. The sites are:

Facebook: <https://www.facebook.com/groups/325514860869039>
Mewe: <https://mewe.com/group/5fbc62d1c057695a0af5557e>
Discord: <https://discord.com/channels/734148819851149434/734148820866433128>
Consimworld Community: <https://community.consimworld.com/group/ahiks>
Consimworld: <http://talk.consimworld.com/WebX/.1dd19fe4>

Operation 100 Hexagons: I asked members to recruit for AHIKS by mentioning AHIKS in their social media posts. It worked! As of this writing we have 695 people on the email list. Many of the new members mentioned first hearing about us on FaceBook. We have a wonderful selling point: "Want some new opponents? Join AHIKS. Use our Opponent Matching service. Membership is free! That includes our bimonthly magazine, *The Kommandeur*. AHIKS.com for more."

There was initially some doubt about recruitment, but Operation 100 Hexagons clearly worked. Membership is up considerably.

Membership recruitment is something every AHIKS member can do. You don't need to argue with people. You don't need to spend money. All you need to do is add a tag line to your social media posts: "Looking for opponents? Join my club: AHIKS. It's free. There's an opponent matching service. There's a free magazine, too. AHIKS.com for more."

What are those social media sites I mentioned? For the other large club of which I am also President, one of the members listed the social media sites his fan operation uses. These were:

<http://www.facebook.com/scifi4me>
<http://www.instagram.com/scifi4me>
<http://www.twitter.com/scifi4me>
<http://www.pinterest.com/scifi4me> - this one is all cosplay
<http://www.minds.com/scifi4me>
<http://www.mewe.com/i/scifi4me>
<https://parler.com/profile/SciFi4Me>
<http://www.gab.com/scifi4me>

Please see what you can do to recruit members who are interested in board wargaming. Remember! It's the 21st century. All these sites are full of people who want to argue about real world politics, often impolitely. Those are often not people

who will make ideal members of AHIKS. Also, some of these sites come and go in terms of accessibility. Please do what you can to make AHIKS a better site.

There are 7000 and more board wargames out there. If you want to be sure of having opponents in the game you want to play, we really need a much larger club. Membership recruitment is a step in the right direction.

Members discussed having **AHIKS face-to-face meetings via the internet**...virtual face-to-face. Nate Forte stepped up and started running weekly events Friday evenings on Discord. This coming month we may also start having Zoom meetings. We may also soon have a live game that members can watch being played.

Omar DeWitt raised a question about our **player ratings**. Many of the people in the top 40 have not reported a game in a good number of years. Indeed, some have, sadly, long since passed away. What should we do about this? There were a lot of responses. General sentiment was that you had to have reported a pair of games more-or-less recently, in the last two or ten years, to be on the top-40 ratings list. Your Officer Corps will be discussing this question and have some more definite recommendations.

Member Contact: The new Email distribution system lets us contact each other on a far more regular basis than is possible through the fine pages of *The Kommandeur*. My intent has been to use this means to invigorate the society. I hope you are enjoying what you are receiving, and that you are inspired by it to do a bit for the society as a whole.

From the Editor

Your editor turned 88 recently. My first issue was Vol. 37, No. 2 in June 2002. We were mailing each issue to the members in those days, which restricted the newsletter to 12 pages. Except for a slight delay when Sue and I were traveling, *The Kommandeur* has come out six times a year, on time.

I have decided to retire next December (2022) and leave the post after 20 years. That gives AHIKS almost two years to find a replacement.

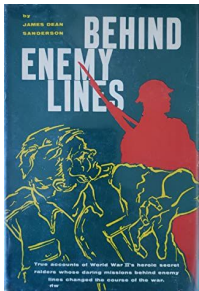
That means ten more issues from me.

The post takes a fair amount of time, which has not been a problem for me, being retired. Anyone who thinks he might like to look into the job should contact me. I will be happy to answer any questions. I use Microsoft's Publisher, but I am sure there are other options.

AHIKS is moving forward. I was astounded by the number of new members! Welcome to you all.

Nick Rusch has contributed two articles for this issue. We would like to see more of you sending in material.

Book Review



Behind Enemy Lines

By James Dean Sanderson

322 pages, ©1959

D. Van Nostrand Company Inc.

\$16 to \$20 Hardback; \$5 Kindle on Amazon

Reviewed by Nick Rusch

Having an acquaintance who is also the owner of a used bookstore and shares interests in history and military history specifically can have a significant impact on one's reading choices.

Recently I had the opportunity to make the acquaintance of Boyd Davis, owner of Next Chapter Books¹, and as a result have discovered a whole collection of 'not so new' books to add to my 'to read' list. This review of Behind Enemy Lines published in 1959 is a direct result of having met Boyd.

Just before Christmas, Boyd and I were chatting in his store. I shared with him that I was reading The Star of Africa: The Story of Hans Marseille². At the mention of the Luftwaffe ace Hans Marseille, Boyd's normally quiet personality transformed. His eyes lit up and he said, "I'm reading about Hans, too!" I soon discovered Boyd had just finished reading a short vignette about Hans, one of the ten stories published within James Sanderson's book Behind Enemy Lines. Boyd had recently acquired a copy of the hardback first printing from a client who was eager to unload it, along with a number of other books within a collection. After sharing our thoughts about Marseille, Boyd lent me his copy with an encouraging word to read all the short stories depicted within its pages.

Author James Sanderson was a journalist by trade who spent more than a little time in postwar Europe as a reporter. One can imagine Mr. Sanderson stumbling across the stories that ended up in his book as part of his journalistic duties in Europe. What a rush it would have been to travel with him through a Europe still smoldering from the ravages of war and to listen in as he spoke to those involved in the conflagration. I envisage his stories' leads starting innocently enough as perhaps an evening spent in discussion over a drink at a pub or a passing conversation in a hotel lobby while waiting for a contact to arrive. Walking away from those casual meetings with perhaps the whole story or fragments that needed additional research would have been quite the experience. Well, maybe the identification of these stories and the collection of the details wasn't quite that glamorous, but I'm glad he decided to write a book about them.

The stories recounted within Behind Enemy Lines span the globe and come from the ranks of both Allies and Axis. The majority of the tales, five in all, have their origins in the European Theater of Operations. Two of the yarns come to us from the Far East and three from North Africa. First up is the British Commando raid in North Africa on the night of 16 Nov. '41. The mission was to eliminate the Desert Fox himself, General Erwin Rommel. Col G. Keyes and the Nr. 11 Scottish Commandos set out on the ill-fated mission only to discover Rommel was in Italy at the time. The mission ends up being a race back to friendly lines before either the Krauts or the extreme desert environment catches up with the remaining commandos.

Next in line was the story of the Italian Tenth Light Flotilla raid on Alexandria Harbor. The Italian High Command was desperate to do anything that might make the British Navy think twice about its anti-shipping campaign against the Italian merchant fleet supplying North Africa. A group of truly courageous and inventive Italian seamen hatched a plan to attack Royal Navy vessels in their home port of Alexandria, Egypt, using modified human guided torpedoes as small semi-submersible submarines.

The first European account is Operation Jericho, the RAF de Havilland Mosquito raid on the Amiens prison in France on 18 Feb. '44. I had never heard of this air raid to crack open Amiens prison in the hopes of helping key resistance fighters escape. A truly hair-raising account that was unfortunately only partially successful.

Operation Frankton, the Royal Marines' raid on Nazi shipping at the port of Bordeaux on 7 Dec. '42, is another first for me. Another instance of a raid that had more of a morale impact than any long-term material effects on the war. Nonetheless, it was a fascinating and heroic story, so much so that I discovered the movie Cockleshell Heroes (Columbia Pictures) which recounts Major Hasler's commando raid.

Sanderson's next tale, the shooting of General Kurt Student in Holland on 14 May '40, is surrounded by quite a bit of controversy. Although nothing has been proven definitively, most historians believe General Student's wounding was an account of accidental friendly fire. Sanderson on the other hand claims it was a Dutch soldier who took the shot from a tulip bed some distance from the bridge where Student was studying a map with two other German officers. I will let you decide which story to believe.

Switching back to North Africa, Sanderson writes a short hagiography of Luftwaffe pilot Hans Joachim Marseille, aka Star of Africa. Marseille was a gifted fighter pilot and the bane of Allied pilots in the North African skies. He seemed to defy the mounting odds, only to be taken out by a faulty machine.

Told and retold in books and movies, the SOE raids on the Norwegian heavy water plant in Operations Swallow and Gunnerside are known by many. Sanderson's retelling was probably one of the earliest popular accounts published and still worth the read.

In my opinion one of the most fascinating stories in the book was that of Walter M. Cushing's improbable guerilla war against the Japanese in the Philippines. Cushing, an American, was a mining executive who found himself caught up in the war as the Japanese invaded the Philippines. A resourceful man, Cushing organized the Filipino mine workers and took the fight to the Japanese. Cushing is credited with one of the first guerilla attacks, ambushing a Japanese convoy on 1 Jan. '42, destroying ten trucks, and killing 60 Japanese. Cushing died in the Philippines fighting the Japanese in Oct '43.

Sanderson's last story in the Pacific Theater, Operation Struggle, recounts Royal Navy LT Ian Fraser, DSC, and the crew of XE-3 midget submarine's mission into Singapore's harbor to take out the Japanese cruiser Takao on 31 July '45. This story is similar in nature and just as heroic as the exploits of the Italian Tenth Light Flotilla's raid into Alexandria, Egypt. The British do a much better job ensuring the mission is not a one-way ticket for the personnel involved.

The final instalment within the pages of Behind Enemy Lines is the story of Major Vladimir Peniakoff aka Popski and his band of irregulars lovingly referred to as Popski's Private Army (PPA). Officially, Popski's unit was the No. 1 Demolition Squadron, PPA attached to the British 8th Army. The PPA's first mission was to locate and attack Field Marshal Rommel's fuel depots in support of General Montgomery's offensive at El Alamein. After North Africa, the unit was transferred to Italy where it participated in a number of unique operations. During the Italian campaign, the PPA identified targets for the Allied Air Force, chased Germans out of rear-areas, and accepted the surrender of the entire German garrison at Chioggia, amongst other escapades. Major Peniakoff, and many of the PPA, survived the war and were highly decorated.

The stories of Behind Enemy Lines are written as human interest pieces and are not historiographical in nature. They are meant to be an engaging, quick read, a short introduction to the subject attested to. Nevertheless, the book is enjoyable and engaging. If unconventional warfare is of interest, or you are looking for a relaxing easy read to fill some time, I would recommend picking up Behind Enemy Lines.

¹Readers living near or finding themselves in the vicinity of the San Fernando Valley's west end are encouraged to take a trip over to Next Chapter Books. Checkout the history section and say hello to Boyd Davis, proprietor. Next Chapter Books, 21616 Sherman Way, Canoga Park, CA 91303, phone (818) 704-5864, www.nextchapterbooks.com

²The Star of Africa: The Story of Hans Marseille, the Rouge Luftwaffe Ace Who dominated the WWII Skies by Colin D. Heaton and Anne-Marie Lewis, Zenith Press 2012

Vice President's Chair

Martin Svensson

By way of introduction, I initially joined AHIKS in 1994. I was contacted by member Alan Murphy about becoming a member. I wasn't familiar with the organization at that time, but in short order became glad that I discovered the group.

Turning back time, my first wargame was Avalon Hill's **Afrika Korps**. My brother and I spied the game in an Eckerd's drug store in Miami in 1973. We tackled the game with a relish. Next thing I knew, back to the drug store to purchase **D-Day**. Over the course of time, we added **Caesar's Legions**, **Caesar Alesia**, **Russian Campaign**, and others.

Like many of you, my gaming died in the late 1970s, early 1980s, while attending university. Upon graduation, it was career building time, marriage, and family. I re-entered the hobby in 1993 after wandering into a wargame store in Beltsville, Maryland. I was hooked again! Alan's reach-out cemented the deal.

I'm excited about the current AHIKS direction. The new officer board is moving our group into the future, incorporating modern technologies. A prime requisite is increasing the membership, reinvigorating member participation, and creating new playing opportunities.

In the Covid-19 age, virtual conventions and meet-ups have become the norm. All conventions were cancelled in 2020. A number were cancelled for this year or rescheduled for late 2021. I believe virtual play for small conventions is the new normal. It's a convenient way to play open gaming or tournament games.

In keeping with this thought, I plan to organize a virtual game or tournament (depending on the number of interested participants) of Avalon Hill's **Origins of World War 2**. It will be played using Bruce Reiff's 4-player variant that appeared in a 1997 issue of *The General*. Information concerning the variant is in this issue of *Kommandeur*. I was the OW2 Game Master for two years at the WBC. Playing this game virtually should be doable, and the Reiff variant vastly improves the original game.

Why OW2? The game is owned by many people. I assume many AHIKS members possess a copy. Secondly, a game typically runs about one hour, time friendly. Thirdly, the rule set is relatively simple and could be learned quickly. Lastly, it could be started and completed in one day. From here, I will organize this event in conjunction with Nate Forte, our technology whiz, and Jeff Miller, our multiplayer coordinator. The call for participants will officially come either in the next *Kommandeur* or via an email with a scheduled date. Regardless of contact method, you will be able to respond in terms of playing. I envision the event to be played using Vassal with the AHIKS discord server for voice communication.

Start giving this some thought. The more cyber tables of four players, the better. If this project works out successfully, perhaps an AHIKS virtual, full-fledged convention for members, featuring a number of games would be possible.

To the future!



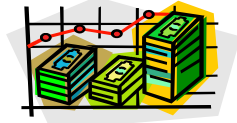
12.4 REINFORCEMENTS

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.

- 2043 Lewis T Kershner, Sturgis, MI
- 2044 Terry Gallion, New Braunfels, TX
- 2045 Erik Zuuring, Helsinki, Finland
- 2046 John Predgen, Predgen, FL
- 2047 Thomas Liakos, San Clemente, CA
- 2048 Robert Higdon, Madison, AL
- 2049 Jim Lafer, St Clair Shores, MI
- 2050 Malcom Hogg, Edinburgh, UK
- 2051 Thomas Hayden, Lewisville, TX
- 2052 Charles McKellar, Radcliff, KY
- 2053 David White, Soarks, NV
- 2054 Mickey Young, Oklahoma City, OK
- 2055 Nicolas Aubert, Toulon, France
- 2056 Louis Wojcik, Galveston, TX
- 2057 Monty Hudspeth, Galveston, TX
- 2058 Stephen Bloom, Guelph, Ontario
- 2059 David Ellis, Crawford,
- 2060 Christopher Young, Kingston, Ontario
- 2061 Douglas Lewis, Carlsbad, CA
- 2062 Damon Norko, New Market, MD
- 2063 Mike Willner, Brooklyn, NY
- 2064 John Pettit, Rancho Santa Margarita, CA
- 2065 Mike Larson, Dayton, OH
- 2066 Raymond Levesque, Sierra Vista, AZ
- 2067 Tony Hernandez, Phoenix, AZ
- 2068 Scott Gudmundson, Winchester, CA
- 2069 Jeff Talor, Streetsboro, OH
- 2070 Joseph Tabou, Antony, Ile-de-France, France
- 2071 Scott Waldinger, Chicago, IL
- 2072 Gordon Elliott, Dingwall, Scotland
- 2073 Aaron Ski, Las Vegas, NV
- 2074 Scott Blanchett, Centre, AL
- 2075 James Sparks, Rockville, MD
- 2076 Thomas Fusco, Derwood, MD
- 2077 Bill Putman, Liverpool, NY
- 2078 Mark Williams, Hornsea, UK
- 2079 Jeffrey Redmond, MI
- 2080 David Anderson, Lancaster, PA
- 2081 James Hayden, Magnolia, DE
- 2082 Darryl Myers, Tallahassee, FL
- 2083 Erik Latoni, Chula Vista, CA
- 2084 Jonathan Poirier, APO
- 2085 Jeff Kosiorek, Appleton, WI
- 2086 Tommy Gentry, Marshall, NC
- 2087 Paul Hoffman, Malta, NY
- 2088 Clayton Chadbourne, Garden Grove, CA
- 2089 Mike Bennett, Lexington, SC
- 2090 Tom Meier, Dearborn, MO
- 2091 Gerald Montgomery, Russellville, AR
- 2092 Eddie Wilson, Middletown, MD
- 2093 David Bowman, Silverdale, WA
- 2094 Ed Spire, Morton Grove, IL

Treasury Notes

Brian Stretcher



It's About Time, It's About Space...

Looking about the room for topics for this issue, I am going to partly repeat myself from last time, but within the context of why we play the games we play. I am limited these days by space, meaning that it is challenging at best to keep games set up anywhere to which I have easy access, and time, meaning that given my lifestyle, I prefer my games to have short response times. The shorter the better, and the faster I can usually respond. I suspect that as we in the hobby continue to age, I am not the only one who finds himself with less space available to enjoy our lifelong hobby. And, since running a business and trying to maintain an active lifestyle eats into those multiple-hour gaming sessions, and I have not had any FTF opponents in years, let's return to the games on my "table" right now in light of those considerations.

Here I Stand is still in Turn 4 Action Phase. But, since the last issue, the Ottomans have played the mandatory Schmalkaldic League card, and the Protestants are now at war with the Hapsburgs and Papacy. Interestingly, the play of that card has catapulted the Protestants into the lead in VP, since they control all the VP spaces in Germany. The Papacy is out of cards, however, the victim of Ottoman piracy, and the Hapsburgs are spread out all over Germany and in limited positions in which to prosecute a war. But, war is necessary, as the Protestants jumped from about fourth place to being within 2 VP of an automatic victory. France has moved to defend the faith by covering spaces to prevent further Protestant infestation, but there is little that France can otherwise do.

As I said before, I like this game a lot. Even with its detail and historicity, the ability to play this game pretty much as designed by Vassal is a real boon, and the interactive nature of play keeps responses pretty short, i.e., not needing a vast amount of thought, planning, or movement per response. The Vassal module itself is well thought out, which is an additional plus; the biggest problem is discovering all that it actually does, such as adding VP automatically upon certain events. That all means that once a decision is made on card play, it takes about ten minutes to execute an action phase; overall strategy can be worked out while everyone else is working on their moves. There are a few exceptions, such as accounting for major events like the Schmalkaldic League and updating the map, and a little with the end of turn sequence. But otherwise, the biggest drag on the game is the amount of time it takes some players to respond. If played by Vassal, the game takes up zero table space, and I just need to keep the box within arm's reach to check the rules on occasion and every now and then read the fine print on the cards.

Let's contrast this to **Pearl Harbor**. Tony and I are playing this using a Vassal module, but as it goes, the module is pretty primitive. But at least it isn't necessary to keep the game set up. The game is clearly old school, YUGO-IGO, and as a strategic-level simulation of the entire Pacific Theater of WW2 at the corps level, planning a turn out is a complex combination of managing resources and figuring out everything regarding who can get where and how before the first movement actually begins (similar to **Third Reich**; the games have the same designer and share some similar aspects). That means that the planning part of each player's turn might take a couple of hours, including some scratches on paper to calculate odds and assign missions. Execution of the turn as you wade through the massive number of movement trails created by the module may take another hour or so, including some do-overs. Actual combat also takes a little while to work through, even if it isn't neces-

sary to bounce back and forth for decisions to be made during the *sometimes* multiple rounds of combat. Given that it is a lot easier to find 20-30 minutes in an evening compared to two hours, **Pearl Harbor** is forced to be mostly a weekend endeavor for me, and so play of the game is somewhat slower.

We have finished out 1943 in our game. The Allies have now taken most of Borneo, with only Brunei still holding out, and the Americans have landed in Canton and Hong Kong. The Japanese have just sent out their opening move for 1944. Despite the time commitment, I am enjoying this game, although these days it would not be my first choice as a game to start to play. I think that the next strategic-level Pacific Theater game to look at for possible play will be more along the line of **Pacific Tide**, with its smaller size, generic units, and use of cards. Speaking of which, it seems that almost all games that come out these days use cards in some way, am I right?

My example of a shrunken and therefore manageable strategic game of WWI (that also uses cards, although it is not card-driven) is **The Lamps are Going Out: World War One**. This one has a nice Vassal module as well, although not as perfect as **Here I Stand**. Depending on the level of technology available, responses can be pretty quick, as there can be quite a few decisions made by both sides during a given combat. Since this is an area-movement game and the areas are relatively large, there aren't a massive number of combats each turn, so turns progress pretty quickly. Jeff Miller and I have made it into 1917 since my last report. Germany only barely managed to hold the Rhine area at the end of the Winter turn, at the cost of two permanently eliminated armies. The Central Allies managed to kick the Russians out of the Pripet in their following turn, leaving both sides stretched pretty thin in the East, but the Central Powers holding a great deal of space. This is a good thing, because as 1917 has arrived, Revolutionary Turmoil has struck the Russian Empire. My CP needs for the Russians to collapse before the Americans make their presence felt, but the Americans have entered early, unfortunately.

This is a good game for my current preferred style of play. Most responses are pretty short; each side can only actually move 2-3 armies in each movement phase, so strategic planning has to be long term, and tactical planning is mercifully short: where to attack. The amount of time committed to making a response is actually longer early in the game, as early technology only allows the sides to beat each other with infantry armies. It isn't until later that decisions have to be made on artillery support, commitment of leaders, Stosstruppen, tanks, and gas. While a given late-war combat can take a while to work through with multiple mailings, responses are usually quick if you can get to the game at all.

It is my understanding that Compass Games has just released a Second Edition of this game. It is unclear to me exactly why, as the game is only a few years old and seems to work pretty well. The new edition has a mounted map, which is meaningless if you play the game by Vassal. The advertising blurb says that systems have been streamlined, and that there are now 100 event cards instead of the original 80. The old rules are still on the website. I would like to see the new rules and the new event cards, as I might like the opportunity to pay maybe \$20 or so for those rules and cards, or for them to be imported into an updated Vassal module. But I'm not inclined to buy a whole new game that I can't play on Vassal to replace one that is still unpunched that I can. I don't have space to store more many more new games (ok, that doesn't stop me from buying them), and I have never been much on buying new editions of games. I went from first edition **Third Reich** to the third edition with an update kit, and I think I did buy the 5th edition of **World in Flames** to update my 2nd edition (but no more). But, I generally don't play the edition upgrade game any more than I play the expansion module or get every game in the series. I will get the

new **Russian Campaign** assuming GMT ever actually releases it, because I like that game and my AH edition is pretty beat up.

Balance of Powers is a large game on WWI that is fortunately playable in small chunks. As combat is a function of movement, one has to pause as combat is initiated to resolve the battle, and there are often decisions the non-moving player has to make as well, such as reserve commitment. Therefore, if your scenario is manageable in size, play is manageable. The issue in this game as to playability, for me, is the size and length of the scenario. If you are playing the entirety of WWI, there will be a lot of units to manage on a lot of fronts, and although the time between movement responses would remain quick, there could be a lot of them if the war is raging on four to five different fronts. The whole map is big, and I would have no place to put the cardboard version. The Vassal module does not allow the players to move units of the other side. While that might seem desirable, if you mash a single Russian unit with a massive German army and that army gets to continue moving, the German player cannot send the Russian to the deadpile. Therefore, extra mailings can be required just to clear out destroyed units. There is no real reason for this, since there is nothing about unit placement that is secret. That's the only thing that bugs me about the module itself, other than maybe that on the screen, you cannot tell where one map ends and another begins. This is important information for many of the scenarios, as play is limited to the designated maps.

Mike Kettman and I have switched sides in our Fire in the East Scenario, declaring our first game a draw. By September, 1915, the CP was spread and spent but intact running in a line from East Prussia, along the Vistula, and just inside the Russian border north of Galicia. The Russians were many and in good defensive positions, but with no access to any victory locations. With only October remaining, neither side was going to achieve victory. I have just taken command of the CP to start our second game, and it appears both of us are attempting considerably different strategies.

Graeme Dandy and I are into our third battle scenario of **Bismarck**. Recall that there is no Game assistance program at all for this game. Our second scenario resulted in a British rout, as most British ships were outright destroyed by torpedoes in the first couple of firing rounds, making it senseless to continue. We have abandoned the use of the **Jutland Cyberboard** game and a separate spreadsheet to make our moves and resolve combat. Following a suggestion from Jeff Miller, we are now using the Generic Module in ACTS to play the game, since it has a built-in die roller and keeps a continuous log of the game. I never did like the combat resolution in the **Jutland Cyberboard** module anyway, and it is no longer necessary to use a spreadsheet to record moves. It is still necessary to set up the game, but the battle scenarios are easy-up and easy-down, plus I can lay the tactical map out on my desk in the study. Play takes a lot less time using ACTS than it did with the Cyberboard module and spreadsheet, and it is much easier to follow and review all of the action. It is still necessary to record hits on copies of the ship data sheets. We are playing another night action with smaller ships, but this time without the surprise sighting rule.

Jeff Miller and I have begun play of **878 Vikings** (Academy Games) since last issue. I talked him into playing this relatively simple but fun game of the Viking invasions of England at the end of the 9th Century. This is where he suggested using ACTS to support a game that has to be played by email, as there are no electronic modules to play this game. Fortunately, the game comes with a small planning map, and so I borrowed names from **Kingmaker** and gave all of the unnamed spaces names, geographically close if anachronistic, then scanned the updated map and sent Jeff a copy. Since this game uses cards as well, I

developed a Card Record Sheet to track cards played by each player. Hand-written and crude, but helpful. We are using the honor system to draw cards, but keeping a record will decrease the possibility of inadvertent cheating or getting lost.

Because **878 Vikings** uses a lot of miniatures as combat units, plus cards and other displays, AND it requires a fair amount of back and forth to play events and make choices in combat, it is a game that needs to be kept set up. I still keep my old stackable boards in my game closet, and I use one for the map and a smaller board to hold the card decks and other displays. I can easily tuck these away on top of other boxes in the closet, out of the way of our two Godzilla kittens, and bring them out for play. Sometimes I need only to look at the map to play, and other times I'll pull it out and leave it set it up on a card table for a while (still behind a closed door due to the aforementioned kittens). Response times are very short, which I like quite a bit. This game has a fair number of add-ons, and I purchased the expansion when I bought the game (on Amazon, no less), based on the reviews. The expansion is more a set of optional rules. Unless you plan on spending a lot of time playing this game live, you should pass on the larger vinyl map and the larger plastic miniatures to replace the leaders that already come with the game. I may report more on this game and its system in a future issue. Fun so far.

We are still in the first of a maximum of seven turns in this game. Jeff landed Halfdan and his horde near Durham, pushing aside the English defenders, then made his way cross country to Durham, where he defeated another small English army, although the peasant Fyrd there put up a bit of a fight. Getting a successive move, Halfdan led his berserkers south to York, and engaged a mix force of Housecarles, Thegns, and Fyrd there. While again victorious, the Vikings sustained further losses. Rumor has it that Halfdan's army has now been sighted outside of Manchester, although in rather fewer numbers than before...

Still hopeful for a game of **Men of Iron** and, if I can get through the rules, **Imperial Struggle**; it is taking me awhile and they have yet to click. A shoutout to GMT for sending, for free, an update kit out for this 2020 release. I still have a bit of a longing to try **Revolution Road**. All have Vassal modules.

I did cave and purchase both **Dawn's Early Light** and **Coalition**. **Dawn's Early Light** is a card-driven game on the entirety of the War of 1812, using at its base the "play a card as CP or event sort of system on a point-to-point map" of the Eastern US and Canada. **Coalition** is also a card-driven game of the Napoleonic wars, but it is a different system altogether, with areas and a lot of activity occurring within an area. It is possible for as many as six players to play that game, but two are all that is necessary. More on these in a later issue. The upcoming release of **Napoleon's Imperium** has also caught my eye. While the subject matter is the same as **Coalition**, this is an up to 8 player game with two full-sized maps of Europe and North Africa shown in global-projection style. It is an adaptation of a tabletop game created and evolved by the designer over some 28 years. The visuals are very impressive, and the history of the game is very interesting; very much a labor of love. Not cheap at \$120 pre-order, and even with my recent purchase of **Coalition**, it is so, so tempting.

You may have noticed a certain lack of panzer-pushing here. That's not particularly by design, but I suppose does represent a shift in my preferences over time. That may be a topic for another time. For now, keep playing, regardless of how you prefer to play. Adaptation to smaller space and fewer large blocks of time is no reason to sit out the hobby. While I await the day I might actually retire and theoretically have large blocks of time, in reality I know enough retirees these days to know that I will probably have even less time than when I was working, because I'll be busy having fun doing all the other things I have had to put off over the years!

(Continued on page 11)

Multiplayer Info

from Jeff Miller

Hopefully, everyone is enjoying the start of spring and slowly digging out from this pandemic. Personally, I am looking forward to just being able to get out and interact with people.

Keeping fingers crossed on WBC this year. At this point I would rate it as below 50% simply because I live in PA, and we are not exactly leading the charge for getting vaccinations done and easing restrictions to the point that a convention can actually happen.

Still hopeful though – really miss the people, especially the History of the World and the WS&IM groups. ☺

Okay, and on to the press section, note you can send press in for games I am not playing in. As long as it's AHIS, I'll publish it. ☺ Those of you in games with me might want to try and deflect things from my very truthful and accurate descriptions of events. ☺

***** All the News fit to Print *****

Wizards Quest: well, the first game went fast! Mainly due to some rule errors. ☺ The second one is now underway with a fair amount of bloodshed. However, of note is the progress of the Blue empire which has successfully liberated two of their treasures! A daring naval invasion of the Red empire smashed through the defenses [specifically designed to stop my noble lads] although losing 12 men in the process, to liberate the second treasure from the evil clutches of the Red meanies.

Kremlin: The Red Army supported our wise and fearless Party Chief, Nestor – or as we call him “the worthy descendant of Lenin and Stalin,” whose leadership is not to be questioned – who appeared in all his glory at the October Parade. All of mother Russia hopes his life will be long and that he will continue to lead our great nation for many years to come. [well at least two more ☺] Others have a different view – which, of course, is wrong. ☺

Even though our Party Chief, Nestor Aparatschik, has misguidedly aligned himself with the Red Army Party, we, the Stalinist Party, wish him a long, healthy tenure as Party Chief. We look forward to waving back at him as he stands at the rostrum for the October Parade, for years to come. We pray that he remains in good health and is not shot, stabbed, strangled, poisoned, gassed, drowned, or succumbs to any other Russian natural cause of death.

That is, Comrade Nestor, we have your back and hope you will present it to us soon!

Fire in the Lake: My ARVN continues to struggle against the incoming tide of communist oppression. Barely able to beat the VC back from winning right before the Monsoon season hit, we are now faced with the NVA threatening Saigon itself! Our US allies are fighting valiantly in the north, but I'm starting to think of the VC and NVA as cockroaches that you just can't get rid of!

Samurai: The Hojo clan in an amazing turn of events [acts of the gods via random events] have emerged as the victor. After a final battle in which Seiwa, last lord of the Minamoto, was slain, Japan is now at peace once again. Finally, a noble and honest lord is in charge! In a poem, Hojo Ishido paid honor to the way the Minamoto fought to the last man, although their ancestors are most likely unhappy that the line was killed off completely. ☺

Kingmaker: Sadly, the evil destroyer of the peaceful Kingdom of England continues to gain in power! Still the noble and godly nobles of Portcullis, Boarshead, and Sun continue the good fight against the despotic Rope faction. We do so knowing we have the prayers and support of all good Englishmen!

Advanced Third Reich: Sadly, this game has ended with a treacherous stab in the back of Germany from the evil communist empire. With the Soviet forces swarming west, France found itself exchanging the German boot for a Russian one as they had already surrendered to Germany. Britain found itself faced with the fact that all of Europe was controlled by the communists, and the British Empire fell to ash as Gibraltar was turned over to the USSR. The US fell further into isolation [having not gotten into the fight] and stayed home.

Here I Stand: Suleiman is shocked by the sudden violence that breaks out in Europe as the Protestants come to power and raise military forces [and jumps into the lead!]. We will never understand these Christians fighting over silly things among themselves. Even France seems to be turning its attention to matters closer at home instead of trying to prevent collecting aid for shipwrecked sailors. ☺

If you see a game you want to get in on, drop me a note; it's first come, first served and once a game kicks off it most likely will be awhile before another one launches.

As usual, if anyone is on the list that does not want to be, please drop me an email so that we have an accurate gauge of where we are at in any particular game.

A Distant Plain GMT – Jeff Miller, [1303] V
 A Distant Plain GMT – Aamir Zakaria [1993] V
 A Distant Plain GMT – Duncan Rice [1394] V
 Angola MMP – Jeff Miller, [1303] V
 Angola MMP – Aamir Zakaria [1993] V
 Amoeba Wars AH – Jeff Miller, [1303] V
 Blackbeard GMT - Nate Forte [2016] V + Discord live play
 Colonial Twilight GMT – Jeff Miller, [1303] V
 Colonial Twilight GMT – Aamir Zakaria [1993] V
 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] V
 Diplomacy - Aamir Zakaria [1993]
 Divine Right TSR - Delwayne Arakaki, [1991] V
 Dominant Species – Jeff Miller, [1303] V
 Dune AH – Jeff Miller [1303] V
 Dune AH – John Hoffmann [884] V
 Dune AH – Aamir Zakaria [1993] V
 Dune AH – Brian Nickel [1797] V
 Empire in Arms AH – Kevin Conway [1930] V
 Empire in Arms AH – Andrew Patience [274] V
 Empire in Arms AH – Thomas Scarborough [1345] V
 Empire in Arms AH – Mike Kettman [1067] V
 Empire in Arms AH - Angelo Valeri [2030] 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
 Kingmaker - Graeme Dandy [916] 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 [2016] TTS /Discord live play
 Samurai AH – Delwayne Arakaki, [1991] V
 Strategic Command WWII World at War – Steve Blake, [1806]
 Matrix Games PBEM System
 Tank Duel GMT - Nate Forte [2016] V + Discord live play
 Kaiser's Pirates GMT – Nate Forte [2016] V/Discord live play
 Stellar Conquest – Jeff Miller, [1303] V
 Time of Crisis GMT – Jeff Miller, [1303] V
 Unterseeboot [PC AH Submarine] - Nate Forte [2016] Discord live play
 War and Peace AH – Jeff Miller, [1303] V
 War of the Suns MMP – Jeff Miller, [1303] V

Answering Muster for Virtual Conventions by Nick Rusch

I'm fairly confident we will look back upon 2020 as the year of paradigm shift in boardgame play. A year that saw a demonstrable increase in the number of games played through online platforms such as VASSAL and Sun Tzu and some of the newer upstart platforms and tools such as Tabletopia, Tabletop Simulator, and Discord. The pandemic has forced many of us who desired to continue our wargame hobby during the time of restricted travel to either initiate a presence in the online gaming community or, if already gaming online, to increase our participation there using online gaming platforms.



Figure 1 An example of AH Panzer Leader within the virtual gaming platform Tabletop Simulator

The lockdowns also created an opportunity for something new, the virtual gaming convention. Although the technology has existed for several years to make a virtual con possible, I don't believe there was a large interest within the wargamer population to make virtual cons a reality. Adversity, however, is the mother of opportunity. The lockdowns created a perfect scenario for convention organizers to attempt the virtual convention. During this last year there were at least two virtual conventions on historical and conflict simulation gaming.

By mid-year people were ready for anything, as they watched one convention after another cancel. Something was needed to break the monotony of sitting at home with little to do. Across the July 31st weekend the Armchair Dragons¹ conducted the first, and as it turns out, only, Virtual Dragons Assembly. This was the first virtual convention I became aware of during 2020. There was a range of games fielded at VDA including LnL Tactical and World At War '85 from Lock 'n Load Publishing, Academy Games' Conflict of Heroes, Hollandspiele's Brave Little Belgium, the Great Campaigns of the American Civil War (GCACW) series by Multi Man Publishing, and GMT's Command & Colors Napoleonic to name a few. In addition to gaming, the Dragons also had seminars, designer interviews, and panel discussions for attendees to participate in. There was representation by a handful of game publishers as well. As you can imagine, a few hiccups were encountered along the way which were collected into an excellent set of lessons learned and presented as part of the AAR.

The San Diego Historical Games Convention² (SDHISTCON) was the next online event conducted November 13th – 15th. SDHISTCON is normally an in-person event held Veteran's Day weekend in the month of November. The Armchair Dragons assisted SDHISTCON organizers with this event which had a larger number of participants. I feel attendance would have been even larger if potential attendees had a bit more than 45 days advance notice of the event, and there had been a bit more time to advertise. Most people found out about the event through word of mouth. For 2022, SDHISTCON is hoping to return to the in-person format, but there may be an option for virtual participants.



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The Armchair Dragons conducted their second virtual con over the weekend of 15 January. The first noticeable change was the name from VDA to the ArmChair Dragons digital Convention (ACDC). Apparently VDA sounded a little too close to a disreputable medical term. Other changes were an increase in the number of vendors sponsoring the event and a doubling of the offered games. Attendance was up, as well as the number of live stream games in an attempt to replicate the feel of looking over the shoulders of those playing a game while at a con. The use of Discord in this second Dragons con was reworked to better align with the planned games and hangout areas for people to relax and chat. In an effort to help attendees who were not familiar with Discord and the virtual gaming platforms being used, videos were posted prior to the con on YouTube and other portals that provided instructions for use.

The early adopters have realized some real benefits of virtual conventions over their in-person brethren. One of the biggest advantages is not having to identify, coordinate schedules, and pay for a venue. For the individual gamer, it is much easier to participate on an as-available basis than arranging a whole weekend away along with the potential travel time and cost of a hotel room. This doesn't mean virtual cons are without their pitfalls. Planners still need to plan and ensure technology is properly supported so that attendees can enjoy their time while at the con. Attendees must spend a little time learning the virtual platforms and communications tools that will be used. Unfortunately, it isn't the same as being there, but it is better than not being able to attend at all. As a result, we are beginning to see an increase in virtual cons, with the Armchair Dragons scheduling their next ACDC con for 18 June 2021.

In addition to virtual conventions, there have been several seminars and conferences related to both professional and hobby wargaming that may be of interest to AHKS membership. The Georgetown University Wargaming Society³ conducts several online seminars a month via Zoom. Topics span the wargame spectrum. These short one-hour talks are free to attend. You do need to register, which can be accomplished via the GU Wargaming Society website. If you are an aspiring game designer, you may find many of their seminars of interest. Do not fret if you see a webinar of interest that you may have already missed, or you are unable to attend in the future. The Society makes available all their seminars on YouTube.

One final event to note is the upcoming Connections Online Wargame Conference⁴ which will be conducted between 12 and 14 April with extended events running between 10 and 18 April. For those that may not be familiar with Connections, it is an international series of conferences dedicated to advancing and preserving the art, science, and application of wargaming by bringing together wargaming professionals and dedicated hobbyists interested in the theory and practice of wargaming for analysis, education, and training. This year's conference theme is focused on Distributed Wargaming.

If you haven't already, I encourage you to take the leap into a virtual con this year. The cost is minimal when compared to an in-person convention. If you attend, you do not have to play any games if you are uncomfortable with using the virtual game platforms, but it is a great place to learn how they are used. Come and see what is happening. The experience may surprise you. I hope it does and makes you want to attend a virtual con in the future.

¹Armchair Dragons <https://www.armchairdragons.com/>

²San Diego Historical Gaming Convention (SDHISTCON) <http://www.sdhist.com/>

³Georgetown University Wargaming Society (GU Wargaming Society) <https://www.guwargaming.org/>

⁴Connections <https://www.facebook.com/ConnectionsWargaming> or <https://www.armchairdragons.com/connections/>



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. 4 [Much has happened in AHKS since then, including a new president.]

Chapter Thirty-Four - German September Turn

Having lost the 5-5-4, the German must now use 3-3-4s for the final defense of Helsinki. He has a wide range of alternative positions as he falls back. This position guarantees that a 3-3-4 will be in Helsinki (J26). Helsinki is 3-1-proof, because the Russian can only reach one square adjacent to Helsinki to make his attack.



Figure 128 German September Move - Northern Front.

If by some chance the German does not lose both 2-2-4s, he has at least two fall-back positions before he must defend in Helsinki, namely G27-E27 and H25. Next turn might be bad weather. For that reason, D28 might have been a better position for the GRP 0 3-3-4. As it stands, on her turn the Russian should occupy E28. If the weather is mud, the 3-3-4 will be unable to reach Helsinki. With the 3-3-4 on D28, the Russians are barred from reaching E28, and the Group-0 3-3-4 will always be able to use rail movement to reach Helsinki. If the German had set the 2-2-4 on E29 rather than F28, and the 3-3-4 on E27, the German would still have been limited to attacking the 3-3-4 on E27 from a single square, exactly as now, so the 3-3-4 would have been at no greater risk. The 2-2-4s will almost surely die anyhow, so leaving one where it can be attacked from opposite sides is not a major loss.

The German launches a hook around the end of the Nemunas river. V19 remains as vulnerable to a 3-1 as it was on the July and August turns, but the time that the German gains by making this attack is less than ever. Russian replacements start this turn, so the German reasonably expects some delaying unit to replace the Russian stack on X19.



Figure 129 German September Move - Central Front.

Russian replacements start this turn, so the German reasonably expects some delaying unit to replace the Russian stack on X19.



Figure 130 German September Move - Southern Front.

They can also switch via rail from where they are to the combat zone north of the Pripyat marshes. These multiple threats become more effective, if more difficult to arrange, during the winter turns, in that the Russian player's rail lines are not conveniently placed for switching Russian units between the Central and Southern fronts.

Chapter Thirty-Five - Russian September Turn

The Russian attacks both 2-2-4s, one at 6-1, the other at 7-1. Once again, the presence of another 5-7-4 rather than a 4-6-4 would have been a significant advantage for the Russian player. The attacks would both have been 7-1s, immediately fatal to the Russian units. As it stands, one Russian unit has a 1/6th chance of survival.



Figure 131 Russian September Move - Northern Front.



Figure 132 Russian September Move - Central Front.

We are now entering Fall. In the next two turns, the Russian may face bad weather while she tries to withdraw from the Nemunas river line. In three more turns, it will be December, surely snowy weather.

Furthermore, while Mud only somewhat slows the flow of replacements to the front line, in Snow moves that had

taken one turn in Perfect weather will take two turns to complete. The Russian player -- much easier to do in a by-mail game -- needs to work out how she will execute her withdrawal if her movement is retarded by weather.

On X19, the Russian might delay with a 2-3-6 or a 4-6-4. The former is cheaper. The latter is less likely to be attacked across the river while doubled, an attack that would permit the German to occupy X19 via an advance after combat. Observe that the 5-7-4s in Smolensk actually are not doing anything, because the Germans cannot reach X20 or Y20.



Figure 133 Russian September Move - Southern Front.

The Russian player sacrifices two delaying units to keep German advances to a minimum. The three units on DD20 appear to be doing area denial, but actually are not doing anything. The Germans cannot reach DD19 this turn. This issue -- units not doing anything -- corresponds exactly to the situation of the Russian units in Smolensk. There are indeed ways that the Russian could extract more use out of her units; doing so is an example of precision. For example, if the units on DD20 had instead been placed on FF18, they would have forced the German to make a soak-off attack if they wanted to enter FF17. Denying FF17 to the German has some merit, in that DD20-FF18-HH18 is an attractive trio of positions for the Russian to hold next turn.

Russian units on HH17 do not actually gain the Russian a position, in that HH17 is not a particularly attractive delaying position. However, if the Russian defended HH17, the German would need to make a soak-off attack in order to occupy II16, in order to attack HH16 with no retreat for the defender. That's a free German casualty for the Russian defenders. Two of the four units holding the Dnepr would be an attractive source of units to hold HH17. The Russian needs to worry: If she holds the Dnepr less firmly, it becomes more likely that the German will try low-odds attacks to cross it. The German player has so far shown no interest in making low-odds, say 1-2 or 1-1, attacks. Would he start now?

Associated with this is an interesting weather consideration. Suppose the German takes a 1-1, a low-odds attack on LL17, kills the Russian stack, and advances across the river. If the weather is Mud, exactly how does the Russian seal the gap at LL18? The only units the Russian has in range are the two six-speed units on DD22. If those replacements had been 4-speed units, the weather were Mud, and the low-odds attack succeeded, the Russian would have an irreparable hole in her line at its Southern end. The hole would be even worse if the November weather were Perfect.

Chapter Thirty-Six - German October Turn

The Finns are running out of defensive positions. The Russians can attack Helsinki this turn, but the 2-2-4 on H26 ensures that the units in Helsinki will be able to retreat if they attack. Putting the 2-2-4 in Helsinki would be a significant error. The Russian would be able to attack the Finns from I26 and I27. The attack would be a 5-



Figure 134 German October Turn - Northern Front.

1, no retreat for defender on the F/1, with a 1-3 soak-off on the other two units. On his turn the German would be obliged to attack at 1-6, no retreat for attacker, and would perish. See the section Stronger is Weaker, in Chapter 26, for more discussion of why it would be a mistake to put the 2-2-4 inside Helsinki.

The Germans deliberately attack without doubling the 2-3-6 behind the Nemunas River. The attack is at 7-1, so the 2-3-6 surely dies. Because the 2-3-6 is doubled on defense against this attack, the Germans can advance across the river onto X19. Was it worthwhile for the German to attack across the river? He had the units available. The attack denies the Russian the use of W20 as a delaying position. However, W20 is a truly bad delaying position, namely the German can attack it from X20, soak-off against X21, and on the following turn the Russian player must either counterattack against a strong German stack (three 8-8-6s comes to mind) or abandon Smolensk, putting a significant hole in her position.



Figure 135 German October Move - Center-North Front.

The German continues to advance through the Pripjat Marshes. The advance might appear pointlessly slow, but in fact the German player is working around to the southeast of Smolensk. He is likely to reach Smolensk's southeast rather before he can work around to Smolensk's north and northeast.

In the south, the German is presented with two delaying units. He kills both of them with no risk of loss. There is nothing particularly subtle about what the German is doing: He is killing delaying units one or two at a time, slowly outflanking the defensive zone between the Dnepr and Southern Bug rivers. One might propose that the 4-4-6 on ii15 would better be switched with a 4-4-4 from ii16. The 4-4-6's extra speed is unlikely to be advantageous, but if the speed is going to be of some use it would be better to have the unit placed further forward not to mention being on a rail line.



Figure 136 German Oct. Move - Southern Front.

This turn does, however, bring us to the point at which the Germans must think a bit about what they are doing. Their central and southern fronts are divided by the Pripjat Marshes, and will remain so for some time to come. With winter approaching, it will be more and more difficult to shift units between fronts without having the units spend a turn in transit. The German player needs to decide how he will balance his forces between his Central and Southern Fronts, as opposed to simply taking every attack that offers itself. On the Southern Front, he could allow that the Russian will continue to withdraw until the line of the Dnepr is reached. The German would take out a delaying unit or two every turn, as seen here. However, at some point the German player will want to be able to attack across the Dnepr, in which case he needs a sufficiently powerful striking force to be able to make a 3-1 with soak-off units, most likely against a bend in the Dnepr.

To be continued

Proposal for Discussion:

Tournament: Tactical Warfare Through the Ages

From Andrew Lorenzo Cozzi: historicalbattlescork@gmail.com

“Tactical warfare through the ages” is a competition based on a set of historical simulation-games about Tactical warfare in different time periods. It should allow all participants to understand and appreciate how warfare tactics evolved over time. The tournament will be done in a “*Partial Decathlon Style*”, each participant may take part in as many games as he wishes but will be able to take points in only **4 games out of the 10 available**. You do not need to know all 10 games to participate in the tournament, only the **minimum 4 games** you intend to claim points for.

1. The participation to the tournament is **free** for everyone. Membership to AHIKS is highly encouraged for essential announcements (Free registration).
2. To enter the competition, you need to participate in a minimum of **4 games** out of the 10 games available (see below). Each game will be played as a mini tournament.
3. You should aim for at least one turn /move per day for each game you participate. You may participate in multiple games simultaneously if you can manage to play at least one turn per day for each game. It is not necessary for all games to start simultaneously.
4. We will be using Vassal (Map and counters), ACTS (Dice rolling), AHIKS website (Announcements), and email for immediate communications.
5. For games where the number of players is a multiple of 4, we will use Single-Elimination style tournament. If the number of players is not a multiple of 4, we will use a Round Robin type tournament.
6. If both paired players agree on the side they wish to play, they should both email their choice to the organizer and start playing (see email below). If they cannot agree there should be a dice roll on ACTS to determine sides.
7. A scenario has been selected for each game. In scenarios that award points to both sides, the winner will be he that accumulates the most points.
8. Only games with at least 4 participants will be initiated.
9. The winner of the Tactical warfare tournament will be the player that has accumulated the most points in his four games. Points for each game will depend on the position reached multiplied by the difficulty of the game (according to Board Game Geek website) (Weight = difficulty):
 - a) Winner = 10 points*(BGG Weight)
 - b) Second = 7 points*(BGG Weight)
 - c) Third = 4 points*(BGG Weight)
 - d) Forth = 2 points*(BGG Weight)
10. The winner will not receive a prize or money, just the praise of all participants and his name will be published in the AHIKS magazine.
11. In case of rule disputes, a panel of expert players will decide. Their decision is not contestable.
12. The aim of the tournament is:
 - To have fun.
 - Play games we might have on a shelf and never tried.
 - Improve our gaming.
 - Find more opponents.

Games:

- **Alexander the Great** (1971) [Weight: 2.74] {Gaugamela (Iraq)}
<https://boardgamegeek.com/boardgame/1726/alexander-great>
- **SPQR** {GboH} (1992) [Weight: 3.72] {scenario: *The Battle of Lamia* (Greece)}
<https://boardgamegeek.com/boardgame/1444/spqr>
- **Ancient Battles Deluxe** (2008) [Weight: 1.87] {Clontarf (Ireland)}
<https://boardgamegeek.com/boardgame/36596/ancient-battles-deluxe-guts-gunpowder>
- **Musket & Pike: Tactical Combat, 1550-1680** (1973) [Weight: 2.25]
{Battle of Killiecrankie (Scotland)}
<https://boardgamegeek.com/boardgame/11514/musket-pike-tactical-combat-1550-1680>
- **Prussia's Glory II** (2005) [Weight: 2.86] {Krefeld (Germany)}
<https://boardgamegeek.com/boardgame/17395/prussias-glory-ii-four-battles-seven-years-war>
- **Pea Ridge: The Gettysburg of the West March 7-8 1862** (1980) [GBACW] [Weight: 3.24] {(Arkansas, USA)}
<https://boardgamegeek.com/boardgame/4275/pea-ridge-gettysburg-west-march-7-8-1862>
- **Panzer Leader: Game of Tactical Warfare on the Western Front** (1974) [3.10] {France}
<https://boardgamegeek.com/boardgame/2639/panzer-leader-game-tactical-warfare-western-front>
- **Squad Leader** (1977) [4.04] {Scenario 1, The Guards Counterattack, Russia}
<https://boardgamegeek.com/boardgame/1035/squad-leader>
- **Assault: Tactical Combat in Europe-1985** (1983) [3.44] {Germany}
<https://boardgamegeek.com/boardgame/8284/assault-tactical-combat-europe-1985>
- **Sands of War** (1991) [2.60] {Scenario Khafj, Saudi Arabia}
<https://boardgamegeek.com/boardgame/8317/sands-war>

To join please email the following information to:

Tactical_warfare_Tournament@gmx.com

Name or username, email, the names of the games you wish to participate in.



Open Match Requests from Chuck Tewksbury

1985: Under Iron Sky TRL
ACW Brigade Series MMP
Adv Third Reich AH
Adv Third Reich (1992) AH
Alexander AH
Battle for Germany SPI
Battle of the Bulge '81AH
Battle of the Bulge '81AH

Battle of the Bulge (8 Turn
WBC Tourney Scenario) AH
Blitz: World in conflict CMP
Bloody 110 COA
Bloody Kasserine GDW
Breakout to Paris 1918 HFD
Bull Run AH
Chickamauga SPI
Chickamauga SPI
Clash Giants Tannenburg 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
Grenadier SPI

Guns of August AH
Hells Highway (1984) VG
Holland '44 GMT
La Grande Armee SPI

Leipzig SPI

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
Red Star White Eagle CMP

Siege of Constantinople SPI
South China Seas CMP
SPQR GMT
Storm Over Stalingrad MMP
Tank on Tank LnL
Tank on Tank LnL
The Civil War VG
Great War Europe/Near East GMT
Russian Campaign AH

Russian Campaign AH
The War of 1812 Columbia
The War of 1812 Columbia
Third Reich or Adv AH

Martin Hogan (1704) 3
Aaron Kulkis (1983) 8
Rick Cholett (2015) EFV 12
Geoffrey Moores V 11
Raymond Starsman (2005) ELV 11
Chris Hyland (1862) EVX 12
Jay Unnerstall (1264) EP 11
Joseph Grills (748) LETV 2
MUST AGREE ON GAME EDITION

Craig Champagne V 1
Mike Ricotta (2004) VXE 11
Aaron Kulkis (1983) FVL 8
Jay Unnerstall (1264) EP 11
Jay Unnerstall (1264) EP 11
Jeremy Rowley (1942) ETV 3
Joseph Grills (748) VTE 2
Peter Bertram (790) 4
Jay Unnerstall (1264) EP 11
Allen Evenson (1553) E 11
Edson Ramos (1989) P 8
Rick Cholett (2015) ES 12
Mike Scott (1555) 3
Rick Cholett (2015) EV 12
Jay Unnerstall (1264) EP 11
William Goranson (2008) AE 11
Jay Unnerstall (1264) EP 11
Martin Kerslake (2011) 1
Jay Unnerstall (1264) EP 11
Charles Sutherland (1804) VE 2

LEARNING GAME

John Troskey (1554) CV 9
Geoffrey Moores V 11
Dane Patterson (2010) EV 2
Charles Sutherland (1804) VE 2

LEARNING GAME

Charles Sutherland (1804) VE 2

LEARNING GAME

Martin Hogan (1704) 3
Jerry Wong (1974) FV 3
Jerry Wong (1974) FV 3
Bert Schneider (1569) 5
John Troskey (1554) CVS 9
Jeff Gaul (2003) 11
Carl Wolf (1992) V 9
Jeff Gaul (2003) 11
Edson Ramos (1989) P 8
Chris Hyland (1862) LEVW 2

(RENEWED REQUEST!)

Chris Hyland (1862) EVW 2
Mike Ricotta (2004) VXE 11
Justo Perez (2009) FV 11
Duncan Rice (1394) V 12
Duncan Rice (1394) V 12
Duncan Rice (1394) V 3
Jeremy Rowley (1942) EWTV 3
Terry Gallion (missing) 2
Terry Gallion (missing) 2

COMPETITIVE GAME

Paul Raphael (1496) 3
Duncan Rice (1394) V 12
Duncan Rice (1394) V 3
Raymond Starsman (2005) ELV 11

Thunder at Cassino AH Jerry Wong (1974) FV 3
To Green Fields Beyond SPI John Troskey (1554) CVS 9
War Galley GMT Graeme Dandy (916) V 2
WWII SPI Charles Sutherland (1804) VE 2
LEARNING GAME

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

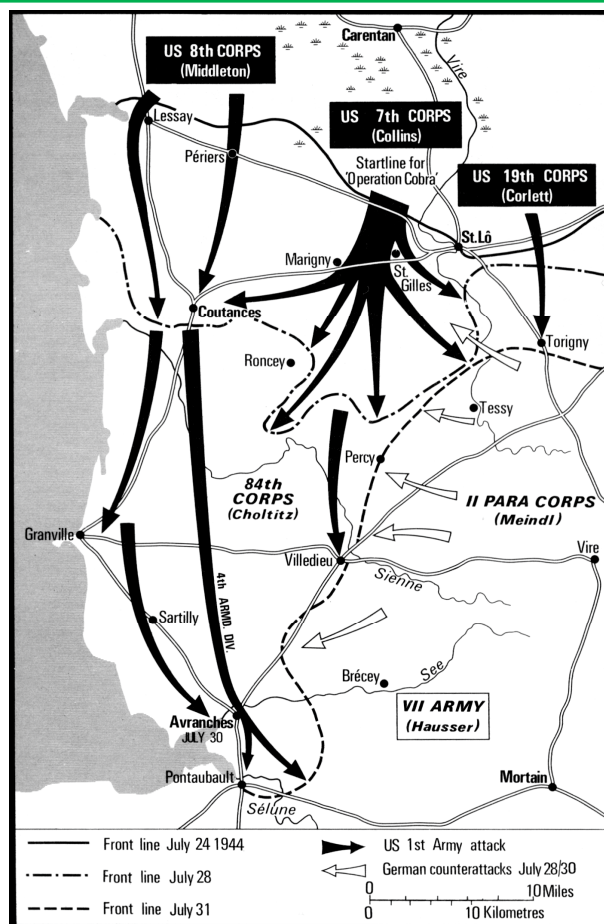
(Continued from page 5)

Treasurer's Report

Some activity since last issue with a few more donations. Nobody checked my math last time as I reported a slightly incorrect number as the 1-30-21 balance at \$8,351.47 when it should have been \$8,351.13. It was a transcription error, which is why my wife took away my checkbook privileges back in 1996.

Total balance 11-29-20:	\$ 8,351.13
Donations:	\$ 70.00
Dividend 1-31-21:	\$ 1.80
Dividend 2-28-21:	\$ 1.61
Total balance 3-30-21:	\$ 8,424.54

Until next time!



PUBLICATION DEADLINES

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

A Letter to the President

Hi George,

Good Morning! :-)) I want to thank you for sending along a print copy of the K. It arrived in last evening's mail and it looks fantastic! Omar did another OUT-STANDING job on it as he always does. Thanks!

I've been following your emails, and I think you guys are doing a GREAT job... there have been some good ideas presented that I think will move AHIKS forward. I like the "zoom" (video/audio conversations) idea for AHIKS. My wife uses it extensively in her volunteer work with the IRS/AARP TaxAide program and I have seen it work well. We also use it to stay in touch with family and friends. But even in this "new Normal" era where it seems "everyone" is using these web features there are still some of us who do not use them.... Maybe I'm lazy but I have not learned how to do it ... My wife sets up all the "conversations" that I am involved in with family and friends on her computer equipment.... While I applaud you moving AHIKS forward with this project and I definitely think you should.... I think you may find some of us old timers who do not have computers equipped to handle this ... all my computers run older software and do not have video or voice available, and we do not know how to even approach setting this up... I only mention this so that you all may understand why some of us old timers cannot participate in zoom type events... :-)) AHIKS needs to keep pace with the hobby even if some of us are "left behind"... and that is alright in my opinion... KEEP MOVING FORWARD, Just understand why some of us may not participate in the calls and events!

Thanks for including me, I enjoy hearing about AHIKS' travels into the future.

Enjoy!

Bob Best

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Game News

Acies Edizioni

Lepanto, October 7th, 1571 The calm Aegean sea is going to be, once again, the scene of one of the most important battles in history. The fleets of the Ottoman Empire and the Holy League, created by Pope Pius V, are ready to clash in the waters in front of the little town of Lepanto. At the end of the day, after one of the fiercest battles in the long history of naval combat, the Ottoman fleet breaks away, following the loss of more than 150 ships and 30.000 men. €75

<https://en.edizioniacies.com/product-page/lepanto-1571>

APE Games

Island Siege: Second Edition (2021) **Island Siege** is a fast-playing game of fort-building and colonization in the Caribbean Sea. Players build shoreside forts to defend their colonists from attack and to score points. Forts allow you to put colonists in play, which in turn can safely build ships and buildings which provide abilities and points. Attacking allows you to chip away at your opponent's fort while gaining cubes which are used to build forts of your own. Your goal is to score 20 coins or get all your colonists in play! \$50

<https://www.apgames.com/portfolio/island-siege/>

Avalanche Press

Panzer Grenadier: Invasion 1944, Playbook Edition covers dozens of topics with thousands of scenarios. **Invasion 1944** is your gateway to that world.

Based on the battles waged by American troops in the days following the landings in Normandy, **Invasion 1944** is specifically designed to introduce new players to the Panzer Grenadier system. Each player commands the troops, tanks, and artillery of the U.S. Army and the German Wehrmacht, using leaders to activate and move forces.

Twenty-one scenarios tell the story in graduated fashion – you need only to learn some of the rules to play the first few scenarios, then some more rules for some more involved scenarios, and so on. Panzer Grenadier is quite an easy game system to learn how to play, and with **Invasion 1944** it's even easier.

There's plenty here for veteran Panzer Grenadier players, too: Two new maps by Guy Riessen, depicting the bocage and farmlands of Normandy. 176 new playing pieces (including units, leaders, and markers). Twenty-one new scenarios by ace designer Mike Perryman, most of them based on actions of the 29th "Blue and Gray" Infantry Division. \$40

<http://www.avalancheexpress.com/game44Invasion.php>

Fall of Empires: The Eastern Front, 1914 In the late summer of 1914, the German General Staff informed their Austro-Hungarian allies that they would stand on the defensive against their common Russian enemy. Undeterred by this reality, the Austrians pushed forward with their plans to attack. After initial successes, the outnumbered Austro-Hungarian forces fell back with severe losses.

Fall of Empires is a stand-alone game in the Infantry Attacks series, our World War One equivalent to the long-running Panzer Grenadier series. Units are companies and squadrons, and the forty scenarios represent actions from the opening battles of 1914 in on the Eastern Front between the Russian and Austro-Hungarian armies.

Forces include the Austro-Hungarian Common Army's infantry, mountain troops, artillery, and cavalry. The Imperial Russian Army brings its own infantry, cavalry, artillery, Cossacks, and Plastuns.

You get 517 die-cut and silky-smooth playing pieces and six semi-rigid mapboards, the same type found in Panzer Grenadier

games. They're fully compatible with the Panzer Grenadier boards — you can play scenarios from either series on mapboards from the other game system. \$80

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

Great War at Sea: The Russo-Japanese War Playbook Edition In February 1904, a surprise attack by Japanese torpedo boats on the Russian Pacific Fleet ignited 19 months of war that propelled Japan into Great Power status and began a series of calamities that would bring down the Russian Empire.

Russo-Japanese War covers the naval side of the Russo-Japanese War, which opened with a Japanese surprise attack on the Russian Pacific Fleet's base at Port Arthur in northern China. There are 45 scenarios, including the climactic Battle of Tsushima.

The Russian fleet is a mixed bag of modern battleships and ancient ironclads better suited for a museum. The Pacific Fleet that begins the game in the Far East has modern ships stationed at Port Arthur and a cruiser squadron in Vladivostok. Between them lies Korea, occupied by Japan. The Russian strategic situation is difficult.

The Japanese have a better fleet; though not as large, their armored cruisers outclass their Russian counterparts, and their torpedo boats are more numerous and more effective. They are also better led after the death of the Russian Admiral Makarov.

The map covers the Japanese home islands and the seas around them. As with other games in the series, it's divided into zones 32 miles across. Fleets attempt to locate one another on this map. When contact is made, play moves to a tactical map where ships maneuver and fight. \$50

http://www.avalancheexpress.com/game1904_05.php

Panzer Grenadier: Dishonor Before Death, The Waffen SS in France, 1944 By the last years of the Second World War, the Waffen (Armed) SS had taken on a front-line combat role. Though not the elite units claimed by Nazi propagandists, these formations had priority for new weapons and manpower, giving them considerable fighting power.

Dishonor Before Death 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.avalancheexpress.com/gameBlackSS.php>

Canvas Temple Publishing

The Pratzen: Austerlitz 1805 is a two-player board game that portrays the fighting on and around the Pratzen Heights at the Battle of Austerlitz. The battle was fought between the French forces of Napoleon Bonaparte and a larger allied army composed of Austrian and Russian forces. The battle is considered to be one of the most important and decisive engagements of the Napoleonic Wars. The engagement result brought the War of the Third Coalition to an end. The battle is widely thought of as a tactical masterpiece on par with Cannae. The game is designed by industry veteran and author of "The Art of Wargaming," Peter P. Perla. The game system of **The Pratzen: Austerlitz 1805** began some three decades ago as an idea to update the classic SPI tactical game **Grenadier**, published in 1971. **Pratzen** evolved into a merger of the Grenadier scale with some different combat mechanics based on the original von Reisswitz Kriegsspiel rules of 1824, adopted as a train-

ing tool in the Prussian army after the Napoleonic Wars. The scale was shifted from half-battalions to companies and divisions as the basic infantry maneuver piece, and much additional streamlining and simplification ensued.

The **Pratzen** game system then developed from a basic Grenadier variant through a card-based system, to the current system incarnation. This final package strives to recreate a more realistic view of combat on the Napoleonic battlefield.

The scale of the game is designed to give you a point of view of the brigade or divisional commander. But your subordinate battalion and squadron commanders may not always do what you want them to. Players have broad control over where to move and position forces, but the game leaves the details in the hands of the officers and men on-scene. Your job as their commander is to maneuver and commit them to the fight in ways that take advantage of their strengths and compensate for their shortcomings. \$68/\$90

https://canvastemple.com/index.php?main_page=product_info&cPath=22_23&products_id=147

Compass Games

The Doomsday Project Although the World War Three scenario of NATO versus the Warsaw Pact never happened, it happened countless times on the wargaming table. It may not be part of history, but it is part of our hobby's history. **The Doomsday Project** is a subseries of the *Operational Scale System (OSS)* featuring wars that never happened. There will be games on the Persian Gulf, the Balkans, the far north, the Far East, the strategic naval war, and of course, a game of total nuclear war. All the games will feature rules that allow you to play some, part or all the great war that never happened. The first game in the series will feature the fight that could have happened in Germany. Chemical weapons, tactical nuclear attacks and politics will be present – as well as all the forces that were stationed in the region in 1985. Both sides, notably the United States, were reequipping their forces with many new weapons joining the line. The process had started but is not yet completed.



This is the third game in the “OSS” system. This series is made to be highly playable and to be completed in far shorter a time that is common for this size game. Low counter density and a concentration on conceptual complexity is the focus of this series. While still mechanically simple, **The Doomsday Project** will also have all the necessary rules to cover this theater and period. It will be more complex than **Korea: Fire and Ice** but simpler than **Vietnam: Rumor of War**. \$89/109

<https://www.compassgames.com/product/the-doomsday-project-episode-one-the-battle-for-germany/>

No Motherland Without: North Korea in Crisis and Cold War is a card-driven strategy game for two players. The game depicts the struggles of the Kim Regime against the West from 1953 to the present day. In the aftermath of the Korean Armistice Agreement, the Korean peninsula divided in two. While its signature marked a cessation of armed conflict, the war was not over. In over six decades since the armistice was signed, three generations of the Kim regime resisted Chinese and Soviet control, endured famine, floods, isolation, and economic sanctions while defiantly pursuing nuclear weapons.

One player will be the DPRK (Democratic People's Republic of Korea), seeking a nuclear deterrent to invasion, improving living standards to prevent uprising, and purging elites to prevent a coup.



The other player will be the West, maximizing pressure on the regime by obstructing the missile program to secure the region, implementing sanctions to impede the North Korean economy, aiding defectors, and further isolating the DPRK from the global community. \$59

<https://www.compassgames.com/product/no-motherland-without-north-korea-in-crisis-and-cold-war/>

Napoleon's Imperium, 1798-1815 is an addictive and exciting new Napoleonic War game for two to eight players on a grand scale that has undergone more than 28 years of design and development. Designed for two to eight players, the game pitches eight Empire Nations of the Napoleonic Wars, divided into two Alliances in a fight to the death struggle for control of Napoleonic Europe. The game has a “Churchill war room” feel with large numbers of counters representing age-of-sail style Fleets, Artillery, Cavalry, Infantry, Commanders, Spies, the colors (flags), and the odd camel just to mix it up! \$119/\$159

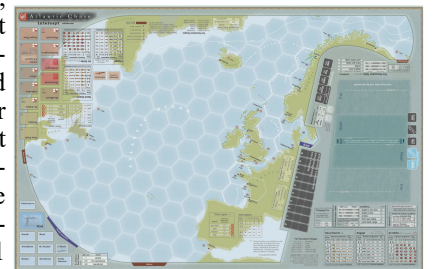


<https://www.compassgames.com/product/napoleons-imperium-1798-1815/>

GMT Games

Atlantic Chase simulates the naval campaigns fought in the North Atlantic between the surface fleets of the Royal Navy and the Kriegsmarine between 1939 and 1942. It utilizes a system of trajectories to model the fog of war that bedeviled the commands during this period. Just as the pins and strings adorning Churchill's wall represented the course of the ships underway, players arrange trajectory lines across the shared game board, each line representing a task force's path of travel. Without resorting to dummy blocks, hidden movement, or a double-blind system requiring a referee or computer, players experience the uncertainty endemic to this period of naval warfare. This system also has the benefit of allowing the game to be played solitaire and to be played quickly.

The German player's task is clear: sever Britain's lifeline to its overseas colonies and allies. All hangs on the fate of convoys. Ultimately, success or failure in **Atlantic Chase** will hinge on the Kriegsmarine's ability to breakout into the Atlantic and find convoys while frustrating British attempts to catch his raiders. The game chronicles the development of the Royal Navy's strategy to contain the German fleet by pitting players against each other in five successive operations that comprise a Campaign Game. Seven additional scenarios treat specific historical actions, including a Sink the Bismarck scenario, a PQ17 scenario, and the Channel Dash. The game features battleships, aircraft carriers, cruisers, convoys, and pocket battleships, while U-boats, elusive armed merchant raiders, and air assets play an important role too. Operations during the Campaign Game and stand-alone historical scenarios each take 1-2 hours to play. \$69



<https://www.gmtgames.com/p-706-atlantic-chase.aspx>

Bayonets & Tomahawks is a two-player grand strategic game depicting the French & Indian War, which raged from 1755 to 1760 and in which France's North American empire was conquered. Take command of either the French or British

to fight all facets of the conflict: army maneuvering, diplomacy with indigenous nations, raids, battles, construction, naval operations, sieges, and more. With scenarios varying from a single year to the whole war, as well as rules for team play, **Bayonets & Tomahawks** is perfect for new and experienced wargamers.

Each in-game Year contains nine Actions Rounds as well as three administrative Logistics Rounds. During Action Rounds, players use historically based cards for events and actions. This innovative system without hand management builds on card-driven games such as **Twilight Struggle** while keeping the game accessible and fast-paced. An exciting battle system featuring custom dice presents challenges that reward careful planning. Victory is achieved by capturing key spaces and conducting raids in enemy territory. \$59

<https://www.gmtgames.com/p-598-bayonets-tomahawks.aspx>

The **Commands & Colors: Samurai Battles** game rules allow players to portray important engagements of Japanese history. The battles, included in the scenario booklet, focus on the historical deployment of forces and important terrain features in scale with the game system. The scale of the game is flexible and varies from battle to battle. For some scenarios, an infantry unit may represent an entire clan of soldiers, while in other scenarios a unit may represent just a few brave warriors.

The Command cards drive movement and creates a “fog of war” and presents players with many interesting challenges and opportunities, while the battle dice resolve combat quickly and efficiently. The Honor & Fortune game mechanic will task players to maintain a balance between these two important game elements. The Dragon Cards add an element of suspense and surprise that can bend the rules and instantly change the course of a battle. The battlefield tactics you will need to execute to gain victory, however, conform remarkably well to the strengths and limitations of the various Japanese unit types, their weapons, battle terrain, and written history. \$82

<https://www.gmtgames.com/p-724-commands-colors-samurai-battles.aspx>

Grogard Simulations, Inc.

Death Ride Normandy - Sword Beach This game focuses on the British landing at Sword Beach by the British 3rd Infantry Division. The British 3rd Infantry Division, along with Royal Marine and Commandos, assault the continent at Sword Beach. One of the most important beaches in the entire operation due to its location nearest to the city of Caen. The city was an important objective to capture in the first day of the invasion. Some parts of the plan went perfectly, such as the 1st Special Services Brigade getting to the Pegasus Bridge area to relieve the paratroopers at about 1200 hours. The picture on this box cover is of the Bagpiper that accompanied Lord Lovat, commander of 1st SS Brigade. \$160

Death Ride Normandy - Operation Tonga is based on the parachute and glider landings by the British 6th Airborne Division east of the Orne River. \$130

Death Ride Normandy - Omaha Beach and Pt du Hoc depicts the incredible battle at the most important area for the US.

<http://www.grogardsims.com/death-ride-normandy.html>



High Flying Dice Games

No Satisfaction: Operation Hump, 1965 The 173rd Composite Airborne Brigade was composed of units from the USA, Australia, and New Zealand. Following the US intervention in April, the unit was deployed to Đồng Nai Province to protect the Bien Hoa Airbase. The 173rd was a “showcase” unit that embodied what was to have been an international effort to combat the spread of Communism in South Vietnam. From the start, the unit was engaged in battles with the National Liberation Front’s 9th Division for control of the province. \$16

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

Somewhere Far Beyond: The Battle of Prairie Grove, December 7, 1862 is an historical simulation of the battle fought on December 7, 1862 in the hills of Arkansas, between the Union Army of the Frontier commanded by General John Schofield and the Confederate Army of the Trans-Mississippi led by General Thomas Hindman. The battle at Prairie Grove was the last chance for the Confederacy to turn the tide of the war in that theatre to their favor. \$18

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

Hollandspiele

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>

Legion Wargames

Decisive Victory 1918, Volume One, Soissons July 18 - 23

Decisive Victory 1918 is a series of three games that when combined will cover the entire Allied offensive in July of 1918 known as the Second Battle of the Marne. It is significant for a number of reasons; it was the first time that the French army used a large-scale attack with tanks supported by a surprise (i.e., not pre-registered) artillery bombardment, similar to the British attack the previous year at Cambrai, and it was the first time that full-size US divisions went on the offensive incorporated in the French army. It was not known at the time, although suspected by many, that this battle was the death-knell of the German army.

This simulation illustrates the main features of late WWI combat. If the campaigns of 1918 were a far cry from the static trench warfare which had characterized the previous years, defense still retained absolute tactical advantage over the offense. Even with the element of complete surprise and greater numbers of troops and equipment facing a tired enemy, the French army was unable to maintain the pace of the advance attained on the first two days. This was not through any lack of competent commanders: not only could the defender always bring in reinforcements in men and equipment faster than the attacker, but the attacker’s speed, maneuverability, and ability to operate autonomously were still limited. It was very difficult, after the enemy's frontline was breached, to maintain any prolonged advance once the troops had progressed beyond friendly artillery cover and outpaced their logistical services. In addition, a few resolute defenders huddled around a handful of machine guns could inflict grievous casualties and delay vastly superior num-

bers. As general Mangin, commander of the French 10th Army portrayed in the game, used to say: "Whatever you do, you lose a lot of men." To adequately reflect these key aspects of late WWI warfare, the design incorporates elements and mechanisms that depart from the standard hex & counter systems.

The game features mandatory attacks into multiple hexes, very rigid ZOC, and severe restrictions on disengagement and advance after combat. "Threat zones" extend beyond the standard 1-hex ZOCs and represent limited knowledge of the enemy's positions, thus preventing unrealistic infiltration through narrow gaps in the frontline.

The Combat system is highly attritional, in terms of casualties and cohesion disruption. Reorganization is a slow process, conducted under the cover of the night. Attacking units rapidly deplete their offensive power. Defending units, on the other hand, are never completely eliminated, and retain (as "remnants") indefinite residual defensive power. Defensive initiative superiority also translates into special "fall back" movement, which allows defenders to extricate themselves from dangerously outflanked positions and avoid encirclement.

Moreover, the system emphasizes the need for proper coordination and preparation in order to launch a successful assault: Artillery support, effective command control, and a fundamental factor, most neglected in the vast majority of wargames, time, to draw battle plans, register artillery coordinates, conduct adequate reconnaissance and rest and resupply the troops. Accordingly, the system requires assaults to be prepared one turn in advance. Improvised, "on the move" attacks are also possible but are likely to be ineffectual unless facing negligible resistance.

The Entente player will have to make the best out of his initial breakthrough and be careful not to exhaust its offensive power too soon in order to retain some impetus for when German reinforcements move in to consolidate the frontline. Judicious use of his unwieldy and short-lived, but powerful armored assets is critical to the success of the offensive. The German player will have to conduct a methodical retreat, knowing when and where to give ground to preserve his forces and when and where to make a dogged stand.

The game, playable in one sitting, has a low counter density and is highly suitable for solitaire play. \$50/\$68
https://www.legionwargames.com/legion_DVS.html

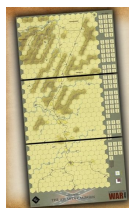
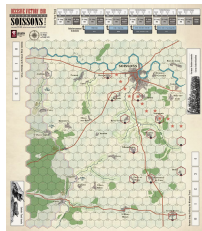
Lock 'n Load Publishing

Atlanta Campaign 1863 - When Dixie Died. The Duel for Atlanta In the summer of 1864, Union forces engaged the Confederate Army in a series of battles in Northern Georgia, with the goal of destroying the Confederate Army of the Tennessee. In doing so, the Union Army ultimately captured the city of Atlanta, an important industrial and rail center, thus setting the stage for Sherman's "March to the Sea" and the end of the Confederacy in the Deep South.

In this update of Don Lowry's classic design, players may choose to engage in four shorter scenarios or fight the campaign in its entirety. Leaders play an important role in the battle, and a unique combat resolution system introduces realistic uncertainty to the system.

The Battle On Demand Edition is an entirely printed edition that includes a full-color, printed manual, player aid cards, maps, die-cut counters (2mm thick). Also included is the complete PDF Download files so you can get right into the game. \$30/\$35

<https://store.lnlpublishing.com/atlanta-campaign-1863-when-dixie-died-llp983447-1-607>



LnLT Digital Dark July 43 Battlepack DLC for Windows and Mac

Dark July 43 is a Lock 'n Load Tactical Battlepack that depicts the brutal battles fought west of Prochorovka between July 9th and 12th, 1943, during the epic Battle of Kursk.

The playing map is one 34" x 22" non-geomorphic map and two other geomorphic maps, which form this historical battlefield, covering the famed Hill 252.2, the Soviet trenches to the east, and the Oktiabrski State Farm to the north. Six scenarios—five on the historical map—will test your tactical acumen as either the determined Soviet defenders of the Motherland or the brazen 1st SS Panzergrenadier Division Leibstandarte Adolf Hitler (LAH). **Dark July 43** includes rules for hand-held RPG-43 anti-tank grenades, anti-tank mines and ditches, low wheat, tank emplacements, roadblocks, and much more. \$10/\$15
<https://store.lnlpublishing.com/lnlt-digital-dark-july-43-battlepack-dlc-llp403761>

LnLT Digital Heroes of the Motherland Battlepack 1 DLC for Windows and Mac

The Lock 'n Load Tactical Series advances into World War II's Eastern Front with **Heroes of the Motherland**. The fate of the Soviet Rodina is at stake depicting ferocious battles across the Russian steppe, in the ruins of Stalingrad, and in Partisan-infested woods. From infantry spurred on by Commissars to intrepid Guards and stoic Partisans, the Soviets are poised for anything the German Wehrmacht and SS throw at them. It's a soldier against soldier and tank against the tank. No matter the forces or the setting, the Soviets are poised to defend their homeland to the end. \$10/\$15

<https://store.lnlpublishing.com/lnlt-digital-heroes-of-the-motherland-battlepack-1-dlc-llp403779>

LnLT Digital A Feat of Arms Battlepack DLC for Windows and Mac

"Defeat? I do not recognize the meaning of the word." – Margaret Thatcher April 1982, the start of the Falklands War

In April of 1982, Argentina invaded the British sovereign territory of the Falkland Islands, in the South Atlantic. The Argentines had long claimed ownership of the islands, which they called *Islas Malvinas*. The unforeseen attack and occupation sparked international outrage, and Great Britain quickly mobilized a naval task force to retake the islands, 8,000 miles from home. Relying on the élan of their professional and highly trained military personnel, the combined air, sea, and land forces succeeded against the odds, victorious less than 80 days from the Argentine seizure of the islands. For the British, it was no less than a spectacular feat of arms.

A Feat of Arms is an expansion module for Lock 'n Load Tactical: Heroes of the Falklands. Play 12 scenarios on six new X-Maps, including a new Port Stanley Map for a revised take on Operation Rosario, the initial Argentine invasion. Other new terrain includes rugged hills—for new battles on Mt. Harriet, Wireless Ridge, and Sapper Hill—and a grass airfield, for the SAS's audacious raid on Pebble Island and the ferocious final action of the Battle of Goose Green. Across the islands, the bold British Paras and Royal Marines fought well-armed Argentine Army conscripts and Marines defending vital terrain and counterattacking upon the lost ground. The conditions were harsh, with most of the fighting done at night, among minefields and under heavy mortar and artillery fire. \$10/\$15

<https://store.lnlpublishing.com/lnlt-digital-a-feat-of-arms-battlepack-dlc-llp403812>

Matrix Games

Panzer Corps 2: Axis Operations 1941 was a crucial year in World War II.

Having secured western Europe, now the Wehrmacht looks east. The largest front in the war is about to open, and the biggest and most decisive battles are about to take place.

But not before taking a detour to the Balkans.

Axis Operations - 1941 brings the decisive battles of 1941 to Panzer Corps 2. Relive the invasion of the Balkans, of Greece, and of the Soviet Union and fight both popular and more obscure battles in its 20 scenarios campaign. \$10

As part of the Axis Operations series, you can decide to import a core army from the previous DLC, 1940, or play with a brand new army. You will also be able to export your core army at the conclusion of the 1941 campaign.

<https://www.matrixgames.com/news/panzer-corps-2-axis-operations-1941-is-available-now>

Warplan Pacific, the second game in the Warplan series, will be released on April 29.

Warplan Pacific is an operational level wargame that covers the events of 1941 to 1945 for every nation involved in the battle for the Pacific.

The game has up to 62 countries potentially involving themselves in the conflict. Each of these is given the care and detail you'd expect from a Warplan series game, so be sure to keep that in mind as you are planning your strategy. \$40

<https://www.matrixgames.com/news/warplan-pacific-will-be-released-on-april-29th>

Multi-Man Publishing

ASL Action Pack #16: From the Land Down Under features a new map (15a/b) and 15 new scenarios designed and playtested by the Australian ASL community. Spearheaded by Andrew Rogers (**Hatten In Flames**), the scenarios of Action Pack #16 feature actions and combatants from all around the globe. \$21/\$28

ASL Winter Offensive Bonus Pack #12 (2021) features three new scenarios and one new map (14a/b).

MMP has an ulterior motive, however, for the manufacture and sale of this particular product. Proceeds from the sales of each WO Bonus Pack #12 are donated to the WWII Foundation. You get a new map, three more ASL scenarios and help a great project dedicated to memorializing the efforts of the men who fought in WWII get a very nice donation. This really seems like a win/win in our opinion. \$20

https://mmpgamers.com/index.php?main_page=product_info&cPath=2_5&products_id=191

Revolution Games

The Deadly Woods: The Battle of the Bulge In December 1944 Hitler launched a massive offensive against the weakly held Ardennes forest section of the Allied front in Belgium. Achieving complete surprise, the Germans nevertheless faced tough resistance from the battle's opening days, and the offensive was virtually over 10 days after it began. There followed a bloody Allied counterattack which gradually erased the bulge the Germans had created in the Allied line.

But you probably know all that. Yet another Battle of the Bulge game? Why yes. But one with a different approach. Specifically, award-winning designer Ted S. Raicer has taken a modified version of the chit pull system pioneered in GMT's **The Dark Valley: The East Front 1941-45** and brought it west for an exciting new take on this classic wargame subject.

The scale of the map (which takes up about two thirds of a standard 22" by 34" map sheet, the rest given to tracks, charts, and tables) is at 3 miles to the hex. Allied units are mostly regiments and brigades, with most German armor and infantry divisions divided into two kampfguppen (battle groups). German

artillery, Greif commando teams, infantry trucks, and the Von der Heydte paratroop unit are included as Asset markers, as are Allied artillery, scratch units, and engineers.

The game runs from December 16, 1944, to January 16, 1945, when the Allies reunited their divided front by recapturing the key town of Houffalize. Each turn through December 31st equals 2 days and the turns in January are three days long. The full campaign lasts thirteen turns while a scenario for just the German offensive is six turns long. But with **The Deadly Woods** chit system and its multiple Action Rounds, a lot can happen in only six turns.

Each side gets a number of Action Chits each turn, which vary both in number and type. These include multiple Reinforcement chits which determine the arrival Round (but not Turn) of Allied and German reinforcements. There are German Logistics Chits which introduce historical supply effects. There are Movement or Combat chits which allow a player to choose. There are also Movement chits and Combat chits which limit the Active Player to the capability listed on the chit. And there are special chits, such as the German 5th Panzer and Allied Patton chits that allow some combination of Movement and Combat.

After the Initiative Player chooses the first chit played, the remaining chits are drawn randomly from a cup. A player may draw up to two consecutive chits and then enemy player must get the next chit.

Armor is severely limited in moving through other units along roads and bridges and at projecting ZOC into woods terrain. Combat may result in losses, retreats, or stalemate.

Each turn should take roughly an hour for players who know the rules. The German Player can win an instant victory by exiting units off the north map edge west of the Meuse or by holding 5 objectives at the end of a turn. Otherwise, the game is won on geographic Victory Points. (The Germans also gets Victory Points for crossing the Meuse in supply, even if they are forced back across the river, so he has a reason to push even when the arrival of the British cancels an Instant Victory.)

So, another Bulge game, but one with the historical action and decisions of games with a much bigger footprint and playing time. And with a unique take on the chaos and friction of the battle that makes it a great choice for solo play. Even if you are bulged out, you'll want **The Deadly Woods** in your collection! \$56/\$68 <http://www.revolutiongames.us/>

Strategemata

Carentan, 10-13th June 1944 shows the fierce fighting in Normandy between Germans and Americans. In the starting phase of the battle enemy armies used elite airborne formations and later less experienced mechanized forces. In effect, training and determination factors were balanced. Americans achieved success because of material advantage and better coordination of combined arms actions.

Could the battle outcome have been different? On the tactical level German fallschirmjägers had an edge, because they were masters in using urban terrain. But lack of ammo and high casualties forced them to leave Carentan. On the other hand, Americans used artillery support consistently and they gained ground step by step. These battlefield elements are shown in "Great Battles of Small Units" system. A big random factor causes unexpected change of action course, and players must quickly react and change their plans according to actual situation.

Two scenarios are included. "Purple Heart Lane" depicts struggle for Carentan between enemy paratroopers. Players can use optional rules and see what would have been the end of the battle, if troops from 17th SS Panzergrenadier Division appeared earlier on the battlefield.

The scenario "Battle of Bloody Gulch" shows the American defense of Carentan against a German counterattack. In this fighting American armored units are present as well. \$45
<http://strategemata.pl/en/28-carentan-10-13th-june-1944.html>

Taktyka I Strategia

Market Garden was the largest ever joint airborne and land operation in history. Its aim was to seize the bridges on the road from Eindhoven to Arnhem and cut off German forces in the Netherlands. The next step was to hit deep into Germany and thus end World War II before the end of 1944. Unfortunately, too many mistakes were made and the operation ended in a fiasco. PLN 85
<https://taktykaistrategiasklep.pl/produkt/market-garden-w-przygotowaniu/>

Tiny Battle Publishing

D-Day and Beyond, June 6, 1944 through May 19, 1945 D-Day, the largest amphibious invasion in history, opened the final chapter of the war in Europe with the landings on four Normandy beaches. For almost a year, General Eisenhower balanced Allied resources and clashing subordinates as he slowly drove back Field Marshal Karl von Rundstedt's forces, who struggled with Hitler to command his theater forces. In late January 1945 the Rhine was breached and the end of the Third Reich drew nearer.

D-Day and Beyond is a tense, two-player operational board game covering the European theater from the French Atlantic and Mediterranean coasts to the dense German forests, the Siegfried line, and the Rhine River. The Allied player faces the tough decision about where and when to land troops, what scarce air and naval resources to employ on offense or defense and struggles to keep a coherent supply line to his forward troops. The German player has to throw the landing(s) off the beach, if able, and failing that, fight a retrograde war that requires balancing holding key terrain, slowing the Allied advance, and preserving units. Additional rules showcase the Resistance, rail movement, airborne operations, carpet bombing, the release of German reserves, and the infamous Wacht Am Rhein offensive known as Autumn Mist. \$55



<https://tinybattlepublishing.com/products/d-day-and-beyond>

Udo Grebe Gamedesign

The Longest Trench is a two-player Card Game about the First World War from the strategic viewpoint. The Game recreates World War I in a historical series of land and sea battles. The Central Powers (Germany and its Allies) are opposed to the Entente (Great Britain, France, Russia, and their allies).

As a supreme commander you try to defeat your opponent by allocating your troops and ships with possible Support (from Air, Mines, Trenches etc.) on the right front to the right time.

The Longest Trench is primarily designed as a quick playing fun game and players can finish a game in between 30 minutes and two hours. It is a low complexity historical Card Game for 2 to 4 players.

<https://www.ugg.de/UGG/thelongesttrench.html>

Up & Away Games

The **Imperial Glory** period from 50-220 CE was entirely new for Eurasia. For the first time, most of the civilized world was or would shortly be dominated by one of four massive empires that bestrode the earth.

Far to the east, the **Han Dynasty** had dominated since 206 BCE, then fallen, but since 23 CE had resurrected itself and was now extending its powerful grasp far to the north and west.

In the far west the **Roman Republic** had fallen and after multiple civil wars Caesar Augustus had consolidated a stable empire, over which his descendant Claudius now presided.

To their east, following Roman defeat of the Seleucids, the horse-riding **Parthians** had conquered an empire, stretching from the Fertile Crescent in the west to Central Asia in the east.

In Central Asia, a group calling themselves the **Kushans**, part of the Yuezhi confederation, had consolidated power and were set to drive south to build their empire.

This first solo offering portrays the **Kushan Empire**. Future expansions will add to the map, on the west, **Rome and Parthia** and, on the east, **Han Dynasty China**.

The Kushans begin as the smallest empire and have the most to gain territorially, as well as the strong commanders needed to accomplish it.

But it's not simple. To the east, the desert outposts of China form a difficult obstacle for your mounted army. To the south, the forest and large populations of the subcontinent are also challenging. And while you pursue these, there are persistent threats from northern mounted barbarians. \$66

<http://upandawaygames.com/ImperialGlory/>

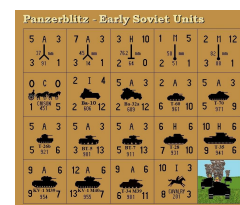
Upton Games

Upton Games sells redesigned replacement counters for Avalon Hill and SPI classic games. https://www.ebay.ca/str/upton-games?_pgn=3

For example:

Panzerblitz ('70) Early Soviet Counters
 \$17

<https://www.ebay.ca/itm/Panzerblitz-70-Early-Soviet-Counters/154293064954?hash=item23ec9554fa:g:smEAAOSwbRhGAXDK>



MAGAZINES

Modern War #53 Objective Kassel is a two-player alternative history wargame intended to investigate the operational parameters that would have been in place during the first four days of fighting in that border area of West Germany had the Soviet Union decided to try to attack sometime in the early 1980s. It was during that timeframe the Warsaw Pact achieved a possible decisive "correlation of forces" between their militaries and those of the West.

This game is the fourth volume of the 7DR (Seven Days to the Rhine) Series. Each single-volume game uses the same system and will be playable alone or mated to other games in the series. Each hexagon on the map represents 2.5 miles (four kilometers) from side to opposite side. Air power and electronic warfare counters and rules abstractly represent, the effects of one side or the other gaining temporary superiority within those sub-realms of conflict. Each day of real time consists of one nighttime and two daylight turns. \$40

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW53>

Slingshot #334

Sea Eagles of Empire - by Simon Elliott

T'ang Fastic Outpost - by Steven Bowns

Arthurian Campaign - by Martin Smith

The Gothic Wagon Laager at Adrianople - by Jens Peter Kutz

Roman Tactical Acumen at Cannae - by Justin Swanton

Placing Table Terrain for Double DBA3 - by Neville Dickenson

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

Strategy & Tactics Quarterly #13: Gettysburg

Gettysburg: High Tide or Desperate Gamble? Gettysburg (1-3 July 1863) has achieved near-legendary status among Civil War aficionado and non-history buff alike. The story covers not three days but three months, involving decision-making at the highest governmental levels as well as action by quick-thinking individuals on the battlefield. Christopher Perello takes another plunge into these deep waters, examining how the campaign and battle came about, how they progressed as they did, and how one or both might have turned out differently. \$20
<http://shop.strategyandtacticspress.com/SearchResults.asp?Cat=25>

Strategy & Tactics #327 Suwalki Gap is a two-player war-game based on hypothetical Russian attack on the Baltic States and Poland taking place sometime between 2023 and 2025. The sides and capabilities in this game are based on current procurement, recruitment, and basing plans to the extent of publicly available information. This game in particular examines the concept of the “Suwalki Gap,” a 65km section of the Polish-Lithuanian border between Belarus and Kaliningrad, and the potential of a Russian encirclement of the Baltic States by attacking over this route. Scale: Each hex is roughly 28Km (17.3miles) across. Each game turn represents one day. Each combat unit represents a battlegroup or task force and can be considered to include a mix of infantry, armour, artillery, and other support units. \$40
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST327>

War Diary #16

Trial Of Error: Ludendorff and the Kaiserschlacht, 1918 by Paul Comben

Kernstown: A Study in Systems by John Burt
 The Devil's To Pay: Two Confederate Variants by Rob Bottos
 Konigsberg 1945: Con-Z House Rules by Clair Conzelman
 Blitzkrieg: First Impressions by Robert Smith
 A War Diary Interview: John Bannerman by Roy Matheson
<http://www.wardiarymagazine.com/current-issue.html>

World at War #77

Winter War is a two player operational level wargame covering the Soviet invasion of Finland over the Winter of 1939-40. The Soviets initially expected a quick victory. However, the Finns, under the leadership of Carl Gustav Mannerheim, resisted and outmaneuvered the more ponderous Red Army forces. The game system is based on the asymmetrical situation of the campaign. The Soviets have a preponderance of forces. The Finns have superior tactics and the knowledge of the terrain. Both sides must exploit their advantages to be victorious. The game has special rules to represent all these differences, e.g., unit breakdowns, special forces, and Finnish “motti” tactics. Each hex on the map represents circa 21 miles. Each turn represents ten days. Ground units represent detachments, battalions, regiments, brigades, divisions, and corps. Aircraft units represent the number of sorties to accomplish a mission. \$40
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW77>

BOOKS*The Goths, From Berig to the Battle of Adrianople*

This is the first of two books which describe the Goths, their arms and armour, dress and equipment, army organisation, campaigns, battle tactics, and strategy.

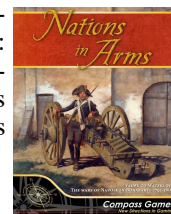
The focus of this first volume is the early Goths, before they became integral to the history of the Roman Empire. The emphasis lies on the Goths themselves, outside and inside the Empire, rather than their part in the Late Empire's history.

Emerging as a distinct people at the beginning of the first millennium AD, the Goths expanded from the Baltic to the Black Sea in the late second century and in time became the only Germanic people to cross Europe from one end to the other, the first Germanic people to establish lasting kingdoms in core Roman territories such as Italy and Spain, the first to successfully create a synthesis of Germanic and Roman elements, and the first non-Mediterranean people in Europe to enjoy an independent intellectual literary culture. Their legacy lasted far longer than their kingdoms.

The Goths were not the first lance-armed heavy shock cavalry in Europe, but they became so noted for it that cavalry of the Gothic type achieved an increasingly dominant role in all surviving Romano-Germanic successor states. Without the Goths, the medieval knight as we know him, armed with spear and shield, would not have existed.

This book is illustrated with 70 plates, maps, illustrations, and photographs of original items.
<https://www.soa.org.uk/joomla/>

Nations in Arms brings one of the most famous periods in history to your gaming table: the French Revolution and the legend of Napoleon in Europe, from 1792 to 1815. This epic treatment of the Napoleonic period covers 24 years of warfare at the strategic level. \$18
<https://www.compassgames.com/product/nation-in-arms-color-printed-second-edition-playbook-and-rulebook/>



Absolute Emperor
Napoleonic Wargame Battles
 Osprey Wargames 27

From the late Revolutionary Wars and Egyptian campaign, to the battles of Austerlitz, Borodino, Leipzig, and Waterloo, *Absolute Emperor* is a mass battle wargame that provides all the rules needed to play during this period of grand armies and sweeping campaigns. Players' armies are composed of multiple corps, with command and control being of the utmost importance, all influenced by the elan of your general. Do you follow in the footsteps of Napoleon and be crowned the *Absolute Emperor* or stand against tyranny as Wellington and Blücher. \$20

<https://ospreypublishing.com/store/osprey-games/osprey-wargames/absolute-emperor>