

AHIKS President George Phillies

What has happened to AHIKS in the last half-year?

Bob Best indicated that he wanted to retire as President. We gained a new President, George Phillies. We transferred to a new Secretary, Robert Granville. We transferred to a new Match Coordinator, Chuck Tewksbury. We transferred to a new Vice President, Martin Svensson.

Omar DeWitt has indicated that he wants to retire as Editor of *The Kommandeur*. A new Editor will be needed. Nick Rusch has volunteered.

Membership: On 11/30/2020 we were at member number 1992; there were approximately 600 members and 1400 former members at that time. At the end of January the largest membership number was 2038, a gain of 46 in two months. At the end of March the largest membership number was 2094, a gain of another 56.

We launched "Operation 100 Hexagons". Martin Svensson compiled a list of nearly 100 wargame groups and pages on Facebook where we might look for members. Members were asked to recruit their gamer friends to join AHIKS. The post of Membership Recruitment officer was added to the Executive Corps. Chuck Sutherland was appointed as Membership Recruitment Officer.

Social Media: We added groups on MeWe.com, Discord.com, and ConSim.com.

The ConSim link is <https://community.consimworld.com/group/ahiks>.

Face-to-face meetings: Thanks in particular to Nate Forte, we now have a near-weekly video meeting Friday evenings on Discord. The meeting features a video game Demo. As the plague is ending, we are advancing toward reviving local AHIKS chapters.

We added live play via video, e.g. virtual FtF gaming using Vassal game platform and Discord for voice and screen sharing, as a new way to play games. We added a new Virtual Face-to-Face Officer to support people in doing it. The new Virtual Face-to-Face Officer is Nate Forte. The Discord social media group has become active; ask Nat Forte <natfortegl@gmail.com> for the link that lets you join our group.

There was enthusiasm for an AHIKS Virtual Convention, to be run via Discord or the like, but that proposal has not yet quite gelled. The Virtual FTF meetings are a step in that direction, namely the technology is being demonstrated and people are learning how to use it.

Martin Svensson is launching an **Origins of World War 2** AHIKS virtual event. Details will appear in here.

Andrew Lorenzo Cozzi: historicalbattlescork@gmail.com is launching a tactical warfare through the ages tournament, involving the play of several of a list of ten games. The spirit of the tournament is to encourage players to venture into new territory, so to speak, by playing games they normally wouldn't have, in order to play the ones they are more accustomed to.

We converted to emailing *The Kommandeur* to all rather than some members. (We still have four member non-computer-users who were grandfathered into getting *The K* via paper-mail.)

We separated the roles of Editor and Publisher. The new Publisher of *The Kommandeur* is George Phillies. Nick Rusch volunteered to take on the role of Assistant Editor.

When we started emailing *The K* to folks who hadn't received *The K* electronically before, we found that the membership roster's list of email addresses, the addresses that had not been used regularly, was imperfect. The latest part of the fix was a paper-mail letter to people whose email addresses were not working, asking them what their current email address is. Thanks to members Shane Woyak and Scott Romanowski for managing the mailing.

We have members who design games. We have added a Game Design and Playtest Bureau to offer help and support. The Bureau Head is Jeremy Rowley <jerowley@yahoo.com>. If you have a game to be playtested, are interested in playtesting the game, or have suggestions on game design, please contact him.

There was agreement that we should add a Membership Retention Officer to support staying in touch with members -- email addresses sometimes fail; people move. We appropriated \$100 for the project, in particular to send paper-mail letters to each of the members with bad email addresses, asking them to send us correct email addresses. In the end, 90 letters were sent.

The **PanzerBlitz** PBM tournament that started in 2018 came to an end. Bill Scott had given copies of **PanzerBlitz** and **Panzer Leader** to be awarded to winners. We paid for shipping them to the winners. We gave the winner and runner up cash prizes, \$75 and \$50.

A new 'New Member Welcome' letter was prepared. We discussed creating a new logo for AHIKS, but did not quite get there yet. I did receive some nice samples and suggestions about what it should look like. A member or friend with a commercial art degree might help here if there were one.

We set up a committee to refurbish our web pages. After much back and forth, the web pages were redone; they have BlueHost as a host. We eliminated the Forum (which had not been used in some time), the die roller (there were many online replacements), and the password-protected section of the pages. New member and match request forms were added and then tuned for better operation.

Tom Thorsen and Steve Blake had been managing our web site. When George Phillies became the new web site manager, ownership of the site was transferred to him.

Bruce Geryk gave us a \$200 donation. Three cheers for Bruce!

We amended the Bylaws: Under services, delete (C) Die-Roller

Under V.I.E. Delete the List of appointed officers. Replace 'A List of current appointed officers is found in the web pages and in each issue of *The Kommandeur*'.

We discussed shortening the terms of officers from four years to one or two years. After discussion, the proposal did not advance.



In Memoriam

John Tiller, PhD

June 1953 – April 2021



The computer wargaming community was shocked to hear on April 26th of John Tiller's death after a short battle with brain cancer. John was the creator of numerous wargame computer simulation series such as **Civil War Battles** and **Panzer Campaign** along with many others. Starting with TalonSoft in 1995, John developed the popular **Battleground Ardennes** computer wargame followed closely by **Battleground Gettysburg**. Over the next several years John expanded

the Battleground series to include many American Civil War titles and a WWII Campaign series. In total about 15 games and expansions were published under the TalonSoft logo.

After TalonSoft shuttered its doors, John moved to HPS Simulations in 1999 and released the first game in the Panzer Campaign series, **Smolensk '41**. The popular Panzer Campaign series is still being developed and maintained by Wargame Design Studio on behalf of John Tiller Software (JTS) with the newest game in the series, **Kiev '43**, released this past month. 22 years is an incredible run for a computer game series, and it doesn't appear to be ending any time soon. While with HPS Simulations John and team produced more than 60 game titles including such popular series as the Civil War Battles.

In the early 2000s John established JTS as he pursued contract opportunities with the United States Air Force and Navy, researching artificial intelligence, modeling and simulation, training simulations, and modeling future combat. A variant of John's commercial game, **Modern Air Power**, continues to be used in the Squadron Officer College at the US Air Force's Air University.

John decided to self-publish his commercial games under the JTS label in 2010. Since that time there have been an additional 35 titles released. 2016 marked a significant milestone in the history of JTS as an agreement was made with Wargame Design Studios to help refresh many of the older Panzer Campaign titles. This work continues as the Panzer Campaign series continues to expand along with the Civil War Battles. As a result, there has been a renewed interest in JTS games within the wargaming community with many on-line clubs, game ladders, and forums supporting players worldwide.

Upon John's passing many have wondered as to JTS' future and the status of all the games. Fortunately for the business, prior to being diagnosed, John was planning for his transition to retirement. This means JTS will continue in collaboration with Wargame Design Studios developing and releasing new games while maintaining the existing catalog – an incredible tribute to an individual who set the bar for commercial wargaming simulations.

Over the last several weeks, a group of us AHIKS guys have been meeting every Friday evening on the Discord Server. Personally, I've met many new people and it has been great! We've played old games like **Gunslinger** and **Swashbuckler**, and new games like **Tank Duel** with the designer Mike Bertucelli. What a special treat that was! It has already made me much more active in AHIKS. I've been a member since 2013 but not very active. I'm not sure that we're dragging in new members (yet), but the Friday night gang is certainly creating friendships and camaraderie!

Shane Woyak

In Memoriam

Rick Barber aka El Carto

October 1954 – May 2021



Wargame designer and game artist Rick Barber unexpectedly passed away on May 6th of a heart attack. Rick, a longtime visual artist who collaborated with many wargame publishers, was a well-known regular on the CSW Forums with his Black Cat Studio forum page and on BGG game forums. He was an engaging forum poster always providing great discussion and helpful advice.

Rick was a talented artist and had a deep interest in military history and cartography. He discovered how to put those unique interests and talents to use by creating the industry standard for wargame map art. During his career Rick was credited with the artwork on an incredible 68 titles – some of which are still pending publication. Probably best known for his art on the Clash of Arms Games series **La Bataille** along with many other Clash of Arms Games, Rick's artistic contributions include almost every wargame publisher of note for the last three decades including OSG, Moments In History, Victory Point Games, MMP, GMT Games, and more recently Compass Games, Revolution Games, Flying Pig Games, Hexasim, Grogard Simulations, Worthington Publishing, Tiny Battles Publishing, and Legion Wargames.

Although his art spanned multiple ages of conflict, Rick's love was the American Civil War. A Pennsylvania native, Rick would regularly travel to Gettysburg National Military Park to meet and collaborate with other researchers who shared his interest in military history and cartography. In 1998 Clash of Arms Games published **Summer Storm: The Battle of Gettysburg**, Rick's single publication as a wargame designer and artist. The game was unique in its presentation of both tactical and operational levels with corresponding tactical and operational maps while focusing on the challenges of command and managing moral. At the operational level **Summer Storm** is played as a double blind with engagements then taking place on the detailed tactical maps. The game components are truly pieces of wargaming art. **Summer Storm** is still available in limited quantities from Clash of Arms Games.



A portion of the Summer Storm map depicting Little Roundtop.

Rick's activities and involvement in the hobby he loved will be missed by wargamers and game companies alike. His artwork will continue to remind us of his artistic talents and knowledge of historical cartography and military history.



AHIKS

Intercontinental Wargaming Society

Vice President's Chair

Martin Svensson

In the last issue of *The Kommandeur* I wrote about conducting a virtual **Origins of World War II** event for AHIKS members.

I hope to see us run this event this summer. Therefore, the time has come to stand up and indicate if you are willing to participate. We will be playing the 4-player variant devised by Bruce Reiff in 1997. The variant was a significant improvement over the original game rules. It will be played live using Vassal, and AHIKS Discord will be the voice communication between the players.

At this point, I ask that you contact me at spqrfan@aol.com to express your interest in participating. The game should take 60-90 minutes to complete. Ronald Haas was kind enough to indicate his interest recently. Thank you, Ronald! If you are prepared to commit to the project, please contact me before **June 30**. In addition, please note the best day(s) for you to play and set aside 90 minutes. Once I have a list of players ready to commit, I will work out the details further with Jeff Miller and Nick Forte, and you will receive information from me.

Meanwhile, below are the specific rules for the event.

AHIKS Virtual Origins Of World War II Event

These are the variant rules that will be used for AHIKS **Origins of World War II** event to be scheduled for the near future. I have used these rules at the WBC years ago and they work well. Hopefully, there will be enough interest to play at least one 4-player game live via Vassal and the AHIKS Discord server for voice communication. Needless to say, I'm hoping for two tables or more with four-players each.

The following is an excerpted version of Bruce Reiff's article in *The General*, Vol. 31, Number 4. with comments from yours truly.

Making a Game of It: Tournament Variant for Origins of World War II

Bruce Reiff states in his article: No matter which version of the game (OW2) his gaming group played, the results were almost always the same: Germany won, Britain and Russia were next, France was way back and the USA may have managed to score five points. While this is historical, it's not much fun to play.

Mr. Reiff after numerous plays with his gaming group, created a balanced four-player game. The game remains a "stop Germany" affair, but the changes make it easier to stop Germany, and the bidding rules allow the three other players a reasonable chance to win. While the games loses some of its simulation value, it's far more interesting as a game!

Tournament Variant Rules

The variant features four players—France, Britain, Russia, and Germany. The USA is treated as a separate player and cannot combine with another country. Use the *Historical Chart* for scoring and Political Factors (PFs). All original game rules apply except where modified here.

Auction For Countries

Players bid points for control of the various countries. The amount of each winning bid is *deducted* from that country's final score at the end of the game.

Each player rolls the die, and the high roller earns the right to make an open bid for Germany. He may bid zero points or more, in half-point increments. Following clockwise seating order, the next player may PASS or raise the bid by a minimum of half-point (to a whole number or half-point level). Bidding

continues in clockwise fashion, until all four players have passed in succession (at which time control of Germany goes to the highest bidder). A player may pass in one round of bidding and get back in the bidding later if Germany has not been awarded. The first bidder cannot pass. He must accept the country at zero points if all others pass.

The player on Germany's left rolls a die to determine which country will be available next for auction. A die roll of 1-3 places Britain up for bidding; a die roll of 4-6 Russia is up for bidding. Bidding is conducted in the same manner as the bidding process for Germany. The player owning Germany is not part of subsequent bidding. When the country is awarded (either Russia or Britain), then there will be final bidding for either Russia or Britain, whichever remains unawarded between the two remaining players. France is given at a cost of zero points to the final player. *This is not a bad deal. In play-testing, France could be the winner with this variant.*

Control of the USA

At the beginning of each turn, roll one die to establish control of the USA. Cross reference the turn number with the die roll on the USA Control Chart below. Some results require a second die roll. The resulting control controls all USA PFs (new and already placed) for that game turn.

The controlling player takes the USA's turn in the normal order (i.e., first). He must also make any attacks in the correct order. Even though the player controlling the USA may change from turn to turn, the position of the USA never changes.

The controlling player may not move any previously placed PFs of the USA (except those placed in the USA). He may, however, attack with any previously placed PFs at his discretion. The controlling player may not combine his forces in any way with the USA. This includes attacks, controls, or understandings.

TURN	DIE ROLL 1	DIE ROLL 2	DIE ROLL 3	DIE ROLL 4	DIE ROLL 5	DIE ROLL 6
1	FR	FR	1 FR 2-6 BR	1-4 BR 5-6 RU	RU	GE
2	FR	FR	1-2 FR 3-6 BR	1-5 BR 6 RU	RU	1 RU 2-6 GE
3	FR	FR	1-3 FR 4-6 BR	BR	RU	1-2 RU 3-6 GE
4	FR	FR	1-4 FR 5-6 BR	BR	1 BR 2-6 RU	1-3 RU 4-6 GE
5	FR	FR	1-5 FR 6 BR	BR	1-2 BR 3-6 RU	1-4 RU 5-6 GE
6	FR	FR	FR	BR	1-3 BR 4-6 RU	1-5 RU 6 GE

USA CONTROL CHART

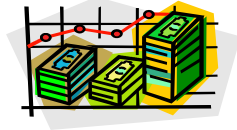
Scoring

Follow the usual scoring procedures, using the Historical game chart. Then, deduct the initial bids to yield a final score per country. Points for the USA are irrelevant to the game's outcome. They are not added to any player's score. Highest score wins. The outbreak of World War 2 is not a concern with this variant.

(Continued on page 9)

Treasury Notes

Brian Stretcher



AHIKS Etiquette

AHIKS has been around for a long time, about 55 years now. There is a reason for its continued survival, despite the ebb and flow of membership and the introduction of new technologies for play. Given the influx of new members, and handful of those who might actually read this column, perhaps now is a good time to address some etiquette for play, given that the primary reason for AHIKS existence is to provide access to a *reliable* source of opponents for the play of your favorite military simulation games, whether there are 100 members or 1,000.

In general terms, remember this: good behavior benefits the society and will improve the quality of everyone's experience, including yours. Bad behavior, in its many different forms, is not and should not be rewarded, and diminishes everyone's experience. A benefit of your membership is that AHIKS has the means and the will to weed out those who perpetually demonstrate poor conduct. That's why we have an Executive Committee and a Judge. We have in the past put members on probation or otherwise drummed them out of the society. So, here's a short list of what *not* to do:

1. **Disappear.** Throughout its existence, AHIKS has tried to weed out the disappearing opponents. These are the guys who, after 5 or 6 turns into your favorite game, simply fail to respond. Permanently.

There are few excuses for disappearing, although as the hobby greys, it is more likely to be as the result of sudden illness or death than it used to be, or similar life occurrences. If you have a disappearing opponent, please let the Exec know, as it might be beyond your opponent's control, and we will look into it. However, disappearing because you have gotten bored with the game or are losing is inexcusable. Have the decency to contact your opponent if you are not happy with the game, and if you think your position is poor go ahead and offer your resignation. There is no humiliation in suffering defeat.

Note that disappearing is different from slow play. If you are a slow player, let your opponent know before your game begins. If he is expecting 48-hour responses and you are on a 10-week turnaround time, that may cause a little friction. Similarly, if you are joining a multiplayer game with many steps and interactions per move, like **Here I Stand** or even **Kingmaker**, it is your responsibility to check your emails regularly and respond in a timely manner, especially if you hope to finish the game while everyone playing is still alive. If you can't keep up, then perhaps don't sign up for that particular game.

2. **Perpetually argue over the rules.** There are very few games that have perfect rules, and there are often several different and legitimate ways to interpret wordings of rules, especially those written in the arcane days of the 1970s and '80s, when the rules writers offered settlement of disputes by "a friendly roll of the die." Fortunately, rules writing has improved a great deal, especially over the past decade, and many companies truly support their products. But, that doesn't help when the edition you're playing was released in 1981 and the company that released it has gone the way of the Roman Empire.

First, understand that just because you and your gaming group "has always played it that way," that doesn't mean your interpretation is any more correct than someone else's. Double check the errata on Web Grognards or Boardgame Geek before you start play, or the company's website if the game (and company) is still in print. Many companies, like GMT and Compass Games, offer "living rules" on their websites. While I find the

concept of living rules a little annoying, they can resolve issues and questions. For some of the older games, look into whether the game might have a "Wargamer's Guide to ..." or articles and clarification published in the old house magazines, like *The General*. Just beware that sometimes the clarifications open as many cans of worms as they purport to solve, especially complex games like **Third Reich**. AHIKS also maintains a number of AHIKS-specific rulings for certain games, or at least we used to. I hope we still do. But back in the day when there weren't 8,000 titles to choose from, the society could address those sorts of issues before play would even start. Somewhere in my game closet, for example, I have a set of clarifications for **Panzerblitz**. AHIKS can also often locate "experts" on certain games to help resolve issues.

Ultimately, however, AHIKS has a Judge that will help resolve your disputes. If you simply cannot agree, you can present your argument to the Judge who will then issue a binding ruling. I guess if you don't like it, you can quit, but see **Disappearing** above and **Maintaining Decorum** below.

Last word on this subject. While AHIKS is increasing its numbers, we are a relatively small group. Eventually, if you are known as a chronic whiner and complainer it is going to become common knowledge, and you are going to be left out of games you really want to play. Consider yourself advised.

3. **Cheat.** Why? If you do this deliberately because you just have to win, you're in the wrong hobby. If you're caught doing this deliberately, you will be drummed out of the society, perhaps publicly. I have yet to run across flagrant cheating in my 39-year AHIKS membership.

If you do this accidentally, and by this I mean you realize you did something wrong and neither you nor anyone else caught it at the time, that's not really cheating, but a mistake. While it is your responsibility to make as few mistakes as possible and correct them if you can, it is also up to your opponents to catch and point out those mistakes, and you shouldn't take it harshly if they do so. If you catch one well after the fact, let everyone know, even if it's too late to do anything about it. After all, we're all in this to learn how to play the games better too, n'est-ce pas? Just make sure you and your opponent have discussed how to handle such mistakes *before* you start play, as not everyone has the same sort of forgiveness streak that I do. See **Argue** above. Note, however, that on rare occasions, such errors might ultimately prove fatal to the game, i.e., make it impossible to fairly finish the game. If that happens, the proper solution might be a restart, with lesson learned.

4. **Fail to maintain proper decorum.** This is the one that will get people in the most trouble in the long run. In your discussions of the game, be they rules selections, interpretations, or whatever, it is important to maintain proper decorum and respect for your fellow players. If you don't know the people you are playing with, then perhaps you don't interject foul language in every other comment even if you usually talk that way in your FTF group. Avoid accusations of misconduct *unless you are sure* and are willing to back that up with a complaint to the Exec. There is no reason to go metaphorically stomping off if you don't get your way, and you might want to try being flexible to trying new ways to enjoy your favorite games. These are games, after all, and no one is out to get you except within the context of the game itself. Avoid political and religious discussions unless invited. See **Argue** and **Disappear**. If you are writing a flaming email over some issue, especially over a *game*, think twice before you press the send button. Things to consider well even outside of gaming.

Most of these boil down to common sense, of course. They are very simple rules to follow, and if you follow them, it will guarantee you a lifetime of quality play. Just remember that AHIKS is here to assist you with your play as might be needed; we are more than just an opponent matching service.

Time and Space Part II

I thought I would continue my discussion on time and space relative to the games I currently have in progress, as I suddenly find some additional time available...

Here I Stand ended abruptly just a few days before writing this with an automatic Protestant Victory, as they reached 25 points during an Action Phase and no one could do anything about it. Lessons learned: 1) late play of the Schmalkaldic League mandatory event (forcing instant war between the Protestants and the Hapsburgs plus Papacy) following significant Protestant expansion over the first few turns might be fatal, because there may not be enough time and cards to counter all those Protestant points; 2) If Protestantism has expanded significantly, it is best to play the Schmalkaldic League card early in the turn to give everyone else, particularly the Hapsburgs and Papacy, time to work on decreasing Protestant control; 3) Picking on the Papacy excessively before the religious wars erupt following play of the Schmalkaldic League might prove counter-productive in the long run; and 4) if the Schmalkaldic League card happens to be played early in the game, the Protestants might have a very tough row to hoe. I'm hoping to get a new game of **HIS** underway soon. Regarding the time factor for this game, it is important to stay on top of things, because with 5 players and each having some 5 to 9 possible Action Phases, sitting on moves for a week or more by one or two players really, really slows the pace of the game.

My game of **Pearl Harbor** has also come to an abrupt end due to my opponent's resignation, which had nothing to do with our game in progress. It happens sometimes. Not looking to restart this one as it no longer fits my preferred style of play of few decisions and 15 minute write-up times. Looks like I am going to remain in the Pacific, however, as I have signed on to command a task force in a multiplayer game of **Flat Top**. No idea yet what side or command I will receive but looking forward to this one!

Play of **The Lamps are Going Out: World War One** has slowed down a bit because of a lot of German attacks, plus real-life jury trials and real estate sales over the past couple of months. As I said, life sometimes interferes. In the Spring of 1917 the Germans launched many spoiling attacks, with pretty good success. This changed the dynamics a bit from last turn, and the Western Allies were not able to put the extreme stress on the German defenses as they did before. In the east, the Russians reclaimed the Pripet from the Bulgarians, and that is where we stand right before the Central Allies' part of the turn. The Central Powers are very concerned about the entry of the Americans in the Summer, however, nearly a year ahead of historical schedule. Not so much because of the armies they bring, but the production points they can give to everyone else.

Balance of Powers has been on hold for a few weeks due to my opponent's life issues. A lot of those these days, and we need to remember that especially as the hobby gets grayer. Respect those sort of delays in play, because someday the delay will probably be on your end. Just about to resume that one, however.

Graeme Dandy and I finished our third battle scenario of **Bismarck**. My British prevailed this time as the Germans luck ran out and could not hit the broad side of a barn in another small-scale night action, while the British vaporized a German CL with back-to-back double sixes: critical hit plus maximum damage, enough to cripple even a large BB. We are about to embark on a new battle scenario, this one involving a daylight attack by *Scharnhorst* and *Gneisenau* on a protected convoy.

878 Vikings is progressing relatively smoothly. Halfdan made his way into Manchester, only to be kicked out by a rather large English army following the back-to-back English moves. We have discovered that it is possible for one player to

get as many as four moves in a row before the other side can respond. The Vikings got the first two moves in Round 1, followed of course by the two English moves (each side has two factions that can make independent moves: the Vikings have Berserkers and Norsemen, the English have Housecarls and Thegns). Round 2 had the Housecarls moving yet again, for the third uninterrupted English move in a row. Halfdan was therefore fighting for his very survival in York and made it interesting but was overpowered despite considerable loss to the more numerous English. Now we wait to see what Viking horde arrives next. I hope it is either Bjorn Ironside or some miscellaneous Viking reinforcements rather than the more powerful Ivar the Boneless and the Great Heathen Army. This is a fun game with some interesting choices for being relatively simple to play. It is a bit tricky to keep an accurate count of one's pieces and locations, however, having been spoiled by the use of Vassal modules these past several years.

I took some time and learned the rules to **Imperial Struggle**, and Al Hay and I have embarked on a game. France v. Britain worldwide in the 18th century. This is not a wargame per se, but it does provide for military, economic, and diplomatic conflict in Europe, North America, the Caribbean, and India. I am playing France and have gotten through my first Action Phase, learning both the game and the Vassal module, which does a lot, perhaps more than it needs to. This is a card-driven (or tile-driven) game, with action points spent to conduct military, economic, and diplomatic actions, as enhanced by event play and bonuses granted by Ministry cards. It is difficult to describe the game in brief terms because the game is pretty unique, but my understanding is that play is similar to **Twilight Struggle**, which is set in the Cold War era. So, the existing superpowers against each other in different eras. Fun so far, with nearly overwhelming choices to make with each play, but each move, once started, is pretty quick to do. Do you seek to control markets, add allies, or prepare for the inevitable next war, and where and how do you do it? It's the decision making that takes the time. **Imperial Struggle** requires the latest version of Vassal to run the latest version of the game, which includes the replacement cards and tiles sent out by GMT a couple of months ago. I am somewhat tempted to play two games of this one at the same time.

I was almost sure I would order **Napoleon's Imperium** when it was released, but I decided to pass at the current time. It's a big game, and I don't think there is a Vassal module, at least not yet. Perhaps that will change by the time Compass offers its holiday sale later this year.

Treasurer's Report

Only passive activity this time. I have corrected another small transcription error. This issue's balance and the statement balance match this time.

Total balance 3-30-21: \$ 8,414.54
Dividend 3-31-21: \$ 1.79
Dividend 4-30-21: \$ 1.73
Total balance 5-30-21: \$ 8,418.06

Dear George,

We corresponded several weeks ago on the topic of game design. Since then, I've joined AHKS and I've just opened an online store which deals in rare game stuff of yesteryear from my favorite three systems. Check out the home page: I've linked to AHKS with the appeal to visit and join. Maybe mention my site in the next newsletter; I'm sure some of the members might have a fondness for the games I'm featuring here.

Gerald Montgomery www.thegameoutpost.xyz



By Dan Kaufman and Nick Rusch

AHIKS members Dan Kaufman and Nick Rusch along with a few other Southern California grognards turned the carriers into the wind and launched aircraft over the Pacific in a learning game of Avalon Hill's 1979 classic **Flat Top**. We had previously decided to play Scenario One "Rings Around Rabaul." This 13-turn scenario used only the western map board and pitted a small force of Japanese aircraft flying out of airfields in Rabaul, Gasmata, Kavieng, and Truk against the USS Lexington carrier-based aircraft and aircraft flying out of Port Moresby. The Lexington's surface task force included the cruisers USS Minneapolis, San Francisco, Indianapolis, and Pensacola along with 10 destroyers. The scenario's victory conditions were asymmetrical. The Japanese instantly win if they sink the Lex. If the Lex survives the 13 turns, then the Allies win if they can score 4 or more hits on Rabaul airfield and have at least 20 total victory points. If neither of these conditions are met then the Allies win if they can score at least two hits on Rabaul, have a minimum of 20 points and have more total points than the Japanese. If those conditions are not met, then it is a Japanese win.

Prior to play we had read through the rules and some of the group spent time experimenting with the **Flat Top** Vassal module to further the understanding of game mechanics. We found the organization of the rulebook to overly complicate the process of understanding game play mechanics. Once on the table the **Flat Top**'s sequence of play flowed in a logical manner and was easy to learn. The activities within a turn did not take much time other than the Air Operations and Task Force Movement Plotting phases. During plotting and air ops our admirals had to make decisions regarding ship and aircraft movement in relation to what we had or had not learned of the opponent's intentions from previous turns. Almost every turn there was extensive team discussion and second guessing of the opponent's movement and potential arrival times. A little like an extreme version of the game **Battleship**, but all similarity with the Milton Bradley classic ends there.

The Allied strategy was to protect the USS Lexington from being discovered for as long as possible. The Lex's Task Force was to enter play on turn one anywhere along the eastern edge of the map. This posed an interesting planning dilemma. Entering the map towards the north resulted in a shorter flight from the Lex to Rabaul, the



primary Allied target to meet the victory conditions. However, this placed the Lex much closer to Japanese search assets urgently looking to locate the carrier. Farther south would allow more cloud cover to hide from Japanese searching but meant waiting until later in the morning to get close enough to launch. The Allied admirals chose to have the Lexington Task Force enter the map to the east of Bougainville towards the southern end of the island. There were only 8 Wildcat fighter/interceptor air factors available to the Lexington – not sufficient numbers to both escort the bombers and at the same time provide air protection to the carrier from enemy attack. The Allied admirals decided to reserve all the Wildcats for combat air patrol over the Lexington. Mean while the Dauntless and Devastators were launched on a strike to Rabaul. From Port Moresby a recon mission of a small number of P-40s was launched towards Gasmata.

The Japanese strategy was to find the USS Lexington as quickly as possible and, once located, have air assets on station ready to strike. While searching for the Lexington, the remaining air assets at Rabaul and Gasmata would protect the bases from carrier dive bomber attack and fighter aircraft from Port Moresby. The Japanese admirals suspected the USS Lexington would enter the map east of Bougainville. Three Kawanishi H6K5 "Mavis" flying boats left Rabaul to the east in a radiating pattern searching from due east of Rabaul to the map edge and then south along the eastern coast of Bougainville. At the same time 10 Nakajima B5N "Kate" torpedo bombers departed Rabaul for their station off the southwestern coast of Bougainville. This allowed the Kates to execute a strike from a shorter distance and from an unanticipated direction than if they had to fly from Rabaul. On the following turn four Mitsubishi G3M "Nell" bombers were pressed into service to act as a forward airborne picket for early detection of an inbound allied strike package.

At this point two turns had passed. Starting turn three, the pieces were in place for the battle to begin. On turn three the P-40s from Port Moresby arrived over Gasmata performing a recon to determine the types and quantities of aircraft. Meanwhile the Japanese had miscalculated the earliest a strike could take place at Rabaul. The Allied Dauntless dive bombers found the air above Rabaul clear of Zeros. Taking advantage of their good luck the Dauntlesses pressed the attack through heavy anti-aircraft fire and managed to score three hits on Rabaul. One more hit on Rabaul and the Allies will win the game as long as the Lexington is still afloat. The USN made a tactical error and launched the shorter range Devastators too early, requiring them to be called back to the Lex before being spotted. Playing into the IJN assumption that the Task Force was to the north, the Dauntless strike package is observed leaving the target area flying to the north and east by the Nell pickets. Far to the east the Japanese Mavis flying boats are in a hunt to find the Lexington task force. Two out of three Mavis are actively searching, but the critical Mavis flying along the eastern coast of Bougainville did not pass its search roll and missed sighting the Lexington altogether as it transited beneath the Mavis flightpath.

Turn four presented quite a quandary for the Japanese admirals who now began to doubt their original assumption as to the starting location of the Lexington around Bougainville based upon the exit path of the Dauntless strike package. The decision was made to shift the search to the northeastern portion of the board. The Mavis' were redirected while repairs from the dive bomb attack were made on Rabaul. Unbeknownst to the Japa-



nese, the Lexington was steaming on a north westerly track transiting through the Buka Passage at the northern end of Bougainville, then turning south west in preparation of recovering the Dauntless strike package. The Dauntlesses that had departed Rabaul flying northeast had altered course flying due south after passing out of observation range of the Japanese airborne pickets.

Turn five arrived and the Mavis flying boats again came up empty-handed in the north east. In a desperation move the Japanese admirals released the Kates from their station off the south west coast of Bougainville pressing them into a search role along with the Mavis to find the Lexington. The Kates were directed to fly to the east north east around the southern end of Bougainville and then begin searching the area off the eastern shore of Bougainville. By this time the Lexington was long gone, located on the western side of Bougainville steaming in a southwesterly direction and recovering the Dauntlesses. The repair crews at Rabaul continued to fill in holes left in the runways from the divebomb attack. Fortunately for Gasmata a storm started to pass over the base keeping it from being attacked.

Turn six found the Allies busily preparing the carrier based Dauntlesses and Devastators for their next strike on Rabaul. The Japanese, after repeated searches east and north of Rabaul, were getting an inkling that the Lexington had slipped through their search net and was in open seas west of Bougainville. Complicating matters the Kates needed to return to base as they were getting close to bingo. The remaining damage at Rabaul was repaired at the conclusion of turn six. Meanwhile the tropical storm raged on over Gasmata protecting that base from a strike.

Turn seven found the Lexington launching a second strike towards Rabaul as the task force continued steaming to the southwest away from any land mass. The Japanese had their second Mavis wave coming on station with still no luck finding even the wake of the task force. Fortunately for Gasmata it was still getting drenched from rain – better the rain than strafing runs and bombs!

Turn eight ended our **Flat Top** learning foray as we had spent about five hours and the admirals were being recalled by CinC House to return to base. The first three turns consumed a significant amount of time as we learned our way through the sequence of play. After turn three the game moved rapidly. We all enjoyed our learning experience and are looking forward to a gathering of Southern California admirals again for a longer and more involved scenario – this next time with the IJN getting their own carriers into the action.

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.

2095 David Foard, AZ
 2096 Bob Blanchett, Australia
 2097 Ed Becker, CA
 2098 Bruce Broseker, MD
 2099 Roger Boykin, NC
 2100 Jeremy Betz, FL
 2101 Richard "Rock" Roszak, VA
 2102 Bradley Trefz, FL
 2103 Paul Franklin-Bihary, WA
 2104 Joy Cohn, CA
 2105 Héctor Fdez, Spain
 2106 Jerry White, OK
 2107 Aaron Martin, CA
 2108 Dave Winfree, MI
 2109 William Rice, IL
 2110 Mark Schaeffer, NY
 2111 Scott Clinton, TX
 2112 Allen Snook, NC
 2113 Randy Schilb, MO
 2114 Thomas Leavitt, CA
 2115 Fernando Betancor, Spain
 2116 Simon Matthews, BC
 2117 Nic Grecas, UK
 2118 Dave Hall, VA
 2119 Chris Cooper, UK
 2120 David Fazekas, NC
 2121 Bob Tipton, VA
 2122 Eric Aune, CA
 2123 Mark Mathews, UK
 2124 Ken Mason, UK
 2125 Michael Kirk, CA
 2126 Per Fischer, Netherlands
 2127 Nathan Forget, CA
 2128 Scott Fischbein, CA
 2129 Peter Hansen, FL
 2130 Ted Shrader, TX
 2131 Ken Chin, OR
 2132 Keith Tracton, PA
 2133 Ivan Kent, Australia
 2134 James Terry, NH
 2135 Ryan Dinsdale, Canada
 2136 Mario Matteucci, Etruria



Admiral Dan Kaufman showing the Japanese team where the Lexington was at each turn in the game. Notice the Hawaiian shirt. The Allied team was truly in the spirit of the game.



Playing By Email with Vassal

By Scott Romanowski

While playing a game “live” with Vassal is easy – you both go to the server, create a room, and you can chat and see each other’s moves. Playing by email (PBeM) requires some thought to do efficiently. Some games are simple, where you take your turn and your opponent can’t react during your turn. Others involve significant reactions from your opponent. Every game is different, and, while I can discuss general practices, a specific game’s community probably has worked out the specifics for the game already. This article is a guide, distilling years of PBeM, starting when Vassal was only VASL. While I write in terms of a two-player game, it is easy to extend these ideas to games with three or more players.

Vassal has two different ways of saving a game. The first, a “save file” (.vsav), is a snapshot of the game. Save files are useful for sending setups, and occasionally during play, but most of the time you will be emailing logfiles. A logfile (.vlog) is a recording of everything you do from when you click on “Begin Logfile” until you click on “End Logfile.” It records everything you type in the chat window, every die or dice roll, every piece you move, alter, add, or delete. That makes logfiles perfect for PBeM; your opponent can step through your logfile, see, and react to every action you took.

Playing this way relies on the “honor system.” There is nothing except your sense of honor preventing you from opening your opponent’s log file again and re-doing your turn, hopefully with better luck. If you do, the community will find out. If you win 90% of the games you play by email, but only 10% of the games you play face-to-face, rumors will spread, and you may find that no one wants to play you by email. But why cheat? This may be blasphemy, but “it’s only a game.”

To start playing a PBeM game, the player who sets up first will do so, save the game to a save file, and mail that to the other player. The other player will set up, and, if she moves first, begins a logfile. Otherwise, she will save the game and email the save file to her opponent. What happens after that depends on the game.

The simplest type of game to play by email is a game where your opponent can’t react during your turn. You will do your turn in one logfile and email it to your opponent. Your opponent will load the logfile, step through it to the end of your turn, do his turn in a logfile, and then email it to you. The process continues to the end of the game.

As you create your logfile, you move your pieces and make all dice rolls, card draws, or other random actions for both you and your opponent. Do this as if you were playing live, but with more explanation. Write what you’re doing in the chat window. It’s the only way your opponent will know what you’re doing, and, if he has a question, it’ll take an exchange of emails for him to get an answer.

When moving pieces, you can move hex-by-hex or area-by-area, typing the movement factors for each hex, but this tedious process is usually used in games with opponent reaction.

You can simply move the pieces from their starting position to their ending positions, but often it is better to show how it moves, especially in games where units get to move further if they use roads or railroads. You may have found a clever path that gets your unit to exactly where you need it, but your opponent may not be as clever and may spend a long time staring at your move, trying to figure out how you did it. Be kind to your opponent. Instead of just moving a unit making a complicated move from where it started to where it ended, break the move into pieces and describe each in the chat window.

When resolving combat or other conflicts, state what you’re doing before you roll the dice or draw the cards, just like in

face-to-face gaming. Typing descriptions like “V15 & V14 (only 7-7-6) vs U14, 3:1” identify exactly what you are resolving. Vassal has a built-in pseudo-random number generator (PRNG) which it uses for die and dice rolls and card shuffling. Its results are statistically indistinguishable from a random sample (see vasl.info/vassal/rng.htm for the details).

Vassal has “map flares,” a way of indicating “here” on the map. Alt-left click and Vassal will display a red circle on the map for a few seconds. It is not a replacement for writing. Your opponent may be focused on the main window, reading what you’ve written, and completely miss animated red circles appearing in the map window.

Sometimes your opponent has to take action during your turn. Many games have retreat results and specify that the victor dictates the retreat. If you lose a combat and must retreat, it often does not matter if your opponent retreats your pieces immediately or later, so you can simply let your opponent implement your retreats at the start of her next logfile. Reducing the number of email exchanges by doing things out-of-order when it doesn’t affect the game is typical for PBeM. But if your opponent’s decision will affect the rest of your turn, you would email the logfile with an explanation and continue after you get the response.

Some games hinge on your opponent’s reactions as you move: two examples are ASL, with its defensive fire during your opponent’s movement phase, and **Panzer Leader**, with its opportunity fire. When moving in those games, you must expect that your opponent will interrupt your movement to attack. You need to tell your opponent what to do if he makes an attack: should he continue stepping through the logfile or end the logfile and send it to you? You could ask your opponent to stop every time he attacks a moving unit, but that would result in many emails and often the attack won’t make you change the rest of your moves. You would spend a lot of time re-doing moves from your previous logfile. It is better to specify what you consider significant enough to make you reconsider the rest of your moves. Write those instructions in the logfile before you move anything, and change the instructions as you need, even in the middle of a logfile. Typical instructions are “Stop if you fire,” “Stop if you affect a unit,” “Stop if you affect a unit or leave Residual FP,” “Stop if you affect a unit, leave RFP, or lose HIP,” “Do these no matter what happens,” and “Do these no matter what happens even if I move into new RFP.” You can also write things like “Stop here if your units in Y6 have not fired” or “Do this next move only if A4 has fired; otherwise, move the unit to C7.”

When moving in these games, you must move units location by location, and you must type the movement factors expended. Typing the movement factors tells your opponent “yes, I moved here; go ahead and react.” It is all too possible to accidentally drag counters to the wrong hex or hexside, or for your finger to slip off the mouse button. You may also be able to do multiple actions on the same movement factor expenditure, e.g., in ASL you could move a tank to a new hex, change its turret orientation, and button up. They are separate actions, so your opponent would have to step through all three. Typing the movement factors at the end prevents your opponent from reacting before you have finished or reacting because you sneezed and dropped the units in the wrong hex.

You don’t have to complete all your movement in one logfile; you can end a logfile in the middle of movement with “Pausing here to see what’s happened.” Sometimes your opponent not reacting is significant!

Be careful when dealing with “Fog of War” rules or other hidden information. Some games include dummy units. In ASL, for example, one way to uncover dummy units is by attempting to move a real unit into the same location. If they are dummies, your unit gets in and the dummies are removed. If they are real, you fail. But what if your opponent reacts and stops your units before they get to the possible dummy units? If there’s any chance your unit may not get there, do not, repeat do not, reveal your opponent’s units to see if they are real or dummy. Let your opponent reveal his own units in such a situation. In general, if there’s any chance of the movement in your logfile not succeeding as you planned, don’t try to learn any information contingent on those moves. Such a situation is often a good point to end a logfile.

When you step through your opponent’s logfile, treat it as if it were happening live. Go through it action by action, and, when you want to react, begin a logfile. Write a message in the chat window to give your opponent context (e.g., “You moved the unit in A3 into C6 for 4MF total”), do your activity, and continue stepping through. Part of the honor system is not peaking: don’t step ahead to see what else happened, then use the “Undo” button to step back and make your decision.

Try to only start a logfile when you need to. If you start a logfile as soon as your opponent starts moving, you’ll be recording all your opponent’s moves as you step through her logfile. It is annoying to get a logfile back that consists of the entire logfile you sent, with dozens of your own actions to step through, get to the end, and read “I didn’t attack, continue.” It is better to start a logfile only when you react. If you don’t react, and your opponent has more movement, save the game at the end of the logfile and email that.

There are unwritten rules that should make you stop. Besides the “stop if” conditions your opponent wrote, several other events should make you stop. If you reveal hidden units, stop. If your opponent made a mistake in an attack, and the subsequent situation is not as he expected, stop (“I’m sorry, you didn’t have LOS to my strongpoint, so your attack didn’t eliminate it as you thought” will certainly make your opponent change everything after that). If something unforeseeable or game-changing happens, stop. An example of that would be in ASL, your opponent wrote “Stop if you affect a unit” and is moving units. You fire at a moving unit, don’t affect it, but you rolled your opponent’s SAN, and his sniper eliminates the 10-3 leader and breaks both squads with HMGs that were forming the linchpin of your defense. Stop, send the logfile to your opponent, and let him adjust to his incredible luck.

When your opponent stops going through your logfile, every dice roll you made after that point is void. Even if you redo your subsequent movements, making the exact same actions, you must make new dice rolls. This eliminates any possibility of temptation. You can’t be tempted to say “continue with my previous logfile” because you got fantastic luck in it – you have to redo (and reroll) your subsequent actions. You’re also not being tempted to redo and reroll your subsequent actions in an attempt to get better luck – you have to redo and reroll.

If there can’t be dice rolls in the interrupted logfile, it would be acceptable to say, “continue with my logfile,” but that makes your opponent do extra work. Consider the logfiles involved.

Your logfile, #1, has actions “ABCDEFGHJI.” Your opponent interrupted you and sent logfile

#2, which has actions “(interrupting right after C) XDEY,” and Y triggered your stop conditions.

Vassal has no way to combine those two logfiles. If you tell your opponent to continue, she’ll have to load logfile #1, step through ABC, implement the effects of her action X, step through DE, implement the effects of her action Y, and then she can continue. It is an error-prone activity. It is easier for you to

step through her logfile #2 and redo your actions FGHI in a new logfile.

The sequence of play in PBeM games is often adjusted in non-game-affecting ways to reduce the number of emails. For example, in PBeM ASL, your opponent’s routs usually won’t affect the remainder of your turn, so rather than stopping and sending a logfile, your opponent will do their routs with their next logfile. Similarly, your rallies in your opponent’s Rally Phase won’t affect the start of your opponent’s next turn, so you’d do those in your logfile, after the end of your Player Turn rather than devote a separate logfile to them.

These shifts are for efficiency, not changed rules. If where your opponent routs will affect your Advance Phase, stop after your routs, say so, and wait for your opponent’s response.

If you find a mistake in your opponent’s logfile, consider if it needs to be corrected immediately or if it can wait. If you notice a mistake in your logfile, correct it and be certain to note in your email. You can use the Undo button, but often it is less work to make the correction to the current situation in the logfile. Sometimes there is no recourse except to discard the logfile and start again – maybe you were halfway through the combat for the turn when you realized you didn’t enter the reinforcements you were due.

Seeing from your opponent’s point of view is possible in Vassal. You won’t see any of their secret information, but you can check that your secret information is hidden. Vassal uses your password to determine what you can see. If you change your password – just add a space to the end – and update the map window, you will see the game from a point of view that is not yours. In a game where you set up hidden units, you may want to do this to check that you haven’t made any mistakes leaving units un-hidden. Remember to change your password back, which is why I suggested an easy-to-correct change. This is why you need to select a good password; if your opponent accidentally chose the same one, he’d see all your hidden units.

Welcome to the world of PBeM!

(Continued from page 3)

Optional USA Attacks

This rule allows for more *cutthroat* play.

The USA (and only the USA) may attack at 1-2 odds. The following combat results apply:

1=X

2-3-No Effect

4,5,6=A

The USA must attack all of a country’s PFs in an area per the rules. The USA can not “voluntarily” attack at 1-2 odds when he’s entitled to use a more favorable odds ratio. Attacks at lower odds remain prohibited.

The rule is a mechanism for easy elimination of USA PFs and tends to drive up the value of Germany and Russia during auction. While not necessary, it gives the game a different feel. This optional rule will be offered prior to the event commencing. I recommend using this optional rule. Remember, the bidding value is subtracted from the final score, thus opening up opportunities for the smaller fry to win!

Final Thoughts

New possibilities arise with this variant. While Germany and Russia may form a cooperation, it becomes more difficult. For example, Britain and France may be able to stop control of Poland and gain an understanding there. But at what cost? The addition of the restricted USA control and with use of the optional USA attack rules, makes for a wild card with less predictable results.

I hope to see my fellow members participating in this first of its kind AHIKS virtual event. Perhaps others may wish to host a game in a similar manner. A mini con with a few games being offered is the grand hope.

Multiplayer Info

From Jeff Miller

Well summer has finally arrived in force with it hitting 91% today in PA. ☺

Sadly, WBC has been cancelled once again this year. In addition to the whole COVID pandemic, PA is running well behind most of the country in openings. I feel my HOTW and WS&IM skills fading away.

On another note, I've been thinking about the number of new members we have joining us.

I trust that they will find the quality of the opponents here of much higher quality and reliability than you may have experienced elsewhere. Nothing worse than spending the time getting into a game and then your opponent just vanishes.

If I may, let me share what I've always considered the key points for standards – there is a much longer list on the website.

First, be courteous in your interactions with your opponents – although cursing your dice is acceptable of course. ☺

Second, any rule disputes that you cannot resolve between yourselves make use of the services of our judge. Accept with his ruling for good or bad; he is after all neutral.

Third, remember it is only a game; it's better to lose with the respect of your opponent than win without it.

Fourth, always finish your game; if it's hopeless, feel free to surrender but don't simply just vanish or slow down on your replies to weeks or months.

Fifth, the exception to the fourth is a multiplayer game. If you are losing and just surrender or give up, you are destroying the game for the rest of the players.

Sixth, if real life gets in the way, make sure you communicate with your opponent, hopefully with a time line for the delay or an offer to surrender if it is no longer feasible to continue the game.

As you can see, the keys are communication and sportsmanship.

What to do if you have an interaction that goes way outside standards? While very rare it does happen. I've been in AHIKS more years than I care to admit, and it's only happened twice to me. Drop a note to one of the officers with what the situation was or is and get their input. Okay, let's admit that is not something anyone enjoys doing; it's easier to just let it pass and move on to a different opponent. But here is the logic: if an opponent just vanishes on you, for example, they will do the same to future opponents. Since we are built on a reliable and courteous pool of opponents that hurts all of us.

So that's the Cliff Notes version. As I said, issues are very rare and hopefully that will remain the standard.

So, we had a game of **Britannia** and a game of **Conquistador** kick off these last few months! How many others are in the offing?

*** All the News Fit to Print ***

[Feel free to send me any press you want included from a AHIKS multiplayer game you are in]

Britannia: The invasion of merry old England has begun. But at least the gods of the Druids are superior to those of the Romans as a truly spectacle run of ill luck crushes their attempted drive. While my Belgae draw blood under our Queen, the Briganti don't even have to submit to Rome! Imagine if the cowardly Welsh had stood firm instead of bending the knee to Rome!

Conquistador: Noble France has managed to establish a peaceful settlement on the eastern coast of North America as well as New Orleans. Peace reigns between England and

France as Spain and Portugal try to run South America, but various disasters have stuck. Proving once and for all that God favors the French! ☺

Kremlin: The Red Army supported our wise and fearless Party Chief, Nestor through a second wave to the crowd! Sadly, it seems that old age and false and slanderous accusations may prevent him achieving a third wave. Much to the loss of the Motherland!

Fire in the Lake: The valiant ARVN forces and our allies the US have made some slow gains against the soul crushing violence and terror of the NVA and VC forces. Once we finish driving back those who have invaded Saigon, we will feel much better!

Kingmaker: While some blood has been drawn from the lackeys of the evil Rope faction, the struggle still continues. While the evil king has been drawn away to the cesspits of France, we may be able to strike down some of his foul henchmen. We do so with the knowledge we have the prayers and support of all good Englishmen!

Here I Stand: Suleiman is deeply concerned by the sudden rise to power of the Protestants. Even France has fallen behind! [As a side note for future games, the Protestant seems to be a bit of a sleeper nation that sudden springs ahead with the play of one card!]

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 a while before another one launches.

As usual if anyone is on the list that does not want to be there, 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 – Duncan Rice [1394] V
 Angola MMP – Jeff Miller, [1303] V
 Angola MMP – Nick Rush [1913] V
 Angola MMP – Tom Liakos [2047] V
 Amoeba Wars AH – Jeff Miller, [1303] V
 Blackbeard GMT - Nate Forte [2016] V + Discord live play
 Colonial Twilight GMT – Jeff Miller, [1303] V
 Crown of Roses GMT – Mike Kettman (1067) V
 Divine Right TSR - Delwayne Arakaki, [1991] V
 Dominant Species – Jeff Miller, [1303] V
 Dune AH – Jeff Miller [1303] V
 Dune AH – John Hoffmann [0884] V
 Dune AH – Brian Nickel [1797] V
 Empire in Arms AH – Kevin Conway [1930] V
 Empire in Arms AH – Andrew Patience [1646] 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
 Gangsters AH - Tony Arena [1652] V
 Gunslinger AH - Matt Scheffrahn [1844] VMG
 Gunslinger AH – Jeff Miller, [1303] V
 Gunslinger AH – Ed Becker [2097]
 Kingmaker - Graeme Dandy [916] V
 Magic Realm AH – Jeff Miller, [1303] V
 Magic Realm - Tony Arena [1652] V, prefer Realm Speak live play
 Machiavelli AH – Jeff Miller, [1303] V
 Napoleonic Wars GMT - Aaron Martin, [2107] V

(Continued on page 11)

Open Match Requests from Chuck Tewksbury

1985: Under an Iron Sky TRL
 ACW Brigade Series MMP
 Advanced Third Reich (1992) AH
 Advanced Third Reich AH
 Air Assault on Crete AH
 Alexander AH
 Battle of the Bulge '81 AH
 Blitz: A world in conflict CMP
 Bloody 110 COA
 Bloody Kasserine GDW
 Breakout Normandy AH
 Breakout to Paris 1918 HFD
 Bull Run AH
 Caesar at Alesia AH
 Caesar's Legions AH
 Cedar Mountain SPI
 Chickamauga SPI
 Chickamauga SPI
 Civil War VG
 Clash of Giants Tannenberg GMT
 Combat Commander GMT
 Empire in Arms AH
 Empire of the Rising Sun AH
 Empires of the Rising Sun AH
 Fifth Frontier War GDW
 Flying Colors GMT
 Fortress Europa AH
 Fortress Europa AH/Compass
 Fox's Gambit HFD
 France 1940 AH
 Frederick the Great SPI
 Fury in the West AH
 Gallipoli GMT
 Great War in Europe/Near East GMT
 Grenadier SPI
 Guns of August AH
 Hells Highway (1984) VG
 Holland '44 GMT
 Julius Caesar Columbia
 La Grande Arme SPI
 Leipzig SPI
 Main Battle Tank 2ed GMT
 Midway AH
 Monty's Gamble: Market Garden MMP
 Napoleon's Last Battles (4th ed. rules) DG
 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
 Richthofen's War AH
 Russian Campaign AH
 Russian Campaign AH
 Siege of Constantinople SPI
 South China Seas CMP
 SPQR GMT
 Storm Over Stalingrad MMP
 Tank on Tank LnL
 Third Reich or Adv. AH
 Thunder at Cassino AH
 Tide At Sunrise MMP

Martin Hogan (1704)
 Aaron Kulkis (1983)
 Geoffrey Moores (1993) V
 Rick Cholett (2015) EFV
 Peter Hansen (9999) V
 Raymond Starsman (2005) ELV
 Jay Unnerstall (1264) EP
 Mike Ricotta (2004) VXE
 Aaron Kulkis (1983) FVL
 Jay Unnerstall (1264) EP
 Bob Jones (1548) VEL
 Jay Unnerstall (1264) EP
 Jeremy Rowley (1942) ETV
 Jeff Miller (1303) VE
 Jeff Miller (1303) VE
 Peter Hansen (9999) V
 Joseph Grills (748) VTE
 Peter Bertram (790)
 Jeremy Rowley (1942) EWT
 Jay Unnerstall (1264) EP
 Allen Evenson (1553) E
 Edson Ramos (1989) P
 Rick Cholett (2015) ES
 Mike Scott (1555)
 Dane Patterson (2010) EV
 Rick Cholett (2015) EV
 William Goranson (2008) AE
 Jay Unnerstall (1264) EP
 Jay Unnerstall (1264) EP
 Martin Kerslake (2011)
 Peter Hansen (9999) V
 Jay Unnerstall (1264) EP
 Ivan Kent (9999) V
 Terry Gallion (2044)
 Charles Sutherland (1804) VE LEARNING GAME
 John Troskey (1554) CV
 Geoffrey Moores (1993) V
 Dane Patterson (2010) EV
 Bob Jones (1548) VEL
 Charles Sutherland (1804) VE LEARNING GAME
 Charles Sutherland (1804) VE LEARNING GAME
 Martin Hogan (1704)
 Scott Saunders (1664) E
 Jerry Wong (1974) FV
 Tom Thorsen (470) V
 Jerry Wong (1974) FV
 Bert Schneider (1569)
 John Troskey (1554) CVS
 Jeff Gaul (2003)
 Carl Wolf (1992) V
 Jeff Gaul (2003)
 Edson Ramos (1989) P
 Scott Saunders (1664) E
 Paul Raphael (1496)
 Terry Gallion (2044) competitive game
 Chris Hyland (1862) EVW
 Mike Ricotta (2004) VXE
 Justo Perez (2009) FV
 Duncan Rice (1394) V
 Duncan Rice (1394) V
 Raymond Starsman (2005) ELV
 Jerry Wong (1974) FV
 Nick Rusch (1913) VELX

To Green Fields Beyond SPI John Troskey (1554) CVS
 War Galley GMT Graeme Dandy (916) V
 WWII SPI Charles Sutherland (1804) VE 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 10)

Republic of Rome AH – Jeff Miller, [1303] V
 Republic of Rome – Tony Arena [1652] V
 Russian Civil War SPI - Tony Arena [1652] 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
 Versailles 1919 GMT – Aaron Martin, [2107] V
 War and Peace AH – Jeff Miller, [1303] V
 War of the Suns MMP – Jeff Miller, [1303] V

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: July 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

From the Editor

Quite a few interesting articles this issue. Many thanks to those who contributed. In the next issue, we will have an article on AH's **D-Day**. That game changed a **lot** from its first edition, and it still has adherents. Your editor is currently playing a game with Richard Passow, and we are using the first edition rules!

I have been reading *Waterloo, Rout & Retreat—The French Perspective* by Andrew Field. It is the third book in a series on the French viewpoint of the battle. It is part of the battle that I knew nothing about. Most of the French troops at Waterloo just turned around and trotted off the battlefield. They went back the way they came, leaving much of their equipment along the road. Some went home, some just went. There were groups that kept some cohesion and some men, but they were skittish and unreliable. Grouchy's men, who had been successful against the Prussians, were in much better shape and formed the best defense against the advancing Prussians. At one time, the Allies had stated that they were fighting Napoleon, not the French, but even after Napoleon abdicated, they kept marching on Paris. Blücher was especially antagonistic against the French.

Some of you remember the Mark VI tank model I've been building for *many* months. It is still in the corner of my office. Not much is changed, although I did move a bottle of paint a few inches. I do have to get that finished, because I have a WWI armored car and a Japanese destroyer still in shrink wrap that I'm interested in.



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Game News

Avalanche Press

Coral Sea: Defending Australia A Campaign Study

In the Battle of the Coral Sea in May 1942, the U.S. Navy thwarted the Japanese attempt to seize Port Moresby on the south-east coast of New Guinea. From there, Japanese planes could have ranged over the Coral Sea and supported landings on the north-east coast of Australia.

That didn't happen; the Americans would win again at Midway a month later and bring an end to Japan's offensive capability. **Coral Sea: Defense of Australia** looks at how the Imperial Japanese Navy might have proceeded in the Coral Sea following a victory in the battle of the same name and a draw at Midway, and how the Royal Navy might have responded to this threat.

Coral Sea: Defending Australia is a Campaign Study: a short book including a dozen scenarios (four operational scenarios, eight battle scenarios) in which the British Eastern Fleet defends Queensland from the Japanese. You'll need **Coral Sea and Eastern Fleet** to play the scenarios. \$10

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

Parachutes over Crete. In late May 1941, the German Air Force launched history's first large-scale airborne invasion, dropping a division of paratroopers onto the island of Crete, followed by a mountain division landed from transport planes. For thirteen days the motley Allied garrison of Australian, New Zealand, and Greek troops put up fierce resistance before the Germans finally secured the island at a cost of one-fifth of their force killed, wounded, or missing.

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

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

Fire in the Steppe: Battles in Ukraine, 1941 On 22 June 1941, the German Army Group South invaded Ukraine as part of a massive surprise attack against the Soviet Union. The Southwest Front of the Red Army of Workers and Peasants struck back, resulting in World War II's largest tank battle.

Fire in the Steppe is a complete Panzer Grenadier game based on the early battles of Operation Barbarossa in Ukraine: the huge tank battles around Brody and Dubno. There are 42 scenarios based on these battles, organized into "battle games" that allow you to play the scenarios in sequence toward your army's operational goals. Plus a solitaire campaign game! \$90 <http://www.avalancheexpress.com/gameFireSteppe.php>

Lithuania's Iron Wolves. Hunting in the forests of Lithuania, Grand Duke Gediminas lay down to sleep and had a dream. An iron wolf was howling on the top of the hill under which his party camped. Returning home, he consulted Lithuania's high priestess, Kriviu Krivaitis, who told him to build his new capital on that hill. "The symbol of the iron wolf means that the city will be large and formidable city," she said. "The city will stand as strong as iron and will protect the land from its enemies." And so was Vilnius, capital of Lithuania, founded. Ever since, the Iron Wolf has been the symbol of Lithuania's defenders.

Surrounded by three hostile powers — Poland, Germany, and the Soviet Union — Lithuania chose not to resist their imperialist advances during the Second World War. The Lithuanian Army consisted of but three infantry divisions, a cavalry brigade, and a small tank detachment. But many within the political and military hierarchy, including dictator Antanas Smetona, wished to fight.

Lithuania's Iron Wolves is an expansion book adding the Lithuanian Army to the Panzer Grenadier system. The 18 sce-

narios are based on the sort of fighting the Lithuanians saw as likely against the Germans, Poles, or Soviets. They're organized into four chapters with battle games, in our popular story-arc format. They're not playable alone; you'll need **Fire in the Steppe**, **Kursk: South Flank, 1940: The Fall of France** and **The Deluge** to play them all. \$30

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

Road to Dunkirk: The British Expeditionary Force, 1940

Dispatched to France in September 1939, the ten infantry divisions of the British Expeditionary Force pressed forward into Belgium eight months later to meet the onrushing German panzer divisions. Faced with overwhelming odds, the British gave ground slowly as they fell back toward the English Channel, finally exiting the Continent through the miraculous evacuation at Dunkirk.

Road to Dunkirk is a complete Panzer Grenadier game based on the epic battles waged by the British Expeditionary Force against the Germans in the spring and early summer of 1940. There are 47 scenarios based on these battles, organized into six "battle games" that allow you to play the scenarios in sequence toward your army's operational goals. Scenario design is by Philippe Léonard, who designed our Panzer Grenadier: **1940 The Fall of France** game. \$100

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

Invasion 1944, Playbook Edition. Panzer Grenadier 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 only need 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 already a pretty easy game system to learn how to play, and with **Invasion 1944** it's even easier. \$40 <http://www.avalancheexpress.com/game44Invasion.php>

Compass Games

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

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

Cradle of Civilization is a pair of games, **Sumeria to Persia** and **Alexander vs Darius**, in one premium package (mounted mapboard and "thick" counters) that allow two to six players to determine the fate of the Ancient Near East. In one game, civilizations rise, while in the second game, two players battle over whether the great Persian Empire will survive or perish. Both games use simple mechanics to make them quick-playing and to portray a period feel to the players.

Sumeria to Persia is about the Bronze and Iron Age, when civilization was born and city states evolved into kingdoms and finally to large empires, culminating in the Persian Empire founded by Cyrus the Great. Players of **History of the World** will recognize the base mechanics whereby players randomly select civilizations from cards, although the player in last place has more power to decide which civilization he will play.

Sumeria to Persia is for two to six players and offers more options than previous games on the subject. Civilizations that survive can continue to expand in future turns. Random events create possibilities that defy history but were in the realm of

possibility. The Minoans may have a brilliant military commander and the Egyptians could become a seafaring empire. There are also rules for constructing wonders, the placement of cities, and the general effects of the Bronze Age collapse. Lastly, the Persian Empire does appear, although any player choosing them must hand out victory points to their opponents.

Alexander vs. Darius: The Fall of the Persian Empire is a two-player game that simulates Alexander III's conquest of the great Persian Empire. Sometimes portrayed as a foregone conclusion, this game argues that Persia certainly had a chance to win if they had used different strategies or had some luck on the battlefield. Darius III need not have been Persia's last king.

The heart of **Alexander vs. Darius** is a war weariness track, which moves down steadily for Alexander's army. Historically, it did not reach zero until after his invasion of India, but a Persian battlefield victory could have changed that. The game also allows players to explore Memnon's strategy of using Persian naval supremacy to raid Alexander's rear as well as exploring the possibilities of the Spartan rebellion. Lastly, the Persians themselves must worry about legitimacy, and therefore must be active in resisting Alexander, or risk losing their grip on the throne. \$89/\$65

<https://www.compassgames.com/product/cradle-of-civilization/>

Critical Hit

Bataan: Battle for the Mabatang Line. Mabatang, Philippines, 0830 hours, 12 January 1942: The 1st Battalion rode out the initial Japanese offensive facing little action on their front, enabling the unit to provide support for Colonel Fry's more heavily engaged units. The commander of 1st Platoon, A Company, Second Lieutenant Alexander R. Nininger, led his men through the night, moving from hole to hole, facing nothing more than occasional sniper fire. Nininger, a West Point-trained, 23 year-old, was born to be a warrior and had no intention of letting enemy snipers go unpunished. During the morning of January 12th, Nininger directed his men to fire into the woods' edge, where he suspected enemy snipers were lurking. He then gathered stragglers from 3rd Battalion, and along with his men headed into the dense vegetation to root out the Japanese. Enemy fire sent Nininger and his men back out of the brush. Undaunted, he ordered his charges to push back, and they attacked again. When the young lieutenant was wounded, he continued to encourage his men to move forward, even managing to work his way to the front. The 23 year-old warrior refused evacuation, declined medical help, and went back at it, rallying his soldiers for a third push. This time he personally took the point, throwing hand grenades and killing Japanese soldiers as he inexorably moved ever onward. At about noon on the 12th the valiant lieutenant finally succumbed to his wounds. For his actions 2nd Lieutenant Alexander R. Nininger posthumously received the first Congressional Medal of Honor awarded during World War II.

Welcome to the **On the Road To Bataan**, a historical *variant* module that depicts the fierce fighting for the Abucay/Mabatang Line from 11-15 January, 1942. Situated on the on the Bataan Peninsula, this position ran through Mauban on the coast of Manila Bay (east side) to Mabatang on the coast of the South China sea. **On the Road To Bataan** contains eight scenarios, all playable on the historical map included. You also receive a set of Special Rules and two copies of the new die-cut counter sheet (a total of 269 color die-cut counters) with Philippine Scouts SMC/MMC, new SW, etc. \$70/\$50
http://www.criticalhit.com/mmm5/merchant.mvc?Screen=PROD&Product_Code=ASLBATAAN2014

Gale Force Nine

In Spartacus: A Game of Blood & Treachery, an exciting game of twisted schemes and bloody combats inspired by the hit STARZ Original series, each player takes on the role of Dominus, head of a rising house in the ancient Roman city of Capua. Each house is competing for Influence to gain the favor of Rome. Through a combination of political schemes and glorious battles on the arena sands, your house will rise in fame and stature. As Dominus, you have a variety of resources at your disposal. Guards protect you from schemes launched by rivals. Slaves run your household and earn gold. Gladiators compete to bring glory to themselves and influence to their Dominus.

Three main phases occur in each game round of **Spartacus: A Game of Blood & Treachery**.

The Intrigue Phase is when players launch their Schemes, hoping to raise their fortunes while undermining their rivals. Schemes and Reactions are represented by cards in the Intrigue Deck. Players wield their Influence to put their Schemes into play, often asking for (or bribing) another player's help in hatching the most complex plots.

The Market Phase is when players buy, sell, and trade Assets (Gladiators, Slaves, Equipment, and Guards). Players also bid against each other to acquire new Assets at Auction. Wealth is not the only path to success as players bluff and bargain with each other to acquire the Assets they covet.

The Arena Phase is when the bloody games are held. Gladiators from two rival Houses are pitted against each other in a brutal fight for glory. The spectacles of the games are represented by miniature combat on the arena board. Fighters pit their Attack, Defense, and Speed dice against one another to determine the victor. All players seek to increase their fortunes by betting on the outcome of the gruesome conflict. Fighters who emerge from the arena victorious gain Favor, and their Dominus gain Influence.



The goal of the game is to become the most influential house in Capua, securing your family's power for years to come. During the game, players will bribe, poison, betray, steal, blackmail, and undermine each other. Gold will change hands again and again to buy support, stay someone's hand or influence their decisions. Will you be the honorable player whose word is their bond or the treacherous schemer whose alliances change with the wind? \$50 https://www.flamesofwar.com/gf9online_store.aspx?CategoryID=13840

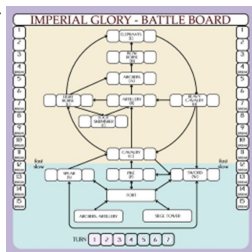
The Game Crafter

Imperial Glory. Each player has a deck of advisors including generals, governors, diplomats, artists, architects, philosophers, and secret agents. Each type allows distinct types of actions. The player can accept the initial card draw or begin spending precious influence hoping to draw the type the empire needs more.

After determining the action, the player deploys funds (talents) and determines the result via draw of a result counter. But in the case of invasion, a more elaborate sequence plays out on the Battle Board. Based on how well the turn went, the emperor gains or loses popularity points, the player keeps or loses influence points, and gains or loses an advisor.

Finally, players draw one of the momentous Fate cards, which can even lead to the death of the emperor. When this occurs, popularity converts to influence and cards enter and leave the

deck based on the differing interests of the new emperor. When the last emperor dies, the game ends and the player scores points based on the empire's achievements at that time. \$65
<https://www.thegamecrafter.com/games/imperial-glory>



High Flying Dice Games

Hot Sand, Cold Steel, Battle of Abu Ageila, June 5-6, 1967

\$16 <http://www.hfdgames.com/hscs.html>

Walking a Bloody Path, Battle of Fallen Timbers, August 20, 1794 \$13

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

Lock 'n Load Publishing

Bougainville - The Forgotten Campaign. The invasion of Bougainville was part of Operation Cartwheel. The objective of this Allied operation was to neutralize the major Japanese base at Rabaul. Rabaul was already within Allied heavy bomber range, but a closer airfield was needed for the shorter-range bombers and fighter escorts. With this objective in mind, the entire island of Bougainville would not have to be completely occupied. The mission was to establish forward airfields for strikes on Rabaul. The second phase, conducted by Australian troops, took a more aggressive approach, with the aim of mopping up the pockets of starving and isolated Japanese forces.

The Print On Demand Edition includes full color printed manual, player aid cards, large maps, counter sheets printed on sticker paper, and chipboard sheets for easy mounting and cutting. The Print and Play edition is included for free with our Print On Demand Edition.

The Print and Play Edition is available as downloadable Print and Play files that can be printed in both US Letter and A4 paper sizes. Our Print and Play Edition includes individual files for the manual, player aid cards, counters, and smaller multi-part maps for home printers and larger map files that can be printed at a local print shop. You may select to purchase only Print and Play Edition and reduce the price of the game under the Available Options on the product page. \$35/\$30 <https://store.lnlpublishing.com/bougainville-the-forgotten-campaign>



Lone Canuck Publishing

The Steelworks, Colombelles, France. The Norman city of Caen and the airfield of Carpiquet were important targets on D-Day. The British and Canadian troops that landed on Sword and Juno Beaches were tasked with capturing these vital objects. The British and Canadian troops did not get that far on D-Day. Carpiquet would finally be captured on 8 July during Operation WINDSOR with Caen falling the following day during Operation CHARNWOOD. CHARNWOOD however only managed to capture of the northwestern part of Caen, the rest of the city would fall during Operation GOOD-

WOOD on 18 July. Colombelles is an industrial town northeast of Caen, east of Hérouville and the Orne River. The entire area was dominated by the chimneys of the Société Métallurgique de Normandie (Metallurgic Company of Normandy), a giant steel factory at Colombelles. The chimneys were the ideal observation posts



over the battlefield for the Germans. General Bernard Law Montgomery decided on an operation to take these posts out. The operation was aptly called Operation STACK. \$25
<http://www.lonecanuckpublishing.ca/Operation%20STACK%20Pack.htm>

Noble Knight

Stalingrad Solitaire (from Canvas Temple) is a solitaire game simulating the last weeks of the encircled German 6th Army in the pocket German troops nicknamed "The Cauldron" that formed in and to the west of the city of Stalingrad when Soviet troops broke through the Wehrmacht's front lines in December 1942.

You represent 6th Army's commander, General Paulus. All actions of the Soviet commander Zhukov and subordinate units are strictly controlled by the game rules. As Paulus, you must do your best to save the trapped army in the Cauldron while at the same time cooperating with the high command (OKW) to preserve the integrity of the entire southern front in Russia. Each turn you perform various types of actions within the pocket. Die rolls and rules determine the strategic situation and strategy employed by Army Group South outside the pocket, specifically in terms of the commitment levels of the Luftwaffe (air force) and General Hoth's relief force.

The game includes one 22 inches x 17 inches mounted map depicting the region containing the Stalingrad pocket and various playing aids, a sheet of counters, a set of event cards, rules, and player aids. \$70/\$63 <https://www.nobleknight.com/P/2147891955/Stalingrad-Solitaire>

The Wandering Samurai (from Flying Frog Productions) is a new Hero Class that can be added to your games of Shadows of Brimstone. He is a strong close combat fighter and expert swordsman, making him nearly unmatched in both attack and Defense. Building Fury as he strikes down Enemies, the Wandering Samurai then unleashes that Fury in the form of powerful Battle Tactics.

This Hero Pack contains everything you need to play as a Wandering Samurai in your games of Shadows of Brimstone! Includes 2 Wandering Samurai models (both male and female) in high-detail *plastic*. Also included are the large Hero Character Sheet, Upgrade Chart, an assortment of counters, and all the cards needed to take on the role of a Wandering Samurai Hero, one of the last of a dying breed of honorable warriors, traveling through the western frontier.

Figures supplied unassembled and unpainted. \$22/\$19
<https://www.nobleknight.com/P/2147891950/Wandering-Samurai-Hero-Pack>

OSS Games

War and Peace 6th Edition. Mark McLaughlin's classic game on Napoleonic conquest is here revitalized and enhanced with completely updated graphics and production, all new campaigns covering all of Napoleon's career, and a completely revamped rule book that incorporates all known errata, and the best official variants and optional rules along with a few new surprises. **War and Peace** will be given the deluxe treatment in this re-issue. From the rainy opening months of 1796 through the climactic summer of 1815, the entire decades-long conflict between France, England, Austria, Prussia, Russia, and Spain, is re-created in 13 separate scenarios. Each historical scenario is presented as a separate 2-player game with an average playing time of 2-3 hours. Also included is the Grand Campaign Game that covers the 10-year conflict of Empires from 1805-1815. \$130 <https://www.ostringstream.com/store/mark-mclaughlins-war-and-peace>

Solo Wargamers' Association

<http://theminiaturespage.com/ref/clubs/clubgl.html#swa>

Strategmata

Carentan, 10 - 13th June 1944 shows 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 the 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 consistently used artillery support, and they gained ground step by step. These battlefield elements are shown in "Great Battles of Small Units" system. 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 the struggle for Carentan between enemy paratroopers. Players can use the optional rule and see what would be the end of the battle, if troops from 17th SS Panzergrenadier Division appeared earlier on the battlefield.

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

White Dog Games

Bonaparte in Italy 1796. In 1796, the young French Republic was no longer at bay, having knocked Prussia, the Netherlands, and Tuscany out of the War of the First Coalition. However, the French were still facing their long-time and toughest opponents: England and Austria.

Challenging the English in the high seas was out of the question, because the French fleet was no longer a match for the Royal Navy. Therefore, the French Directory ruled that the best chance for victory was a decisive land campaign to force Austria to sue for peace.

Two large French armies commanded by experienced Generals Jourdan and Moreau were to advance into Germany toward Vienna. In the meantime, a small French force was to undertake a diversionary movement in Northern Italy. This operation, on a lesser theater, was entrusted to a young Corsican General named Napoleon Bonaparte.

However, while the main French armies eventually stalled in Germany, Bonaparte gained international fame when his Army of Italy defeated the Sardinian and Austrian troops during the Campaign of Montenotte, forcing a peace on Sardinia. Bonaparte then captured Milan and laid siege to the Austrian fortress city of Mantua. The Austrians reacted by dispatching an army under one of their ablest commanders, General Dagobert Sigismund with the intention of relieving Mantua and teaching the upstart French General a lesson, setting the stage for what was later known as the Castiglione Campaign. \$54/\$46
<http://www.whitedoggames.com/copy-of-lewes>

MAGAZINES

Against the Odds #54 - **Monty's D-Day.** British General Sir Miles Christopher Dempsey, GBE, KCB, DSO, MC, served in both world wars and with considerable competence as brigade, corps, and then army commander in the European theater. Liked and respected, he managed to get along with Montgomery and was highly regarded by him. In fact, it was Dempsey in command of the three Anglo-Canadian beaches at Normandy.

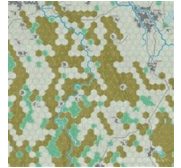
Technically, all five of the Normandy beaches were "Montgomery's," since he was the commander of the entire army group, with Omar Bradley commanding the American contingents on 2 beaches and Miles Dempsey commanding the three Anglo-Canadian beaches. But can anyone imagine calling this game "Dempsey's D-Day?"

Monty's D-Day was first published in 1985 and was well received, but not widely distributed due to a production error that limited the number of salable copies. Four decades later, designer John Prados smoothed and polished the system, added solo rules, and ATO published **Bradley's D-Day** as Campaign Study #3. Of course, everyone would like **Monty's D-Day** to get a similar upgrade. The wild blue yonder hope would be that the two games could combine.

<http://www.atomagazine.com/Details.cfm?ProdID=164>

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. The Warsaw Pact regiments, while the units of maneuver on the NATO side are battalions. Air power and electronic warfare counters and rules abstractly represent, the effects of one side or the other gaining temporary superiority within those sub-realms of conflict. Each day of real time consists of one nighttime and two daylight turns. \$40
<https://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW53>



Panzerschreck #18 is a 94-page full-color, 6" x 9" professionally bound book format magazine containing three complete issue games--each specifically designed for solitaire play. This, the largest edition ever, contains many game reviews (edited by our review editor, Robert G. Smith), variants, plus four classic interviews from earlier editions, featuring Richard Berg, Don Greenwood, John Hill, & Dana Lombardy. In addition to this wargaming content are three solitaire issue games. **Charge Of the Light Brigade** is a tactical game covering the famous charge during the Crimean War, 1854 (11 pages of rules, 6" x 9" map, 30 counters), with standard rules, and four scenarios. **Gunfight At O.K. Corral** is a man vs man tactical game simulating the most famous gunfight in the Old West. Turns represent ten seconds, each counter represents one man. Lawmen and cowboy rustlers are individually rated for gun speed, accuracy, experience, and morale. You command the Earp brothers (Virgil, Wyatt, and Morgan) plus Doc Holliday against the Clanton-McLaury cowboy faction. 10 pages of rules, 11 counters). **Fall Of Rohm** 2nd ed. is an abstract political game depicting the turbulent time in pre-WW2 Germany, as the National Socialists are consolidating power and must effectively deal with Ernst Rohm and the S.A., and pave a way forward for Hitler's succession to Hindenburg. This new 2nd edition comes with 13-page rules, game display, counter set, plus new scenarios and minor modifications to the game system to increase playability. You must scan and print the components of the games before play. Alternatively, you may purchase a game component set separately if you wish a physical set to use for the games.

Game reviews are provided for **Campaigns of Montrose** (Decision), **Sea Kings** (Worthington), **1066: Mother of All Tears** (Hall), **Custer's Last Stand** (Worthington), **Robin Hood** (Worthington), **Rampage** (Decision), **Santa Cruz 1797** (Bellica), **To the South** (War Drum), **Less than 60 Miles** (Thin Red Line), and **Roll for Omaha 1944** (Patterson). Variants are provided for some golden oldies, **NATO** (SPI), and **D-Day** (Avalon Hill), plus the usual columns included in *Panzerschreck* each issue. We may be biased, but we judge this is our biggest and best issue ever!

Panzerschreck stresses old-fashioned wargaming fun and has been written by wargamers, for wargamers. Order your copy today, in physical book format, or electronic PDF format. \$23 http://minder_games.homestead.com/Specials3.html

Slingshot #336

ROMAN BRITAIN'S LOST IXTH LEGION - by Dr Simon Elliot. So what really happened to the Ninth? Simon Elliot puts forward four plausible hypotheses: the legion was lost in Scotland; it was annihilated/disbanded in a London revolt; it was destroyed on the Rhine or in the east. He examines the evidence and one hypothesis emerges as most likely...

WHEN THE RULES DON'T WORK - WARGAMING HOPLITE BATTLES WITH HAIL CAESAR - by Gordon Lawrence. Historical inaccuracy is the eternal bugbear of rulesets and Gordon Lawrence digs up quite a few of them in Hail Caesar, such as fixed unit sizes, Greek hoplite support lines, different parts of a phalanx moving at different speeds, and so on. Answer? A little rules tinkering...

THE MORALE OF THE ARMIES AT CANNÆ - by Andrew Parrock. Everyone knows that morale is one of the most important elements in an army, but what exactly morale is and how it affects the different aspects of a unit's cohesion and fighting ability is something that needs a closer look. Andrew Parrock does some close looking.

COMPUTER WARGAMING - by David Mason. Covid lockdowns have curtailed over-the-table wargaming to a great extent, with the result that internet gaming has become much more significant. David Mason examines computer wargaming and reviews the more popular Ancients and Mediaeval PC games.

A QUICK TRAWL OF THE NET - by Retarius. Retarius helps fellow lockdownees find a couple of the more useful websites that deal with pre-gunpowder wargaming, with the promise of more to come.

TIMOLEON BRINGS THE THUNDER - by Chris Hahn. Chris Hahn takes a close look at the Battle of Crimisus from the historical perspective in order to fine-tune the composition of the armies of Carthage and Timoleon as well as devise scenario-specific rules for the battle, to be played with l'Art de la Guerre.

THE SECOND PUNIC WAR IN THE CLASSROOM - by Dr Max Nelson. One good way to motivate students to study military history is get them to play it. Dr Nelson tries Professor Sabin's Second Punic War simulation on his own class, with great success.

Test of Resolve - Wars of the Roses - by David Knight. This shows a newly-released ruleset designed specifically for that era, with careful attention paid to historical accuracy as well as playability.

WARGAMING THROUGH LOCKDOWN - by Gordon Garrad. Quite a few Ancients and Mediaeval wargamers have taken to using video conferencing software like Skype, Facetime and Zoom to play games. How does it work? Gordon Garrad describes how.

THE SUI-EET CHINESE RANGE - by Steve Neate. Outpost War-games and Essex Miniatures have a very impressive range of

15mm figures for the Sui and Tang Chinese dynasties, as the photos supplied by Steve Neate demonstrate.

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

Spielbox 3/2021

Illustrator icon Franz Vohwinkel is back in Germany - we visited him.

We tell the story of "Riftforce" and the new publisher 1 More Time Games

Reviews of "Beyond the Sun", "The Adventures of Robin Hood", "Gloomhaven: The Lion's Paws", "Monasterium", "Praga Caput Regni", "Zombie Teenz Evolution" and "Riftforce" and much more.

This time we have 2 promo cards for "Beyond the Sun" ("Sagittarius A" and "Beta Kolonie") as well as 2 sticker sheets for "Renature" as supplements. €8

<https://www.spielbox.de/print/aktuell>

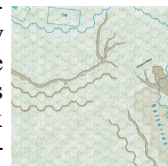
Strategy & Tactics Quarterly #14 - Origins of World War I

Origins of World War I: The Great War was both inevitable and eminently avoidable, but the mesh of ambition and perceived threats overcame every effort to stave off hostilities. This work examines those interests and the world through British, French, German, Austro-Hungarian, Russian, Italian, and Ottoman eyes, and how what should have been yet another local dispute in the Balkans dragged the continent into war. \$20 <https://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=STQ14>

Strategy & Tactics #328 Vicksburg: The Assault on Stockade Redan (May 19th & 22nd 1863)

is a two-player tactical war-game simulating the two Union assaults upon the Stockade Redan defensive position situated at the northeastern corner of the Vicksburg perimeter. The Union player must assault and capture the imposing Stockade Redan earthworks that overlook Graveyard Road leading into Vicksburg (unquestionably the most defensible position encompassing the city). The Confederate player must defend the Redan against the two historical assaults that attempted to take it (both failed with heavy casualties to the Union). Capturing the Redan does not automatically assure a Union victory. If and when the first or second Union assault succeeds, the players must then consult the Gettysburg Matrix to determine if the impending collapse of Vicksburg will prevent Robert E. Lee's invasion of the North by compelling Jefferson Davis (who viewed Vicksburg as critical to the South's survival) to refuse Lee's risky plan to invade Pennsylvania, changing the course of the war. Scale: Each game turn is equal to 5 to 10 minutes of real time. Each hex represents 12.5 yards (22.8 meters). Each unit-counter represents a company or regiment, depending on the unit type. \$40

<https://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST328>



Taktyka I Strategia (Tactics and Strategy) #44

Wakde 1944 (B-35), Stoczek 1831 (Napoleon), Ciechanów - Przasnysz 1939 (WB-95), Lower Basin (B-21) PLN 49 <https://taktykaistrategiasklep.pl/produkt/taktyka-i-strategia-44-premiera-kwiecien-2021/>



War Diary #17

The Atlanta Campaign by Don Lowry

Designing The Atlanta Campaign by Don Lowry and Paul Comben

Beneath The Red: Italian Submarines Off East Africa, 1940-1941 by Ray Garbee

Beneath The Med: A Review and AAR by John D. Burt

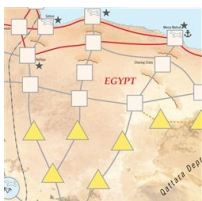
Sealion: The German Invasion Of Britain, 1940 by Andrew Mcgee

The Battle Of Kursk by Michael Stultz

The Second World War Series: An Introduction by Mark Popofsky.

<http://www.wardiarmagazine.com/current-issue.html>*Wargames Illustrated* #401 "Converting With Ultracast, L'Art De La Guerre" (from Stratagem Publications) \$8<https://www.nobleknight.com/P/2147891811/401-Converting-With-Ultracast-LArt-De-La-Guerre>*World at War #78 Drive on Suez: Rommel Drives Deep, 1942*

is a solitaire game where the player takes command of the German-Italian Panzer Armee Afrika (PAA) during the 1942 campaign in Egypt as Rommel drives on the Suez Canal. The game system plays the Allied Middle East Command (MEC). The game begins immediately following the PAA capture of Tobruk in June 1942 and continues through to the time of the August battle of Alam el Halfa. Your goal is to seize strategic objectives such as major cities in the Nile Delta and the Suez Canal. You will have to deal with a wide variety of situations, from battling against fierce counterattacks to figuring out ways to extend your lines of supply. While Suez is a solitaire game, multiple players can play as the PAA team, making decisions



by consensus, or each managing operations along one of the Routes of Advance. Each turn can represent any amount of time from two days of intense combat to two weeks of refitting and reorganizing. The map scale is approximately 45 km to the inch. Ground combat units represent everything from battalions to divisions. Air units represent two to

six groups. \$40 <https://shop.stratagyandtacticspress.com/ProductDetails.asp?ProductCode=WW78>

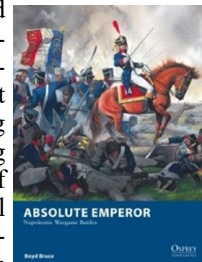
BOOKS

Osprey Publishing

Absolute Emperor, Napoleonic Wargame Battles

Osprey Wargames 27 \$20/\$16

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.



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

From Stuart Schoenberger <tarleton1781@gmail.com>

I am seeking the opinion of the readership.

I contacted an old-time friend from college who is interested in a PBEM WW2 game. I need some suggestions.

After the title, I would like to know the following:
(1-5 1 being easy and 5 being difficult.)

1. Ease of play
2. Ease of acquisition
3. Good feel for the battle/campaign (1- None; 5- Good)
4. Ease to PBEM
5. How many counters per side
6. Fun/enjoyable challenge: 1 Poor - 5 Excellent
7. Balance: 1- Poor 5- Excellent

Your help would be greatly appreciated.



HUMBLEY-PUDGE GALLIPOLI HEAVYISH BOMBER Lewis gun blazing, flour bags cascading down, the pachydermic Gallipoli terrorized practice target ranges across the empire from 1933 to 1939. Four Varley "Panjandrum" motors screwed her up to a cruising altitude several feet over the legal minimum of the day. Relatively few were built, but more than enough Gallipolis were delivered to the R.A.F., which handed them over to the Royal Indian Air Force, which handed them over to the Royal Malayan Air Force, which promptly found itself plagued by wholesale desertions of its flying personnel. The Gallipoli's moment of glory came and, lightninglike, vanished during the surprise Japanese invasion of Singapore in early 1942. Hordes of Nips swarmed toward the R.A.F. aerodrome; out went the call, "Warm up the Gallipolis!" And, indeed, 36 of the breed might have risen to meet the foe had not their special boarding ladders turned up missing. The sobriquet Sitting Duck has clung to the Gallipoli ever since—an unjust cut in view of this perfectly harmless old war horse's clearly worthwhile intentions. The last survivor serves today as a chicken house—albeit an impressive one—for the Maharani of Gunjipor. It crash-landed on her lawn in 1944, but the R.A.F., despite numerous reminders, simply keeps forgetting to come round and pick it up.