

AHIKS President George Phillies

Greetings from your AHIKS President. I hope you are all well and that your summer brought lots of good gaming opportunities.

I had an idea for a tournament, but there are some minor problems with the idea. Perhaps one of you can fix them. Many of us subscribe to one or another of those magazines with a game in them. You may well know people who play the game as The Game of the Month and set it aside as soon as the new The Game of the Month appears. My idea for the tournament was The Game of the Month tournament, in which you play each Game of the Month seriatim. Realistically, allowing three months for the play of two games, you might need to skip some number of games.

However, there is a problem: To play, Vassal or ZunTzu or someone needs to have the module for the game up and running. S&T is no longer tied—at last report—to Aide de Camp, but someone still has to produce the module for each game for some system. Does anyone see a solution here?

As usual, I am looking for volunteers.

(1) Electronic records. We really need someone to download the contents of the web site, every month or so and store the records in a secure form not at Blue Host. There's nothing wrong with Blue Host, but remote storage is good.

(2) Outreach, especially to younger gamers. I see responses from every new member. Most of us have been in the hobby for 40 or 50 years (in my case, it is over 60 years). Due to natural medical processes, many of us are not going to be here in 20 years. We need a vigorous program to replace current members with new, good members, a program that puts us in front of gamers, especially younger gamers, or AHIKS will gradually wither and die. My not very good idea is to have people speak up for us on social media (Facebook, Media Gab, Twitter, Parler, YouTube...) and wargame-related sites, e.g., BoardGameGeek, Consimworld, among others.

To do this I need volunteers. The simplest approach, on places that take images, is to put up the new logo, and present the message: "Looking for more opponents? Want some new opponents? Why not join AHIKS? It's free, and you get our bi-monthly magazine via email." On Facebook, put the AHIKS.com link in as a comment, not in the main post, or many people will not see your post.

What has happened since our last issue?

Chuck Tewksbury asked to be replaced as Match Coordinator; life has intervened. Brian Laskey expressed a willingness to be replaced as Judge. I asked the entire membership for volunteers. We had six volunteers for the two positions. I welcome long-time member Mark Palmer as the new Match Coordinator. I welcome long-time AHIKS member Randy Heller as our new Judge! Thanks to Mark and Randy for volunteering. The Judge's position comes with several boxes of records. We appropriated the money needed to ship them from Brian to Randy, and they have been shipped.

Omar DeWitt intends to resign as Editor at the end of next year. Nick Rusch has volunteered to replace him. Thanks to Nick!

Thanks also to Bruno Passacantando, Glenn Petrowski, Duncan Rice, and Jim Sander for volunteering. I'm grateful to all of them! We had six excellent volunteers for the original two openings, but there are other things that might be done for AHIKS.

Mentioning the Match Coordinator, your officers made a small change in how we handle new members as they come through the door. When a new member fills out our membership form, notice goes to the Secretary, the President, and the Match Coordinator. In the new process, the Match Coordinator—the person who needs the membership number immediately—assigns the number, sends a greetings letter to the new member explaining how Match Coordination works, and tells the Secretary what the member's number is. This arrangement removes a little sand from the gears.

Kommandeur 56x4 was mailed and put up on the web pages. We are now over 720 members who receive *Kommandeur*.

After much tuning, we obtained a new logo for AHIKS. Cheers to non-member Cedar Sanderson, she's the artist for one of my book covers, for the final design. I was asked to design a modern flier to be handed out at game conventions and did so.

I circulated to the other officers a list of non-functioning emails. For some of these I received corrections. Sometimes the issue is with the foreign destination, not the member. For some reason, Canada, the UK, and Germany are the most challenging in this respect. One name could be removed from the list; he passed away five years ago. We discovered that Brian Laskey's change of email address had not reached me or our web site, meaning Unit Counter Pool requests were not reaching him. This issue was corrected.

The officers discussed advertising in game magazines but did not come to a definite conclusion. I discussed with the members the idea of having AHIKS issue awards, e.g., "best game." There were several ways we might do this, but none of them seemed to work perfectly. Little questions like "what is a wargame?" intruded.



President George Phillies

Treasury Notes

Brian Stretcher



A Little About Me

As I have been told that we have a number of new members, I thought I would give those of you who may not have any clue who I am a little information about me. For those of you who have been around for awhile and regularly read this column, feel free to skip to the next section!

I just turned 60 years of age and have been wargaming since 1973, with the hex-edition of AH's **Gettysburg** the first game I ever played, introduced to me by my school band director. I was hooked, and my collection rapidly grew, at least as much as my 12-yr-old budget would allow. I was a very active player through high school. FTF play continued into college but slowed down as I and most of my usual source of opponents went our separate ways. So, I joined AHIKS in 1982, and have been a happy member ever since!

Married in 1987 (coming up on 35 years!), two kids, now adults. Sometime in the very early 2000s, I believe, Omar recruited me to be the Treasurer. By that time, I my kids were older, and I mostly had the time, so I agreed. Here I still am! During my tenure, we moved from a dues-collecting organization that did business completely by print and regular mail, to being *almost* exclusively an online organization. My wife has always tolerated my hobby, and we have other things we like to do together.

I am a lawyer by trade, running my own practice with emphasis on criminal and family law. Law is a second career for me. I started my career in academic research after I got my Ph.D. in chemistry in 1989. For mostly practical reasons, I went to law school in 1995 and got my J.D. in 1998. I practiced in the Cincinnati area of Ohio for 14 years before moving to a small town in NC in 2013 and opened my practice here in 2014. Now I'm looking forward to retirement and some more gaming just a handful of years from now! If you are ever in Western North Carolina, feel free to look me up!

New Arrivals!

I took advantage of the recent P500 sale offered by GMT. The offer was 50% off each in-stock game, up to the number of pre-orders made or delivered to you in 2020. I was eligible for 3 games but opted to get only two. I picked up **Hitler's Reich**, a relatively low-complexity 2-player card-driven strategic-level game of WW2 in Europe. Its original rules were somewhat notorious for being poorly organized, so there are second edition rules available for free download. This is all of the War in Europe from Barbarossa to Berlin. But there are no combat units, just control markers; control of territories is done by resolving "conflicts." Haven't read the rules yet, to know what that means, but it looks interesting. There is a Vassal module and a solitaire bot.

The other game was **Ancient Civilizations of the Middle Sea**, which is a multiplayer game of what the title says, competing ancient civilizations in the Mediterranean region. Up to 6 can play, and there are 9 civilizations to choose from. The game uses wooden discs as markers for play. The game is actually designed by the same team as **Hitler's Reich**, Christopher Vorder and Mark McLaughlin, although other than the wooden pieces there is no apparent resemblance. As with many of these sorts of games, the various civilizations compete to expand their empires around the Mediterranean Sea. War or peace and cooperation is possible, with no requirement for either, although the reviews I have read say that the most fun in the game is playing cards to screw the other players with various disas-

ters. Sounds like a good time to me! This game also has a Vassal module and a bot-system to control the non-player civilizations.

There are a lot of very interesting looking games out there right now. I have yet to read the rules to many of my newer acquisitions, including **Dawn's Early Light** (strategic 1812), **Coalition** (strategic Napoleonic), **Peloponnesian War**, and several others that I have had on my "read-the-rules" shelf for quite some time now. There are several I am itching to play if I can find the time!

Book Review: The Templars:

The Rise and Spectacular Fall of God's Holy Warriors (by Dan Jones, Penguin Books 2017)

This book is by the same author as the two-volume set of **The Plantagenets** that I reviewed in these pages a couple of years ago. This book is well written in the narrative style that *almost* makes it read like a novel, at least in terms of its descriptions and sweeping scope, and so is an enjoyable read. It covers the rise of the Templars as an order of holy warriors in 1119, through its ruination by King Philip IV of France in 1307. Philip was looking for a way to seize the vast holdings of the Order of the Knights of the Temple, and so accused the Brotherhood of practicing collective heresy and "deviant" behavior. By 1308, the Knights Templar were no more, with many burned at the stake in France.

Established as an order of warriors to protect pilgrims traveling on the rather dangerous road to Jerusalem, much of the history of the Templars overlaps with the history of the Crusades. So there are a lot of colorful characters in the book, including, of course, the famous Saladin and Richard the Lionhearted, among many others. The book covers many battles and sieges and their bloody aftermaths, including the usual Medieval slaughters, beheadings, torture, and other such atrocities committed against soldiers, civilians, men, women, and children alike. Heavy cavalry charges, mounted archers, trebuchets, just about anything one might want in a Medieval history, written to be as exciting as the source material will allow.

Some general things I didn't know include that the Templars had vast property holdings across Western Europe and over time accrued a great deal of wealth, eventually suggesting the modern tales of hidden Templar treasure. Mostly, their holdings went to support various crusades and their efforts in the Holy Land, but they did also provide loans to European Kings and nobles at their height. They assisted Christian forces in Spain against the Muslims there during the Reconquista, governed Cyprus for a time, and generally were a pretty good friend and ally to the Pope for most of the 12th and 13th centuries, despite participating in several disastrous campaigns and battles in Egypt and the Middle East. Those were usually the result of disastrous leadership by European royalty, not the Templars themselves. But, the Templars themselves occasionally had Masters of limited strategic insight that contributed to those disasters through bad advice. Generally speaking, the Crusades were not overall a great Christian military success. Crusader armies could sometimes take advantage of Muslim infighting and temporarily expand their territories, but just about any time a decent leader took control of united Muslim forces, the Crusaders got their butts kicked.

The books end with a discussion of the modern links of the Knights Templar to various conspiracy theories and their alleged dedication to the protection of the Holy Grail. Alas, the Holy Grail as an actual object appears to be an invention of a Medieval poet with no basis in historic or religious fact.

Although the Templars exist no more, a couple of their companion Orders, the Hospitallers and the Order of the Teutonic Knights (which were rival orders during the Crusades and

sometimes came to blows with the Templars), survive today as philanthropic organizations. Not so the Templars, who were crushed under the boot of a greedy French king and the sycophant Pope who allowed it to happen. At 441 pages of written material, including maps and illustrations, it is highly recommended for anyone interested in the subject.

As for games on the subjects, there is **Kingdom of Heaven** from MMP that still seems to be relatively popular with gamers, a moderately complex card-driven strategic/operational treatment of war in the Holy Land from the First Crusade forward, from Constantinople to Egypt. The Templars get their own pieces in the game. This game should not be confused with the movie from about 2005 by the same name starring Orlando Bloom and Eva Green, but that movie is mostly based on historical events around the time of the fall of Jerusalem following the massive defeat of Crusader forces by Saladin at the battle of Hattin. Several of the battles involving the Knights Templar can also be found in **Infidel: Men of Iron 2** by GMT Games, also found in the **Men of Iron Tripack** published in 2020. Those battles include the battle of Arsuf, where Richard the Lionhearted defeated the forces of Saladin. There are others, including the old well-meaning but overreaching S&T game **The Crusades**, but those are the ones I am familiar with. **Kingdom of Heaven** is relatively new to my collection (i.e., a few years) and is one I would like to learn to play. The strategic situations during the time of the Crusades are very intriguing.

In the Trenches

Here are some recent developments in the games I have in progress right now:

Kingmaker: A new 6-player **Kingmaker** game is underway, after a number of technical issues were worked out, including compatibility issues between the newest and older versions of the Vassal module and a couple of weird glitches where units and cards just disappeared. And there were the usual problems with starting up a multiplayer Vassal game, with players starting their moves from the wrong logfile. Anyway, I think we have those mostly behind us as we are just about to complete round 2. Two Yorkish heirs have been lost to plague already, and the Acorn faction similarly lost his entire force of nobles to plague in York. The Ragged Staff faction appears to have the early advantage, controlling the Constable of the Tower, London, and King Henry VI. Boarshead's one noble has been "banished" to Ireland and has no ships in which to leave, Portcullis' one noble is isolated in Cornwall, and Sun started with an absolutely terrible initial draw with but one 10-troop noble and a town. Meanwhile, the Knot faction, winner of both **Kingmaker I and II**, is tromping around Wales picking up heirs. Much more to come in this one.

The Lamps are Going Out: World War One: Jeff Miller and I are finishing up our second game of what we call **TLAGO**. Jeff's Western Allies are about to take Berlin in the fall of 1917, and I doubt there is much my Germans can do about it. I like this game; it has a very good feel to it, is relatively non-complex, and offers good strategic and tactical challenges, but I am unhappy with the luck factor that has plagued both games. Jeff's Germans took Paris in 1917 in our first game as well. I would say that I am not very good at this game, but I'm not sure that Jeff would agree. In our first game, my Allies suffered from terrible technology draws, and by 1917 the CP had all of their technology (Heavy Artillery, Counterbattery, U-boats, and Aircraft), whereas all the Allies could muster was Q-ship tech against the U-boats. As a result, the Western Allies could not resist the combination of artillery, Stosstruppen, airpower, and Jeff's uncanny ability to run the table with his dice rolls. In our second game, my CP was doing quite well into early 1917 and our tech advances ran very evenly, but the Americans entered the war a year early, we botched the rule regarding Allied Tanks (can't attack into the mountains, but we missed that errata), and Jeff still has the uncanny ability to run the table with dice. So in both games he has managed to break through to the green fields beyond, and in WW1 there isn't a whole lot that can be done once that happens. This was despite very effective spoiling attacks by the Germans, Turks taking the Sinai, Austrians in Venice, and the CP in control of Russian areas from Estonia to Kiev. None of those accomplishments matter if the Germans lose Berlin. I am not sure if the game has a fatal flaw or if both games have just been a matter of being unlucky (or, maybe I really am just not good at it??). There is a new edition out that has some extra cards and revised rules, but I don't know if any of them address my concerns, i.e., others have expressed these concerns. This is one that I like enough to perhaps punish myself and play again, though, until I actually win!

Balance of Powers: The strategic corps-level WW1 game I had going on has ended, as my opponent had distracting life issues. Our second game of the Fire in the East scenario (Russia, 1915) ended after the first turn. First game ended in a draw, with it clear that neither side could accomplish their victory conditions after about 4 turns into the 6-month scenario. This corps-level WW1 game has a lot to offer, including small, short scenarios to those covering the whole war, including Africa and, abstractedly, the entire globe. It also offers a complete naval system, which is very interesting, but a lot of work for what you get out of it (the designer admits as much in the rules). Fortunately, it's optional to use. Fun, but optional. The Diplomacy rules, i.e., the way that neutral powers enter, need some work. Way too easy to bring all those Balkan powers in way too early. I like this game and would play again sometime, but enough for now.



878 Vikings: Jeff Miller and I have reached the midpoint of Round 3 in this Seven Round (max) game of the Viking Invasions of England. There is no Vassal module, so we are playing by email with our actual games set up, using ACTS to record our moves and die rolls. My English have managed to defeat the armies of both Halfdan and Bjorn Ironside in the first two waves of invasion. English luck has helped somewhat in terms of both player order and combat die rolls. Ivar the Boneless has just landed in London and a big battle has started there. Jeff complains that this game balances out his luck in **TLAGO**. This is a fun little game, with some decent strategic choices for both sides to make, even if there is a pretty significant luck factor (but I expected as much in this game). You just shouldn't expect too much out of it as a simulation. Personally, I think the Vikings have the harder time in the game, because Viking numbers are finite, and English numbers are not. The Vikings have to be very careful not to squander their forces, but they can't just sit there, either. They have significant conquering to do if they are to win. Things might be considerably different with some of the expansion rules.

Bismarck: Graeme Dandy and I are just about set to start our very first Operational Scenario in this game, having run through several battle games to familiarize ourselves with the differences between the **Great War at Sea** and **Second World War at Sea** systems. Main difference is the air rules, which of course include search and airstrike, aircraft cycling, CAP, and various other air missions. Figuring out how these rules work in tandem with ship movement and contact has been a bit of a challenge. Our scenario is set in October, 1940, with the Germans set to raid the English coastline with a handful of destroyer escorts, while the British send a force to bombard Cherbourg and/or hunt the DEs down. Each side has a relative handful of ships and air assets on a small map area, and just 12 turns to play. I am hoping the game doesn't end on turn 1 for my Germans!

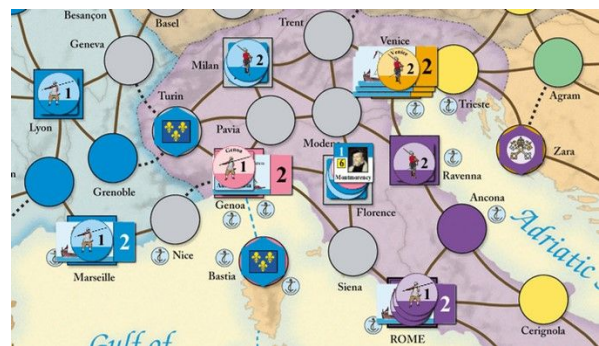
Imperial Struggle: I like this game. A lot! Unfortunately, my British opponent had to drop out after only 1.5 turns due to health issues, with my French in the lead. **IS** is a rather unusual game system. While there is plenty of conflict, there is no combat and no random resolution of conflict. The randomness comes from the situation created by the event cards, global market selection, investment tiles, and victory points assigned to each of four areas. Each has a modest impact in and of itself, but they generate new situations and new puzzles to solve each turn. In each action phase, the other player has nothing to do but watch. That is, there are no immediate counter plays the other player can make until that player takes his next action phase. So each player has to pursue his strategy optimizing the resources provided to control markets, assert diplomatic control, build military assets, and prepare for the next (inevitable) war, which are complete abstractions, won or lost by the commitment of resources, not maneuvering on battlefields. The choices are nearly overwhelming, and it is difficult to avoid the temptation of going into debt to do everything you want to do. The rules are well written but a bit challenging, as it is a unique game system if you haven't played it or **Twilight Struggle** before. Once it clicks, however, it is very rewarding. I am looking for someone to play this with right now!

Diablo II: Resurrection: OK, this is not a wargame. This is an update of a computer game by Activision Blizzard that was originally released about 20 years ago. My son and I played it then, and he got this updated version for me for my birthday, since the original game won't run on modern software. I suppose it is comparable to any of a number of those Designer Signature Editions of wargames released these days. It is a fantasy hack 'em slash 'em, and it's a lot of mindless fun. Fortunately, it presents a second person view, as I cannot play first person shooter games without getting motion sickness. It has been

about seven years since I played any computer games at all, when I bought my first laptop for my NC law practice that used Windows 8.1. None of those good old games worked on that system. I kept the old, old laptop to play on, but I never did, especially as after getting the new one it seemed terribly, terribly slow. You can play this game offline or online. There were some issues getting the game to run consistently on my current computer when it was first released, but mostly seems fine at this point. It is still a lot of fun, and it looks much better than the cartoony version of 20 years ago. And it is pretty much the same game. A bargain for me as it was free, but as new games go, it is only \$40 for a download from Blizzard. Since I have only DSL out here in the mountains, it took about 8 hours to download the whole game, so keep that in mind if your internet access isn't designed for games or huge downloads.

Still Looking for Here I Stand Players!

We are still looking for a sixth player to get the next **Here I Stand** game underway. This is a political, military, and religious struggle during the Reformation era. I would consider this game complex given the sheer number of rules, but none of the subsystems are particularly difficult, and not all of the players actually use all of the rules. So, while it is helpful for the Protestant Player to understand how Ottoman Piracy works, the Protestant Player doesn't necessarily need to know how all the modifiers for piracy work. But this game has a little for everyone: building armies and fleets, asserting political and religious control, making alliances, declaring and prosecuting war, sending explorers to try and circumnavigate the world (and maybe get killed by natives), religious debates, treatises, excommunications and converting the masses, a Pregnancy Table (at least for Henry VIII), and a lot, lot more! I like the fact that the diplomacy part of the game is limited and there are only some things that you can agree to, and if both sides announce an agreement to do those things, you can't back out and stab your ally like you can in other diplomacy games. You can potentially screw them with card play, but if France and England agree to an alliance, England can't come screaming across the Channel and lay siege to Paris while that alliance is in effect. These were civilized times, after all, amidst the beheadings and burning at the stake. If you own the game, take a look and see if you might be interested in giving it a try. Our little group is most forgiving of newbies!



Treasurer's Report

Only passive activity this time. There remains a donation deposit pending, as it has been difficult to get to that bank with a check during business hours.

Total balance 7-30-21:	\$ 8,421.58
Dividend 7-31-21:	\$ 1.79
Dividend 8-31-21:	\$ 1.79
Laskey Reimbursement	\$ -72.80
Total balance 9-1-21:	\$ 8,352.36
Until next time!	

The MAPBOARD, MkII

by Mark A. Palmer, Match Coordinator

So here I am again for the first time, once more. My latest form is in the appearance of your Match Coordinator.

A brief history of my AHIKS exposure: In the late 1970s, I was approached to be Vice President. Upon the almost immediate stepping down of the President at the time, I then found myself sitting in his chair. I served some time in that capacity before I relinquished my position in 1983 to devote time towards my occupation and to our newly adopted 5 months old baby son. I was once again President for a few years in the early 1990s, and I would direct you to my MAPBOARD column of the *Kommandeur* 4-1994 in the archives. I believe the opinions I expressed then are still apropos after 27 years, especially as we deal with the pandemic restrictions on FTF play.

My first and favorite W.I.F.E.² of the past 46 years and I have been living for the last couple of them in the dungeon of our son and wonderful³ daughter-in-law's castle and have been providing day-care for the three princesses⁴ who live above us in the Main Hall. I am currently the definition of a "computer geek;" no job, living in the basement, and playing MMORPGs¹. Our two older granddaughters are finally in a hard-walled classroom instead of in virtual class like in the 2020 school year, so now I should have time to adequately serve as your Match Coordinator.

I would like to say the transition from member to MC was smooth, but there is no reason to start lying right out of the gate. Being old and believing that New Things Are Bad And Difficult To Learn, I found that most of AHIKS' data files were on a virtual drive in Google. Who knew such a beast existed? Poor Chuck spent more time than was necessary on FaceTime with my iPhone directed toward my laptop as he almost successfully took me by the mouse to guide me through my new Google-My Drive. Since then, I have been slowly and adequately acclimating myself to Google's expectations of its users.

I'm taking on this latest task as Match Coordinator as if I were playing a game; something enjoyable with the satisfaction of achieving attainable goals.

I hope I can be as successful as Chuck Tewksbury during his impeccable service to our members and to the gaming community!

-Mark A. Palmer

1. Massive Multi-Player Online Role-Playing Game, or more accurately Male Mostly-Old Role-Playing Girls.
2. Well Informed Financial Evaluator
3. 100% serious; 0% sarcasm. After all, she has awesome in-laws!
4. 6.5 years, 5 years, 14 months



Intercontinental Wargaming Society

From the AHIKS Judge

With the approval of the officer corps and after a twenty plus year hiatus, yours truly returns as the AHIKS Judge. This was a position I held in the distant past, and I have fond memories. Before proceeding, I want to take this opportunity to thank my immediate predecessor, Brian Laskey, for his years of service as judge and for his caretaking of the judge's archives. He did a commendable job.

Four boxes of archives arrived via USPS from Brian. Among other references, they contain filed, past rulings made regarding game play. Brian did not inform me of any outstanding or pending business regarding a judge's ruling. So, I am under the impression that I'm starting fresh with a clean slate. It is too long ago for me to remember if there was a mandated method for making game rulings. I received a copy of the current AHIKS Bylaws, which I will read in detail. It may be addressed there. If not, I will fall back on common sense and the expected unspoken rules of fair play.

Thinking back in time, I believe the approach was to check the archival records for a similar ruling and adjudicate in kind. In any event, every ruling was to have a copy made and was to be filed in the archives. The caveat to this is, if a former judge ruled in error, albeit in good faith, a mistake could be duplicated. My preferred approach is to hear out both sides, reference the game's rules, and adjudicate independently of any influence.

One program I initiated was to gather and organize a cadre of so-called "game specialists." These were AHIKS volunteers who identified with a particular game or games and would serve as consultants when making deliberations regarding rules questions. After such an extended period of time, I am unsure as to who is still active on this roster or even willing, at this time. I suspect a new roster would have to be constructed from bottom up. If there is anyone interested in fulfilling such a position, feel free to contact me.

I thank all AHIKS Officers and members for the hardy welcome. It's good to be back.

Randy Heller

From the Editor

Things are going well in AHIKS. New members. New officers. It is interesting that AHIKS has lasted so long. The secret, I believe, is that the society has always been fortunate in having members who will step up to volunteer when an officer needs to retire. And they have done an excellent job.

Every month for a very long time I've been including the New Games list. I'm still amazed. When I first joined AHIKS, there was one or two new games a year. Now there are near twenty a *month*. I assume there are more gamers, but how many of these new games get played? I understand collecting; I used to have a large collection. Is that how most of the new games end up?

AHIKS Blitz Introduction

Mark A. Palmer

A conversation with George (AHIKS president) towards the end of my first week as the latest Match Coordinator in August was most informative. We spoke “of many things: of shoes – and ships – and sealing wax – of cabbages – and kings – and why the sea is boiling hot – and whether pigs have wings”¹.

One of the ideas that flew past (right after a pig) was an all-AHIKS tournament. I decided to pursue the fleeting thought, and here is what I captured.

I could never participate in any of the past AHIKS tournaments for many reasons; I didn’t have the game, didn’t have the time, nor did I have the space to keep a game set up. Using my personal “excuses” for not being able to play in the past, I took on the challenge, listed each obstacle, and proceeded to solve them one at a time. I couldn’t believe how quickly the simple solutions appeared!

Problem #1: the game would have to be common to the participants.

Problem #2: the pieces should not be difficult to manufacture or acquire.

Problem #3: the game should have a small footprint.

Problem #4: setup for each turn shouldn’t take long.

Problem #5: the rules should not be complicated.

Problem #6: the game should be dice-less to enable players to rely upon their skills and to eliminate the element of chance.

Answering the question of “what dice-less game is already common and readily available” took care of almost all the opportunities listed above. Chess!

Although with different piece ADM values and other rules to better replicate what AHIKS members might consider a war-game.

At this point, I am seeking comments and playtesters.
remlap919@hotmail.com

1. “The Walrus and the Carpenter,” by Lewis Carroll

AHIKS Blitz

Rules

A. Setup

Set up a standard game of Chess.

B. Sequence of play

1. Each player’s turn is comprised of a Movement Phase followed by a Combat Phase.

C. Units

1. Pawns represent Infantry.
2. The Rooks, Knights, Bishops, and Queen represent Armor, Cavalry, Artillery, and the Headquarters unit.
3. The King represents the Field Commander.

D. Movement

1. One side moves any, all, or none of their units before determining battles.
2. Units may move in any horizontal or diagonal direction and into any unoccupied square, up to their Movement.
3. Units do not need to move each turn and may remain in place.
4. Units may move through any other unit, friend or foe.
5. There are no Zones of Control.

E. Combat

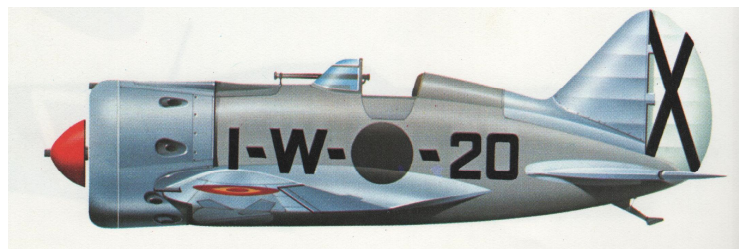
1. Individual battles are conducted at the end of the Movement Phase.
2. Each player may conduct 2 battles each turn (simulating Supply restrictions).
3. Combat is not mandatory.
4. Battles are comprised of one or more Friendly units attacking a single Enemy unit.
5. Friendly units adjacent (horizontally or diagonally) to a single Enemy unit may combine their Attack Values.
6. If the cumulative Attack Value exceeds the enemy’s Defense Value, then the battle is a victory. The Enemy unit is removed from play.
7. If the cumulative Attack Values are either equal to or less than the defending unit, then no battle occurs.

F. Victory Condition

The game is won when any unit successfully enters the square of the enemy Field Commander (King).

Unit	Attack/Defense/Movement	Range
Pawn	1/2/1	1
Rook	2/2/2	1
Knight	1/2/3	1
Bishop	2/1/2	2
Queen	1/1/3	1
King	0/0/0	0

Any unit adjacent to the Queen (horizontally, vertically, diagonally) has its Attack and Defense values incremented by 1.



Polish aircraft: Polikarpov I-16 Type 10

Multiplayer Info from Jeff Miller

Not too much in the way of changes on the request list this round.

Most likely due to everyone getting out and enjoying the summer/fall weather.

Which I took advantage of myself I'll admit. Ended up picking up an electric bike and made it out on some of the trails in the area. It was kind of a compromise since my wife and daughter are very vocal about me not getting a motorcycle. ☺

However, we are headed into winter – with more free time for gaming, so check out the list or drop me an Email with something you are interested in.

Regards, Jeff

***** 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 Romans have been driven from the island, but the blood shed continues to flow. The Welsh are in a strong position, having avoided fighting Rome and having driven off raids by the Irish. On the plus side, my brave and peaceful Picts were attacked by the Caledonians. However, after an appropriate sacrifice to the dice gods, the Picts managed to counterattack and take out the Caledonian home islands.

Conquistador: We are off and running with the various empires staking out their various spheres of influence. The problem is that three of us seem to be focused on the central and northern parts of the map. France having little trust in the rest of the powers to keep the peace and deal fairly with the natives has seen the need to send a large number of soldiers in to protect its peaceful citizens. Strictly for defense of course.

☺

Kremlin: The Red Army is truly amazed at the backstabbing, devious maneuvering and out right treachery displayed by the politicians. It is like living in the decadent western countries. It appears the Red Army will need to restore sanity to the USSR's government.

Fire in the Lake: The ARVN is totally amazed the NVA and VC have refused the offers of peace and continue to terrorize the innocent people of the provinces. However, the increasing US might will soon show them the error of their ways.

Kingmaker: We are off and running with game three. So far, a deadly plague devastates one faction; one player has Percy for the third time! Portcullis shakes its head over the bloodshed that is threatening to overwhelm the peaceful people of England. Simply appoint us King, and all will be well. ☺

And the opposing viewpoint ☺

Be it known throughout the land that a group of nobles led by the wily Neville, Earl of Warwick, and supported by Fitzalan and Holland have captured the good King Henry and are holding him captive outside of London.

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

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

Regards, Jeff Blachorn1@gmail.com

A Distant Plain GMT – Jeff Miller, [1303] V
 Advanced Civilization AH – Jeff Gaul [2003] V
 Advanced Civilization AH – Eric Aune [2122] V
 Advanced Civilization AH – Jeff Miller, [1303] 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 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
 Dominant Species – Nacho Fernandez V [1745]
 Dune AH – Jeff Miller [1303] V
 Dune AH – Brian Nickel [1797] V
 Empire in Arms AH – Kevin Conway [1930] V
 Empire in Arms AH – Andrew Patience [274] V
 Empire in Arms AH – Thomas Scarborough [1345] V
 Empire in Arms AH – Mike Kettman [1067] V
 Empire in Arms AH - Angelo Valeri [2030] CEFL
 Empires of the Middle Ages SPI – Mike Kettman (1067) V
 Falling Sky GMT – Jeff Miller, [1303] V
 Fortress America MB – Jeff Miller, [1303] V
 Gangsters AH – Jeff Miller, [1303] V
 Gunslinger AH - Matt Scheffrahn [1844] VMG
 Gunslinger AH – Jeff Miller, [1303] V
 Gunslinger AH – Ed Becker [2097]
 Here I Stand GMT - Mike Kettman (1067) V
 Here I Stand GMT – Dave Bergmann [854] V
 Here I Stand GMT - Robert Robles [1788] V
 Here I Stand GMT – Brian Stretcher [885] V
 Here I Stand GMT – Jeff Miller, [1303] V
 Magic Realm AH – Jeff Miller, [1303] V
 Machiavelli AH – Jeff Miller, [1303] V
 Machiavelli AH - Nacho Fernandez V [8028]
 Merchant of Venus – Mark Palmer V [1074]
 Merchant of Venus – Jeff Miller, V [1303]
 Napoleonic Wars GMT - Aaron Martin, [2107] V
 Republic of Rome AH – Jeff Miller, [1303] V
 Sails of Glory Ares - Nate Forte 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 V + Discord live play
 The Kaiser's Pirates GMT – Nate Forte V + Discord live play
 Titan AH – Jeff Gaul [2003] V
 Titan AH – Eric Aune [2122] V
 Titan AH – Jeff Miller, [1303] V
 Stellar Conquest – Jeff Miller, [1303] V
 Stellar Conquest – Mark Palmer, [1074] V
 Time of Crisis GMT – Jeff Miller, [1303] V
 Unterseeboot [PC AH Submarine] - Nate Forte 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

★★

Reflections on Sixty Years of Wargaming

By Lou Jerkich

As a young child, I learned to enjoy playing board games. These included checkers and chess, although my heyday for playing chess was my high school years. I have long enjoyed the challenge presented by gaming, and I've always played to win, although losing doesn't bother me, since it normally gives me insight into how I might improve my play. For example, before morning classes in high school, I would play chess against the best player in the chess club. I consecutively lost dozens of games against him until that glorious day when I had learned all his tricks and finally won a game. Thereafter, we were more evenly matched. For me, winning a game may be satisfying, but losing a game never detracts from the enjoyment of the experience, since the social interaction and the gaming experience itself is quite pleasurable.

In what follows, when I speak of wargames, I am thinking of those games in which two opposing forces meet in a simulation of military conflict. The forces are usually composed of historical units in a specific geographic location, but a fictional game, such as Avalon Hill's **Blitzkrieg**, is no less a wargame than **Afrika Korps** or **Waterloo**. Likewise, tactical games that reflect a type of military action within a specific historical war without representing the exact units that fought must still be considered a wargame. **Panzerblitz** situations representing generalized types of military actions are an example of this type of wargame.

What about a game based on a novel, such as Frank Herbert's *Dune*? Avalon Hill's **Dune** did an excellent job of translating the book into a wargame that had the key elements of the storyline but could have many alternate endings to the narrative found in the book. The game reflects a conflict within defined parameters, and the combat pieces represent the various forces competing for control of the planet. I have a science fiction game, titled **Battlefleet Mars**, which I also consider to be a wargame, although it obviously has no basis in any historical campaign.

As a wargamer, I've also played other strategy games having conflict as a major component, but perhaps some may not call them wargames per se. These include Avalon Hill's **Britannia**, **History of the World**, **Civilization**, and **Conquistador**, all of which represent conflicts between peoples or nations, although they generally lack historical exactness regarding time and place of campaigns or battles and may include other factors, such as trade cards or event cards. I still think of them as part of my wargame collection, but perhaps some of you would not. Other games, such as **Machiavelli** and **Republic of Rome** are often considered diplomacy type games although military conflict is also very present. Whether or not they should be classed as a wargame, I have found that these kinds of diplomacy games are much more likely to be favored by those who play wargames than board gamers who are not into wargaming. There are always exceptions of course.

Hooked on Wargaming

How did I get into wargaming? In January of 1961, *Life* magazine began a series on the American Civil War. The March 17, 1961, issue of *Life* contained a game, created by the editors of the magazine, titled **The Civil War Game - 1863**. I was intrigued and cut out the pieces, board, and rules, then played that game many times. I was only 10 years old at the time. Some fifty years later, a friend who knew I liked wargames found, at a garage sale, a boxed version of this same game that Parker Brothers had published in 1961 and

bought it for me—not knowing that it was the first board wargame I had ever played.

In a previous article in the *Kommandeur*, I told how a neighborhood friend's copy of Avalon Hill's **D-Day** game caused me to become passionately hooked on wargames back in 1963, even to the point of designing my own wargames until I eventually was able to buy my own copies of published games. I related how I used the hexagonal nut from my bicycle wheel as my template for designing my own maps with hexagons for imaginary places having conflicts modeled on the **D-Day** game. I even went so far as to make my own replica of the **D-Day** game. Game pieces were made by typing up the counter data and gluing the sheets onto the cardboard of cereal boxes before cutting them out. In this way I fed my new hobby interest for about a year.

Sometime in the fall of 1963, I read Desmond Young's book, "Rommel the Desert Fox," and then made a game of Rommel's North African campaigns. This was done with a square grid—probably because using that hexagonal nut on such a long board seemed too daunting. About seven years later, when I bought a used **Afrika Korps** game, I was intrigued to see how many similarities my home-made game had with Avalon Hill's version.

In all, I created about 20 home-made wargames. Eventually, by mowing the lawns of neighbors in the summer of 1964, I earned enough money to buy my first published wargames: Avalon Hill's **Gettysburg** (hex version) and **Waterloo**. Since my friend already had the **D-Day** game, I wanted to branch out into other famous campaigns. At one time, I could even correctly name all the corps commanders and their respective division or brigade commanders in my two new games. **Battle of the Bulge** and **Blitzkrieg** were among my next acquisitions, and, thanks to having read Barbara Tuchman's "The Guns of August," I eventually purchased **1914** as well. Over the years, many other games were added to my collection.

I subscribed to the Avalon Hill *General* magazine starting in 1968 with Vol. 5, #4, and continued until Avalon Hill shut down. I also subscribed to *Strategy & Tactics* magazine for several years but realizing I would never have time to play all those games, I eventually let that subscription lapse. On August 24, 1977, I applied for membership in AHKS. When I moved in 1980 from Bloomington, Indiana, to Ravenna, Ohio, I tracked down some nearby AHKS members who became my first local friends in the area.

Over the years, my wargaming time waxed and waned, depending on my college and graduate school course loads or how busy I was at work. I never managed to play as many games as I would have liked, but those I did play, whether face to face, by mail, or online, were always enjoyable. When my desire to play exceeded the availability of local opponents, I often played games solitaire by devising the best defense I could manage for the defending side, and then seeing what I could do against that defense with the side that was chiefly on offense. Playing games solitaire even just once helped make me a better player of that game. Moreover, I would often play a game solitaire before introducing it to someone unfamiliar with it, just so I would be relatively competent when explaining the rules and the game's objectives.

Sometime in the 1980s, our Airedale Terrier got into the room where I had a PBM **Third Reich** game laid out on a long, low coffee table. The dog chewed up a few units, so I bought a replacement counter sheet. Sometime later, the dog did it again

and I had to buy a different counter sheet, doggone it! To keep me sane, my dear wife, using a plan that had appeared in one of the *Kommandeurs*, found a furniture maker who created a proper wooden game cabinet with nine shelves. That was most certainly one of the best gifts I ever received, and it greatly facilitated both PBM play and the storage of game boards, especially paper ones, that I didn't wish to keep refolding back into their game boxes.

Social Interaction

One of the best parts of wargaming, of course, is the social interaction. There have been many, many good times spent gaming with friends, both with wargames and also the 18xx railroad games that my wife and I both enjoy. We've laughed often and heartily when we've made foolish mistakes or the die rolls went completely awry, despite the odds. Once I convinced a friend who was surrendering to me that his position in a game of **We the People** was not as hopeless as he thought it was. Then I watched him kill my General Washington a couple of turns later and win the game. (Since then, unless I'm teaching a game to a novice, I always accept a surrender when it is given!) On another occasion in **Stalingrad**, my Russians made a valorous counterattack early in the game. It was quite successful except for a couple of my units that had to retreat. Because I foolishly had no reserves behind them, the Germans quickly blitzed through the gap made by the retreating units and soon reached Moscow, turning my brilliant counterattack into a debacle. Another time, in a game of **Alesia**, I was playing the Gauls and my besieged leader, Vercingetorix, was about to break through the Roman lines and give me the win. For a very brief moment I had a great hard-fought victory in my grasp. But, in my eagerness to destroy more Roman units before I officially won the game, I made a completely unnecessary attack on a Roman unit that resulted in the retreat of my attacking unit, thereby leaving a gap for that Roman unit in his own turn to charge through and kill Vercingetorix. Argh! I had not kept my focus on the victory conditions and thus threw away my sure win and lost the game! (Since then, I try harder to avoid such unnecessary self-defeating attacks.) My gaming companions and I still laugh over these foolish moves and unexpected die rolls, for as much as we play to win and give our opponent(s) a serious challenge, we play even more just to have fun.

Another enjoyable aspect of gaming is having discussions with my opponent on the real history of the campaign, thereby giving each other new insights. In observing one another's tactics and strategies we also improve our own play. Win or lose, we come back to play again, and cherish those good times and the bonds of friendship.

Back in the 1970s I became friends with some wargame players while I was doing graduate work at Indiana University. I played a variety of wargames with those guys, including some multiplayer games. Especially enjoyable were **Third Reich** and the original **Conquistador**, plus we played a lot of **Rail Baron** and **Magic Realm** with our wives and/or girlfriends. I still am in touch with a couple of those guys even though we are now scattered across the country.

My AHIKS membership, in addition to both helping me to find local wargamers soon after I moved to Ravenna, Ohio, and aiding my wife in getting a game cabinet built for me, has also permitted me to play PBM and PBEM games with fellows around the nation. Games played this way have included some favorites such as **Waterloo**, **D-Day**, **Victory in the Pacific**, and **Anzio**. Having more time to ponder a move than one does in a FTF game also affords my opponent and me the opportunity to play at our very best, with the added advantage of being able to double-check the moves for legality and accuracy. In letters or emails accompanying our moves we had a chance to get to

know each other better and to exchange friendly banter. I thoroughly have enjoyed all the games I played this way and wish I had found time to fit more PBM/PBEM into my gaming experiences.

Women and Wargaming

The women in our gaming circle are at least as competent as the men. They often do, however, have different interests and priorities, and that would reasonably account for why most women I know (but not all) tend not to have as strong an interest in military history or playing games based on specific historical battles or campaigns. My wife, Judy, has from time to time played wargames with me, starting in 1970, and she catches on quickly as to what is important for victory. We have played **Afrika Korps** four times together, the last time being in 1976 when she captured Tobruk and Alexandria and destroyed all my Allied units while losing only 14 of her German combat factors. During our college days in the early 1970s, she trounced me twice in her first two games of **Waterloo**, winning with each side. She and I then jointly played the French against two other players and won handily. Judy also won her fair share of **Bismarck** games with me. She tried **Jutland** once in 1972 but didn't like crawling around on the floor to play a game. When I bought the **Gettysburg** (1988 edition) game in 1990, she played the game twice with me, winning as the Union in the first game and then losing as the Union in our second game. So yes, she does play these kinds of wargames competently, but they simply don't hold the fascination and appeal for her that they do for me, and sometimes they are, for her, also too tedious and take too much time.

My wife bought the **Stalingrad** game for me as a gift, but she also won the first game I played of it when her Germans took Moscow and Stalingrad and, seeing the handwriting on the wall, I decided to surrender. Then on June 3, 1972, after my wife and I had just graduated from college we found ourselves in a four-player game of **Stalingrad**. I took the northern half of the Russian army and Chris, another fellow of college age, took the northern German forces. Controlling the southern German forces was my wife, while we had a high school fellow commanding the southern Russian forces. From the start, it became apparent to the rest of us that the high school guy did not expect the woman opposed to him to be serious competition for someone with his level of gaming experience. To his chagrin, my wife, who had only played **Stalingrad** the one previous time, easily made mincemeat of his forces. I was compelled by the collapse of our southern front to give all Russian reinforcements and replacements to my struggling partner. Although Chris and I appeared to be well-matched in the north, and I held my own there, it was Judy who won the game for the German side. My fellow Russian player had seriously misjudged my wife's abilities; that day she was fired up to demonstrate her wargaming skills and she excelled. Judy played **Stalingrad** only one more time, in 1974, and she won as the Russians. My Germans had taken Moscow, but then she had grabbed Warsaw...

To be continued



How Ratings Are Determined

Dave Bergmann

Well, the Society certainly is going through many changes which is bringing on some exciting times for AHIKS. I don't believe there was ever such a run on membership. The ranks are filling nicely.

There was a request submitted to me by the President, George Phillis, to clarify to the membership just how AHIKS ratings are calculated. It is a simple computation, and an example goes like this.

When the game results are submitted, the two (more later about multiplayer games) involved players' scores are referenced. Let's say Player #1, D. Ayers has a rating of 995. Player #2 E. Byers has a rating of 1345. The difference between the two ratings is 350 points. Assuming Player #1 (995) was fortunate enough to win the first game of the match, the "AHIKS Numerical Rating Chart" indicates with the 350-point difference the lower rated player gains 100 points and higher rated player loses 100 points. Moving on to the second game, and assuming Player #2 (1345) wins, the Chart is again consulted. With the 350-point difference in the rating points, the higher rated player gains 40 points and lower rated player loses 40 points. So, after the first game the results of each player's adjustment in rating is Player #1 $995 + 100 = 1095$, Player #2 $1345 - 100 = 1245$. And after the second game Player #1 $1095 - 40 = 1055$, Player #2 $1245 + 40 = 1285$. Therefore Player #1 had a net gain of 60 points and Player #2 a net loss of 60 points as a result of the two-game match.

In the case of a multiplayer game, the winning player is awarded 50 points and all losing opponents have 50 points subtracted from their rating score.

Letters

George,

Some suggestions.

As a gaming organization we face competition from PS4 etc which is more action packed than sitting on the other side of a game board so how do we attract new players into the board gaming hobby? Advertising in gaming magazines sound good but it would have to catch the eye of the PC gamers showing them that board games can be exciting to play but in a different way than shoot 'em up games.

As for current members we really need to know of the 700 how many are very active, once in a while active, and those who fell off the grid or non-active.

I was a member of the IGA years ago and AHIKS and I had lots of fun as a member of the IGA and I believe some of our current members were in that organization as well. What I liked about it was every month there was some kind of tournament going on, some you entered free others you entered for a small fee, prizes ranged from a game, to a plaque to cash winnings. The key was every month there was something you could enter and have fun.

I agree with voting on games. Unless you played them how do you know how good they are.

It is tough to get people to get involved with today's busy lifestyle but there has to be a way.

My final thought: we need to become a very active gaming organization always doing something with gaming. Years ago I would enter hobby shows setting up some of my games and introduce how they were played. I have a teacher at a local school interested in using board games to teach history; we could start a national campaign by reaching out to school history teachers.

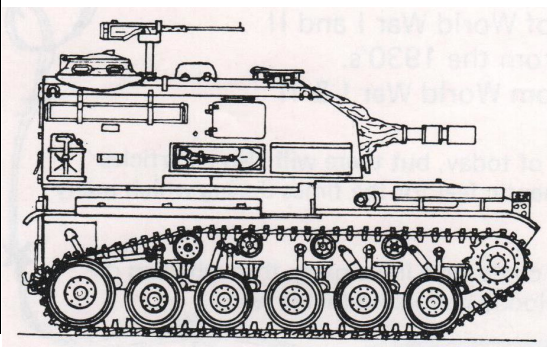
Dennis Sheppard 804

AHIKS Numerical Rating Chart			
W/L: Winner gains & loser loses listed value			
Draw: Add value to lower player, subtract from higher			
Difference in rating points	Higher rated player wins	Lower rated player wins	In case of a draw lower player wins
0 to 50	70	70	
51 to 100	65	75	5
101 to 150	60	80	10
151 to 200	55	85	15
201 to 250	50	90	20
251 to 300	45	95	25
301 to 350	40	100	30
351 to 400	35	105	35
401 to 450	30	110	40
451 to 500	25	115	45
501 to 550	20	120	50
551 to 600	15	125	55
601 to 650	10	130	60
651 to 700	5	135	65
701 +		140	70

Note: All new players start with a rating of 1200.

I believe the Want Ads are a good idea that is likely to result in more games being played. They would also give a person a chance to propose what optional or variant rules he would prefer to use, and why. So that things don't get out of hand, there should, however, be some specific guidelines as to length and what is and isn't allowed in the ads. Also, who would review them to see whether the ad met those guidelines?

Lou Jerkich



Open Match Requests from Mark Palmer

1985: Under an Iron Sky TRL	Martin Hogan (1704)	Panzergruppe Guderian SPI	Ken Chin (9999) VL
Across Five Aprils VG	Mark Palmer (1074) V	Proud Monster XTR	Edson Ramos (1989) P
ACW Brigade Series MMP	Aaron Kulkis (1983)	Russian Front AH	Martin Kerslake (2011) V
Advanced Third Reich AH	Rick Cholett (2015) EFV	Siege of Constantinople SPI	Chris Hyland (1862) EVW
Adv Third Reich (1992) AH	Geoffrey Moores V	South China Seas CMP	Mike Ricotta (2004) VXE
Afrika Korps AH	Clinton Ray (2127) VE	SPQR GMT	Justo Perez (2009) FV
Air Assault on Crete AH	Peter Hansen (9999) V	Storm Over Stalingrad MMP	Duncan Rice (1394) V
Air Force AH	Erica Snarski V	Tank on Tank LnL	Duncan Rice (1394) V
Air Force AH	Erica Snarski E	The Civil War VG	Jeremy Rowley (1942) EWTW
Battle for Germany SPI	Chris Hyland (1862) V	Great War in Europe/Near East GMT	Terry Gallion (????)
Battle for the Ardennes SPI	Thomas Ten Eyck (826) EP	The Korean War Compass	Paul Koenig (9999) V
Battle of the Bulge '81 AH	Jay Unnerstall (1264) EP	The Russian Campaign AH	Terry Gallion (missing)
Bitter Woods Compass	Bob Jones (1548) VX	The Russian Campaign AH	Paul Raphael (1496)
Bitter Woods Designer Ed Compass	Martin Kerslake (2011) V	The Tide At Sunrise MMP	Nick Rusch (1913) VELX
Blitz:A world in conflict Compass	Mike Ricotta (2004) VXE	Third Reich or Advanced AH	Raymond Starsman (2005) ELV
Blitz:A world in conflict Compass	Martin Svensson (1466)	Thunder at Cassino AH	Jerry Wong (1974) FV
Blitzkrieg AH	Martin Kerslake (2011) V	To The Green Fields Beyond SPI	John Troskey (1554) CVS
Bloody 110 COA	Aaron Kulkis (1983) FVL	War Galley GMT	Graeme Dandy (916) V
Bloody April GMT	Mark Palmer (1074) VL	Wilson's Creek SPI	Clinton Ray (2127) VE
Bloody Kasserine GDW	Jay Unnerstall (1264) EP	Waterloo AH	Clinton Ray (2127) VE
Blue and Gray Quads 1 & 2 SPI	Paul Purman (2159) V	WWII SPI	Erica Snarski V
Breakout to Paris 1918 HFD	Jay Unnerstall (1264) EP	Yom Kippur (2020) MMP	Bob Jones (1548) V
Caesar's Legions AH	Jeff Miller (1303) VE		
Cedar Mountain SPI	Peter Hansen (9999) V		
Chariots of Fire GMT	Clinton Ray (2127) VE		
Chickamauga SPI	Joseph Grills (748) VTE		
Chickamauga SPI	Peter Bertram (790)		
Clash of Giants Tannenburg GMT	Jay Unnerstall (1264) EP		
Combat Commander GMT	Allen Evenson (1553) E		
Empire in Arms AH	Edson Ramos (1989) P		
D-Day AH	Clinton Ray (2127) VE		
Empire of the Rising Sun AH	Rick Cholett (2015) ES		
Empires of the Rising Sun AH	Mike Scott (1555)		
Fifth Frontier War GDW	Dane Patterson (2010) EV		
Flat Top AH	Paul Koenig (9999) V		
Flying Colors GMT	Rick Chollett (2015) EV		
Flying Colors GMT	Thomas Ten Eyck (826) EP		
Fortress Europa AH/Compass	Jay Unnerstall (1264) EP		
Fortress Europa AH	William Goranson (2008) AE		
Fox's Gambit HFD	Jay Unnerstall (1264) EP		
France 1940 AH	Martin Kerslake (2011) V		
Frederick the Great SPI	Peter Hansen (9999) V		
Fury in the West AH	Jay Unnerstall (1264) EP		
Gallipoli GMT	Ivan Kent (9999) V		
Grenadier SPI	Charles Sutherland (1804) VE		
Guns of August AH	John Troskey (1554) CV		
Heights of Courage (2013) MMP	Bob Jones (1548) V		
Hells Highway (1984) VG	Geoffrey Moores (1993) V		
Hells Highway VG	Thomas Ten Eyck (826) E		
La Grande Armeec SPI	Charles Sutherland (1804) VE		
Leipzig SPI	Charles Sutherland (1804) VE		
Main Battle Tank 2ed GMT	Martin Hogan (1704)		
Midway AH	Scott Saunders (1664) E		
Monty's Gamble: Market Garden MMP	Jerry Wong (1974) FV		
Napoleon at Waterloo SPI	Paul Purman (2159) V		
Napoleon at War Quad SPI	Paul Purman (2159) V		
Napoleon's Last Battles (DG 4th edition rules) DG	Tom Thorsen (470) V		
No Retreat: North Afrika GMT	Jerry Wong (1974) FV		
No Retreat: The Russian Front GMT	Bert Schneider (1569)		
Panzer Battles MMP	John Troskey (1554) CVS		
Panzer Grenadier AP	Carl Wolf (1992) V		
Panzer Leader AH	Jeff Gaul (2003)		

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

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.

2153 Derek Croxton, VA
 2154 John Bibler, OH
 2155 Daniel Conway, NY
 2156 Sheldon White, Australia
 2157 Alan Schmuck, CO
 2158 Stephen Oliver, VA
 2159 Paul Purman, MN
 2160 Julian Nicholson, Ontario, Canada
 2161 Erik Wood, OR
 2162 Craig Whiting, New South Wales, Australia
 2163 Terrel Kuhn, AZ
 2164 Chuck Morford, MD
 2165 Rick Oliver, FL
 2166 Kevin Sanders, Manitoba, Canada
 2167 Eric Walden, CA
 2168 Chris Earls, VA
 2169 Randall Wheat, TX
 2170 Kai Axford, TX
 2171 Bob Wallace, OK
 2172 Chris Houston, Wellington, New Zealand
 2173 Robert Wright, ME
 2174 Kevin Coombs, GA
 2175 Charlie Miller, Alberta, Canada
 2176 Greg Maynard, MI

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: November 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.



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

Upcoming Events

Oct. 22-24, Rockford, IL
Rock Con 2021
<http://rock-con.com>

Oct. 21-24, Madison, WI
Gamehole 2021
<https://gameholecon.com>

Nov. 2021, King Prussia, PA
Historicon
<https://www.hmgs.org/mpage/HconHome>

Nov. 15-21, Bergenfield, NJ
Bergenfield Library Gaming Week
<https://www.bergenfieldlibrary.org/>

Nov. 17-21, 2021 Dallas, TX (Pending)
Board Game Geek (BGG) Fall
<https://boardgamegeek.com/thread/1429885/announcing-bggcon-spring-sold-out>

Dec. 10-12, Philadelphia, PA
PAX Unplugged 2021
<https://unplugged.paxsite.com/>

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

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Game News

Compass Games

The War: The Pacific, 1941-1945 borrows many concepts from TWE, so experienced TWE gamers will readily adapt to TWP's game system. However, TWP doesn't just port European Theater rules to the Pacific and hope for the best. The game features sophisticated carrier-warfare rules that capture the unique features of the Allied naval struggle against Japan. Further, TWP isn't just a naval strategy contest. Unlike some WWII strategy games, Nationalist China plays an active role in TWP, and a player's diplomatic strategy in China may be as important as his military strategy.

As in TWE, there are numerous optional rules and variants, from the Doolittle raid to Japanese Fleet suicide missions. Scenarios include Changsha (Nationalist China vs. Japan, Fall 1939); Guadalcanal; Coral Sea; Midway; the Eastern Solomons; Leyte; Okinawa, 1941-1945 Pacific War. \$140/\$175

<https://www.compassgames.com/product/the-war-the-pacific-1941-1945/>



Critical Hit

Bandenkrieg: Hell Behind the Eastern Front North of Borisov, Russia, 4 April 1943: Operation Lenz Sud had commenced in hopes of finally reducing or eliminating the growing Partisan force near Borisov. As the German forces began the push, the partisans were ready and waiting in ambush. The Partisans were not trained soldiers and the tactics of the partisans were simple and the challenges put on them by their leaders were less than would be expected from a military unit. Surprise and ambush were their best tactic. Their spot lay on both sides of the Narotch stream. Having capturing a German field gun earlier and using their long hidden anti-tank gun—a leftover from the retreating Russians in 1941—the ambush was prepared. Mines were placed, demolition charges were planted by explosive teams smuggled behind German lines and now the wait began. One Partisan survivor remembered: “We would ambush the Germans on the Narotch stream bank. We knew the Germans planned to come to the aid of the guard from the other side of the stream. Our commander, Sagalchik, was also a guide, as he had lived in Miadel for many years and was familiar with the area. When we arrived, everything was quiet. Suddenly shots were heard. We lay down and awaited the Germans. When we received the sign to attack, we ran to the houses where the Germans and Lithuanian sharpshooters were. The battle lasted a few hours and the Germans dispersed.” Within an hour the fight was over leaving the battlefield in partisans' hands. The Germans suffered 40 dead and over 50 wounded. “Lenz-Sud” was off to a bloody start.

Here at CH we're into firsts. We like to delve into esoteric fronts and combatants. We don't base our creative decisions on the bottom line. We live to provide our fellow gamers opportunities to explore their labors of love. \$60/\$80

[http://www.criticalhit.com/mm5/merchant.mvc?](http://www.criticalhit.com/mm5/merchant.mvc?Screen=PROD&Product_Code=HBEF_AS_L2014)

[Screen=PROD&Product_Code=HBEF_AS_L2014](http://www.criticalhit.com/mm5/merchant.mvc?Screen=PROD&Product_Code=HBEF_AS_L2014)

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 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. \$50
[http://www.criticalhit.com/mm5/merchant.mvc?](http://www.criticalhit.com/mm5/merchant.mvc?Screen=PROD&Product_Code=ASLBATAAN2014)

Decision Games

A series of computer games are available: air games, Tarawa, Waterloo.

<http://shop.decisiongames.com/SearchResults.asp?Cat=70>

GMT Games

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

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

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

While the 82nd lands around Nijmegen, the 101st Airborne Division lands north of Eindhoven and begins its own race to secure its assigned bridges.

This game will introduce airdrop and night rules, as well as new terrain to the series. Successfully landing airborne troops at night, assembling them from a dispersed condition, and advanc-

ing against unknown enemy resistance to secure your objectives will prove a thrilling challenge in this new game.

Note: This game is a standalone game. It does not require ownership of **The Last Hundred Yards** to be played. €52

<https://boardgamegeek.com/boardgame/287783/last-hundred-yards-volume-2-airborne-over-europe#buyacopy>
\$59 <https://www.gmtgames.com/p-831-the-last-hundred-yards-volume-2-airborne-over-europe.aspx>

Storm Above the Reich is a solitaire wargame depicting a Luftwaffe squadron of Fw190s struggling to deter and destroy the relentless daylight raids over Germany during World War Two. The player's individual aircraft, each represented by a stickered block, must confront the mighty "combat box" formation of the United States Army Air Force, a deadly terrain of B-24 Liberator heavy bombers. Like its counterpart, **Skies Above the Reich**, the game is a broad strokes depiction that presents the arc of the desperate air war. Stretching from late 1942 to early 1945, **Storm Above the Reich** follows that trajectory in a series of missions strung together to make a campaign. Each mission will take a half hour or more to play, while a campaign can last anywhere between 6 to 60 missions.

Storm Above the Reich is a stand-alone game; you don't need **Skies Above the Reich** to play. However, it can also serve as an expansion for that game. Storm uses the same rules as Skies, and components in one game transfer seamlessly to the other. Combined, Storm and Skies present eight formation maps, six pursuit maps, B-17s and B-24s. In Storm, you get an oversized staffel of 18 Fw190s, with the option of augmenting it into a Sturmbocke staffel. In Skies, you get a staffel of Bf109s, and with the games combined, the staffels can also be combined.

€80: https://boardgamegeek.com/boardgame/259394/storm-above-reich?utm_source=BoardGameGeek%20Newsletter&utm_campaign=2c705826c3-EMAIL_CAMPAIGN_2018_01_25_COPY_01&utm_medium=email&utm_term=0_23873ccd5d-2c705826c3-99234077&mc_cid=2c705826c3&mc_eid=b776e4f579
\$95: <https://www.gmtgames.com/p-725-storm-above-the-reich.aspx>

The Dark Summer: Normandy 1944 is the latest in Ted S. Raicer's WWII operational series that began with **The Dark Valley: The East Front Campaign 1941-45**. The game uses a chit-pull activation system that determines both the order and type of each sides' actions during the game's ten turns, covering June 6 to August 21, 1944. The availability of Action Round chits (for the Germans, and separately for the British and US forces) is itself determined by the draw of Weather chits, one per turn, which reflect the importance of weather on the effectiveness of Allied air superiority and Allied shipping across the Channel. Weather also determines the number of German Reaction markers, which allow limited response to Allied actions. The "Dark" chit pull system makes **The Dark Summer** an excellent game for solo play, while keeping both players involved in face-to-face play.

The single map extends from just south of Cherbourg (itself covered by a Cherbourg Box) southwest to Avranches and southeast to Alençon, allowing players to recreate the entire campaign from D-Day to the closing of the Falaise gap in late August. Units are mostly regiment/brigades, with a few battal-



ions, but German mechanized forces are presented as operational kampffgruppen.

Victory is determined by the Allies capturing Cherbourg, exiting units to Brittany and Paris, and preventing the exiting of German units, but the Allies win a sudden death victory if they capture all the cities on the map before Turn 10 and the Germans win a sudden death victory by closing down any three Allied Beaches, two of which must be contiguous. The unknown activation sequence means the Allies cannot take the safety of his landing beaches for granted in June!

The Dark Summer: Normandy 1944 is a game of moderate complexity, but nevertheless covers all the most important elements of the campaign. There are rules for the D-Day Landings, untried German strong-points and Ost battalions, Allied tac-air and carpet bombing, Allied artillery superiority, German nebelwerfer and flak guns, Allied naval support, the conquest of Cherbourg, exiting and re-entering the map, and variable entry and possible delay of both side's reinforcements. A game on an epic campaign that is playable in a single day's gaming and with a small footprint that will allow it to be left set-up for solo study, **The Dark Summer: Normandy 1944** is a must-have for fans of WWII operational games, the "Dark" system, or students of the campaign for northwest Europe.

€75: https://boardgamegeek.com/boardgame/249582/dark-summer-normandy-1944?utm_source=BoardGameGeek%20Newsletter&utm_campaign=2c705826c3-EMAIL_CAMPAIGN_2018_01_25_COPY_01&utm_medium=email&utm_term=0_23873ccd5d-2c705826c3-99234077&mc_cid=2c705826c3&mc_eid=b776e4f579
\$55: <https://www.gmtgames.com/p-699-the-dark-summer-normandy-1944.aspx>



High Flying Dice Games

Hot Sand, Cold Steel, The Battle of Abu Ageila, June 5-6 1967 \$16

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

A Kingly Fight, Battle of Bouvines, July 27, 1214 \$16

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

Hollandspiele

The Grass Crown is the second game in the Shields & Swords Ancients series. It recreates ten battles spanning nearly three hundred years of Roman history. As was the case with the first game, **With It Or On It** (2019), **The Grass Crown** is a fresh, innovative taken on familiar material. The primary unit of maneuver is a "Wing" which itself consists of ten or so individual counters. Losses can be resolved by flipping the individual unit that was attacked or by flipping any unit adjacent to it. Unrelenting pressure in the right places can prompt a Rout Check, causing the line to collapse. As the result of a single attack, multiple units can find themselves in your dead pile.

This simple but compelling theme sees many variations thanks to special rules that chart the evolution of Roman warfare, and contrasts them with the rigid Greek Phalanx, the sophisticated army of Hannibal, and the ferocity of the Gauls.

The ten battles are: Hera-clea, Asculum, Trebbia, Zama, Pydna, Second Citra, Ver-cellae, Pharsalus, Thapsus, and Munda. \$60
<https://hollandspiele.com/products/the-grass-crown>



Horse & Musket IV: Tides of Revolution is an expansion. You need **Horse & Musket: Dawn of an Era** to play this game.

The long-awaited fourth volume in Sean Chick's Horse & Musket series shifts the scene to a period of social upheaval, peopled by radical revolutionaries, dominated by two world-changing events, the American War for Independence and the overthrow of the Bourbon monarchy, resulting in the War of the First Coalition.

Washington's desperate struggles for survival. The cursed command of the Army of the North. The stunning early victories of a brilliant young Corsican named Bonaparte. Over the course of twenty-one dramatic scenarios, refight the battles that changed the course of history.

Also changing is the look and feel of the Horse & Musket series. Concurrent with this release, the entire series has been updated to make it easier to learn, set-up, and play. A revised core rulebook is provided with this volume. \$55

<https://hollandspiele.com/products/horse-musket-iv-tides-of-revolution>

Legion War Games

Captain's Sea, The American Frigates 1799 – 1815 is a low-to-moderate complexity game for two players who take the roles as captains of the original American frigates (Chesapeake, Congress, Constellation, Constitution, President, and United States) or their opponents from the British or French navies during the turn of the 19th Century. All of the classic duels fought by these ships are represented in detail. Unlike other age of sail games that focus on fleet actions, **Captain's Sea** puts you on the deck of a single ship with the responsibility of leading her to victory. You must maneuver against the wind and your opponent to achieve optimum firepower, as well as manage your crew as they scramble to man the guns, work the rigging, and repair battle damage, all while being hammered by the burning shot and flying splinters caused by your enemy.

The action of the game is driven by control of the weather gauge. This is done in a unique fashion by moving ships relative to both the wind and each other, stressing the benefit of position. The ship with the better position has greater flexibility in maneuver as each player predetermines his ship's movement through a simple action selection process that does not require pencil and paper to track. Players must also allocate available crew points (a diminishing commodity as a ship takes damage) to man the guns, rigging, or other actions that the situation might mandate. A deck of action cards provides period flavor and swings of fortune. Throughout a turn, you as captain, are bombarded with difficult decisions that determine the fate of your ship.

Included with the game are ten scenarios, including such classic engagements as the Constellation vs. L'Insurgente (9 February 1799), Constitution vs. Guerrier (19 August 1812), and Chesapeake vs. Shannon (1 June 1813). Even those ships that did not fight a major engagement get the opportunity to play out a historical opportunity missed. Additionally, players will find it easy to create hypothetical pairings to see what might happen. \$60/\$82

https://www.legionwargames.com/legion_CAP.html

Multi-Man Publishing

The First Team The 1st Cavalry Division was formed in 1921 and participated in the famous Louisiana Maneuvers of 1940, where it became obvious that the days of horse-mounted soldiers were numbered. After spending 1942 patrolling the US-Mexico border, the First Team (as it was nicknamed), retired its last horses in February 1943 and shipped out that summer with all four dismounted cavalry regiments: the 5th, 7th, 8th,

and 12th. Its first action was invading the Admiralty Islands in February 1944, followed by Leyte and Luzon, where in February 1945 it participated in the bloody battle for Manila (an action being depicted elsewhere). Then almost five years of occupation duty in Japan saw its training deteriorate and its combat capabilities degrade. The 12th Cavalry Regiment was deactivated, and the division was reorganized into the now-standard triangular structure. With the crisis in Korea, they hastily shipped out to the Pusan Perimeter. First Team quickly earned a reputation as second rate but just as quickly re-earned respect while first leading the breakout and then charging into North Korea. Surprised (like everyone else) by the Communist Chinese forces in November 1950, they were thrown back into South Korea with heavy losses. Reversing the momentum, First Team took the fight to the enemy for the rest of 1951, regained some of its swagger, and rotated back to Japan in December after almost 18 months of hard fighting.

These 16 scenarios tell the story of First Team across two different wars, but they describe more than just the combat results. The First Team were fighting men, and these scenarios showcase some of their individual stories. There is plenty of action in this pack, and plenty different kinds of it, more than enough to challenge every level and style of ASL play. \$25/\$34 https://mmpgamers.com/index.php?main_page=product_info&cPath=2_5&products_id=343

NSKN Games

Warriors & Traders Conquer your opponents - or outwit them - to build the most prosperous kingdom in **Warriors & Traders!** As king of an embattled country set during the Dark Ages, your capital is surrounded by hordes of barbarians who've settled on the lands, but you feel that under your rule these provinces could bring prosperity and glory. Develop your production and engage in trade to gather precious resources that will allow you to claim the lands which are rightfully yours. You may be a peaceful trader who fills the royal treasury with gold, but for the other kings your wealth is a temptation. Build forts to defend your lands, or take fate in your own hands and prepare for battle! \$30/\$60

<https://www.nobleknight.com/P/2147463234/Warriors-and-Traders>

Taktyka I Strategia

Zealand 1985 One of the parts of the Warsaw Pact plan to attack the west was to attack Danish Zealand, along with the capital, Copenhagen. A corps composed of the 6th Airborne Division was appointed for this purpose.. The opponent of the Poles was the "Zealand" Corps. The use of nuclear missiles was planned as part of the strike. PLN 85

<https://taktykaistrategia.pl/blog/zelandia-1985-ww3/>

Kalisz 1706 On the afternoon of October 1706 in the fields adjacent to Kalisz, one of the oldest cities in Poland, a battle took place, which can be considered the turning point of the Great Northern War of 1700-1721 For the first time we managed to break the losing streak and beat the so far invincible Swedes of Charles XII, although the winner, who was undoubtedly August II, was not at all satisfied with his success. In the Battle of Kalisz, alongside the Saxon-Russian troops on the one hand and the Swedish troops on the other, Polish and Lithuanian troops took part. PLN 85

<https://taktykaistrategiasklep.pl/produkt/kalisz-1706/>

MAGAZINES

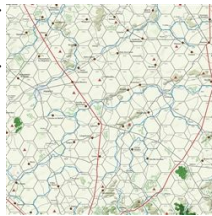
Paper Wars #98 **First Blood in the Crimea: The Battle of the Alma, 20 September 1854.** This game uses the alternating-actions system introduced here in Wagram. That system places the emphasis on players' mastery of overall operations rather

than on the minutiae of tactics. In effect, players role-play each side's supreme commander, making the decisions those two men would make rather than the whole command chain, as is often the case many complex tactical-level games. \$47
<https://www.compassgames.com/product/issue-98-magazine-game-first-blood-in-the-crimea-alma/?sfw=pass1631909522>

Strategy & Tactics Quarterly #15 Alexander the Great: Few historical figures are better known than Alexander III (the Great) of Macedon, whose epic conquest of the Eastern Mediterranean world is the stuff of legend. With great talent comes great ambition, however, Alexander was driven to outdo his predecessors, driving his army to the point of mutiny. His ambition also caused him to be ruthless in extracting wealth and obedience from his subjects. \$20
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=STQ15>

World at War #80 **Hannut: France 1940** is a two-player operational level simulation of the battle fought during the Battle of Belgium that took place between 12 and 14 May 1940 at Hannut in Belgium. The primary purpose of the Germans was to tie down the strongest elements of the French 1st Army and keep it away from the main German attack by Army Group A through the Ardennes. The delay was to entice the Allies into believing the main thrust would come through Belgium and then down into France.

The ensuing battle was the largest clash of tanks in armored warfare history at the time. **Hannut** uses a simplified version of the Grand Operational Simulation Series (GOSS) rules that depict WWII combat at the battalion level. Each hex on the map is one mile. Units are battalions and companies. Each AM and PM game turn represents about one-half of available daylight hours. Night game turns extend through the hours of darkness. \$40
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW80>



BOOKS

Elsenborn Ridge: Britain's Battle of the Bulge, A Campaign Study

Soon after the 16 December 1944 German attack in the Ardennes, British troops began moving into position for a counterattack. By late December the British XXX Corps was heavily involved in helping push back the German Sixth Panzer Army, advancing alongside the Americans to erase all German gains by early January.

The Battle of the Bulge is rightly celebrated as an American victory; most troops involved were Americans, and most casualties likewise were Americans. But the British Army fought as well, and we celebrate their victories over fascism as well.

In this short book, Philippe Léonard presents eleven scenarios from the epic British struggle to stop and turn back the Nazi tide. Plus, we tell you the story of this little-known yet crucial battle. You'll need *Elsenborn Ridge* and *Liberation 1944* to play the scenarios. \$20
<http://www.avalancheppress.com/gameBritainsBattle.php>

Coral Sea, Playbook Edition

In May 1942, the Japanese sought to capture Port Moresby on the south coast of New Guinea and interrupt communications between the United States and Australia. Such a move, they hoped, would bring the Americans to battle.

The United States Navy needed no special inducement to fight the nation's enemies. Two American aircraft carriers met

one small and two large Japanese carriers in the world's first battle between these powerful new warships. For the first time in naval history, a major battle was decided with no warship of either fleet even sighting an enemy ship directly. Aircraft were the new measure of naval power.

Coral Sea is the gateway to the Second World War at Sea series. The new Playbook edition has everything you need to play, all inside a book: the rules, pieces, maps, and charts are all there, except the dice (you've got plenty of those). And we tell you how to play the game, and how to best enjoy it. Second World War at Sea is the best-selling series of naval board war-games ever, and *Coral Sea* will get you right into the fun.

It's an evenly matched battle (the Japanese have one more aircraft carrier, but it's a little one, and the American flattops have more planes). The Japanese are trying to seize bases in New Guinea and the Solomon Islands and the Americans are out to stop them.

The operational map covers the Coral Sea off northeastern Australia as well as surrounding waters. You move your ships and planes on this map and search for the enemy. When you find them, you fight them on the tactical map.

Second World War at Sea is a simple and fun game series, built around the insightful concept of rolling a 6 on a die. Yet with that simple mechanic, it manages to include all of the important aspects of World War II naval combat (surface warfare, submarine operations, air missions and more). It's a historically sound model (believe it or not, World War II admirals did not calculate the angle of a shell's fall against the thickness of a ship's armor), and it's fun to play. *Coral Sea* will introduce you to this world of historical fun. \$45
<http://www.avalancheppress.com/CoralSea.php>

Jutland: Dogger Bank

The 1916 Battle of Jutland was not the only action on the North Sea during the Great War. The battle cruisers of Britain's Grand Fleet and Germany's High Seas Fleet met in the February 1915 Battle of Dogger Bank, and both fleets continually sortied into the waters dividing them.

Jutland: Dogger Bank continues the story we began with *Jutland: Battle Analysis 1914*. It's a book of history, scenarios, and game/historical analysis, all woven together to use our *Great War at Sea: Jutland* game as the basis to tell the campaign's story in a unique manner.

Dogger Bank picks up the story with the Cuxhaven Raid of December 1914, and continues it up to the eve of the great Battle of Jutland in late May 1916. There are 35 new scenarios, plus historical articles and analyses all relating the game play to the actual events. We look at how the game simulates the operations, and then we flesh them out with still more scenarios: fast-playing battle scenarios using just the Tactical Map, and additional operational scenarios using the operational map as well to pick up the action at key decision points and discuss why the admirals involved made the decisions that determined the battle's outcome.

Dogger Bank is a 64-page, large-format history/analysis book for *Jutland*; you'll need a copy of the game to play these scenarios. \$25
<http://www.avalancheppress.com/gameJutlandDogger.php>

US Airborne Tanks, 1939-1945

By Charles C Roberts, Jr [!]

This book explores the design and deployment of American airborne tanks from the earliest concepts to their actual use.

From their first introduction at the Battle of the Somme in the First World War, tanks proved to be one of the most important military developments in the history of warfare. Such was their influence on the battlefield, both as infantry support and as an

armored spearhead, their presence could determine the outcome of any battle.

Another significant development during the 1930s was that of airborne forces, with a number of countries experimenting with air-dropped troops. Such a concept offered the possibility of inserting soldiers behind front lines to sow fear and confusion in the enemy's rear. However, such troops, parachuting from aircraft, could only be lightly armed, thus limiting their effectiveness. It is understandable, therefore, that much thought was given to the practicalities of airlifting tanks that could be dropped, or deposited, alongside paratroopers.

Tanks, though, are heavy, cumbersome vehicles and before there could be any thought of carrying them by air, much lighter models would have to be produced. Charles Roberts' fascinating book opens with an investigation into the efforts in the 1930s by Britain, the Soviet Union and the USA into the development of, or adaptation of, light tanks for airborne operations.

This detailed and comprehensive study deals with every aspect of design and deployment of American airborne tanks from the earliest concepts to their actual use. \$33

<https://penandwordbooks.com/us-airborne-tanks-1939-1945.html#.YVym2prMJ9B>

Waterloo Witnesses

Military and Civilian Accounts of the 1815 Campaign

By Kristine Hughes

The events of Sunday, 18 June, stand as the defining moment of the year 1815, if not of an entire era. The allied victory over Napoleon's French army at the Battle of Waterloo reshaped governments and boundaries, made or broke fortunes and touched thousands of lives in ways both large and small, and it has been analysed, dissected, and refought on paper a hundred times.

Perhaps, though, the very best words ever written about that momentous campaign are the first-person accounts recorded as events unfolded. It is these vivid accounts that Kristine Hughes has collected together in order to convey the hopes, fears and aspirations of their authors. They inject the story of the battle with a level of humanity that reclaims it from the realm of legend and restores it to the people who witnessed it.

In chronological order her work pieces together a novel view of the battle and events surrounding it as they were experienced by both military men and civilians. The result is a fascinating and varied picture of the individuals involved and the society of the period. Their words make compelling reading. \$35

<https://penandwordbooks.com/waterloo-witnesses.html#.YVyo75rMJ9A>

Wars of the Republic

Ancient Roman Wargaming 343–50 BC

Osprey Wargames 29

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