

## AHIKS President George Phillies

A year ago, I became President of our venerable organization. Things are happening at AHIKS! Since then there have been major changes. The scheme for distributing issues of the Kommandeur developed long-term challenges. Our old web pages were more and more difficult to maintain. With the support of a dozen AHIKS volunteers, the new set of web pages you see today were created. Modern software -- PHPlist -- solved the K's distribution issues. New AHIKS members volunteered to fill the openings created by long-time officers who chose to return to the games table.

Membership recruitment and retention became an important priority.

Changes in processing new memberships have improved our responsiveness to the membership. Maintenance of membership records has improved. Outreach of Facebook and other electronic media has advanced. We have a new club logo and a new recruitment flier. Match requests have increased from four a month to nearly ten a month.

Members are offering new tournaments. Most recently, Russell Gifford is proposing a Swiss system all-play-all tournament. His most recent tournament, launched in June using the SPI Blue and Gray quad, is advancing toward a conclusion. Look for a new tournament from him soon.

Please join us on social media. AHIKS has a group on Facebook, a group on MeWe, and an active group on Discord. If you use any of those sites, please join us.

Does advertising work? With thanks to members doing outreach on Facebook and elsewhere, in October and November we recruited 60 new members. That's very important for opponent matching. When we were founded in 1966, there were perhaps three dozen board wargame titles available, and that includes well-known games like **Operation Gigantis**, **Madrid II**, and **War of the Halagolandish Succession**. With more members than titles, finding matches was straightforward. Now there are more than seven thousand board wargames. We're closing on 800 members, but that's still far fewer members than titles. To improve our opponent matching service, we need a larger club. All of you, please help with this.

In new advertising efforts, Roy Matheson, editor of *War Diary* magazine, has offered us advertising space. Gary Graber, editor of *Panzerschreck* magazine, is also offering us advertising space. Many thanks to both of them for their support of AHIKS! I am working with the artist who generated our new logo to create the ads.

There are several large social media sites entirely focused on boardgaming, such as ConSimWorld and BoardGameGeek. If you are using either of these, please do what you can to spread our good name. I am nominally on both of them but lack the time to use them. Someone once suggested that I should procure an AHIKS 'badge' for us on one of the sites, but I must apologize that the suggestion fell through the cracks here or is entombed someplace on my desk. If you understand what the recommendation means, please contact me.

Member Bruno Passacantando reports that he attended the recent Compass Games Convention and distributed copies of

our advertising flier. He forwarded a photo he took of the flier he posted. Many thanks to Bruno.

AHIKS Judge Randy Heller reports he is planning on attending gaming conventions and will be distributing copies of our flier there.

I encouraged people with novel sorts of matching requests to contact me directly. Member Evan Davis writes "As per your suggestion, I would like to play FTF within a two-hour drive of Fort Wayne, Indiana. Among the AH games I own are **D-Day**, **Waterloo**, **Caesar at Alesia**, and **Victory in the Pacific**, but I am glad to read online rules of other games before traveling to play them."

Occasionally some of us wish for a magic game board that enforced all the movement production, etc. rules so that we fallible humans did not have to enforce the rules manually. Those of you interested in comparing a paper board wargame with the magic game board may want to check out **Space Empires IV** (GOG Games), the computer version of the GMT board wargame **Space Empires IV**. (Yes, the computer version actually came first). The games are largely the same, though some of the artificial restrictions of the paper game were not needed in the computer version. In addition to player vs player, the game also supports players and computer, player team vs. computer, and solitaire games against an artificial intelligence.

Members Bruce Maston and David Turansky have sent me old issues of the *Kommandeur* that I can scan and put up on the web pages. As it happens, I have a new high-speed scanner that is suitable for this purpose. Thanks to Bruce and David for their generosity!

My suggestion last issue of a 'play the latest SPI game' tourney has the challenge that there is a significant time lag before ZunTzu, Vassal, etc. modules for new games become available. For the nonce, my suggestion does not quite work.

What about next year? 800 minds are far more creative than one. What would you like to see from AHIKS? What could we be doing better? Please speak up. My particular background has let me make improvements in club administration, activities that will eventually get each of us more and better opponents, but that's a bit remote from gaming events.

And, soon, Happy New Year!

George Phillies  
President, AHIKS  
President  
@AHIKS.com



## Treasury Notes

Brian Stretcher



### A Quick Comparison: Flat Top v. Second World War at Sea

Dave Bergmann has kindly arranged for me to participate in an upcoming multiplayer game of **Flat Top (FT)**, considering that I have mentioned the **Second World War at Sea (2WWAS)** series (Avalanche Press) in these pages before. He was curious as to their differences. At the time, I had barely scratched the surface on the operational system in **2WWAS**, and I had long been out of touch with the rules of **FT**. Now understanding a bit more about how the operational game works in **2WWAS**, I think I can explain if for those of you who might be curious.

First of all, **FT** has not spawned a vast number of games that use the same system. Although there are both Battleline and AH versions, **FT** is pretty much a stand alone game. Sure, there is the game **CV** (Yaquinto) that uses the same system for the battle of Midway, but those are the only two that I know of, and none of those games remain in print.

**2WWAS** is a relatively vast game series. There are a lot of **2WWAS** games still in print and available, including **Bismarck**, a summary of an operational scenario for which I summarize below. There are series rules and rules plus scenarios. Usually many, many scenarios, both for ship-to-ship battles and operational campaigns, and they are offered in sequence to present chronological history. The series is in its second edition, with the release of **Bismarck** in 2018 marking the first game to get the second edition treatment. **Bismarck** has 17 operational scenarios and 28 battle scenarios. **FT** has 5 scenarios. Other second edition titles available in the **2WWAS** series include **Arctic Convoy** and **Coral Sea**, which serves as the entry-level title in the series. The release of **South Pacific**, proclaimed to be the flagship of the series, looms on the horizon as the game has started printing, according to a recent press release. Anticipated release seems to be just after the holidays. I think (it has been a long time, and I really don't remember) I pre-ordered **South Pacific** some four years ago...

There are a lot of similarities between the two games. At the operational level, players operate task forces of individual ships on a large-scale map, searching for enemy task forces with both surface ships and aircraft. Each ship unit is one ship in both games, and you put them into task force boxes on a card for task force management. Aircraft are represented by type, and have combat abilities by type, i.e. torpedo bombers, fighters, etc. Each step in **2WWAS** is a half-squadron, each air factor in **FT** is 3 planes. They have ranges and are allowed to remain in the air for a certain number of turns. They land on an airbase or carrier and cycle through a hangar box to a ready box, and each airbase can launch a certain number of planes each turn. They may have to form up to wait for the rest of their strike at a fuel cost, and other such fun details. You send your planes out to strike enemy task forces and airfields, and, if surface ships make contact with each other, surface combat will occur.

The scales of each game are somewhat different. **FT** uses hourly turns, and the turns of **2WWAS** are 4 hours each. Map scale of **FT** is 20 miles to the hex, and **2WWAS** is 36 miles across per "zone," which is a square, but they are laid out in a brick pattern, so effectively the same as hexes.

Now we get to bigger differences. First of all, most forces in **FT** maneuver off the map unless they are observed by enemy units, or the player wants them to be seen. Searching units have to be placed on the map in order to search/observe. Units that can observe (on a roll of 1-4 with modifiers) will observe with-

in a certain range of their location and may be affected by local weather. But only units observing or that have been observed are placed on the map. Observed units may report inaccurate information as to the force's composition. At 1 hour per turn, movement is not pre-plotted for planes or ships, and **FT** features a pad of plotting maps to track one's hidden forces. It may take your airstrike a few turns to reach its target, and by the time they get there, the target task force might be unobserved again. If the strike doesn't find it, no attack.

In contrast, units in **2WWAS** move mostly on the map. Task Force markers will always be on the map. Aircraft on a strike mission also move to target on the map, usually in the same turn, and may be intercepted in route by enemy CAP. However, an enemy task force has to have been sighted on the turn or the turn before the strike in order for the strike to be made. Searches are made by aircraft at an airbase assigned to a search mission, and those aircraft may search for any task force within range. As you might imagine, there are a lot of modifiers that come into play here: the number of steps of aircraft assigned to search, the distance from the airbase to the target being searched, the weather, and whether the task force was spotted last turn. If there is CAP over the searched target, that CAP may intercept the search and run off the searching aircraft which will fail to report. But, if you find a task force, you can launch a strike against it in the same turn. The strike might fail to launch (nope, not gonna go), and it might fail to find the target anyway, as many modifiers apply to that as well.

You might wonder why, if the ships are on the map, they simply don't head straight for each other to fight. That issue is addressed by requiring pre-plotted movement. Ships on an intercept or raiding mission have to plot their moves a turn in advance. Ships on some types of missions, such as bombardment, have to plot out their entire move to target. That means ships miss each other pretty easily, especially in the vast expanses of open ocean, as each side tries to guess where the other might be going with a time lag. Task forces that pass through the same or adjacent zones have to roll for contact, subject to the usual modifiers for night and weather, and perhaps radar in later war scenarios. If they don't make contact, there will be no battle, even if they're in the same zone.

Each game chooses to abstract certain details the other does not. For example, there are weather fronts in **FT** for ships to move toward and hide in, whereas in **2WWAS** weather is prevalent across the map (or at least one map if a multimap game). Carriers have to turn into the wind to launch in **FT**, but there is no prevailing wind direction in **2WWAS**. On the other hand, **2WWAS** offers no fewer than 6 different weather levels, from clear, cloudy, rain, squall, storm, and gale. Anything above rain put a serious damper on air operations, and you better hope you don't have planes in the air when the weather turns to gale. Some planes in **FT** can be armed with different types of weapons, but they cannot in **2WWAS**. The search system in **FT** is much more dependent on in-flight search patterns managed by the players. Searching in **2WWAS** is dependent on how many search plane steps are committed to search from each airbase (which might be a carrier or seaplane tender, and in some cases the individual search aircraft from BBs and CAs).

It is the tactical detail in combat, however, that defines the main differences between the two game systems. Ships in **FT** take generic hits in combat, and if they take more hits than they have, they sink. Conversely, ships in **2WWAS** have boxes for weapons systems and their hulls. They sink when all of their hull boxes have been marked out. They also have boxes for their gun types: AA guns, tertiary guns, secondary guns, and primary guns, for the BBs. Carriers can also take flight deck hits that impair air operations.



If ships make contact in **2WWAS**, they are transferred to a tactical map for combat, where the ships can maneuver and take shots at each other. In general, hits are obtained on a roll of a 6 on a 6-sided die, and then you roll on a hit table to determine the hit's location. If the weapon can penetrate the armor at that location, the box is marked off. Primary guns can penetrate lesser armor and obtain extra hits; there are chances that hits reduce speed, and there is a chance for critical hits as well. It is possible, for example, for the *Hood* to go boom with a single shot as actually occurred. However, big-ship combat is mostly an effort to reduce the opponent to a barely floating hulk.

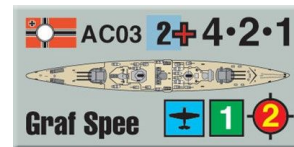
For airstrikes, combat is a lot like the old AH game of **Midway**. The defending player places his ships on the tactical map to make the most of his ships' AA fire, protecting the more vulnerable/important ships. After resolving air-to-air combat with any defending CAP, the striking player places his planes on ships he wishes to attack. AA fire is done, then the surviving planes attack the ships on which they are placed, using the same gunnery and torpedo tables that ships use if hits are obtained. Torpedo bombers get pretty good modifiers, dive bombers not quite as good, and level bombers will struggle to hit much of anything. Light ships are harder to hit.

Both air and ship units in **2WWAS** have multiple ratings for combat. Air units are rated for altitude, air combat, naval attack, and land attack, which translate to the number of dice they get to roll in combat. Some planes are more durable and can take two hits before losing a step, some are considered fragile in combat. Planes also have a range and duration, which is how many zones they can travel in one turn and how many turns they can stay in the air. Ship counters show gunnery factors and speed, which can range from 1 to 4 (which translates to how many zones they can move each turn on the operational map and in which steps they get to move in tactical combat).

In contrast, planes in **FT** are merely factors. Their abilities are built into the hit tables. The basic hit table is obtained by cross-referencing the plane type with the target type and ammunition used. The hit table is then cross-referenced with the number of factors to determine the base number of hits, which might be increased or decreased a little by an additional die roll. Hits are hits, either in air factors or marking a ship with a damage marker. Ship units are lined up in surface combat and may use their Gunnery Factor or Torpedo Factor, but not both. Some ships can be screened from combat. Gunnery combat is done first, with the players parsing out the factors to attack the enemy ships as they wish. The basic hit table is determined by both players selecting a die in secret and revealing it simultaneously, then hits are rolled for. There are some additional tactical considerations in surface combat, but that is the gist of it.

And that's about it on the main differences between the two game systems. I would say that **FT** models carrier battles very well, but there are limits to the tactical details of combat. With the added tactical detail, **2WWAS** is probably the more complex game in total, but many of the rules are not needed to play most of the scenarios. There are rules for mines, bombardment, convoys, minelaying and clearing, raiding (ah, those ships *do* enjoy hidden movement), motor torpedo boats, submarines, towing ships, floundering, mechanical breakdown, decoy task forces, and many, many more. But **FT** is complex in its own right; there is more complexity in managing one's air assets in this game. The pieces in **FT** are not up to today's standards, but the map is good, and you gotta love those plotting maps. Maps in the **2WWAS** series vary significantly, with some being butt ugly, some better. But the pieces feature overhead images of the specific ship (long counters for ships DD and above) and aircraft, well up to modern standards. **FT** still seems to have a devoted following, probably because of the hidden movement

element, and because the game can benefit from a good gamemaster and multiple players. It is harder to judge the appeal of **2WWAS**, but reported sales are good and there is strong commitment to the series by Avalanche Press, so that says something. Perhaps the biggest impediment to playing **2WWAS**, however, is the lack of any electronic means to play the games. No Vassal modules. That means rigging up something for the scenarios that use a lot of map space if you play by mail. Great if you have a giant table you can leave set up, not so great if you don't. I am unclear on the logic for not allowing electronic play of one's games. Perhaps more on that next time.



### In the Trenches

Here are recent developments in the games I have in progress right now. I am between games with a couple of my regular opponents and just starting one or two.

**Kingmaker:** This game has reached turn 5. Two factions have already been completely wiped out from plague, with Acorn losing a large army in York, making a calculated gamble and losing that army, along with Richard of York. Portculis's only noble, Courtenay, was summoned to Canterbury by a Peasant Revolt and then died in a plague one turn later. Knot's siege of Harlech was broken as Percy was summoned to Alnwick to deal with the Scots, and Ragged Staff's siege of Coventry (to seize Margaret of Anjou) was similarly broken as the Constable of the Tower had to respond to Blackheath. Herbert is still stuck in Ireland without a ship to get him back to England, and Holland is similarly stuck in Calais with King Henry. Meanwhile, my Sun faction continues to collect tiny nobles and small numbers of troops in increments, but still does not have the strength to even attempt a siege of a town or royal castle. While Ragged Staff and Knot remain the dominant factions, it is all relative. Those are the only factions who can currently muster the 200+ troops needed to siege an heir.



**878 Vikings:** Jeff Miller and I have now reached the midpoint of Round 4 in this Seven Round (max) game of the Viking Invasions of England. In our last episode, Ivar the Boneless had just landed in London and a big battle was fought there in the third turn of Round 3. Poor Viking luck continued, with the Vikings winning the battle but suffering significant losses. They then moved on to Winchester and battled the English there, sustaining several casualties once again. The English then took advantage of an empty London and re-occupied the area in turn 4 of Round 3. A small English army made a move towards York, but the English avoided initiating any battles in the 4<sup>th</sup> turn of the Round. The Norsemen got to move first in Round 4 and moved east from Winchester to Selsey. The English drew 5 (max) Fyrd to assist the handful of Housecarls and Thegns already there, and the Vikings once again sustained heavy losses. The English were again defeated, but Ivar and his army returned to Winchester with no more troops than which they started the Round to lick their wounds. The Vikings drew the second turn of the Round as well, but without any improvement in their situation, they were content to sit in anticipation of two English turns about to follow.

**Bismarck:** Graeme Dandy and I have wrapped up our short, 12-turn Operational Scenario since last issue. I had the Germans with the objective of getting at least three Destroyer Escorts (DE) to the English Coast from Cherbourg to attempt to raid coastal convoys, and the English were to 1) try and stop me and 2) send a fleet to bombard Cherbourg. Time is October, 1940. Each of us had only a handful of planes to manage, which was the main point of playing this scenario, as neither of us had managed planes in an Operational Scenario before. Air allotments in this game are determined randomly. I based all of my air at Cherbourg, including 2 squadrons of Me-109s, 2 squadrons of Ju-88s, a half squadron of He-111s, and a squadron of Bv-138s (German search planes that I have never heard of, and other than the image on the counter I don't really know what they look like). I placed a couple of minefields across the approaches to Cherbourg. My strategy was to send one DE west as a decoy, and then send the other four across the Channel near Calais, make the Channel run past Dover, then head up the east coast of England to roll for coastal convoys.

Although we quickly found each other's task forces with air search, German fighters over Cherbourg chased the search planes away before they could report in the first turn. But, we found each other's task forces fairly easily on the second turn, both of us launching small air strikes. We learned that trying to bomb small ships with level bombers does not work very well; in fact, it is impossible to hit a small ship with a level bomber unless the optional "Anything can happen" rule is invoked, which always gives at least a small chance at a lucky hit. So we invoked that rule. But alas, the weather started turning rough, turning to rain, then squall, then a gale. Tiny ships were tossed (but not sunk), and with the night turns thrown in air operations pretty much ceased for the rest of the game. My decoy DE was successful, however, in drawing a British air strike that included potentially deadly Beaufort torpedo bombers. But they all missed, and my lone "Wolf" ran for Brest and the cover of the port's AA fire under cover of weather.

My other DEs did break out of the Channel, making it through two British minefields without loss. The British bombardment fleet made it to Cherbourg without being molested. Although it too had to wade through a minefield to reach the target port, no British ships were damaged. By the time the fleet arrived, however, the weather was storm and only the primary guns of the BB Revenge could fire. The British scored 3 points and headed for home.

My DEs along the coast were more successful. They managed to rack up 19 points before the game ended. But alas, victory for either side requires 20 points in this scenario, so my 19-3 edge was a draw. A fun system. Wish there was a Vassal module, even if it is possible to play most of the game on paper. See above for a comparison to **Flat Top**. We're currently looking at a new scenario to try.

**Imperial Struggle:** Jeff Miller and I have agreed to take on **IS** to replace our completed match of **The Lamps are Going Out**. As Jeff is a complete newbie to this game and I have a vast 2.5 turns of experience, it should be fun! We have yet to pick sides as I have not had a chance to skim back over the rules.

**Here I Stand:** We finally managed to scrounge up our sixth and final player for this game! Jim Lauffenburger joins me, Jeff Miller, Dave Bergmann, Mike Kettman, and Bob Robles to play a full 9-turn game starting in 1517. We have completed player assignments, resolved Luther's 95 Theses, and are about to end the first turn's truncated Diplomacy Phase; things have been a little slow getting started as Jeff left for a long vacation just before the Thanksgiving holiday and then because of the 4-day holiday weekend itself. Sides are as follows: Ottomans, Dave Bergmann; Hapsburgs, Mike Kettman; England, Bob Robles; France, Jeff Miller; Papacy, Brian Stretcher, and Protestants, Jim Lauffenburger. The 95 theses were rather middle of the road, neither hugely successful or poor. We anxiously await the diplomatic deals to be announced by England, Hapsburgs, and France, but rumor has it as I write this that no deals have been reached!

### Treasurer's Report

The donation finally made its way to the bank!

<b>Total balance 9-1-21:</b>	<b>\$ 8,352.36</b>
<b>Dividend 9-30-21:</b>	<b>\$ 1.73</b>
<b>Donation 10-12-21:</b>	<b>\$ 20.00</b>
<b>Dividend 10-31-21:</b>	<b>\$ 1.78</b>
<b>Total balance 11-1-21:</b>	<b>\$ 8,375.87</b>

Until next time!

## Letters

George,

I think to reach PC gamers we and history teachers we could use photographs of military leaders around a war strategy table to show that real military leaders used a form of board gaming to plan real attacks in real wars. Picture this an ad in a PC gamer magazine showing a split photograph of a PC gamer laying down his remote and a caption I'm tired of shooting at only infantry targets and a pic of a board gamer his hand on a tank counter and a caption firing my Panzer IV at the Russian T-34.

A brochure for History Teachers. Title at top "Read About History or Experience It In Your Classroom" then have different photos of games from different historical periods and an explanation on how board gaming can teach history and bring it alive to the students through experiencing the battlefield or type of military army. How the Roman army maneuvered on the battlefield, how the Revolutionary soldiers faced the British, etc.

I believe it should be sent to Middle and High School teachers. Maybe AHIKS could set up an Educational Foundation through Go Fund me used to purchase games for the Teachers classroom.

Just some ideas to float around the organization.

Dennis Sheppard



## From the AHIKS Judge

Randy Heller

### Ethics In Gaming Part II

In the December 2020 issue of *The K*, an article was printed addressing a few topics on ethics in gaming. To recap:

Each year at the World Boardgaming Championships held by the Boardgame Players Association (BPA), an ethics in gaming seminar has traditionally been held and chaired by Joel Tamburo. It is not closed in any way or held by invitation. It is open to attendees and appears on the convention's schedule. As far as I know, there has been no established agenda, and it is open for topics of discussion brought up from the general audience. Joel does an excellent job of facilitating discussion and maintaining decorum. I have personally attended the seminar throughout the past several years.

At the 2019 WBC Ethics in Gaming Seminar, the discussion was dominated by a scenario in which a gamer, who had been eliminated from a single elimination tournament, was reinstated in the tournament and went on to be awarded first place. Below is the letter presented to the BPA on behalf of those who attended the seminar:

On Saturday evening at the 2019 WBC Ethics in Gaming Seminar hosted by Joel Tamburo an appeal was made to endorse a recommendation to approach the board to correct a discrepancy existing in the official WBC records.

An individual who had been eliminated from competition in a single elimination tournament was allowed by an inexperienced GM to be reinstated in the tournament as a "spoiler." Unknown to his opponent, he advanced to the finals, won, and inappropriately accepted the first-place plaque. His semi-final round opponent did not discover what transpired until after the convention and declared he would not have agreed to play the individual knowing he had been eliminated from the tournament competition.

To rectify this injustice, it is respectfully requested that this win be struck from the records, in effect reducing the number of times this individual was awarded by one. Nothing else is requested, i.e., no forfeiture of wood, re-scheduling of play or anything else. Both the original GM and a current member of the Board who was there to witness this event are both available to corroborate these facts. Those in attendance at the Ethics Seminar unanimously endorsed this recommendation. In addition, they requested that future WBC rules specify any spoiler wear a notification, such as a sticker or a badge, to clearly identify his/her spoiler status, and that a spoiler not be allowed to participate in semi-finals or finals tournament play.

Your attention to this matter is greatly appreciated.

Sincerely, Randy Heller, WBC #881

In effect, a simple pen and ink change to the official WBC records was respectfully requested to correct an injustice. It was not until August 2021 that the board, consisting of the Convention President and a prominent board member addressed the request. What follows is a condensed timeline of what transpired:

1. Initially, the claim of the spoiler's loss was denied based on the WBC yearbook report and w/l "information" provided by the tournament GM at the conclusion of the convention.

2. The BPA board member who was approached at the convention by the alternate GM with the claim that a spoiler had advanced to the final round of tournament play was contacted for confirmation. This was done and confirmed.

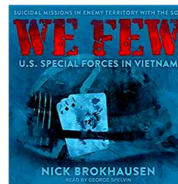
3. At this point, the investigators denied the request for a pen and ink change.

4. It was requested of the investigators to contact the GM, who was willing and ready to confirm that the spoiler, in fact, had been eliminated and should not have won the event. Contact information was provided.

5. The reply from the BPA investigators was complete silence and no further communication was received. The GM had not been contacted by the investigators.

In summary, the BPA Board has chosen to let stand a false record, violating their own rules and regulations.

★★



**We Few: U.S. Special Forces in Vietnam**  
by Nick Brokhausen, narrated by George Spelvin

Audio title published by Tantor Audio  
Reviewed by Nick Rusch

Reading earlier reviews of "We Few: U.S. Special Forces in Vietnam" from GoodReads provided quite an insight into what the book would be like. Some readers labeled Nick Brokhausen's book a memoir. Others disagreed with the memoir label stating its contents overused hijinks and the tall tale to describe the author's wartime experiences with far too little material worthy of a (persnickety) reader of history. After listening to "We Few" I would identify the book as a fantastic collection of Vietnam war stories told by an Army Special Forces Studies and Observations Group (SOG) veteran. Yes, for the discriminating reader there were probably a few liberties and stretching of truth taken during the recounting of these stories. Show me one veteran cum author writing decades after the events took place that can remember such exact details as conversations word-for-word, and I'll show you someone who has taken liberties with recounting stories in order to create a good read.

Be warned this is not a book written by a military officer who has attended the proverbial knife and fork school and writes in the style of a gentleman officer expounding on his personal exploits as if he were some junior von Clausewitz. Even so, this should not discourage one from reading Mr. Brokhausen's stories describing his experience in Vietnam. His written experiences, while at times quite funny, are not devoid of meaning and history. What you get from "We Few" is not only a collection of stories in and out of the trenches, but also an immersion into the way combat soldiers view and interact with their environment. Mr. Brokhausen writes as he experienced the war. For those that miss this they miss the mental and emotional attitude adopted by combat vets to deal with combat stress and the psychological tools they use to process what they have experienced. His style of recounting his experiences is just as important to study as the stories themselves. Gritty, visceral, mind numbing when writing of his combat experiences then swinging to the hilarious and comically ridiculous when in garrison this is what you get. It is well worth the read. If you end up not liking it.... Well perhaps that's a good thing. War isn't a thing to be enjoyed by sane people.

YouTube video interview of author, Nick Brokhausen - The Team House MACV-SOG Nick Brokhausen interview

## The MAPboard Mk. 1

by Mark A. Palmer

What brings a game to life better than having family ties to a title, or having walked the battlefield? I grew up in the Northern California redwood forests where the US Civil War occurred in a different country, as far as I was concerned. However, having lived in North Carolina for the past 35 years has provided me with opportunities to walk battlefields.

Close to home, there is the preserved site in Durham, NC, where General Johnston, CSA, surrendered to General Sherman, USA. Many years ago, I was fortunate to attend the re-enactment of The Battle of Bentonville about 40 miles away. That battle is addressed in **Across Five Aprils** (VG).

Over the years, I have been able to look at the mapsheets from the **Blue and Grey Quad** (SPI) as my wife and I visited Gettysburg, Chickamauga, and Antietam. Antietam was especially educational because of the fields of fire. The reason why there were 2,108 casualties on September 17, 1862, was due to The Sunken Road's lateral approaches being rolling countryside across an expanse of farmland. Attackers would be exposed over a long distance but then descend into a depression that afforded protection from small arms. When they re-appeared on the crest of the depression mere yards in front of The Sunken Road, they were met with re-loaded concentrated rifle fire. The survivors were then close enough to melee before the defenders could re-load.

Besides walking the battlefields, having a personal attachment to a game truly brings it to life. I've just started a game of **Wilson's Creek** (SPI) that covers another Civil War battle in the Midwest. One of the victory conditions is the occupation of the ancestral farm of my opponent! He shared a period photo of a group of family and friends taken nearby.

Closer to my time have been my personal connections. My brother-in-law's father-in-law flew a Spitfire during the Battle of Britain. He went up to Canada and joined the RAF Eagle Squadron comprised of US citizens. His shared experiences bring to life my match of **Air Force** (AH) where my fellow gamer and I are both flying a pair of Hurricanes against a Staffel of 12 HE-111H bombers. Of course, the bombers all fly in a straight line without variation.

Perhaps the games that are closest to me are a couple of solitaire WWII submarine simulations. My dad was a USN DE sailor stationed on the East Coast and provided protection for convoys heading to the UK. Playing **Steel Wolves** (Compass) allows me to better comprehend what he and all destroyer sailors needed to accomplish as they escorted convoys across the Atlantic. Myself having been a USN DDG and DD sailor has allowed me to share his experiences of shipboard life. Playing **Silent War** (Compass) is closest to me because I sailed those waters. I can almost once more feel the pitching and rolling deck from typhoons when I assign USN submarines to the west of the Philippines!

Think about it: what brings your games to life?

★★

## Vice President's Chair

Martin Svensson

I apologize for not providing a column in the prior issue of *The K*. Sadly, at the end of September my mother's life was failing. She was in a serious decline and subsequently died on 9 October. Around the same time, my wife who is double vaccinated against Covid 19 came down with the Delta variant version of the virus. She has the honor of being a *breakthrough* patient. She recovered quickly. Lastly, I teach in an elementary school, and my kids had to quarantine for ten days due to Covid exposure, and we operated virtually. It takes extra effort to plan lessons virtually in comparison to face-to-face.

The new year 2022 is fast approaching. As a result, I started thinking: *out with the old and in with the new*.

I have noted over the years that wargamers tend to be a nostalgic group. Many of us play games we discovered as teenagers. There is a fuzzy warmness about them. Memories of opponents that have come and gone. I fondly recall playing an AHKS gentleman named Harold who resided in Missouri about a decade ago. He preferred snail mail matches. It took considerable time to complete the two **Russian Campaign** games, but I looked forward to his letter arriving.

Many of these old titles have been republished in recent years. In every case, their physical appearance has been improved dramatically. The errata have been incorporated into the revised rule books—another improvement. Here are some thoughts concerning old versus new.

I discovered Avalon Hill's **War and Peace** in 1980 via my brother. The map was uninspired, and the rules had holes. Moving four decades forward, we now have this game issued by One Small Step. The 6<sup>th</sup> edition that came out earlier this year is leaps and bounds above the AH version. Great mounted map and corrected and enhanced rules by developer John Gant. If you are unfamiliar with it, give it a try. The AH copy will likely be heading to eBay.

In early summer, Compass Games released Bruce Maxwell's **NATO: The Cold War Goes Hot**. The designer redesigned his Victory Games **NATO** of the mid-1980s. During the interval, he discovered new sources concerning the forces. As a result, this new game contains scenarios covering both the early and late 1980s based upon highly improved information. The game is well supported online, including great tutorials that can be found on YouTube. This is a must-play game if the topic tickles your fancy.

The next few months will have a plethora of great games coming out. They follow the same theme of an older game, being revised and re-released. Two titles from GMT Games were automatic preorders. **Pacific War** and **Vietnam 1965-1975** will see the light of day again in early 2022. I recently saw unboxing videos of both games, and the pizzazz factor was overwhelming. Both games have been physically improved beyond belief. The **Vietnam** rulebook has lost its obtuseness and can be deciphered far easier than the original ruleset. The rules have been reorganized to ease learning. There are comprehensive examples of play. I recently saw designer Mark Herman show off his copy of **Pacific War**. This forthcoming release is a gem. Mr. Herman was clearly pleased with the result. Both of my original Victory Games editions have been *retired* as a result.

Lastly, I have a preorder with Compass Games for the new, revised edition of GDW's **Third World War**. There were originally four separate games in the series. The Compass edition will have all the four games in one box. Based upon what I have seen, expect terrific graphics, cleaned up rules, and a comprehensive package. The playtesters have been working on this one for quite some time, thus it should be a *clean* release.

Happy holidays. 2022 will be a treasure trove!

## Multiplayer Info from Jeff Miller

A very busy month with family, travel, and now the holidays so just a short note this time.

I did drop the Press section this time.

I'd hoped it would help spark a bit more interest, but I believe I have had only one person send in any press in the past year.

I hope everyone has a great Christmas and finds some great games under the tree!!! ☺

Regards, Jeff

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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.

Nate Forte is #2016

A Distant Plain GMT – Jeff Miller, [1303] V  
 A Distant Plain GMT – Duncan Rice, [1394] V  
 Advanced Civilization AH – Jeff Gaul [2003] V  
 Advanced Civilization AH – Eric Aune [2122] V  
 Advanced Civilization AH – Jeff Miller, [1303] V  
 Air Force AH – Sam Thornton, [1538] E, P  
 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  
 Blitz Compass – Jim Lauffenburger [2191] V  
 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 [8028]  
 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  
 Falling Sky GMT – Jim Lauffenburger, [2191] 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  
 Here I Stand GMT – Jim Lauffenburger, [2191] 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  
 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

★★

### 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.

2177 Cena Mayo, Minneapolis, MN  
 2178 Giovanni Faisca, Chaska, MN  
 2179 Stephan Kalinowski, Tucson, AZ  
 2180 Tom Kelly, San Pedro, CA  
 2181 Gary Graber  
 2182 Kohen Gillis, Enterprise, AL  
 2183 Brittani-Pearl MacFadden, Redding, CT  
 2184 Rudy Armendariz, El Paso, TX  
 2185 Tom Marshall, Roselle, IL  
 2186 Edward Hart, Pawleys Island, SC  
 2187 Paul Clay, Simpsonville, SC  
 2188 Miguel McDowell, San Angelo, TX  
 2189 Ivo Jurenka, Australia  
 2190 Brad Golding, Australia  
 2191 David McCarson, Lexington, NC  
 2192 Graham Dodge, Australia  
 2193 Carlos Bermejo, Spain  
 2194 Stephen Genoff, Greeley, CO  
 2195 Lennart Strandman  
 2196 Paul James Bannerman, Halifax, Canada  
 2197 Jim Lauffenburger, Colorado Springs, CO  
 2198 Simon Dyal, Nottinghamshire, UK  
 2199 Matthew Daniel, Goldsboro, NC  
 2200 Stephen Sanders, Montevallo, AL  
 2201 Peter Lageri Søndersø, Denmark  
 2202 Glen Taylor, Addison, TX  
 2203 Robert Glaub, Silver Spring, MD  
 2204 John Bullough, Troy, NY  
 2205 Roland Olson, Collegeville, PA  
 2206 Evan Davis, Fort Wayne, IN  
 2207 Jeffrey Snider, Denton, TX  
 2208 Jeffrey Young, Santa Rosa, CA  
 2209 David Smith, Nacogdoches, TX  
 2210 Dennis Svitak, St. Charles, MO  
 2211 David Garvin, Nova Scotia, Canada  
 2212 Fabrizio Giuberti, Parma, Italy  
 2213 Matt Shoemaker, Philadelphia, PA  
 2214 Dan Gardner, New England, ND

Continued on page 12



## Reflections on Sixty Years of Wargaming

By Lou Jerkich

*Continued from last issue*

In the latter 1970s, as we added other, less hard-core wargames to our collection, my wife for the most part stopped playing historically-based wargames and moved into the other types of games. She did give *Machiavelli* a try and later also tried *Republic of Rome*, but diplomacy games of that kind did not appeal to her. She has reminded me that she once beat me in a game of SPI's *Battlefleet Mars*, because she handled the 3-D aspect of movement better than I did. Over time, she found, however, that 18xx railroad games came to be her most enjoyed type of game.

Because of the trading aspect, Avalon Hill's *Civilization* game also turned out to be a game she could enjoy. My wife and I managed to spark interest in both *Civilization* and *Advanced Civilization* among couples we knew. Since January of 1985, we have held an annual "Civilization Game Fest" for every consecutive year with about half of the players being women. In the early years, we even had a couple of occasions where the participants came to the game in costumes of the ancient period. Fortunately, we managed to work in our 36th Annual game two days before my state went into the pandemic lockdown in March of 2020. This year we expect to hold our 37th annual game on August 14th. The winner is rewarded by a prize provided by the winner of the previous year.

In December of 1994, Judy submitted an article to the Avalon Hill *General* titled "The Civilized House Party," which described how we conducted our annual Civilization Game Fests and even included some photographs of the participants in costume. Robert Waters, the editor of the *General* at that time, had Judy sign a form agreeing to their submission terms and appeared interested in publishing it, although it never did see publication. (In 1995, there was a change of editor of the *General*, and perhaps that had something to do with it.) In her article, Judy noted that, in her experience, men playing **Civilization** are more inclined to be combative, even when it is clearly a self-defeating strategy. Some women, on the other hand, tend to be too accommodating and cooperative, even when it is to their detriment, and they may avoid making attacks even when it would have helped preserve or expand their civilization. The **Advanced Civilization** rules for calamities compel a person to suffer whatever calamities he or she cannot trade away. Therefore, once we started using those rules, it changed the perspective of all players, including the women, who became as willing and adept as any of the guys at passing off calamities to their opponents and asserting their rights over territory they controlled.

My wife and I have also enjoyed playing **History of the World**, **Britannia**, and **Age of Renaissance** with other couples, and for years now we've also played 18xx railroad games on a regular basis. I believe that it's not competition and conflict so much, but rather the subject matter and details involved in most typical wargames that keeps women from finding them compelling in the way that I do. Solving the strategic and tactical challenges of more fluid situations as in the games I have just mentioned seems more appealing to women than having one army with lots of little pieces batter away at another army with a similar host of pieces. In my experience, games involving trade and commerce appear to have far more appeal to women than hard-core wargames, as do having some elements of chance, such as are found in **Advanced Civilization's** trade deck and in the card decks of some of the other titles I mentioned.

On a couple of occasions back in 1990-1991, I gamemastered 8-player **Machiavelli** games with some staff members at the library where I worked. Five or six of the players were women. I am still amazed that I got so many of the ladies to play since **Machiavelli** is a cutthroat kind of a game with players colluding with one another against their opponents. The players would make moves and turn them in to me by a specified day and I would report the results. A notebook was kept in the staff break room where they could see the "history" of the game and watch their territory increase or diminish on photocopied maps which were updated every turn with different colors used for each player's holdings. Not long after the second **Machiavelli** game, the woman who had won it took a newly-opened position in our library system. Several years later she told me that competing against seven other players in **Machiavelli** and coming out on top had given her the confidence to apply for a more challenging library job. This ultimately led to her taking graduate school courses, getting her master's degree, and eventually becoming head of the library system's IT department. For her, winning that one game of **Machiavelli** was truly life-changing.

### Wargames and History

My own life has also been impacted by playing wargames. Although I had an interest in history from my youth, wargames enhanced that love of history. Almost every game I acquired led me to read about the historical campaigns or the people involved. Because I have enjoyed games from many historical periods from the ancient world up through WW2, my background in history has been considerably broadened beyond what my natural interest in history would have given me. Moreover, studying the strategic and tactical puzzles involved in each game has transferred to other aspects of my life and helped make me better at decision-making in all kinds of real-life situations. Often enough, I have played games solitaire to try out a new plan or strategy. This experience has made me much more inclined to consider both sides of a situation in real life, to weigh the pros and cons, to play devil's advocate, and consider the long-term consequences of an action.

As a wargamer and a student of history, I find that at certain times of the year I often get an urge to play specific wargames. In August, I never fail to recall Barbara Tuchman's prize-winning book, "The Guns of August," and various World War I games come to mind. September induces me to think of the start of WWII and thus the **Third Reich** game comes to mind, whereas December 7th can lead to contemplating playing **Victory in the Pacific**. On December 16 I might recall **The Battle of the Bulge**, but usually the family gatherings of the Christmas season must take precedence. January is associated with the **Anzio** campaign. (Alas, in February I never seem to "Remember the Alamo." Is there a game on that?) The end of March 1941 is when Rommel launched his Afrika Korps into action, although the Avalon Hill game starts play in April 1941. April 12, of course, reminds me of the beginning of the American Civil War. May recalls the hunt for the Bismarck battleship and the **Air Assault on Crete**. Then we have June 6, D-Day, and June 16-18 when Napoleon fought his Waterloo campaign, and June 22, when the Russian Campaign began, and for which the game **Stalingrad** was my first encounter with it in wargames. Of course, at the beginning of July, I can easily find myself drawn to playing **Gettysburg**.

Likewise, certain years seem especially fitting for certain games. In July of 2013, the 150th anniversary of the Battle of Gettysburg just had to be remembered and playing a **Gettys-**



burg game was appropriate. In 2014 through 2018, playing WWI games, including **1914**, **Jutland**, and **Richthofen's War**, seemed a fitting way to commemorate the centennial of the Great War. In June of 2015, how could I not commemorate the 200th anniversary of the Battle of Waterloo, so **Waterloo** and **Napoleon's Last Battles** made it out of my game closet. In June of 2019, I played **D-Day** with a friend to recall the 75th anniversary of that campaign, plus we pulled together another three players for a five-player game of **D-Day** (SHAEF plus Montgomery and Bradley versus two German players).

I am sure that I am not the only wargamer whose recollection of real history inspires playing or at least looking over the relevant game. In turn, playing or looking over a game also leads me to read books and to watch movies or documentaries about the game's topic. In May of this year, I watched the half-hour D-Day episode of my *Great Courses* DVD series on WWII in Europe. That led me to pull Hanson W. Baldwin's "Battles Lost and Won" off my bookshelf and re-read the chapter on the Normandy campaign. Then I took another look at the relevant chapter in General Omar Bradley's "A Soldier's Story." My **D-Day** game was soon out of the closet, and I was studying over my game plans. Playing the games and learning the history feed into each other.

### Aerial Warfare

In 2014, a few months after my retirement, I opened my **Richthofen's War** game (which I had once bought for \$1.00 at a library book sale) and looked it over. It had been a long time since I played a few games of it. I have a friend, Steve, who is a private pilot and thought perhaps I could interest him in that game, even though he has only occasionally played some other wargames with me. I am quite glad I made the effort. Over time, we modified some rules to make **Richthofen's War** more realistic and have added additional aircraft types to enable play of scenarios from earlier in WW1. I laminated small-scale copies of the board on which we secretly can place our anti-aircraft units and machine guns to surprise one another. We even fought several campaign games of my own design. Each of us has had our share of glorious victories and stinging defeats, and we have had lots of fun doing it. Generally, we have played on days when our wives have gone shopping together. Since January of 2014 we have played some 190 games of **Richthofen's War**, mostly of historically-based scenarios of my own design, but we've played none during 2020 through the present due to the pandemic. Before 2014, my friend Steve had tried **Afrika Korps**, **Stalingrad**, **Battle of the Bulge**, and a few games of **Gettysburg** (the 1988 125th anniversary edition published by Avalon Hill), but they certainly did not grab his interest the way **Richthofen's War** did.

This summer we finally were able to resume gaming. In June, Steve had passed on to me a book by David Clark titled "Angels Eight - Normandy Air War Diary." As I read it, I found myself thinking about the **Luftwaffe** game I had bought from Omar DeWitt a few years back. In 2019, I had cut out the game counters, but I still had never played it. So, I proposed to Steve that we try it out as a change of pace. We have now had two days of game play on which three basic games of **Luftwaffe** were played each time. Each of us has won twice, and we had two drawn games. We now plan to try a ten-game campaign using the Tournament game rules. After our last game, I had the **Luftwaffe** game board open on my gaming table for a few days and tried to figure out whether I, as the Americans, should make any raids in the January and April 1943 games. I've decided it's worth the chance. We'll have to see how that turns out.

### Miniatures and Panzerblitz

Despite their visual appeal, I have never had a compelling interest in playing tactical types of wargames using miniatures. Strategic and operational games have always appealed to me much more than tactical-level games. I have tried playing WW2 miniatures a few times with some other local gamers, but I found that I had difficulty remembering what some of those vehicles and artillery units were that composed my forces, making me somewhat inept as a commander. I also found that we could never finish a miniatures game within the allotted gaming time.

Playing the miniatures games, however, did inspire me to pull my decades-old **Panzerblitz** game off the shelf in the summer of 2018. I had last played it back in the late 1970s with a next-door neighbor who oddly tended to refer to it as "Panzerblips." (He liked the game so much that he bought himself **Panzer Leader**.) I thought to myself that perhaps I could play **Panzerblitz** with my miniatures-playing friend who also enjoyed board wargames. I felt that looking at unit counters that had their movement and combat capabilities specified on them would work much better for me than the esthetically pleasing but information-lacking miniatures.

I read the **Panzerblitz** rules and looked over the unit types available in the game. Then I ran off to the local library to gather up all the books they had on military weapons of World War II used by the German and Russian armies. I now have a couple of folders of notes, photocopies of articles, and printouts from the internet that describe the artillery, armor, infantry weapons, etc., that appear in the **Panzerblitz** game. Moreover, I even gathered data on units appearing in **Panzerblitz** variant articles that I found in the Avalon Hill *General* or online. Ultimately, I came to appreciate the differences in the units and have a better sense of how they should be employed in the **Panzerblitz** game. (Unfortunately, having all that data still doesn't help me much in figuring out what to do in a miniatures game!)

Meanwhile, I began devising some simple **Panzerblitz** training scenarios for myself and any other novice I might eventually convince to play the game. They were based on the concept of having a limited range of unit types in the first game, and gradually expanding on the unit types over the course of several games. One did not need to know all the **Panzerblitz** rules to play the first few scenarios I designed because some rules were not relevant to the units available in the initial scenarios.

So, I wrote up what I called my **Panzerblitz** "boot camp" scenarios. They began with an 8-turn game that focused on seven Russian combat units attacking a German force of five combat units and three minefields. There was no armor, no transport, no indirect or opportunity fire, no overruns, no cavalry, no fortifications or blocks, and no elevated terrain. The focus was on the strength of infantry in defense and the power of close assault attacks. To add interest to this mini-game, I did allow the Germans to deploy "hidden" in some woods, and to keep their minefields hidden as well. German units were only discovered when a Russian unit moved adjacent to them, or the Germans revealed themselves by moving into clear terrain. Ideally, the players should take turns playing each side to learn offensive and defensive tactics.

*To be continued*

## Assault on Tobruk – A Second Take from Nick Rusch

Compass Games' latest *Paper Wars* release, issue 99, includes Stephen Newberg's classic **Assault on Tobruk: Rommel Triumphant**. Originally published in 1980 by Simulations Canada, **Assault on Tobruk** was the company's first boxed game. This latest rendition as a magazine game by Compass Games includes a reworked single map which is an improvement over the original slightly garish map colors artwork. The map has redesigned terrain graphics and a refined color palette. The combat resolution and barrage charts have been added to the map eliminating the clutter of player reference sheets. Although the countersheet went through a re-layout, the counters have not been redesigned. It would have been nice to see the counter graphics brought to current design standards. I also noted there was a duplicate unit counter in the sheet, the German 7th Co, 2nd Bn, 115th Inf Rgt, 15th Panzer. I'm not sure if this is simply a duplicated unit in the sheet, or if a German unit was accidentally left out of the list as a result of a double issue of the same unit.

I put **Assault on Tobruk** on the table, read through the rules, and started pushing some counters around. A few observations of design which generated some mixed feelings. Setup was addressed in a unique manner. The counters are single sided which allowed the designer to place the hex number on the back of the Allied units identifying their unique setup locations. I thought this an ideal solution, removing the need to have a separate play aid or cluttering the map with setup details.

Unit attributes for attack are expressed in a very unusual way. In addition to defense strength and movement, each unit is curiously provided with an "anti-infantry" and "anti-tank" strength value. It took a moment to reorient my thinking and understand these values are nothing more than what is normally labeled in most games as attack strength against infantry and tank. Interesting choice of labeling and not quite sure why this counterintuitive set of titles are used for these unit attributes. Perhaps just an artifact of earlier designs.

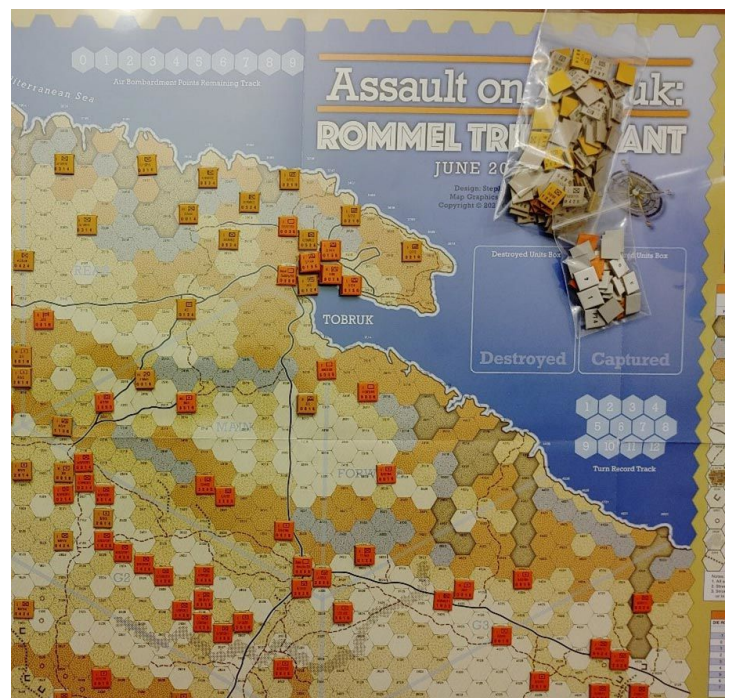
The rules, which seem to be the same as the original publication, are six and a half pages and reflect the straightforward hex and counter designs of this period in wargame development. There are a few unique items modeled within the game. Mr. Newberg addresses the Allies command and control challenges and the Allies locational uncertainty of the Axis Schwerpunkt by locking Allied units in place until Axis units pass near their locations, or in some cases breach a sector boundary. Assuming smart Axis play this significantly reduces the Allies ability to respond in force to a German attack.

The Allies' challenges with coordinating combined arms defense and counterattacks are also reflected in the game system design. The Allies are prohibited from combining attack strengths of mixed tank and armor units. In addition, non-motorized anti-tank units are prohibited from combining their attack with any other type of unit. Although the Allies had challenges, these constraints seem to be particularly heavy handed. Fortunately, as part of the game there are several alternative scenarios allowing for the investigation of suspending the combined arms limitations.

Engineers have a unique role in the game negating the movement point penalties for anti-tank ditches, minefields, and major and minor strong points. Allied engineers also play a role mitigating Axis victory points by keeping the Axis from capturing Allied support units. The Allied support units represent the supply dumps located primarily around the port of Tobruk. The support units are unable to move and if captured by the Axis represent double the victory points. Allied engineers can attempt to destroy these support units to prevent capture thereby denying the Axis the doubled VPs. However, the Axis will still take a reduced number of VPs for the destruction of the support unit.

A WWII North African Campaign wouldn't be complete without the Rommel counter (said tongue in cheek). **Assault on Tobruk** is no exception. In this instantiation the Rommel counter represents Rommel's penchant for appearing at the front lines and assuming direct tactical command of the surrounding units. When Rommel appears on the field of battle, he increases the Axis attack odds by one column shift for adjacent opposing units. Placing Rommel on the map does come with its potential disadvantage to the Axis. If the Allies manage to capture Rommel, the Axis suffer combat odds penalty of one column shift on all attacks for the remainder of the game.

In summary, this is a single-map quick play low complexity game perfect for introducing those new to the wargame genre. **Assault on Tobruk** is solitaire friendly, making it a great choice for a rainy afternoon or early evening game of a few hours. *Paper Wars* #99 is currently on sale at <https://www.compassgames.com/product/issue-99-magazine-game-assault-on-tobruk/> for \$41.95.



## Open Match Requests from Mark Palmer

1985: Under an Iron Sky TRL  
 Across Five Aprils VG  
 ACW Brigade Series MMP  
 Afrika Korps AH  
 Air Assault on Crete AH  
 Battle for the Ardennes SPI  
 Blitz Compass  
 Bloody 110 COA  
 Bloody April GMT  
 Bull Run  
 Bull Run AH  
 Caesar's Legions AH  
 Cedar Mountain SPI  
 Chariots of Fire GMT  
 Chickamauga SPI  
 Combat Commander GMT  
 Empire in Arms AH  
 Empires + Alliances Compass  
 D-Day AH  
 Empire of the Rising Sun AH  
 Falling Sky GMT  
 Fifth Frontier War GDW  
 Fire in the Sky (1999) Phalanx  
 Flat Top AH  
 Flying Colors GMT  
 France 1940 AH  
 Gallipoli GMT  
 Gettysburg '65 AH  
 Grenadier SPI  
 Guns of August AH  
 La Grande Armees SPI  
 Leipzig SPI  
 Main Battle Tank 2ed GMT  
 Midway AH  
 Monty's Gamble: Market Garden  
 MMP  
 Napoleon at Waterloo SPI  
 No Retreat: North Afrika GMT  
 No Retreat: Russian Front GMT  
 NATO: Cold War Goes Hot  
 Compass  
 Normandy '44 GMT  
 Panzer Battles MMP  
 Panzer Blitz AH  
 Panzer Grenadier AP  
 Panzer Leader AH  
 Panzer Leader AH  
 Proud Monster XTR  
 Rebel Sabres TSR  
 Russian Campaign AH  
 Russian Campaign Jedko Games  
 Russian Front AH  
 South China Seas CMP  
 SPQR GMT  
 Stalingrad AH  
 Stalingrad '42 GMT  
 Tank on Tank LnL  
 Terrible Swift Sword TSR  
 The Civil War VG  
 The Great War in Europe/Near East  
 GMT

Martin Hogan (1704)  
 Mark Palmer (1074) V  
 Aaron Kulkis (1983)  
 Stephen Genoff (2194) V  
 Peter Hansen (2129) V  
 Thomas Ten Eyck (826) EP  
 Jim Lauffenburger (2191) VXE  
 Aaron Kulkis (1983) FVL  
 Mark Palmer (1074) VL  
 Ronald Brooker (1252) Postal only-  
 Peter Dunn (2235) V  
 Jeff Miller (1303) VE  
 Peter Hansen (2129) V  
 Clinton Ray (2127) VE  
 Peter Bertram (790)  
 Allen Evenson (1553) E  
 Edson Ramos (1989) P  
 Aaron Martin (2107) V or FTF  
 Clinton Ray (2127) VE  
 Mike Scott (1555)  
 Jim Lauffenburger (2191) VXE  
 Dane Patterson (2010) EV  
 William Marcy (1761) VTE  
 Paul Koenig (1577) V  
 Thomas Ten Eyck (826) EP  
 Martin Kerslake (2011) V  
 Ivan Kent (2133) V  
 Stephen Genoff (2194) V  
 Charles Sutherland (1804) VE  
 John Troskey (1554) CV  
 Charles Sutherland (1804) VE  
 Charles Sutherland (1804) VE  
 Martin Hogan (1704)  
 Scott Saunders (1664) E

Jerry Wong (1974) FV  
 Paul Purman (2159) V  
 Jerry Wong (1974) FV  
 Bert Schneider (1569)

Giovanni Faisca (2178) VEL  
 Bob Jones (1548) V  
 John Troskey (1554) CVS  
 Stephen Genoff (2194) V  
 Carl Wolf (1992) V  
 Jeff Gaul (2003)  
 Stephen Genoff (2194) V  
 Edson Ramos (1989) P  
 Peter Dunn (2235) V  
 Bob Jones (1548)  
 Peter Dunn (2235) V  
 Martin Kerslake (2011) V  
 Mike Ricotta (2004) VXE  
 Justo Perez (2009) FV  
 Paul Bannerman (2196) V  
 Bob Jones (1548) V  
 Duncan Rice (1394) V  
 Peter Dunn (2235) V  
 Jeremy Rowley (1942) EWTV  
 Terry Gallion (2044) V

The Korean War Compass  
 The Russian Campaign AH  
 The Tide At Sunrise MMP  
 Third Reich or Adv AH  
 Thunder at Cassino AH  
 To Green Fields Beyond SPI  
 Ukraine '43 GMT  
 Verdun 1916: Steel Inferno  
 (2020) FOS  
 Wooden Ships + Iron Men AH  
 War and Peace AH  
 War Galley GMT  
 Waterloo AH  
 WWII SPI

Paul Koenig (1577) V  
 John Bibler (2154) VFL  
 Nick Rusch (1913) V-E-L-X  
 Raymond Starsman (2005) ELV  
 Jerry Wong (1974) FV  
 John Troskey (1554) CVS  
 Bob Jones (1548) V

William Marcy (1761) VE  
 Peter Dunn (2235) VD  
 Peter Dunn (2235) V  
 Graeme Dandy (916) V  
 Clinton Ray (2127) VE  
 Erica Snarski (2142) V

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### Match Codes

A: ADC2	P: Postal Mail
C: Cyberboard	S: Slow Play
E: Email	T: A.C.T.S..
F: Fast Play	V: V.A.S.S.A.L.
G: Will Gamemaster	X: Non-rated Game
L: Learning Game	Z: Zuntzu

## From the Editor

Things are going well in AHIKS. It has been livelier than it has in many years. The influx of new members is astounding. Thanks to our president and many members.

I have expressed my amazement before concerning the number of games and new games available. I can't imagine that all the games purchased are being played by two people. The games must be looked over and stored away. I have stored many a game over the years.

I trust that conventions will start getting back to normal next year, although we have come to not trust Mr. Covid.

I have been reading "The Fleet That Had to Die" by Richard Hough. This, of course, is the Russian fleet that the Japanese mauled at Tsu-Shima. I'm on page 155 of a 207-page book and the Russians have yet to see a Japanese ship. The trip from the Baltic to the far east was a very long journey fraught with any number of problems. The main problem was coal. Britain and France were neutral in the Russo-Japanese war and were not supposed to sell coal to the Russians. Admiral Rozhdestvensky had to do all sorts of things to obtain coal. When the Russian fleet was passing the British Isles, the "saw" Japanese gunboats and shot up a British fishing fleet. When the fleet got to Madagascar, the admirals in Russia ordered it to stop until another fleet of old warships caught up with it. I don't know how the battle with the Japanese turns out, but the Russians have had a rough time so far.

I am sure that Santa will bring you that game you have been waiting for.



# Upcoming Events

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

**Jan. 21-23**, Lisle, Illinois  
Polar Vortex Game Convention  
<https://tabletop.events/conventions/polar-vortex-2022>

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

Continued from page 7

## 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.

2215 Kevin Crawford, Drexel Hill, PA  
2216 Daniel Blumentritt, Austin, TX  
2217 Terence Smith, Annandale, VA  
2218 Patrick O'Leary, Powder Springs, GA  
2219 Pete Steele, Cambs, UK  
2220 Jeffrey Buchman, Brecksville, OH  
2221 Steve Fletcher, Champaign, IL  
2222 Harmon Ward, Anaheim, CA  
2223 Jeff Mattes, Antioch, TN  
2224 Michael Arrighi, San Diego, CA  
2225 Dave Davieau, Anchorage, AK  
2226 Brian Simmons, Lancaster, CA  
2227 Thomas Andrew, Aurora, ONT, Canada  
2228 Matt Longabaugh, Rockville, MD  
2229 Martin Latimer, Darlington, UK  
2230 Ewan Lawson, UK  
2231 Eric Berggren, Dorchester, MA  
2232 Allan Brown, Cumbria, UK  
2233 Michael Jaffe, Mississippi State, MS  
2234 David Burnham, Clifton, NJ  
2235 Peter Dunn, New South Wales, Australia

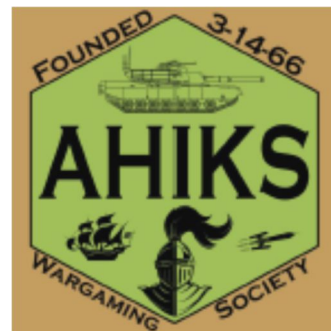
## PUBLICATION DEADLINES

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: January 31, 2022.**

## 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.



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[www.AHIKS.com](http://www.AHIKS.com)

## Game News

### Avalanche Press

**River Battleships** During the Second World War, several Eastern European nations fielded flotillas of river monitors - armored, shallow-draft warships that operated on the great rivers. These gunboats (anything on a river is a "boat" no matter its size) were designed to provide artillery support, engage enemy troops, and, if necessary, to fight other river monitors.

**River Battleships** introduces these armored warships to Panzer Grenadier. These are the actual river warships that served Poland, Czechoslovakia, Romania, Germany, Yugoslavia, Croatia, Austria, and the Soviet Union. There are 45 river monitor pieces (the same size as the ship pieces in our naval games), 32 slightly smaller river gunboat pieces, 50 special markers for the river craft and 64 standard Panzer Grenadier sized pieces with troops, weapons, and leaders.

**River Battleships** is a complete game, with two 11x17-inch maps showing the beautiful blue Danube (or Dnepr, or Pripyet) in its full watery glory, a full set of Panzer Grenadier series game rules and charts, special rules for riverine combat, and sixteen new scenarios featuring river monitor action (plus one introductory scenario with just ground units).

It's all wrapped up in our Playbook format - a complete game in a book. Everything you need to play - except for dice - is included! \$50

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

**Elsenborn Ridge** In late December, 1944, German panzers rolled into the wooded hills of the Ardennes in eastern Belgium, striking a final blow against the American troops forcing their way toward German territory. **Elsenborn Ridge** covers the fierce fighting on the "north shoulder" of the Battle of the Bulge between the U.S. First Army and the German Sixth SS Panzer Army and Fifth Panzer Army. The heroic stand at St. Vith by 7th Armored Division, the "panzer graveyard" of Krinkelt, the destruction of 1st SS Panzer Division — it's all here.

**Elsenborn Ridge** is a stand-alone game in the Panzer Grenadier series: You do not need any other game in the series to play any of the 35 scenarios. These include fierce tank battles and infantry actions, including the failed drive of Jochen Peiper's battle group toward the Meuse River, 3rd Armored Division's destruction of 2nd SS Panzer Division, the American stand along Elsenborn Ridge, and the collapse of the 106th Infantry Division.

Pieces include American paratroopers, German Tiger II tanks, American P47 fighter-bombers, German "Nebelwerfer" rocket launchers, and much more. Both German regular army and Waffen SS troops are present. There are four semi-rigid mapboards, created by artist Guy Riessen.

**Elsenborn Ridge** is packaged in Playbook format, with a book including scenarios and rules, but no box. \$80

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

**Black Panthers** The U.S. Army first enrolled black soldiers during the Civil War. Buffalo Soldiers saw action against the Plains Indians, and in the Spanish-American War; while segregated, African-American units also fought in World War One. In 1941, the U.S. Army began to create elite African-American units, including fighter squadrons, paratroopers, and armored units including the 761st "Black Panthers" Tank Battalion.

The Black Panthers saw action in France, Belgium and Germany, fighting in the Battle of the Bulge and liberating the Gunskirchen concentration camp. The battalion saw 183 days of combat, lost 71 tanks and suffered a fifty percent casualty rate.

**Black Panthers** is a special expansion for Panzer Grenadier: **Elsenborn Ridge**. It has 24 new die-cut and silky-smooth playing pieces for the Black Panthers under their distinctive insignia, and two dozen scenarios based on the epic battles of the 761st and other African-American units. \$25

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

**Midway: Rising Sun 1940** A Campaign Study

In May 1940, U.S. President Franklin D. Roosevelt ordered the U.S. Pacific Fleet to move its major base from San Diego, California, to Pearl Harbor, Hawaii. The Japanese government rightly interpreted this as a threat, as Roosevelt intended. The Japanese would not strike for another 18 months, but had they done so the fleets involved would have been very different. The U.S. Navy still operated biplanes from its carriers, while ships like Hornet and Shokaku had not been commissioned, while Oahu is not yet the impregnable fortress it would soon become.

**Midway: Rising Sun 1940** is a Campaign Study in the same format as Coral Sea: **Defending Australia**, with 10 scenarios depicting a Japanese campaign in Hawaiian waters opposed by the American Pacific Fleet of 1940 — one with far less capable aircraft (biplanes!) and fewer of them. To play these scenarios, you'll need **Midway Deluxe Edition** and **Bismarck Second Edition**. \$10

<http://www.avalancheexpress.com/gameRisingSun1940.php>

### Bounding Fire

**Operation Neptune** gives insight into the British Army assault of the River Seine at Vernon, France in late August 1944. This pack provides players the opportunity to see how they would fair in a forced river crossing and clearing operation in both scenario and CG form.

This is not a complete game. Ownership of the following products are required to play all the included scenarios:

BFP: Either of the following: **Poland in Flames** or **Onslaught to Orsha 2** (2 counters needed)

MMP/Hasbro/AH: **Beyond Valor**©, **For King and Country**© (or **West of Alamein**©) \$60/\$47

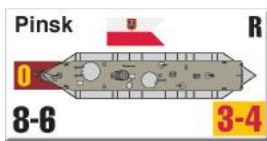
<http://www.boundingfire.com/buy/on.html>

### Compass Games

**Imperial Tide: The Great War 1914-1918** is a 2-player strategic level game which places you in command of either the Allied or Central Powers during The Great War (World War I.) Each turn consists of a year, during which multiple card plays occur. These give the players movement, combats, entrenchments, and other actions. At the end of each year, players must make critical decisions on which cards to re-buy in an attempt to win the war outright or to win by placing the other side in a disadvantageous position by 1918. **Imperial Tide** is based on the popular, action-packed Pacific Tide game system by Gregory M. Smith, with many combat and strategic decisions to challenge players in just a single evening's game.

The core of the game is the unique card re-buy system, in which players take their annual production (adjusted for U-boats, blockades, and Zeppelin bombing) and decide which cards they need for the upcoming year. Cards not only provide for reinforcements, but allow for movement, combat, and entrenchment. Which cards to rebuy is without question one of the key decisions the player must make to prepare for next year's operations.

The game has infantry units for all of the major participants, and artillery "units" actually represent stockpiles of ammunition



to be used for offensives. Naval operations are mainly abstracted, although sea movement to Salonika and Gallipoli is allowed.

Besides the focus on card play, the game features a small footprint (one standard map) and also is designed to be played in just a single evening – estimated at 3 hours for experienced players to fight the entire war.

One new mechanic in **Imperial Tide** is the option to conduct “Attrition Combat” instead of regular combat. By using Attrition Combat, you are not attempting to take ground – you are merely attempting to inflict casualties on the enemy and wear him down. This type of combat automatically causes both sides to take losses.

Another new key mechanic in the game system is the use of Resource Points. Each nationality has a set amount, and there is an option to buy an extra point each year. Although mainly intended to replace infantry strength, they are extremely flexible in that they can be used in limited amounts for movement and combat operations. They can be thought of as an “operational reserve” and should be used judiciously by players.

This game is highly accessible to those familiar with **Pacific Tide** designed by Gregory M. Smith. The game system lends itself very well to capturing the bloody and numerous battles of World War 1. While **Imperial Tide** is designed as a 2-player gaming experience, an additional option for solitaire play is provided by the inclusion of a Solitaire Bot. This “bot” creates action priorities for the non-human player and has the advantage of being simple enough to implement without spending an inordinate amount of time as the non-player. \$69/\$53

<https://www.compassgames.com/product/imperial-tide-the-great-war-1914-1918/?sfw=pass1637949650>

#### **Kharkov Battles: Before & After Fall Blau.**

Stacking is 3 units per hex and combat out of a hex is restricted. Large units (mainly German divisions and Soviet corps) have Combat Ratings which pull a strength chit for combat. Typically, only one unit with a strength chit may combat out of a hex along with all smaller units. Movement and Combat phases with Mobile Assaults for mechanized units during certain situations of movement. CRT for combats keys off the defender’s terrain and uses column shifts for extras like air support, combined arms, fortifications, etc. Combat results have some mandatory step losses, but the rest is a player’s choice on taking step loss or retreating. Advances after combat are along the Path of Retreat for non-mech units, but mech or cav units may deviate. Support Points are used to allow German supply to reach units for mechanized movement and attacks during turn. Support (for Axis attacks) is traced simply a number of hexes to a HQ and then a number of hexes to a road which leads to the source. Supply is just a general trace to a source.

Given the nature of the covered battles, this game has a shorter playtime and smaller space requirements making it an easier intro into the system used by **Fall Blau**. Included is a revised Terrain Effects Chart which should ease reference fatigue for either game. An additional map is included which is made to mate with the **Fall Blau** maps, allowing players to combine the two games into one “Grand Campaign” to be played into March 1943. Also included are extra counters and reinforcement charts to allow for this possibility. There are four scenarios within the game: three independent and one which requires **Fall Blau** to play. \$69/\$55

<https://www.compassgames.com/product/kharkov-battles/>



#### **Granada: Last Stand of the Moors, 1482-1492**

is a game for two players in which they will decide the outcome of this decisive historical episode in less than four hours. As the Catholic player, will you gain fame and glory accomplishing the Reconquista and enlarging your kingdoms in one unified powerful state?

And as the Muslim player, will you resist and save Granada or will you become the last King of the Nasrid dynasty? Balanced and historically accurate, the game is easy to learn but difficult to master. \$99/\$80

<https://www.compassgames.com/product/granada-last-stand-of-the-moors-1482-1492/>



## Decision Games

### **Hougoumont: Key to Waterloo, 18 June 1815**

Napoleon faced a desperate situation at Waterloo—he had to defeat Wellington’s Anglo-Allied army before the Prussian army arrived in strength. One of the keys to Wellington’s line was the extensive grounds of the Chateau Hougoumont. Over the course of the day both sides would commit ever more troops to contest the position. The Allies held, but like the rest of the battle, the fight was “a near run thing” that in a moment could have turned the other way.

**Hougoumont** uses a variation of the **Musket & Saber QuickPlay** system to portray battle during the Napoleonic Wars. Combat is based on unit quality rather than raw numbers, and rewards use of historical tactics. Infantry—tough and resilient—bears the brunt of battle. Artillery can smash attacks or open holes in enemy lines but is vulnerable and brittle. Cavalry is weak in stand-up combat, but crucial for pursuit and the occasional charge against a broken foe. All units are susceptible to rout when weakened, so players must maintain reserves. Leaders enhance unit capabilities.

Winning this battle depends on careful deployment, thoughtful maneuver toward key points, proper coordination of arms, and above all timely commitment of reserves. \$12

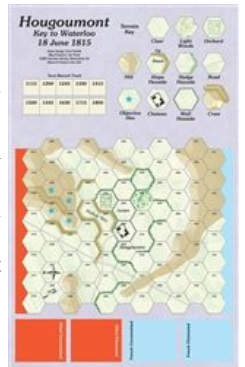
<https://shop.decisiongames.com/ProductDetails.asp?ProductCode=1733>

**Balaclava: Breaking the Siege, 25 October 1854** The Anglo-French-Turkish Crimean campaign revolved around besieging Sevastopol while fending off a Russian field army hovering nearby. In October the Russians lunged at Balaclava, the British base on the open eastern flank of the siege lines. The surprised Allies had only a thin cordon of troops facing the attack. Dogged stands by infantry and the infamous charge of the British Light Brigade staved off the Russians—just—until reinforcements could arrive. It almost went the other way.

**Balaclava** uses the **Musket & Saber QuickPlay** system to portray battle during the Crimean War. Combat is based on unit quality rather than numbers and rewards use of historical tactics. Infantry is tough and resilient. Artillery can smash attacks or open holes but is vulnerable and brittle. Cavalry is weak, but crucial for pursuit and the occasional charge. All units are susceptible to rout when weakened, making reserves a must. Leaders enhance unit capabilities. Special rules cover the Allied doubts, possession of which would mean victory for either side.

Winning the battle depends on careful deployment, thoughtful maneuvers, proper coordination of arms, and judicious use of leaders. \$12

<https://shop.decisiongames.com/ProductDetails.asp?ProductCode=1734>





**Hornet's Nest: Buying Time at Shiloh, 6 April 1862** At dawn, the Confederates attacked Ulysses S. Grant's Union army camp at Pittsburgh Landing, Tennessee, near Shiloh Church. The inexperienced first line dissolved under the impact. The remnants, with reinforcements, took station covering the roads to the landing. The position became a magnet for both sides and was dubbed the "Hornet's Nest" due to the volume of bullets. The Union line cracked after a bloody struggle, but too late for the Confederate's purposes. A quicker Union collapse might have resulted in the capture of Grant's entire army.

**Hornet's Nest** uses the **Musket & Saber** QuickPlay system to portray battle in the American Civil War. Combat is based on unit quality over quantity and rewards use of historical tactics. Infantry—tough and resilient—bears the brunt of battle. Artillery can smash attacks or open holes in enemy lines but is vulnerable and brittle. All units are susceptible to rout when weakened, so reserves are a must. Leaders enhance unit capabilities. Special rules cover the rallying of Union remnants and the formation of a massive Confederate artillery battery.

Winning depends on careful deployment, balancing maneuver and attacks, and judicious use of leaders. \$12  
<https://shop.decisiongames.com/ProductDetails.asp?ProductCode=1736>

## Fog of War Games

**WWII Blitzkrieg Variant – NW Europe 1943** This is the third offering of a proposed series of variants to be used with Avalon Hill's **Blitzkrieg**. The variants will provide new counters, specifically geared to represent the various armies and fronts of the World War II era. Each variant will also include a set of rules modifications that augment these new unit counters. These counters and rules are to be used in tandem with the existing **Blitzkrieg** mapboard and rules sets of all additions. Players may be required to adapt the basic **Blitzkrieg** rules to fit these variant rules. With these counters and rules, the player may develop scenarios that fit their vision of how the opposing armies on various fronts would have carried out combat operations. The player may use these rules in their entirety or adapt them to fit their particular needs.

The counters are derivations of actual German and Allied units as seen during a hypothetical NW Europe Campaign. Orders of battle are derived from the potential participants in those operations in France and the Low Countries. German units are adapted from actual units assigned to Army Group D in 1943 and potential out of theater reinforcements. Allied units are taken from the actual British, Commonwealth, Allied and American units available for a potential invasion of France in 1943. Accordingly, historical unit designations are used throughout the orders of battle.

A potential invasion in 1943 was an operation chock full of "what ifs" and this variant is based partly upon the greatest what if of them all – could the Allies have successfully invaded France in 1943 and continued the campaign into the Low Countries and Germany itself? Extensive additional rules governing amphibious invasions have been added to the generic variant rules set to simulate an invasion scenario. \$5  
<https://fogofwargames.com/product/wwii-blitzkrieg-variant-nw-europe-1943/>

## GMT

One of many mugs. For coffee only.

12 oz \$15

<https://gmt-games.creator-spring.com/listing/imperial-struggle-title-mug?product=1637>



## High Flying Dice Games

**Kind of a Drag - Operation Durango/Frisco City April 1967** is a game about General Westmoreland's plan to take and hold areas to interdict the Communists' support to the South, as well as compel the North Vietnamese Army to do battle in the open against the US and ARVN to take back their occupied homeland and supply lines. General Westmoreland reasoned this was a fight the enemy could not avoid, and one we could not lose. The cost to conduct the planned invasion was for another 206,000 men to be deployed to the region. This would dangerously deplete the US military's strategic reserve, as well as escalating the conflict to the point of risking global war with China and the Soviet Union. Would this plan have worked in bringing about a military solution to the Vietnam War, or would it have just "widened the stage" of this tragic quagmire for the US? \$48/\$40 <https://www.nobleknight.com/P/2147940919/Kind-of-a-Drag---Operation-Durango-Frisco-City-April-1967>

**Alfred the Great volume 5: The London Campaign, 885 AD.** Alfred in this period commenced both the re-structuring of his Army and his Burh building program in earnest. Defense in depth was Alfred's objective and this was to be proved highly effective. The Burh was used as a defensive/offensive structure, where possible utilizing existing ancient Roman & Briton forts or based upon existing fortified Saxon towns. \$18  
<https://www.hfdgames.com/london.html>

## The Knowledge Company

**1944: Utah Beach (Foxhole)** Two maps representing a 15 mile wide region of France behind Utah Beach with 500m hexes on 4 lovely Euro Game style hexes, **Foxhole: Utah Beach** is Glenn Davis designed, with ease of play and challenging longevity in the box from the start. €75/ €50  
<https://www.tkc-games.com/shop/games/europe/utah-beach/>

## Marshal Enterprises

**La Bataille de Berlin 1813** recreates Napoleon's efforts to capture Berlin in the summer of 1813 and knock the Prussians out of the Sixth Coalition. The game includes three different major battles: Blankenfeld; Gross Beeren; and Dennewitz which pit the Prussians under Prince Von Bulow and their Russian and Swedish allies against the French Imperial forces under first Marshal Oudinot and then Marshal Ney. Each battle has roughly 60,000-80,000 per side, as the French stretch their multi-national forces to knock the Coalition armies, infused with large numbers of patriotic Landwehr, out of what was to be called the War of Liberation

The package also includes the bonus game, **La Bataille de Hagelberg**, ME's previously free print and play game, with a professionally produced map and counters for the first time.

The entire package has over 600 counters; eight maps; and access to Marshall Enterprise's over 100-page book with Premier rules; extensive special rules; and multiple historical articles; and many charts and other play-aids. €750  
<https://boardgamegeek.com/boardgame/350342/la-bataille-de-berlin-1813>

## Matrix Games (computer games)

**Decisive Campaigns: Ardennes Offensive** is a real, classic hex-and-counter wargame at its core. Covering the battles in the Ardennes between December 1944 and January 1945, it brings to life Operational wargaming by lowering the scale to just above tactical level.

The game comes with a huge, full campaign scenario lasting over 16 days and several smaller scenarios focusing on several days of combat on specific parts of the front (like St. Vith and Bastogne). You will be able to play the whole Ardennes cam-

paign on a 1 km/hex map with battalion-sized Units at your command. \$40

<https://www.matrixgames.com/game/decisive-campaigns-ardennes-offensive>

**Combat Mission Cold War** is set in the tipping-point years of a conflict that gripped the world for 45 years.

Between 1979-1982, both the NATO and Soviet Warsaw Pact militaries began the shift away from industrialized warfare of the early 20th century and towards the modern digital battlefield of today.

**Combat Mission Cold War** simulates several “what if” conflict scenarios between US and Soviet forces centered on the strategic Fulda Gap and environs in West Germany.

Fifteen standalone scenarios set in the US V and VII Corp sectors of West Germany and 3 full length campaigns:

-The NTC Campaign: Puts you in command of a US Army Company Team as it begins its rotation and trial by simulated fire against the premier Soviet style formation in the world.

-The US West German Campaign: Set in the southern Fulda Strategic Corridor between Fulda and Hanau (there are two versions of the US Campaign, 1982 and 1979 to allow players the opportunity to see and compare the differences in equipment between the two periods).

-The Soviet Campaign: Set north and east of Fulda, the Soviet Campaign follows the “Ride of the 120th Motor Rifle Regt” on the opening 48 hours of a fictional “what if” West German invasion.

Battlefront and Slitherine join forces to deliver the world’s most accurate cold war simulator to Steam and the Matrix Games store. \$60

<https://www.matrixgames.com/news/combat-mission-cold-war-out-now>

## Multi-Man Publishing

**Arracourt** is a Battalion Combat Series (BCS) game depicting the forlorn Axis counterattack to stop Patton’s drive across France in September 1944 and the stellar example of mobile US Combined Arms that stopped that offensive dead in its tracks.

The rapid movement of Patton’s Third Army eastward to Nancy has led them at the end of a supply net that is being re-allocated to put emphasis on the British in the north (which resulted in Operation Market Garden). The US 4th Armored Division in the lead performed a double envelopment of Nancy and is waiting for other elements to catch up.

For the German part, Hitler sees an opportunity to do two things simultaneously: To strike at the US spearhead, stopping their advance and to try out his newly formed Panzer Brigades—complete with Panthers just off the assembly line but manned by crews fresh out of training.

The result was a classic defense studied by the US Army still today as the “school solution” of how to defeat an armored foe in a mobile set of battles.

**Arracourt** is a game of those battles with both sides using all the tools of mobile warfare, maneuvering to attack and defend the ground of their choosing. The game is straightforward for the beginner BCS player and works very well as a starter kit yet is still challenging for the BCS veteran. There are very few special rules to employ, well, except for dealing with Bazooka Charlie ... a US L-4 artillery observation pilot who rigged his wings with bazooka launchers so he could go out daily and try to kill German tanks. \$86/\$69

[https://mmpgamers.com/index.php?main\\_page=product\\_info&cPath=10&products\\_id=342](https://mmpgamers.com/index.php?main_page=product_info&cPath=10&products_id=342)



## Red Sash Games

**Army of the Rhine: Ombre de Turenne** Volume XIV in the Lace Wars Series. **Army of the Rhine** is the fourteenth volume in Red Sash Games’ Lace Wars series. This game is the last in a set of four dealing with the War of the Grand Alliance (1688-1697). This war, sometimes called the War of the League of Augsburg or the Nine Years’ War, was the second of the three great wars of Louis XIV. As a young man he waged the Dutch War to expand France’s borders. That was a war of aggression. As an old man he fought the War of the Spanish Succession to put his grandson on the throne of Spain. Despite the King’s ultimate aim, that was a defensive war. The War of the Grand Alliance was Louis’ war of middle age – a war of grinding attrition involving nearly a million men. There was not even supposed to be a war, only a demonstration of France’s power. France was engaged in a long process of securing her eastern and northeastern frontiers. Louis felt his prestige was on the line when some of his German neighbors – specifically the Elector Palatine and the good burghers of Cologne – refused to give him what he wanted. A strong message needed to be sent. Also, by taking military action the French would put heart into the Turks, who were fighting a losing battle against the forces of the Holy League; keeping the Ottoman Empire in the game would ensure the Holy Roman Emperor could not support the minor powers who were the real object of King Louis’ wrath. But, things did not go as planned. The French tried the ‘shock and awe’ approach and only succeeded in making the Germans angry. The Rhine front was vital for several reasons. The valuable territories of Alsace and Lorraine were recent French acquisitions which the Empire wanted back. Also, the Moselle River gave access to the French heartland and needed to be secured. On the other hand, the German lands along the Rhine were some of the wealthiest in the Empire and greatly at risk from French incursions. And yet, no major battle was fought on this frontier in all the ten years of war, and after 1689 no major sieges were conducted, either. But the theatre remains an interesting one because it showcases the routine of war in the closing decades of the 17th Century. The generals who commanded here were skilled veterans who either got their start under Turenne and the Great Condé or fighting the Turks under the banner of the Empire. They knew their business. In consequence, neither side could gain enough of an advantage to risk the chaos of a big battle. This was a war of maneuver and attrition. The French made it their aim to subsist at German expense whenever possible. To protect their own lands from the same treatment, they laid waste vast tracts of land along the German side of the Rhine, forcing their enemies to base themselves far from the river. Both sides also made extensive use of the spade, constructing fortified lines tens of kilometers long, in a foreshadowing of the trenches of the Great War.

In **Army of the Rhine**, you will have a chance to change history – and even if you cannot, perhaps you can win enough glory to write your name in the history books. The Rhine Valley is far from the eyes of both Sun King and Emperor, but you will be pitted against a worthy opponent – Frank versus Teuton, yet again. As the French, will you pursue an offensive or a defensive strategy? Although Versailles is far away, you bear a heavy burden of responsibility. The Sun King will not be pleased to hear that Alsace has been pillaged, or that the Württembergers have failed to pay the Contributions he demanded last year. Will you then risk battle? You may also be forced to play nursemaid to the Dauphin, the King’s eldest son. He is a good man, and brave, but not exactly the sharpest tool in the shed. If his reputation needs patching up, expect to be ordered to lay siege to some massive fortress. On the other hand, if Versailles decides to pursue diplomacy, you will have to secure and ‘rationalise’ the frontier. If you fail in your task, you will lose



the respect of the Sun King and the Court ladies, and what is worse, the Parisians will mock you mercilessly. IF you disobey... it does not bear thinking about. As the Allied commander you lead a motley collection of troops. They are nearly all German, but that means very little. In the Empire, a prince only contributes greatly to the Cause if he expects to be greatly rewarded; otherwise, he will contribute as little as he thinks he can get away with. And, because the princes have the option to aid either Emperor Leopold or King William of England, they can play the one off against the other without being accused of letting the side down. Vienna may tell you to expect 30,000 men from Brandenburg, only to learn their Elector has chosen to fight in Brabant this year, because King William paid him in advance. And as for expecting help from the Emperor himself, forget it. French passivity in the face of your outstanding defence of the frontier last year has given him the excuse to siphon away yet more resources to his never-ending Hungarian war. \$45/\$295

<https://redsashgames.com/lace-wars-series-games/army-of-the-rhine.html>

**Sisu: Battles for Suursaari Island 1942 & 1944** Suursaari, also known as Högland, Gogland, or 'the Great Island', is a large island in the Gulf of Finland. In 1942 and again in 1944 it was the focal point of a battle. The island is centrally located, perfect for dominating sea lanes leading to Leningrad or those crossing between Finland and Estonia. Float planes, or ski planes in winter, could use it as a base; strings of minefields could be monitored from it; coastal guns emplaced on it could engage passing ships. Immediately before World War II the island belonged to the Finns. It was a rustic vacation destination, complete with casino. The Russians acquired the island without a fight during the Winter War of 1939/40. In the winter of 1942, the Finns took it back from the Russians. In September 1944 the Germans tried and failed to take it from the Finns. This game comprises two scenarios covering these battles, using a common set of rules.

Scale is 300 meters across a given hex. Contour lines are 20-meter intervals. Since the 1942 battle took place in winter and the 1944 battle took place in summer, each scenario uses its own map. The military units are sections (squads), platoons, and companies. Other counters represent batteries of artillery and mortars, naval craft, individual commanders, and bunkers. Each player's military forces must maneuver across the game board, attacking the opposing force with direct and indirect fire, airstrikes, naval gunnery, and fighting hand-to-hand. One player is the Defender and the other is the Attacker. The Attacker must achieve his objectives before time runs out. The longer the game goes on, the more objectives he must achieve to win. Turns are one hour. Special rules include snow storms, the Finns attacking across the ice in winter, German naval landings using barges and assault boats, naval gunfire by flak barges and a destroyer squadron, airstrikes, variable visibility due to terrain, weather, and time of day, antitank guns that can fire HE in an indirect role, and much more.

In the 1942 scenario the Finns attack across the ice in a blinding snowstorm against a reinforced Soviet battalion of half-frozen men, some of whom nevertheless resisted for 3 days. In the 1944 scenario the Germans fail in their attempt to bluff the Finns into handing over the island peacefully, land a motley force including worn-out infantry, coastal artillery personnel, 88 mm flak guns with no ammunition, and 580 men of Marine-Artillerie-Abteilung 531. The 531st was no sedentary coastal



garrison, but a special commando unit whose men took part in the very first battle of the war, the assault on the Westerplatte at Danzig on 1 September 1939. The Finns defeat them all, just in time to hand the island over to the Soviets as part of the Armistice agreement. \$75/\$15

<https://redsashgames.com/non-series-items/sisu-battles-for-suursaari.html>

## Revolution Games

**The Day Was Ours** On August 4, 1861, Brigadier General Irvin McDowell submitted his report on the campaign and resulting battle of Bull Run on July 21, 1861, the first significant campaign of the American Civil War in Virginia. His report captures his wonder at how the Union army's unexpected turning movement and resulting victorious moment turned into a mass of disorder streaming towards Washington by nightfall. The Confederates had been outmaneuvered and outfought in the morning engagement and seemed simply unaware of the fact that they had been beaten as McDowell and staff clearly saw. That unwillingness to accept defeat brought the Confederates a victory.

Inexperience and exuberance were present in equal measure in both armies and combined to provide for a uniquely chaotic battlefield. As you review your armies the names of brigade and division commanders will be instantly familiar; Sherman, Jackson, Burnside, Johnston, et al are all present where they began to learn their trade.

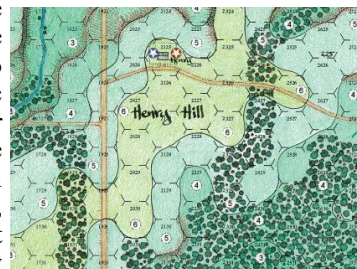
The Blind Swords system provides a custom fit for this early war battle where troops may or may not respond to orders, may hold their fire thinking that the enemy is their friend and where chaos was certainly the order of the day. **The Day Was Ours** is the sixth game in Revolution Games' Blind Swords series of regimental-level games on American Civil War Battles. \$70/\$55 <http://www.revolutiongames.us/>

**Thunder at Dawn, The Battle of Wilson's Creek** On August 10th, 1861 the first major battle of the Trans-Mississippi theater, and the second major battle of the American Civil War, was fought near Springfield, Missouri. Three rather green forces (one Union army and two Rebel forces) met at Wilson's Creek and clashed on "Bloody Hill." Little did they know how bloody the war would be.

With enthusiasm running high, townsfolk made fancy uniforms for patriotic young men. Other fervent men showed up in their street clothes and this jumble of uniforms led to real confusion during the battle. At a key point in the battle, Union General Sigel mistook an advancing Rebel body of troops to be Union men, and this led to the rout of Sigel's force.

The commanders were also new to this level of fighting and two novice errors shaped the historic battle. The Union commander, General Lyon, detailed his battle plan to his commanders and then was talked into dividing his smaller force in two at the last minute. The Rebels had dissent amongst Generals McCulloch and Price over whether they should attack immediately or not. After cancelling an advance to attack the next morning (August 10th), they forgot to repost pickets when they returned to their camps. This mistake left them open to the Union surprise attack the next morning.

After great initial success, the Union forces ran low on ammunition, lost General Lyon and ended up leaving the field. It didn't have to be that way as the Union forces had a very good





chance of conducting a successful “spoiling” attack. The “What If” scenario gives the Union player a chance to adjust his strategy and win the battle.

The game is specifically designed to be a playable regimental-scale simulation of the battle that can be completed in a long evening. It allows the players the immersive experience of tactical combat without the heavy rules normally found in such games, while also delivering a comprehensive experience of limited intelligence and unexpected events. The game features the Blind Swords chit-pull system, which emphasizes the three “FOWs” of military conflict: fog-of-war, friction-of-war and fortunes-of-war. With each chit pull, players will be challenged to make tough decisions based on their assessment of the situation at that moment. This yields an environment of tense action and constant surprises – an environment that will challenge each player. \$70/\$55

<http://www.revolutiongames.us/>

## Strategemata

**How The Union Was Saved: The American Civil War 1861 – 1865** When, on 12 April 1861, the South Carolina militia opened fire upon Federal soldiers manning a half-finished fort in Charleston Harbor, the first modern war began; or, perhaps more accurately, the first war of the industrial age began.

**How the Union was Saved** is a two – player strategic war-game depicting the entire American Civil War.

During each Game Turn, which represents three months of actual time, players must consider how best to spend their precious Resource Points (RPs). These are used to build and maintain the chains of depots necessary to keep armies supplied and enable them to move and fight, as well as to construct fortifications. Generally, the RPs reflect the superiority of the Northern economy and resources; but the actual number available each Turn is subject to a random modifier and cards depicting some of the most significant events of the war. The latter add historical colour and, often, increase the tension by throwing a spanner in the works of the most carefully laid plan.

Those who have played the critically acclaimed **How the West was Saved** will recognize this approach.

For **How the Union was Saved** it is augmented by a new mechanic which emphasizes the “fog-of-war.” Only army commanders are deployed on the Game Map. The strength of forces under their command (comprising artillery, cavalry, and infantry) is hidden from the opponent until combat occurs and, even then, the total strength of one or both sides may not be revealed. This device puts players in the shoes of army commanders, able to gain an advantage through the clever use of bluff and deception; but, also vulnerable to a stinging reverse if, for example, they mistake a major offensive operation for a feint. \$70

<http://strategemata.pl/en/39-how-the-union-was-saved-the-american-civil-war-1861-1865.html>

## White Dog Games

**Antietam** \$50

<https://www.whitedoggames.com/antietam>



## MAGAZINES

*Against the Odds* #55 includes **Lee’s Greatest Victory**. The Chancellorsville campaign, which took place in and around Virginia’s Wilderness in May 1863, is considered by many to be Robert E. Lee’s masterpiece, a true triumph “against the odds.” Opposing Lee was Union commander Joseph “Fighting Joe” Hooker, who had devised a plan that seemed assured of success. His cavalry would raid deep behind Confederate lines, cutting Lee’s supplies, while Hooker and four of his seven infantry corps would march west, then south, and appear behind the Confederate defenses opposite the city of Fredericksburg.

Lee would be compelled to withdraw south, in which case he would be pursued, or he would be compelled to attack with his numerically inferior army to avoid being crushed between the hammer and anvil of Hooker’s forces. “May God have mercy on General Lee, for I will have none,” Hooker declared.

No plan, however, survives first contact with enemy. With the advantage of interior lines and a great deal of audacity Lee would confound his opponent by continually bringing more rifles to the critical place at the critical time. And it didn’t hurt that Lee’s largest corps was commanded by one “Stonewall” Jackson.

**Lee’s Greatest Victory** is an area-impulse game but one unlike anything seen before. Since the appearance of the “sunset die roll” nearly three decades ago players have alternated activating a single area, with variation coming in the form of an uncertain turn length. Play has a chess-like feel, with players able to act and react with a great deal of prior calculation. Short turns could be frustrating for one or both players. In this revolutionary development of the genre players no longer know how many impulses they, or their opponent, will have, creating both opportunities and crises that cannot be anticipated in advance—just like real combat. The “momentum” swings back and forth but rarely the same way twice. At the same time, each turn lasts as long as the players wish it to last, ensuring something will happen every turn.

Units of maneuver are Union divisions and Confederate brigades for the most part, with historical leaders present to provide a combat boost though at the risk of being wounded or KIA. Pontoon bridges and entrenchments are part of the basic rules while optional rules incorporate weather and optional units for both sides. Best of all, it’s just six turns long and very playable in one sitting.

*Against the Odds* magazine has shipped another “Annual,” the XL sized issues that contain a larger game and larger magazine than normal. “La Vendee, 1793” looks at the southern French provinces that rejected both the Revolution and Napoleon and were never completely suppressed. (In 1815, Napoleon stationed 20 *thousand* troops there!) The game looks at the first revolt, which was the largest and had the best chance of attracting foreign intervention. The “Whites” (anti-revolutionaries) want to seize and hold Republican forts and attract English help. The “Blues” must crush the rebellion and fight off partisans as well. Full-sized playing cards bring added surprises to this area-movement game by John Poniske, while Mark Mahaffy’s beautiful graphics bring sparkle.

<http://www.atomagazine.com/Details.cfm?ProdID=170&category=6>

*Paper Wars* #99 **Assault on Tobruk, Rommel Triumphant, 20 June, 1942**. From march to December of 1941 the forces of Rommel’s Afrika Korps surrounded the Allied held fortress port of Tobruk on the Libyan coast of North Africa, but were unable to subdue it. On the 20th of June in 1942 Rommel got another chance at a cut off Tobruk as the Allies retreated from the loss of the Gazala line battles. This time Tobruk fell, and it did so in action lasting less than a single day. \$47/\$42

<https://www.compassgames.com/product/issue-99-magazine-game-assault-on-tobruk/>

*Panzerschreck* #18 (Winter 2020-21) is a 94-page full-color, 6" x 9" professionally bound book format magazine containing three complete, solitaire wargames. This edition contains many game reviews (edited by our review editor, Robert G. Smith), variants, plus four classic interviews from earlier editions, featuring Richard Berg, Don Greenwood, John Hill, and Dana Lombardy. In addition to this wargaming content are three solitaire issue games. **Charge Of the Light Brigade** is a tactical game covering the famous charge during the Crimean War, 1854 (11 pages of rules, 6" x 9" map, 30 counters), with standard rules, and four scenarios. **Gunfight At O.K. Corral** is a man vs man tactical game simulating the most famous gunfight in the Old West. Turns represent ten seconds, each counter represents one man. Lawmen and cowboy rustlers are individually rated for gun speed, accuracy, experience, and morale. You command the Earp brothers (Virgil, Wyatt, and Morgan) plus Doc Holliday against the Clanton-McLaury cowboy faction. 10 pages of rules, 11 counters). **Fall Of Rohm** 2nd ed. is an abstract political game depicting the turbulent time in pre-WW2 Germany, as the National Socialists are consolidating power, and must effectively deal with Ernst Rohm and the S.A., and pave a way forward for Hitler's succession to Hindenburg. This new 2nd edition comes with 13-page rules, game display, counter set, plus new scenarios and minor modifications to the game system to increase playability. You must scan and print the components of the games before play. Alternatively, you may purchase a game component set separately if you wish a physical set to use for the games.

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

*Panzerschreck* stresses old-fashioned wargaming fun and has been written by wargamers, for wargamers. Order your copy today, in physical book format, or electronic PDF format. Three strategy games, loads of gaming content... great bang-for-your-buck wargaming fun! \$16/\$23

[http://minden\\_games.homestead.com/Specials3.html](http://minden_games.homestead.com/Specials3.html)

*Panzerschreck* #19 (Summer 2021) is a 100-page full-color, 6" x 9" professionally bound book format magazine containing two complete issue games--both specifically designed for solitaire play. This, the largest edition ever, contains thirteen game reviews, several variants (including extra ships for Minden's **Panzerschiff**), general gaming articles from Mathews, Bomba, & Korting, an historical background piece for the U-Boat game, plus the usual gaming columns.

This issue contains two solitaire wargames on vastly different subjects. Both games emphasize high playability and high historicity, in true Minden fashion. You must scan and print the components of the games before play. Alternatively, you may purchase a game component set separately if you wish a physical set to play with.

**U-Boat Captain** is an operational-tactical game covering individual German WW2 U-Boat combat. Comes with full rules (19 pages), 6" x 9" map, several U-Boat Displays, 27 counters, with optional rules, several scenarios and campaign games (of various lengths), extensive examples of play, and Designer's Notes. Captain various historical German U-Boats (Type VIIB,

VIIC, IXA, IXC) on North Atlantic patrols from 1939 through 1942 and try to achieve the most tonnage sunk, without being sunk yourself. Sail to your area of operation... conduct daily patrols/searches...if you have an encounter, decide when/if to attack (watch out for escorts). If you attack, perform the attack sequence and launch torpedoes, or use your deck gun. Designed by Gary Graber.

**Battle Of Cajamarca, 1532** depicts the climactic "battle" between Pizarro's conquistadors and the cream of the Incan empire. In spite of being outnumbered 40 to 1, the Spaniards are the heavy favorite to win. But victory is not a foregone conclusion, and you'll need to employ good strategy to emulate the historical result. Comes with 10 pages of rules, 6" x 9" map, 80 counters. Designed by Gary Graber.

*Panzerschreck* #19 is loaded with fun and is available in book format, PDF format, and is also available for purchase via Amazon (also Amazon in the UK). Physical game components available separately.

*By popular demand: Panzerschreck* #19 book & PDF formats combo now available. \$16/ \$23

[http://minden\\_games.homestead.com/Specials3.html](http://minden_games.homestead.com/Specials3.html)

*Strategy & Tactics* #332 **Thirty Years War Battles** is a grand tactical two player system for simulating battles in Europe during the first half of the 17th century. Each game in the system is based on one of the major battles of the 30 Years War. Each battle has its own map, special rules and counters representing the military formations which participated in the original action. The rules model the overall effects of the weapons and tactics of the great era of pike and shot, and include combat, leadership, and morale. Players command armies of infantry, cavalry, and artillery, each with their own special capabilities, as well as the great leaders who took the field in this era. Each hex on the map represents 150-200 meters. Each game turn represents 45 minutes to one hour. Most cavalry and infantry units represent one or two regiments or battalions. Each combat strength point represents 75 to 150 men, depending on the quality of the army and assignment of light guns to the unit. Each artillery unit represents four to six heavy or medium guns. \$40 <https://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST332>

*Strategy & Tactics Quarterly* #16 - *China - The Next War* w/ Map Poster

**China – The Next War:** China has been expanding its reach economically, politically, and militarily. The US remains its chief adversary on every level, but what strategies will be most effective in containing the burgeoning superpower? China's long history gives it a wealth of political-military principles to direct its likely moves; the failure to understand them could doom its opposition. This is an examination of the potential for war, and of its disparate battlefields in the air, on land, at and under the sea, in space, and in the digital world. \$20 <https://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=STQ16>

*War Diary* #18

The Winter Soldiers: The Battles of Princeton and Trenton, 1776-1777 by John Heim

Brotherhood & Unity: A Review By John D. Burt

Return To The Rock: Corregidor, 1945 By Michael Rinella  
A Leadership Variant For The Napoleonic 20 Series By

George Kasnic

Adventures In Die-Cutting By Andy Loakes

On Gaming: Alternate History And Game Design By Lewis Pulsipher

Taking Cavalry For A Ride: Optional Cavalry Employment In The Atlanta Campaign By Paul Comben  
 The Atlanta Campaign: Rule Clarifications  
 \$12 per issue; \$36 per year. Well worth a look.  
<http://wardiarymagazine.com/uscanadian-customers-order-page.html>

## BOOKS

“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.

**Jutland** is already a very fine game (our most popular ever, even more than **Third Reich**) and a good instrument through which to re-play history. Dogger Bank and the Battle Analysis make it even more so, while adding more quick fun by fleshing out the battle scenario aspect of the game.

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.avalancheprpress.com/gameJutlandDogger.php>

“Fire in the Steppe: 49th Mountain Corps” A Campaign Study

The massive tank battle at Brody-Dubno in June 1941 included the two divisions of the German 49th Mountain Corps and the Adolf Hitler Life Guard Motorized Regiment of the Waffen SS party militia. We didn’t include their battles in Fire in the Steppe, our game based on the clashes at Brody and Dubno, since Fire in the Steppe doesn’t include pieces for German mountain troops or SS scum.

49th Mountain Corps is a Campaign Study, a short book adding 10 scenarios based on these battles to **Fire in the Steppe**. This is a thing that really happened! To play those 10 scenarios (which come with two battle games, too), you’ll also need **Fire in the Steppe, Parachutes Over Crete, and Slovakia’s War**. \$10 <http://www.avalancheprpress.com/game49thMountain.php>

Condottiere 1300–1500, Infamous Medieval Mercenaries

Originally contracted by wealthy Italian city states to protect their assets during a time of ceaseless warring, many condottieri of the Italian peninsula became famous for their wealth, venality, and amorality during the 14th and 15th centuries. Some even came to rule cities themselves. Lavishly illustrated with contemporary depictions and original artwork, this title exam-

ines the complex military organization, recruitment, training, and weaponry of the Condottieri. With insight into their origins and motivations, the author, Dr David Murphy, brings together the social, political, and military history of these powerful and unscrupulous men who managed to influence Italian society and warfare for over two centuries. \$14/\$20  
<https://ospreypublishing.com/store/military-history/upcoming-books/available-this-month/condottiere-1300-1500>

Cuzco 1536–37, Battle For The Heart Of The Inca Empire

A highly illustrated and detailed study of one of the most important campaigns in the colonization of the Americas, the Spanish conquest of the vast Inca Empire.

In April 1532 a bloody civil war between two brothers ended with one of them, Atahualpa, as master of the mighty Inca Empire. Now the most powerful man in South America, his word was law for millions of subjects spread across thousands of square miles, from the parched deserts of the coast to the lush rainforest of the Amazon and along the spine of the soaring Andes Mountains. But the time of the Incas was coming to an end. In November of that year a handful of Spanish conquistadors led by Francisco Pizarro seized Atahualpa at Cajamarca, extorted his treasure, murdered him, and then marched on the Inca capital Cuzco to elevate a puppet, Manco, to the vacant throne. In 1536, however, Manco roused his people against the intruders, and the Spaniards found themselves isolated and fighting for their lives. This fascinating and beautifully illustrated book brings to life the background to and progress of the desperate 10-month siege of Cuzco; the opposing commanders, their fighting men, tactics, and military technologies; the key clashes, from Sacsayhuamán to Ollantaytambo; and how the outcome shaped our world today. \$24

<https://ospreypublishing.com/store/military-history/upcoming-books/available-this-month/cuzco-1536-37>

Truk 1944–45 The Destruction Of Japan's Central Pacific Bastion A fully illustrated history of how the US Navy destroyed Truk, the greatest Japanese naval and air base in the Pacific, with Operation Hailstone, and how B-29 units and the carriers of the British Pacific Fleet kept the base suppressed until VJ-Day.

In early 1944, the island base of Truk was a Japanese Pearl Harbor; a powerful naval and air base that needed to be neutralized before the Allies could fight their way any further towards Tokyo. But Truk was also the most heavily defended naval base outside the Japanese Home Islands and an Allied invasion would be costly. Long-range bombing against Truk intact would be a massacre so a plan was conceived to neutralize it through a series of massive naval raids led by the growing US carrier fleet. Operation Hailstone was one of the most famous operations ever undertaken by American carriers in the Pacific.

This book examines the rise and fall of Truk as a Japanese bastion and explains how in two huge raids, American carrier-based aircraft reduced it to irrelevance. Also covered is the little-known story of how the USAAF used the ravaged base as a live-fire training ground for its new B-29s, whose bombing raids ensured Truk could not be reactivated by the Japanese. The pressure on Truk was kept up right through 1945 when it was also used as a target for the 509th Composite Squadron to practice dropping atomic bombs and by the British Pacific Fleet to hone its pilots' combat skills prior to the invasion of Japan. \$24 <https://ospreypublishing.com/store/military-history/upcoming-books/available-this-month/truk-1944-45>