

# The *Kommandeur*



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## AHIKS President George Phillies

### Happy New Year from Your AHIKS President!

First, credit where credit is due!

We currently have 775 members with working email or p-mail addresses, and 75 members whose email addresses or not working. Vice President Martin Svensson has volunteered to work through the 75 and get valid emails for them, which might take us to 850 actual club members. Nick Rusch did something I could not, namely figuring out how to throttle the send rate on our phplist mailer. We think that the problem is approaching being fixed, so that you will now receive your emails and magazines from AHIKS in a reliable manner. Judge Randy Heller proposed running a New England regional convention. Costs would be paid by attendees, not by AHIKS. Alas, the site closed, but he is looking at a different site. Randy also proposes that it would be practicable to revive the AHIKS Iron Man tournament.

Important address notice: Match Coordinator Mark Palmer's correct street address is 113 Warm Wood Lane. His email is Remlap919@outlook.com.

It appears that we will soon have several new tournaments launching. Also, I have heard from several members looking for FTF matches. Perhaps, knock on wood, the plague is receding, so that we are approaching time to launch local groups.

I proposed several ideas to the Officer Corps. Anti-aircraft fire was intense. My ideas crashed and burned. Emerging from the discussion was the suggestion that we should publish a new board wargame. We have a member-designer who reports he has no time to finish his very large game. Perhaps some of you also have games that only need a bit of improvement. If you have a new game, design or artistic skills, or support material for a game, please speak up. Letters to the *Kommandeur* are always good. Emailing the officers is also good. If you would like a smaller project, modern components, and perhaps a Vassal board for an old game, please contact me for details.

New Project: Once upon a time, we had a welcoming committee to show people the ropes, how PBM play works. Under modern conditions, Volunteer Vassal Tutors to show people how play-by-email works would be a great idea, if there were volunteers.

For the record, my ideas were : (1) Republish with new map and counter graphics our old games. Were the games that good? Not clear. If you have an artistic bent, and want to do this, the options are still open. (2) Was there ever an AHIKS banquet at Origins? Someone did remember beer and wings at a local bar. (3) There was agreement that honorary memberships were an idea that had been allowed to die and should be allowed to stay that way.

We have recently had several games in which one of the players simply disappeared, not responding to efforts to make

contact. These were not people in losing positions. Under current circumstances, one unfortunate possibility is that the player became unexpectedly and suddenly deceased. As a thought, please consider that you might want to give your opponents an emergency contact point, so that your opponents can check if you are ill.

As always, you are our best recruiting officer. Ask your friends to join. It's free! You get a magazine. You meet interesting new opponents. If you are reluctant to ask people, please include our logo in your social media posts. I arranged to have our flier appear in several social media groups. There was a rush of new members, the count now being above 40, all in a couple of weeks. Remember, if you want PB(e)M opponents for your favorite game, we need a large pool of active members. Otherwise, we are in the embarrassing position that there are far more wargame titles than there are members, so there is a risk that no two of us know how to play the same game.

Remember, you are our best recruiter.

Happy New Year!  
George Phillies

## From the Editor

There was a big snowstorm in the Albuquerque, NM, area. Car accidents, businesses closed, people huddling in their homes. The accumulation measured two inches with three-inch snow drifts. That may not seem much to you, but in the warm southwest...

I've been reading "Iron Coffins" by Herbert Werner, a German U-boat captain. I'm about halfway through and have been skimming the details of the German sinkings (no warning for those sailors and so little hope of surviving if hit by a torpedo). The U-boats would be out for about three months. Boats were humid, food was not good, travel could be very rough (on the tower they were strapped in), depth charges were nerve wracking. They were well received back in port. Doenitz often passed out medals, the young ladies were welcoming, and a leave was available. I'm waiting for the Allies to step up U-boat sinkings; according to the appendix, 2 U-boats were sunk in September 1939, and 57 were sunk in April of 1945. I suspect the author survived the war, but we'll see.

I have a cartoon that amuses me. Stalin is at his family reunion riding a horse. He says, "Where is everyone?" His horse says, "You had everyone killed." Strange what amuses us.

## Treasury Notes

Brian Stretcher



### Of AHIKS and the Ages

We officers were asked by the President to write a little about what we have done for AHIKS in the past year. That is difficult for me to answer, because I haven't done much more than I have been doing for the past 20 years or so as AHIKS treasurer. I am not very active on social media, and I never will be. I don't necessarily agree that AHIKS benefits in the long term from a big boost in membership, because memberships can be fleeting and the founding purpose of AHIKS was and remains to be a source of quality opponents, not just numbers of opponents, as there were the same issues with playing games by regular mail in 1965 that there are now by email or otherwise electronically. One can find any number of opponents through any of a myriad of websites and various social media, so long as they play the game you are looking to play (a different issue, I might add). There is no harm in a larger base membership per se, of course, if membership quality as a whole is not diluted. But, in my opinion, a smaller organization of 100-300 or so active, quality players is better than 700+ members who don't actually play, like to argue over the rules, insist on playing by their own rules because they have always done it that way, don't actually know the rules, quit, or simply disappear.

So, I continue to do what I have done for all these past 40+ years I have been a member. I play in a timely, courteous manner. I don't disappear. I know the rules or quickly learn the rules. I stay in touch when I need to be away from the game for a while. I'm not going to argue over rules, although I will try to persuade if I think an interpretation is wrong and there is documentation to support either or neither side. I will listen and consider opposing points-of-view. I will take the lead, if necessary, if a multi-player game seems to be floundering. I will try new games and not merely play the same three titles over and over and over. I will teach a game if I need to. I will be loyal to you if you are a quality opponent so we might enjoy several years of fun and competitive gaming and trying new things together. I also write for these pages, sometimes a little, sometimes a lot, in what I hope is at least entertaining. In short, I try to play and otherwise represent AHIKS in a manner that keeps our members engaged so that even if I stomp their little armies into the ground, they want to stick around for more.

Ok, I did post ONCE on Facebook about AHIKS in response to a post about finding opponents from a guy in the UK. Seemed appropriate at the time.

### What I Like and What I Don't

I was hoping to delve into this little discussion last issue, but didn't have the time. Today, as the snow comes down here in Western North Carolina, I do have the time, as we haven't lost power this time around. Last snowstorm like this in December, 2018, we were without power for two days. Anyway, I'm going to look at three different wargame companies that I regularly follow and share with you what I like and don't particularly like about each one. Perhaps they would like to know, because I doubt that I'm particularly unique in my views.

I mentioned these companies fairly often in these pages, and they are, in alphabetical order, Avalanche Press (AP), Compass Games (Compass), and GMT Games. As a bit of history, in my many years of gaming, like most old-timers I was introduced to gaming with Avalon Hill games (later to be *strictly* referred to as "The Avalon Hill Game Company," or TAHGC). This led to the discovery of other early game companies, including SPI and GDW, as the "big three" in the late 1970s and early '80s. Each had their own supporting house magazine or magazines: *The*

*General* for AH, *Strategy & Tactics* and *Moves* magazines for SPI, and *The Grenadier* for GDW. Each company supported their own products through these magazines, although *Moves* also provided analyses and articles for other companies' games. The independent review magazine *Fire & Movement* also came out in the late 1970s and was a great boon to the hobby at that time, as it introduced many novel games from smaller companies to the wargaming public.

But alas, all of these companies faded away, with the sudden death of SPI in the '80s, the first and most traumatic, followed by GDW not that long after, and finally AH by the end of the 1990s (also rather traumatic if not inevitable). Many SPI titles ended up in the hands of Dr. Christopher Cummins and Decision Games (DG), who, I believe, continue to publish *S&T* to this day (they also picked up the defunct *Wargamer* magazine, late of the company World Wide Wargames, or 3W; *Wargamer* was another game-in-each-issue magazine). So, Decision Games carried the mantle of both SPI and AH for a number of years, since AH had purchased the rights to many of the original SPI titles, like **Panzergruppe Guderian** and **Panzerarmee Afrika**. It's a little more complicated than that, as TSR was also the owner of SPI titles for a while, but I mainly followed Decision Games out of the 1990s into the early 2000s and into the 2010s.

I do not know much about the quality of DG games these days. As we moved into the internet age and my kids reached high school age, I didn't buy many new wargames. Every so often I would go to my local wargame store in Cincinnati and pick up a new or used title or two. I received the mailings from DG but few new games struck my interest, and those that I did get that purported to improve on an existing game system, such as **Blue and Grey**, were often disappointing and errata-plagued. And their shipping charges to order anything got ridiculous, including for little folio-packaged games. I let my *S&T* subscription expire in the early 2000s as I couldn't keep up, and the games were unremarkable and mostly unsupported. I don't think there has been a magazine game published anywhere that developed the popularity and support that, say, **Panzergruppe Guderian** did in the '70s. I haven't purchased a DG product since late 2013 or so, a folio game on the battle of **Pedregal**. Interesting and not just another reboot of **Blue and Grey**, but there were still those darn rules problems.

At the same time I bought the **Pedregal** game, I came across a couple of AP titles on sale for 50% off and picked them up as well, one being **Queen of the Celts**, featuring a semi-nude buxom female Celt in a chariot on the cover, part of the **Rome at War** series, and the other **Red Vengeance**, a divisional level game of the collapse of Germany in the east at the end of WWII. I had a couple other older AP games as well, **Gazala** and **Bitter Victory**. I've never played any of those titles, by the way. But, it was enough to eventually get me to the AP website, and I learned more about the **Panzergrenadier** tactical series and both the **Great War at Sea** and **Second World War at Sea** series. They were running a big discount sale at the time, so I picked up several titles in the **Panzergrenadier** series that were going out of print to see what they were all about as an early Christmas present to myself in 2014. I would still like to learn to play those, but I never have. Nevertheless, this got me the AP e-newsletter, and eventually I picked up a copy of **Jutland**, my first and still only entry into the **GWAS** series, to see what it was all about. I still get the AP emails, annoyingly often. But I have actually played **Jutland**, a number of times, and it was good enough to get me to play **Bismarck**, as described below.

WHAT I LIKE ABOUT AP: AP is pretty much run by one person: Mike Benninghof. What I like the most about these series games are the history they present, through many, many sce-

narios, that tell the whole story when strung together. The games are solid and well-researched. The components are overall good: paper maps that are sometimes ugly, sometimes not; coherent rules with but a few holes despite their total complexity, plenty of player aids, and very nice, laser-cut pieces. Full-size games get a lot of expansions and supplements, if you like that sort of thing. Game and shipping prices are reasonable. Belonging to their Gold Club for \$35 a year gets you a 30% discount on everything, including sale items, and access to special items and freebies. Some of these are nice, some are strange, but that's ok. Being a one-man company for the most part, AP designs and releases what it wants to; from what Dr. Benninghof says, this is sometimes risky or disastrous, but they seem to still have the ability to create and ship games and feed themselves.

WHAT I DON'T LIKE ABOUT AP: The generic boxes with sleeves are awful; I would rather have games in bags than those boxes, which I think AP has recognized, going to a lot more bagged copies instead, what with the recent supply issues from overseas printers. It takes a LOOOONG time for AP to deliver on advanced orders, and you pay up front. Never been ripped off, however. A big problem for me is that they offer nothing any more with respect to electronic play of their games. **Jutland**, for example, used to have a Cyberboard version, as did the original **Bismarck**, but no longer are they accessible to the gaming public. It doesn't seem realistic that a game company can survive only on anticipated FTF play anymore, especially FTF play of a limited number of game series. We wargamers are getting older and moving to smaller spaces, and it isn't likely that as many of us still have spaces where we can set up two full-sized mapboards and keep them up. AP pours a fair amount of resources into alternate history games, which is not my cup of tea (for example, interwar clashes between the US, Britain, and France in the Caribbean, etc.). They are a small company and disruptions in the supply chain create real problems. I therefore worry about the long-term viability of AP. Finally, Dr. Benninghof likes to complain about things that are mostly out of his control, like postage rate increases, the inability to ship to Australia, what other publishers are doing, supply and printer problems. The rants can be informative, but I really don't need to read those rants over and over again.

I discovered Compass Games about the same time I discovered the **GWAS** series. Probably through Consimworld, as I was on that site quite a bit when AHIKS had its first forum there and a number of us officers were active on both that forum and the AHIKS website forum, back when that was a thing. I believe my first purchase from Compass was **Blitz! A World in Conflict**, which was a global WW2 game loosely based on a simplified **World in Flames** system. **Blitz!** had a Vassal module, so I downloaded Vassal in hopes of playing this game, although it really wasn't until we ran a **Silent Victory** tournament on the AHIKS website that I learned how to (mostly) properly use Vassal. Compass seems to be a solid company that produces solid games. They also offer quality updates of older titles, such as **African Campaign**, and some more esoteric titles like **Revolution Road**.

WHAT I LIKE ABOUT COMPASS GAMES: Compass does not rely on a series sort of marketing model, although they do have a few, and so there are choices here for everyone, from less expensive (\$50-ish, which sadly is "less expensive" for games these days) to \$150+ monsters like **Absolute Victory**. Their games are well produced, although some still come with paper maps (ok with me, by the way). They are quick to issue errata and their games are well supported in the early days of post-release, at least. Most of the games have Vassal modules within a few months of release. Compass runs an annual holiday sale with good discounts. I have no complaints about pre-orders, as they don't charge your card until the game is about to ship, and

they are released reasonably on schedule. I get regular but less frequent emails from Compass, and they offer online interviews and live-streaming events about games in development, if you like that sort of thing. Enough to keep me informed, but not enough to be obnoxious. The annual Holiday mailing is welcome, even if I don't buy.

WHAT I DON'T LIKE ABOUT COMPASS GAMES: Oddly, Compass seems to produce several different titles covering the same period and scale. For example, they have a ridiculous number of strategic WWI titles, and they are still cranking them out. While I can appreciate new takes on an old subject, just how many can they sell before some are driven out of print? I enjoyed **Balance of Powers**, for example, which was one of my first Compass purchases in 2015 or -16. But it is about to go out of print. Then there came **Fatal Alliances**, **The Lamps are Going Out**, **Attrition of Souls**, **Imperial Tide**, and I think maybe some others, like the update of **Guns of August**; that's five or six strategic WWI games in a little more than five years! They are about to release (if it hasn't been released already) a reprint of the 1974 edition of **The Russian Campaign** while GMT has a new Designer's Signature Edition of **The Russian Campaign** nearing the print-ready stage. I know there is a connection between Compass and GMT, but I don't quite understand what it is. Compass also will issue new editions of games that are only a year or two old, and not offer customers any sort of update kit that I am aware of. For example, the Second Edition of **The Lamps are Going Out** was released a couple months ago. It offers a mounted map, some additional event cards, and some rules tweaks. The original edition came out only a couple of years ago, and if it was flawed enough to warrant a second edition (and it is not, by the way), why would you not offer something other than the full game to owners of the first edition? I would be happy to pay \$20 or so for some cards and new rules if it makes for a better game, but not \$60 plus shipping. I don't need a mounted map to play the game by Vassal. Compass also has a policy of not releasing Vassal modules for their games for several months post-release. Honestly, that is likely to reduce, not increase sales. I buy games *because* they have a Vassal module, not because they don't. I can't be the only one, and I doubt I am in the minority on this issue. Finally, Compass seems to release and forget. I got a couple new titles from them earlier in 2021, **Dawn's Early Light** (War of 1812) and **Coalition** (Strategic Napoleonic). Haven't heard any buzz about these games since. And little gets added to the website in terms of content for these games. **Coalition**, which has a multiplayer option, may have been overshadowed by the more complex and expensive **Napoleon's Imperium**, but bigger and more expensive does not necessarily make for a better game.

I was vaguely aware of GMT Games in 2015, having heard of the popularity of the COIN series of games of low-intensity conflict, probably on Consimworld (it used to be a good place to learn new things), or from Omar's new game listings in these pages. I wanted to know what it was all about, so I ordered **Pendragon**. I was impressed with the game quality. That led to other purchases and of course signing up for their newsletter.

WHAT I LIKE ABOUT GMT GAMES: These are quality productions. Mounted maps are the norm, cards, wooden pieces for many titles, big, heavy boxes, full color rules, box trays, and a lot of little extras. GMT offers regular support for their games on their website, where you can find everything: articles, errata, Vassal modules, living rules, reviews, and just about everything else you need to either decide on a purchase or support your purchase. As for Vassal modules, they frequently release these almost as soon as a game comes out, if not before, to those who have pre-ordered the game; I got my Vassal module for **Imperial Struggle** *before* the game was even shipped, and

they sent me an email to let me know. They also told us that we would be getting a free update kit a few months after the game was released, and sure enough it just showed up in the mail. GMT does not charge for pre-orders until the game is about to ship. They regularly issue reprints of their more popular titles, which is nice if you are interested in a new game but missed the first release round and you don't want a used game from eBay. They have a wide array of titles, including several Sci-Fi and other more family friendly adventure-type games. They offer some decent sales from time to time as well.

**WHAT I DON'T LIKE ABOUT GMT GAMES:** I don't have many complaints, as GMT games seem to be worth the price. Pre-ordering helps keep the price down. Shipping can be a lot because many of these games are some serious poundage. Some pre-orders take quite a long time, as it has been years since the Designer's Signature Edition of **The Russian Campaign** was announced and it has yet to be completed.

So, here's my summary. I don't mind somewhat lesser production values if the game itself is a good value; I remember some good old games where the map was pretty much black and white and counters just had one color per side, but sometimes the Cadillac is nice. I like what I do purchase to be supported by the company, however, in terms of errata, information, and in this internet age, electronic game-support modules. I don't believe that denying players access to electronic versions of a game makes good business sense these days. While there will always be some cheaters, allowing early access should entice more honest gamers to make the purchase than lost sales from those few gamers who are prone to steal copyrighted content. I haven't seen any data on that, but I still think more of us are honest and are willing to pay a fair price for work and art produced by others. After all, it isn't that hard to use regularly available software to create a playable electronic version of a game that *could* easily be shared if you have access to a copy already. And, when did it become necessary that everyone who plays a game have a physical copy? When I was in high school, we had a group of about six who played certain AH games. There were never any more than two copies of a given game shared by the same six persons. This was normal. I still like a good deal and appreciate a good sale, so long as there is a *reasonable* probability that I will someday be able to play the game.

### Book Review: *Hannibal*

I just completed reading *Hannibal*, by Ross Leckie. This is a fictionalized account of Hannibal's efforts against Rome in the Second Punic War, 218 to 202 BC or so, sort of along the lines of Michael Shaara's *Killer Angels*. Told from the first-person point of view by Hannibal himself, it is entertaining, and, generally, follows the known progress of the Second Punic War, starting from raising an army in Spain, marching over the Alps, campaigning in Italy, and ending following the battle of Zama and its aftermath.

This book was written in 1995 and is the first in a trilogy by Mr. Leckie. I read the 2020 electronic edition I got for about \$2.99 from Barnes and Noble. The second book is *Scipio*, which I presume tells mostly the same story but from Scipio the Younger's point of view. The final book in the trilogy is aptly titled *Carthage*, which tells of the fall of Carthage following the Third Punic War in the Second Century BC.

I know enough about the Punic Wars to state that the overall flow of the story is historically accurate, and at least some of the people who are offered as characters were real, such as Hannibal's brothers and the named Roman leaders. I don't know about the others, such as Hannibal's wife, but I was curious enough to purchase a historical work by Adrian Goldsworthy about the Punic Wars to see how many of these people and side events

were real. I have yet to read that book, but I'll let you know. But the time frames, locations, and peoples/tribes were real.

As you might expect, a book about an ancient war told from the first-person view is a violent and bloody affair. The battles and personal combat are nicely described, as they often are in fantasy novels by authors who know and understand ancient or medieval combat, but of course the battles are based on actual historical events and so the overall outcomes are pre-ordained, as is the ultimate fate of the protagonist. There are plenty of sieges, massacres, beheadings, crucifixions, torture, and pillaging in the book as well, and one rather disturbing rape scene. The Romans are clearly the bad guys in this book, but of course they ultimately prevail. It remains rather astonishing how resilient the Roman Republic was after literally decades of being pummeled by Hannibal again and again; we're talking wholesale slaughter of multiple legions here, more than one time. But Rome did not yield.

Certainly worth a read, especially if you like books and games on ancient warfare, and are ok with someone filling in the holes of the historical record with reasoned fiction.

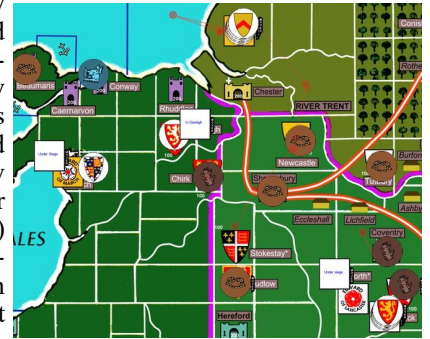
Mr. Leckie seems to know his stuff about Carthaginian and Roman tactics and strategy. There are plenty of games out there that cover the Second Punic War, more than I know. In my collection, I have the old Simulations Canada **Hannibal**, which I always found to be an interesting title that didn't work, as it was too easy for the Carthaginians to suppress Roman recruitment in the early turns of the game, and that simply did not happen. I also have dug out my copy of the even older SPI **Punic Wars**. Looks like I got that one at an auction at a convention in Cincinnati in the late 1980s, as it is marked "minimum bid \$0.50." Also looks like there is a rifleman counter from SPI's **Sniper!** in the counter bag with the Roman and Carthaginian pieces. Alas, somewhere someone has a piece missing!

If you enjoy ancient warfare and historical fiction, read it!

### In the Trenches

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

**Kingmaker:** We are now almost done with Round 7. Bob Dowrey's Ragged Staff faction still maintains the premier position of the game, now holding both King Henry and Queen Margaret, with Prince Edward's castle under siege. Stephen Quin-Chee's Knot faction has tried taking Harlech and the highest-ranking Lancastrian heir, but Percy keeps getting summoned to deal with the Scots and now Dave Bergmann's Boarshead has Harlech under siege instead. He'll need to take Harlech quickly or Percy and Knot will return and Beaufort will be in trouble! Meanwhile, my tiny faction (Sun) stays spread out over England hoping for an opportunity to arise, and neither Acorn (Graeme Dandy) nor Portcullis (Jeff Miller) have any nobles in play. They do have a lot of cards in their hands, however.



**878 Vikings:** Jeff Miller and I have now reached the end of Round 4 in this Seven Round (max) game of the Viking Invasions of England. In our last episode, Ivar the Boneless and his army returned to Winchester depleted to lick their wounds as the English began their part of the turn, knowing they would get at least two moves in a row. The first English move was by the Housecarls, who opted only to build and position. In the Thegn

portion of the English turn, however, the English pounced. A small but sturdy army attacked the Viking garrison at York and, joined by an extra peasant levy, routed the Viking force and reclaimed York. Meanwhile, a massive English army assaulted Ivar at Winchester, outnumbering the Vikings almost two to one. Ivar, however, withdrew into fortifications (playing the Viking Fort card), and the bonus Fyrd here failed to be anything other than one round hit absorbers. With the Viking Fort reducing the Viking hit total by one each and every English battle roll, the battle has been long and tough. Both sides are now down to their final four units, and with the hit reduction the English are not likely to carry the day. Nevertheless, Ivar has been bled white, and, with the turnover to Round 5 imminent, the English have a 50% chance of getting to move yet again, along with King Albert and his army.



**Bismarck:** Graeme Dandy and I have started our new Operational Scenario, “Spearfishing,” in which the British try to rescue a damaged submarine and the Germans try to sink it, in September, 1939. We are only two turns into the game and both have been night turns without air operations. Nevertheless, the abilities of submarines are being explored as some of Graeme’s U-boats have made contact with British surface units. U-boat attacks are about to ensue, and then Graeme has to decide whether the Kriegsmarine in Wilhelmshaven comes out to play.

As I have mentioned, there are no public Vassal or Cyberboard modules for this game that I know of. I am using Microsoft Paint to mark moves on a photograph of the active map area. I can type task force names and show moves in Paint, keeping a record of current and prior positions of ships as well as air units. It is a little tedious to zoom in and out to type names on the map, but workable, and I can show movement paths on the map as well. It is similar to using the plotting maps in **Flat Top**. This is all in lieu of taking the maps to a print shop and making paper plotting maps, I suppose. The rest of the game, other than tactical combat, can be managed on paper, also like **Flat Top**.

**Imperial Struggle:** I have taken the French against Jeff Miller’s British in this game. We are most of the way through the first peace turn. Jeff is learning the game and claims not to know what he’s doing, but he seems to be learning Investment Tile play pretty fast. France seems to be dominant in Europe, but the British are ahead in the global markets and have a slight lead in North America, the Caribbean, and India.

**Here I Stand:** This game appears to be somewhat cursed, as we lost a player due to poor health after Thanksgiving and had to mostly start over. Fortunately, after about a month we learned that he was still alive, just ill and dealing with other life issues. Another player went missing and didn’t respond to inquiries for about a week, but he has returned as of today. We have yet to get through the Diet of Worms in this game despite starting actual play in November.

**Flat Top:** Assignments for my first game of **Flat Top** in about 40 years have arrived. This is a home-made scenario put together by Andy Johnson, in which the big battle of 1943 was fought in the Philippines. I can’t say much as I don’t want to pass any information on to the other side, other than to say it seems to be a well thought out situation, with a professional

looking map of the northern Philippine Islands. With multiple task force commanders and a C-in-C, this should prove interesting!

### Treasurer’s Report

Only passive activity over the holidays.

**Total balance 11-1-21:** \$ 8,375.87  
**Dividend 11-30-21:** \$ 1.72  
**Dividend 12-31-21:** \$ 1.78  
**Total balance 1-1-22:** \$ 8,379.37

Until next time!

## The MAPboard Mk. 1

by Mark A. Palmer

How can I describe my gaming experience of 2021? The year started with me being inactive in AHIKS and with only solitaire titles, or 2-player games attempted solitaire, played off and on for the past 20 years or more. Now, a little more than 6 months later, I’m enjoying three 2-player games and a 4-player one. Not only that, but after a couple decades hiatus from AHIKS I’m none other than the Match Coordinator. Gadzooks, what a come-back!

And I owe it all to VASSAL. I had heard of the platform before my introduction to it last May but shied away from it because it was New. And I’m Old. ‘Nuff said.

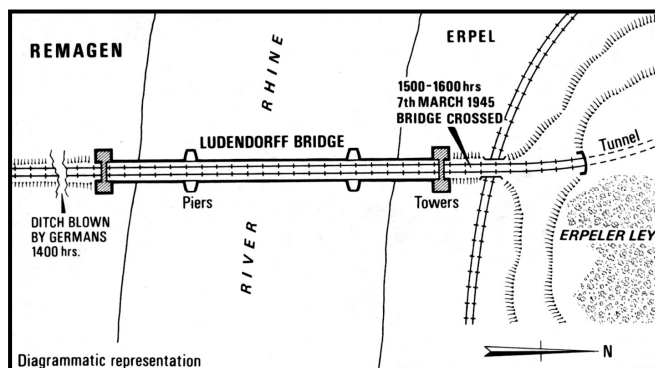
With the two older granddaughters attending First Grade and Kindergarten in a brick-and-mortar school for the first time starting last August, that left just the toddler to care for every other weekday. My W.I.F.E. (Well Informed Financial Evaluator) and I have been living in the same house as our son and his family shortly before Granddaughter #2 was born. Therefore, it was impossible to keep a game set up when preschoolers are running about our limited space, nor did I have the time to pursue my favorite hobby. I was relegated to **World of Warcraft** and **Star Wars The Old Republic** MMORPGs to satisfy my gaming addiction.

Discovering VASSAL changed all that. I no longer need space (of which I have none) to play games, and no longer need to spend about 75% of my game session in setting up and taking down. Since last May, I have enjoyed games of **Rich-tofen’s War** (AH) and **Chattanooga** (SPI) to completion.

The problem I’m facing now is, with all the games available on VASSAL modules, how to prevent myself from going Stupid and starting too many?

Oh. And then a comrade with whom I am playing **Wilson’s Creek** (SPI) introduced me to [http://spigames.net/rules\\_downloads.htm](http://spigames.net/rules_downloads.htm) where most (all?) of SPI’s games are available with rules, counter sheets, and maps!

Oh. My. Goodness. So many games. So little time.



## From the AHIKS Judge

Randy Heller

New Year's greetings to all. I have some interesting developments to share with you. This past fall, I was able to retain a location for a New England AHIKS membership gathering at Elite Hobby in downtown Dover, New Hampshire. The shop is walking distance from a clean hotel and numerous dining facilities. We were given the opportunity to use the entire basement or upstairs conference room at no cost. Alas, the store proprietor and good friend, Charlie Robertson, unexpectedly passed away on 24 December, and the store is no longer in operation. That places us back at ground zero in an attempt to locate a suitable facility. Unlikely that one can be found in such a convenient location at no cost. R.I.P. Charlie.

Members of the WBC Boardgame Players Association (BPA) Board of Directors were canvassed directly with the opportunity to rebut the statements and claims made in the last issue of *The K* within the ethics editorial. As of this date, no reply has been received. Apparently, they have chosen to let stand a false tournament record in violation of their own policies and procedures. Thankfully, these sort of shenanigans are not tolerated in AHIKS.

Since I am on the topic of the BPA, I would like to address their online tournaments. These are run by volunteers, with the caveat that each participant must pay \$10. A small part of the total fee collected is used to finance a winner's plaque. The net effect is a money-making venture for the BPA. Personally, I would like to see AHIKS take over this function without BPA association. I am confident we could do it at less cost to the tournament players and more overall satisfaction for everyone involved in the long run.

I have discussed with our President and the company CEO the possibility of AHIKS sponsoring a big prize tournament when the new 5th edition of **The Russian Campaign** is released by Consimpress. This is a long-term project. First, the game needs to be released for distribution by GMT. How long has the wait been so far? Forgive me for losing count, but I think it is somewhere around the 5-year mark. In any event, patience is a virtue. I am confident most of us will be pleased with the final product. Secondly, a suitable tournament scenario with rules will need to be created. Yours truly, with a little outside help, will tackle that challenge. I look forward to it, as I hope many of you will as well.

Stay well and keep gaming.

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

Brian Stretcher, 117 Camellia Trail, Brevard, NC 28712

## Vice President's Chair

Martin Svensson

I am eligible to start taking Medicare this year. Birthday 65 is on Valentine's Day and thoughts of retirement start to creep into my mind. Personally, I plan to retire in August 2023 at age 66 ½ when I will have full Social Security benefits.

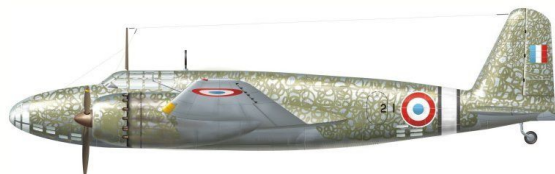
So, what does this have to do with wargaming? I read many comments online about when they retire they will have time to play games that have been lying fallow for years or even decades. Often, it turns out the games continue to gather dust even when opportunities present themselves to be played. AHIKS can play a part in reversing that outcome.

I am an active wargamer *now*. I play almost every Sunday live with a friend. I play online regularly too. I am currently playing **Red Star White Eagle** with a fellow AHIKS member. In addition, a long-time gaming friend and I are scheduled to tackle a Zucker Napoleonic game as a warmup to a legendary monster, **Home Before the Leaves Fall**. Rob and I played it face-to-face years ago, and he has created a Vassal module for this occasion by converting an old ADC2 file with many, many tweaks. It was an intensive labor ordeal, but he finished it. Lastly, I just completed a game of **Russia Besieged**. My Axis troops failed in spectacular fashion.

Many wargamers are around my age. I probably represent the demographics of the hobby closely. I believe organizations such as ours are an important link to keeping current players involved and providing an easy path for former gamers to reenter the hobby. I expect to be playing actively after my official retirement, and AHIKS will play a role in that. Over the past thirteen months, AHIKS has added many new members. Our President, George Phillis, has been instrumental in this development. George recently asked me to research members emails that are not current and hopefully update them with accurate email addresses. I am starting that task now. With any luck, we will have a contact method to reach these individuals soon.

Bottom line? Every member can mention our organization to a current gamer who is not a member. We probably all know somebody who is a former gamer who has mentioned perhaps playing again. That person is a prime target. Think of yourself as a marketing executive and bring up AHIKS. It's not difficult because our organization sells itself.

Meanwhile, retirement gaming is something I look forward to. I'm staring at my bookcase loaded with games begging to be played. I spy Compass Games reprint of Joe Balkoski's **The Korean War**, **Kharkov Battles**, DG's **World War I Deluxe**, and more. In addition, I have looming deliveries of **Vietnam 1965-1975**, **Pacific War** (Mark Herman's classic), and **Into the Woods** (GBACW) from GMT. The new edition of the **Third World War** series from Compass Games follows this month. No excuses. I have the games and the desire to play; I make time to do this by rationing free time and being in an organization to find opponents. Perhaps I will meet one of you at a future convention or online. Until then, keep on gaming!



## Multiplayer Info from Jeff Miller

Well winter has arrived, and gaming seems to be picking up. After all, it's cold outside. ☺

The **Kremlin** game is starting to get near the end. Everyone has managed 2 waves, so the next one will decide the game. This is my first time playing this after having it on the shelf for decades. Quite an interesting flow to it, while in-person would be better, I now have at least some idea of how it plays – WBC perhaps.

**Kingmaker** is rolling along, although a series of bad draws has pretty much put me on the sidelines for the rest of the game. Not even one noble. Well at least it will take me almost no time to do my moves in the game going forwards.

**Britannia** is rolling along at a good pace; Rome is still fighting to recovering for a really bad start while the rest of us are slugging it out.

**Conquistador** is moving, although the current sadness is Portugal going bankrupt! My French have perhaps the largest army in the New World – not that it should concern anyone. ☺

**War and Peace** has kicked off, and we are headed into the second turn. It's a long way to go before France brings peace to the peoples of Europe!

**Here I Stand** is just getting underway, and once again I have France – starting to see a trend here.

I encourage everyone to consider jumping into a multiplayer game this year, lots of fun.

On a sadder note, for those who attend or are considering attending PrezCon, the Hilton Doubletree blindsided the con. Claiming “over booking” they have apparently cancelled every reservation at the site and are trying to get everyone to move to a Holiday Inn three miles away, where they will have to rely on a shuttle to get back and forth. At this point there is no schedule for the shuttle, and I have the feeling it won't run often enough or late enough to do the job. So, looks like I will not be attending again this year – first covid and now the actual site causing major headaches. Smh

\*\*\*\*\*

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

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

A Distant Plain GMT – Jeff Miller, [1303] V  
 A Distant Plain GMT – Duncan Rice, [1394] V  
 A Distant Plain GMT – Art Dohrman, [1551] 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  
 Conquistador AH – Peter Dunn [2235] 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]  
 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  
 Time of Crisis GMT – Derek Lenard [251] V  
 Unterseeboot [PC AH Submarine] - Nate Forte Discord live play

### 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.

2237 Kurt Lambert, Düsseldorf, Germany  
 2238 Larry White, Austin, TX  
 2239 John Boston, Montgomery, AL  
 2240 Steven Lee, Shingle Springs, CA  
 2241 Donald Deacon, Rockledge, FL  
 2242 Steve Hartwell, Rugby, UK  
 2243 Thomas Stephens, Granite City, IL  
 2244 Alan Shackelford, Mount Pleasant, MI  
 2245 Robert Gurley, Durham, NC  
 2246 James Harland, Almaty, Kazakhstan  
 2247 Lee Hanna, Columbus, OH  
 2248 Edward Augst, Tucson, AZ  
 2249 Joe Valenzuela, Pasadena, CA  
 2250 Rick Moyer, Abbottstown, PA  
 2251 Matthew Morocco, Los Angeles, CA  
 2252 Norm Olding, Abbotsford, Canada  
 2253 Sean Anderson, Hermitage, PA

## Reflections on Sixty Years of Wargaming

By Lou Jerkich

*Continued from last issue*

In my second scenario design, the Germans had 14 combat units attacking four Russian units attempting to hold Golod for 8 turns. Now elevations came into play, and the German rifle units were supplemented by submachine gun platoons, a command post, some 75mm artillery, and wagons.

As a third scenario, I used the Situation 19B minigame from the Avalon Hill *General*, which did not employ any units not already introduced in my first two scenarios other than Russian trucks. In the fourth scenario, cavalry, howitzers, anti-tank guns and blocks were introduced. As the scenarios continue, tank-destroyers, tanks, engineers, mortar indirect fire, opportunity fire, overruns, and halftracks all were added.

So, I did all this work creating scenarios and then did not actually end up playing **Panzerblitz** in 2018. In August of 2019, however, I wanted to give it another try. I couldn't let all that research I did and the effort to create scenarios be wasted. With a couple of other gamers, including my friend Steve, I tried a few games of **Panzerblitz** using the very simple scenarios that I had designed. They were well-received. My wife and I then went to a Labor Day gaming weekend that year for family and friends hosted by my niece and her husband. I took **Panzerblitz** and found one fellow who attended that had never played this kind of a wargame. He tried a few of my introductory **Panzerblitz** scenarios and was very enthusiastic. Alas, the pandemic prevented a repeat of the gaming weekend last year, and probably for this year as well, but someday we may try again. As for me, I find that just getting out the game and my scenario notes in order to write this article has created a desire to play **Panzerblitz** again.

### Game versus Simulation

I like wargames to be playable, balanced, challenging, and with lots of replay value. I can always read books to learn history. That being said, I do prefer games that have been designed with historical accuracy in regard to the units involved, and that have reasonable faithfulness to real geography. In a game, I don't want to relive history exactly as it happened, but I do appreciate that the appropriate historical atmosphere and attention to historical details can contribute greatly to the enjoyment of the game. I enjoy the old Avalon Hill classics because they are easy to play and yet have enough of the right historical feel. A game such as **Anzio** has a more complicated set of rules than the Avalon Hill classics, but I feel that many of the challenges each player faces in that game are due to the careful attention to historical details. Years ago, when I played **Anzio** by mail, careful planning of each unit's moves and attacks was critical. I was on pins and needles waiting for the results to come back.

There are some excellent wargames that use abstract methods and/or card decks to represent the historical situation that is the basis of the game. **We the People**, Avalon Hill's game on the American Revolution, is excellent in that respect. **Republic of Rome** likewise has the right feel for its subject. So too does **Victory in the Pacific**, whose elegant game system based on area movement recreates World War II in the Pacific in an easily playable fashion, yet it also brings that campaign to life in a manner both strategically challenging and very nerve-wracking at times.

My temperament is such that I also greatly enjoy games in which winning against the system is equally important as winning against one's opponents. **Republic of Rome** is a game in which players who focus too much on their own advancement

can end up, for lack of cooperation, seeing Rome fall to their foreign enemies. **Source of the Nile** and **Magic Realm** also have given me that kind of enjoyment. Although these two are not wargames but rather role-playing games, surviving the dangers that chance produces can be quite a challenge. Quite a few players in **Source of the Nile** have stumbled back to port alone and nearly starving, having lost all their expedition to hostile natives or other disastrous events, but an explorer may nevertheless have made sufficient discoveries to win the game. We can laugh over the ever-changing circumstances in such a game, and perhaps cry over those valiant explorers who didn't make it back.

### Retirement and Gaming

I looked forward to retirement as a time when I would at last get to enjoy my gaming interests more frequently. To some extent that is true. My wife and I can plan gaming days with friends on any day of the week. Yet, both we and our friends have many other activities that fill our days, either by choice or of necessity, so gaming time remains limited. I am fortunate that I have been able to play so many games of **Richthofen's War** with my friend Steve since 2014, and now we have added **Luftwaffe** to the repertoire. My other long-time gaming friend, however, has had a stroke, so it remains to be seen whether he will be able to play any of the games in the future. This summer I put in a request with AHKS for an opponent in **D-Day**, but will anyone be interested in that game, or will I have to find another game to play? Time will tell.

Finding face to face opponents is not easy. Some people I hoped to interest in gaming over the years appear to have too much concern about playing a game and failing to win it. They don't seem to be able to grasp that it is just a game, that the social interaction is the most important element, and that even very good players have their share of losses. Unlike the subject matter of our wargames, games are not life or death events for those who play them.

I also find that playing a game, particularly the ones with many pages of rules, is a major investment of time. If I'm going to read all those rules to familiarize myself once again with the game, I would like to play the game more than once to make such an effort worth the time spent in learning rules. After all, it usually takes more than one playing of a game to get savvy on how to play it well so that it becomes a real challenge of wits between competent gamers. At my age, there is only so much gaming time left, and I want to make the most of it.

I could go on and on about games I have played over so many years, but enough has been said for now. Some of you may find that my stories resonate with you; some will find them vastly different from your own experiences. Either way, I hope each reader will have found something of interest in these gaming reflections.

★★





## Computerized Wargaming Part I By David Lazov

Perhaps you are like me in some ways. It started with Avalon Hill games. Maybe it was a cold snowy Christmas morning, and your mother handed your Christmas gifts to you at the ripe old age of 12. When you unwrapped the first box much to your delight and amazement, there sat in your hands the **Battle of the Bulge**. How fitting for a snowy day. But wait there are three more similar shaped wrapped presents for you! What could they be? Oh, how nice **Afrika Korps**, you can almost feel the burning hot sun beating on your back and the sweat. Oh! and **D-Day**, you can almost imagine the water as you disembark on a beach to brave the fire! Wow, what else is there, who is Napoleon and what is Waterloo?

Ah, the good old days of cardboard counters and stiff paper maps. Reading the rules and trying to understand, interpret, and implement it all. Then, the heydays of discovering SPI creations **1978, Breakout & Pursuit, Sniper, Patrol, Kampspanzer, Mechwar 77, and Firefight!** just to name a few. I, like you I'm sure, spent countless hours reading rules, maps, charts, and counters and either playing solo, or better yet, finding a community of fellow wargamers to meet and play some of the great board wargames of the 1970s thru 2000s.

Over the years I've owned and collected over 500 board wargames, but life has a way of removing some possessions and you discover new ones. Also, life has a way of limiting that face-to-face experience and those gatherings, either by marriage, raising children, or other life changing events, limiting our pool of face-to-face gaming even more. How could we forget the current pandemic's impact on face-to-face play.

### PBEM – Aide de Camp, Cyberboard & VASSAL

#### Aide de Camp

Sometime in the early to mid-1990s I discovered a software program called Aide de Camp. It was rather steeply priced back then at \$39.95, and there were a few free modules, but most of the good ones you had to purchase. This put me and, I believe, a lot of folks off, since we had already spent the money on the original board wargames. As a result, my usage of Aide de Camp was limited, but I did manage to play a few PBEM games with it. It has been so long, and the software is so outdated that I cannot recall all the specifics. Essentially Aide de Camp allowed you and your opponent, if you both had the same board wargame, to use the program to keep track of your turns for you in a digital way. No longer were there worries about cats finding delight in pawing the 21<sup>st</sup> Panzer Division, leaving tooth marks in Napoleon's 1<sup>st</sup> Brigade of the IV Corps, or a child's coloring on the Patton's HQ counter. Most of the earliest game modules created for Aide de Camp, at least the free ones, were simple implementations with basic features. Over the years there were a few dedicated module creators that really perfected their art. Here is one screenshot of one of the better modules; it is SPI's **Drive on Stalingrad**.



#### Cyberboard

Then along came a program called Cyberboard, a more affordable solution than Aide de Camp. Cyberboard and its modules were free. What is more, you could easily create your own game "boxes" (a specific board game implementation within

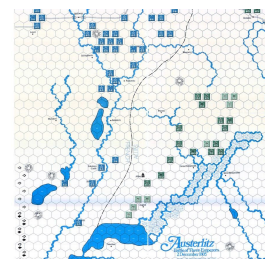
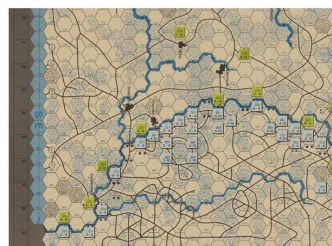
Cyberboard) and share them/utilize them to play via PBEM with other folks. What was also very cool about Cyberboard is that it was intuitive, and it had a PBEM playback set of buttons that operated just like a VCR. The playback enabled a review of your opponent's movement and any messages he may have added to the play back file. Cyberboard was a great way, back then, to PBEM your favorite board wargame. Here is a screenshot of the Cyberboard game box I created for one of my favorite games, GDW's **Fire in the East/Scorched Earth/The Urals** utilizing the 1943 scenario.



#### VASSAL

VASSAL, starting out as Virtual Advanced Squad Leader (VASL), also began in the mid-1990s. I used this early version of VASL on and off to play ASL. VASSAL evolved and has now grown substantially to include many other boardgame titles. As far as I know, VASSAL is the only surviving PBEM tool left that is actively supported out of these early virtual boardgame programs. I have seen a new version of Cyberboard in the works, but it is not yet finished. Aide de Camp is still available, but to my knowledge VASSAL is the king of all.

VASSAL is the best of both Aide de Camp and Cyberboard. There are literally thousands of modules that have been created for just about every board wargame you can think of. The UI is extremely easy to use (much more so than either Aide de Camp or Cyberboard) and the PBEM playback is superior. So much so that it is the de facto method of playing ASL virtually. Here are a couple of VASSAL screenshots – SPI's **Ardenne Offensive** and **Austerlitz** both from 1973, and **Advanced Squad Leader AH-Hasbro/MMP**.



*To be continued*



## Top 40 Rated Members a of January 31, 2022 from Dave Bergmann

RANK-ING	NAME	AHIKS #	RATING	GAMES	OPPO-NENTS	TITLES	DATE OF LAST RATED GAME
1	WINDSOR, R	450	1960	73	30	10	7/15/1991
2	CREEGER, J	?	1925	20	9	4	8/7/1987
3	MCCARTHY, K	496	1885	19	8	4	12/31/1988
4	YOUNG, G	1371	1860	21	10	4	1/1/2000
5	LANDRY, P	707	1780	32	11	6	10/21/1989
6	FICKBOHM, A	901	1775	10	5	3	2/25/2006
7	CROSS, R	336	1770	103	41	40	2/21/1994
8	UNNERSTALL, J	1264	1770	22	11	12	8/22/2021
9	TRUESDELL, P	334	1755	15	8	4	7/14/1992
10	HELLER, R	1007	1705	76	23	18	10/16/2014
11	PASSOW, R	1453	1700	19	5	8	1/2/2014
12	PAUL, M	1578	1685	11	7	4	1/26/2011
13	MINSHEW, C	1222	1665	36	15	9	11/4/1997
14	DANDY, G	916	1660	17	7	7	5/7/2019
15	O'CONNOR, E	1243	1655	34	14	8	7/28/2015
16	WHITE, M	842	1650	16	4	10	8/4/2020
17	DEWITT, O	44	1645	110	34	35	12/1/2020
18	GRANT, D	377	1645	22	9	11	5/18/1988
19	TROUT, J	786	1645	20	9	5	6/20/2003
20	SHURDET, R	914	1640	15	6	5	2/6/2012
21	LOWOOD, H	1107	1635	33	13	11	10/31/1999
22	JEHLEN, C	1355	1630	34	12	4	6/3/2003
23	STANLEY, W	136	1625	76	29	24	11/4/1991
24	KRAUS, F	444	1625	30	16	8	2/2/1995
25	STRETCHER, B	885	1605	81	31	34	10/27/2021
26	HEISER, P	1051	1605	69	29	13	5/12/2012
27	JERKICH, L	544	1605	14	6	6	7/10/2007
28	WOOD, R	1293	1595	26	12	7	3/31/2003
29	DRIVER, S	1567	1595	16	7	4	1/25/2014
30	MITCHELL, M	1086	1590	13	6	6	9/11/2020
31	GERBER, H	1135	1585	14	6	6	3/3/1994
32	XANTHOS, C	1263	1585	9	5	4	4/6/1994
33	SANDER, J	1339	1580	33	5	4	4/3/2018
34	JODOIN, J	357	1580	32	16	16	7/1/1995
35	DECK, L	341	1560	38	23	14	10/9/1993
36	FASSIO, M	1210	1555	41	9	14	5/22/2015
37	LINDOW, B	988	1550	43	21	12	9/29/2004
38	ZENKTELER, W	614	1550	75	16	15	2/2/1997
39	LONGEST, C	1413	1545	29	13	9	9/12/2004
40	GOHEEN, G	289	1545	29	8	12	12/31/1980

Last game over 20 years ago.

## Open Match Requests from Mark Palmer

1985: Under an Iron Sky TRL Martin Hogan (1704)  
 Across Five Aprils VG Mark Palmer (1074) V  
 ACW Brigade Series MMP Aaron Kulkis (1983)  
 Afrika Korps AH Stephen Genoff (2194) V  
 Air Assault on Crete AH Peter Hansen (2129) V  
 Battle for the Ardennes SPI Thomas Ten Eyck (826) EP  
 Blitz Compass Jim Lauffenburger (2191) VXE  
 Bloody 110 COA Aaron Kulkis (1983) FVL  
 Bloody April GMT Mark Palmer (1074) VL  
 Bull Run Ronald Brooker (1252) Postal only  
 Bull Run AH Peter Dunn (2235) V  
 Caesar's Legions AH Stephen Genoff (2194) VE  
 Cedar Mountain SPI Peter Hansen (2129) V  
 Chariots of Fire GMT Clinton Ray (2127) VE  
 Chickamauga SPI Peter Bertram (790)  
 Citadel GDW Clinton Ray (2127) VE  
 Combat Commander GMT Allen Evenson (1553) E  
 Empire in Arms AH Edson Ramos (1989) P  
 Empires + Alliances Compass Aaron Martin (2107) V or FTF  
 Empire of Rising Sun AH Mike Scott (1555)  
 Falling Sky GMT Jim Lauffenburger (2191) VXE  
 Fifth Frontier War GDW Dane Patterson (2010) EV  
 Fire in the Sky (1999) Phalanx William Marcy (1761) VTE  
 Flat Top AH Paul Koenig (1577) V Midway scenario  
 Flying Colors GMT Thomas Ten Eyck (826) EP  
 Gallipoli GMT Ivan Kent (2133) V  
 Gettysburg '65 AH Stephen Genoff (2194) V  
 Great War In Europe GMT Donald Deacon (2241) V  
 Great War In Europe/Near East GMT Terry Gallion (2044) V  
 Grenadier SPI Charles Sutherland (1804) VE  
 Guns of August AH John Troskey (1554) CV  
 Korean War Compass Paul Koenig (1577) V  
 La Grande Armee SPI Charles Sutherland (1804) VE  
 Lee vs. Grant VG Jeremy Rowley (1942) V  
 Leipzig SPI Charles Sutherland (1804) VE  
 Library Napoleonic Battles OSG Clinton Ray (2127) VE  
 Main Battle Tank 2ed GMT Martin Hogan (1704)  
 Midway AH Scott Saunders (1664) E  
 Monty's Gamble: Market Garden MMP Jerry Wong (1974) FVL  
 Napoleon at Waterloo SPI Paul Purman (2159) V  
 No Retreat: North Afrika GMT Jerry Wong (1974) FVL  
 NATO: Cold War Goes Hot Compass Giovanni Faisca (2178)  
 Panzer Battles MMP VEL  
 Panzer Blitz AH John Troskey (1554) CVS  
 Panzer Grenadier AP Stephen Genoff (2194) V  
 Panzer Leader AH Carl Wolf (1992) V  
 Proud Monster XTR Stephen Genoff (2194) V  
 Rebel Sabres TSR Edson Ramos (1989) P  
 Russian Campaign AH Peter Dunn (2235) V  
 Russian Campaign Jedko Games John Bibler (2154) VFL  
 Russian Front AH Peter Dunn (2235) V  
 Search and Destroy SPI Martin Kerslake (2011) V  
 South China Seas CMP Clinton Ray (2127) VE  
 SPQR GMT Mike Ricotta (2004) VXE  
 Stalingrad AH Justo Perez (2009) FV  
 Tank on Tank LnL Paul Bannerman (2196) V  
 Terrible Swift Sword TSR Duncan Rice (1394) V  
 The Civil War VG Peter Dunn (2235) V  
 The East is Red SPI Jeremy Rowley (1942) EWT  
 The Tide At Sunrise MMP Bob Jones (1548) V  
 Third Reich or Advanced AH Nick Rusch (1913) V-E-L-X  
 Thunder at Cassino AH Raymond Starsman (2005) ELV  
 Jerry Wong (1974) FV

To Green Fields Beyond SPI John Troskey (1554) CVS  
 Verdun 1916: Steel Inferno  
 (2020) FOS William Marcy (1761) VE competitive game  
 Wooden Ships and Iron Men AH Peter Dunn (2235) VD  
 War and Peace AH Peter Dunn (2235) V  
 War Galley GMT Graeme Dandy (916) V  
 Wacht am Rhein SPI Clinton Ray (2127) VE  
 WWII SPI Erica Snarski (2142) V

### Match Coordinator

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### Match Codes

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

## Book Review

### The Fleet That Had to Die

By Richard Hough  
 ©1958 Viking Press  
 212 pages, drawings, photographs  
 \$6.25 to \$16 Amazon  
 Reviewed by Omar DeWitt

The book is not about the battle, which takes up about 20 pages, but about the eighteen-thousand-mile trip from Kronstadt, Russia, to Tsushima.

The fleet, commanded by Admiral Rozhdestvensky, was delayed initially because some of his ships were still being constructed. On the 9<sup>th</sup> of October, 1904, the fleet finally left harbor. They ran into action off the British coast when Japanese torpedo boats attacked them. Actually, it was a British fishing fleet, but the Russian guns opened fire, sinking a couple of boats and killing some of the crew. The victorious Russians sailed on.

Rozhdestvensky's biggest problem was coal to drive the ships. While Russian and Japan were at war, the rest of the world was not. Neutrals were not supposed to sell coal to belligerents. But Rozhdestvensky was able to get the fleet down the west coast of Africa and over to French Madagascar, sometimes by piling coal bags on the decks.

There was a long wait at Madagascar because the high admirals in Russia decided to send another fleet to help Rozhdestvensky. He was beside himself; the ships they were sending were old and hardly seaworthy, more of a hindrance than a help.

Rozhdestvensky finally left Madagascar for the far east, leaving the other fleet to catch up. He waited in various ports and bays trying to re-coal, being kicked out by the French, who were responding to Japanese cries of concern. The second fleet finally caught up.

The author says the Russians had a fair chance of making Vladivostok if they had kept to a plan. Rozhdestvensky seemed to be in a daze, however. To see how the sea battle turned out, you will have to read the book.

# Upcoming Events

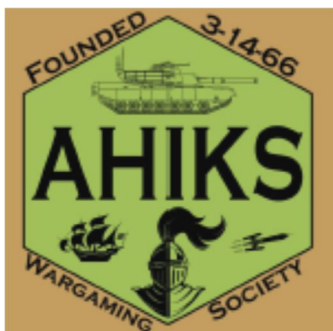
Mar. 4-6, Biloxi, MS  
COASTCON 44  
<http://www.coastcon.org/>

Mar. 11-13, Aberdeen, MD  
GAD-CON 2022  
<https://warhorn.net/events/gad-con-aberdeen-md>

Mar. 23-27, Schaumburg, IL  
ADEPTICON 2022 w/ Steve Jackson Games  
<https://www.adepticon.org/>

Apr. 29-May 1, Austin, TX  
FNORDCON 5  
<http://www.sjgames.com/fnordcon/>

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



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## From the Ratings Officer

Dave Bergmann

As we enter our 3<sup>rd</sup> year under the turmoil of COVID 19, vaccinations, variants, boosters, and everything that goes along with them, I hope you are all well and getting as much out of life as possible. The situation must certainly improve this year.

In the recent past there was a brief discussion amongst the Exec regarding a few changes with the format of the Top 40 list of rated AHIKS members (see next page). This list is currently published once a year. Many of the listed participants are members from the distant past that have dropped out, resigned, no longer participate in rated games, or are deceased. Specifically, one change that was discussed was updating the list to where a member's last rated game would have had to have occurred in the recent past. To this point there was no conclusion as to what that time frame should or would be, but I expect a decision will be made in the not-too-distant future.

Our total number of games recorded for this reporting period was 33.

I wish you all a safe and much more pleasant 2022.  
Happy gaming.

### PUBLICATION DEADLINES

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

**Deadline for next issue: March 31, 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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Open

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## Game News

### 4 Dados

**Rise of Totalitarianism** is an interactive simulation enabling you to explore many questions. A card-driven strategy game, it reproduces the ideological conflicts and political struggles that led to the establishment of totalitarian dictatorships in Europe throughout the 1920s and 1930s. The game covers the period from 1919-1933 and is designed for three players. Each player takes the role of one of the three ideologies, Social-Democracy, Fascism, or Communism, that struggled for power during the timeline of the game.

**Rise of Totalitarianism** provides a detailed historical context through the ninety game cards, representing historical events that might occur in the game. Players exploit these events and use political actions to achieve supremacy in the political theatre; though they must also face the major crises that upset the European countries of the era. These game cards also provide political points that are used by players to plan secret actions on the map by using action chits. These action chits are revealed simultaneously and allow players to perform their reactions and activities. These activities include propaganda, or initiating conflicts, laws or reforms, all designed to influence society, public opinion, political orientation, the economy, and the stability of governments. €65

<https://sites.google.com/view/calvinusgames/games/rise-of-totalitarianism>

### Ares

**Quartermaster General: 1914** is a new, fast-paced game in the critically acclaimed Quartermaster General series, designed by Ian Brody, that pits the Central Powers against the Entente Powers. Based on the popular Quartermaster General system, this card-driven wargame reflects the military, economic, and political intrigue of the time.

In **Quartermaster General: 1914**, each power has its own unique deck of cards, with its own strengths and strategies, providing strong replayability as you try your hand at playing the different powers. Each card has two different uses: one when played, and another when prepared. On their turn, players have the opportunity to both play and prepare a card. They can also spend cards to draft more troops or use cards to subject their opponents to attrition.

Each Power's deck represents the resources of that player: "digging" too quickly through the deck in the early game might result in unsupported armies being swept away in the final rounds. This is worth it if a player can capture Berlin or Paris in 1915, but if the gambit fails, you may have a tough road ahead. The game ends after 17 rounds of play, or earlier if one side has a commanding enough lead.

**Quartermaster General: 1914** is a must-have for all fans of the Quartermaster General series, and for anybody looking for an accessible grand-strategy game on the "Great War."

<https://www.aresgames.eu/games/euro-games/quartermaster-general-1914>

### Canvas Temple Publishing

**Imperial Campaigns No. 1: The Boer War** is the first entry in this new series from Joseph Miranda and Canvas Temple Publishing. Boer War is based on the conflict between the British Empire and the Boer Republics of the Orange Free State and the Transvaal, which started in 1899 (generally known as the Second Boer War). The game covers the first year of the war; the conventional phase when the Boers could have gained a conventional victory. The latter part of the war was primarily a

guerrilla conflict that did not officially end until 1902 and by which point a British victory was pretty much inevitable. In the game, each player is trying to seize an early victory: the British, in order to forestall the aforementioned guerrilla war, the Boers to gain sufficient support in Europe for their claims to full independence.

The game has three scenarios. Two of them begin with the commencement of hostilities in October 1899 and the initial Boer successes. The third begins with Lord Roberts taking command of British forces and launching the counteroffensive which took the major Boer towns. Designer: Joseph Miranda \$75



[https://canvastemple.com/index.php?](https://canvastemple.com/index.php?main_page=product_info&cPath=22_23&products_id=182&zid=6e902c61043fb7a1405376fccd3f45f7)

[main\\_page=product\\_info&cPath=22\\_23&products\\_id=182&zid=6e902c61043fb7a1405376fccd3f45f7](https://canvastemple.com/index.php?main_page=product_info&cPath=22_23&products_id=182&zid=6e902c61043fb7a1405376fccd3f45f7)

### Compass Games

**Combat! 2: From D-Day to V-E Day Campaign Expansion** is an add-on module for **Combat!** You must have **Combat!** to play this expansion. Various new features have been added such as: Elite Enemies in the form of the SS, a third Squad and command elements for the Americans so Platoon Actions can be gamed with multiple players; new weapons such as the STG44, the Thompson submachine gun and the Springfield 1903; and much more! A fully structured campaign game consists of 6 'Chapters:' Normandy, Pursuit, Hurtgen Forest, The Bulge, The Siegfried Line, and Germany. Follow the fortunes of your squad from D-Day to VE-Day performing missions and patrols. \$139

<https://www.compassgames.com/product/combat-2-from-d-day-to-v-e-day-campaign-expansion/?sfw=pass1643903435>

### Critical Hit

You knew it was coming! The **Final Countdown** Edition of our Omaha Beach series.

This is the latest and final Counter presentation, a collection of 3 ½ sheets using familiar nomenclature and all color art. Little changes, like accurate brown emplacement counters, pillbox arrows, and more make this our best foot forward for the seminal gameplay experience.

This is the latest and official map presentation and supersedes all earlier editions. In addition to art, there are a few tweaks and a correction here and there to make things new again. The scenarios are all the latest editions. Color, three-hole punched rules and an entirely new Landing Scenario Play Aid presentation will make you want to set it all up.

To differentiate the editions, the new title is **Bloody Omaha West**, and you can only experience the heroics, pitched battles in miniature. **Bloody Omaha West** links to **Bloody Omaha East** to create what Guinness tells us in preliminary application is the World's Largest Board Wargame.

Please note, this game uses standard Omaha-size hexes for the maps. Just like the old days of AH mounted board games, each 24" × 36" playing area is created by 4 folding panels on hard stock. Ownership of the ASLRB (2nd Edition suggested) is required, plus modules providing German and American nationalities and Chapter G. \$90

[http://www.criticalhit.com/mm5/merchant.mvc?](http://www.criticalhit.com/mm5/merchant.mvc?Screen=PROD&Product_Code=OWASLC15)

[Screen=PROD&Product\\_Code=OWASLC15](http://www.criticalhit.com/mm5/merchant.mvc?Screen=PROD&Product_Code=OWASLC15)

## Decision Games

**Bulge: The Battle for the Ardennes** One of the most famous battles of World War II is re-created in this fast paced game. **Bulge** simulates Hitler's desperate gamble to halt the Allied advance through the west by unleashing his powerful armored forces through the Ardennes. A scattered American force must hold back the panzers until sufficient reinforcements arrive.

**Bulge** captures the tense excitement of the German drive to capture vital bridges and road intersections. Using **Bulge's** innovative game system, victory can occur for either player on any turn. With its combination of sophistication and playability, **Bulge** is a perfect introduction to the world of hobby wargaming and a challenge to novice and veteran gamers alike. \$35

<http://shop.decisiongames.com/ProductDetails.asp?ProductCode=4202>



**Across Suez: Battle of the Chinese Farm** On 6 October 1973, troops of the Egyptian Third Army performed a masterful surprise crossing of the Suez Canal, overwhelmed the emplaced Israeli defenders along the Bar Lev line, and established themselves in force on the Sinai. For the first time in over two decades, the vaunted Israeli Defense Force had been dealt a stunning defeat. But even before the magnitude of the defeat could be digested, and well before the desperate defensive efforts to halt the Egyptian and Syrian advances in the Sinai and Golan had fully succeeded, Israeli military leaders were planning a counter-crossing of the Canal with the object of isolating the entire Egyptian Third Army.

Israeli reconnaissance discerned a gap between the Third Army and the Egyptian Second Army to its north. On 15 October, with the way apparently clear to a crossing at the northern tip of the Great Bitter Lake, three Israeli divisions and a convoy of bulky bridge sections began to advance—only to collide with the Egyptian 15th Infantry and 21st Tank division, thus initiating the wildest and most important battle of the October War.

**Across Suez** is an operational level simulation of the Battle of Chinese Farm, with one player controlling the forces of the Egyptian Second and Third Armies, and a second player controlling the units of the Israeli Defense Force. Included are special rules for commandos, paratroopers, and Egyptian Marines that were not in the original edition. \$30 <http://shop.decisiongames.com/ProductDetails.asp?ProductCode=3006>



## Europa Simulazioni

**Piacenza 1746** The War of the Austrian Succession (1740 - 1748) was a dynastic war, initiated by the European powers to counter the legitimate claim of Maria Theresa Habsburgs (1717 -1780) to maintain control of all her family possessions, when her father, the Emperor Charles VI, died in 1740.

Frederick II of Prussia was the first to act. He invaded Silesia as he wanted to reach a glorious military success and the beginning of his reign. Maria Theresa reacted promptly, and two alliance sides formed for the war with all the major European countries and many minor states involved.

In 1745 war extended to Italy where France and Spain were in arms against Austria and her ally, Savoy. After a sound defeat near Alessandria, the following year the Austrian side soundly defeated the French-Spanish army at the battle of Piacenza,

which marked the end of the French-Spain attempts to defeat Maria in Italy: "I want to hope that this event will dispel from the minds of my enemies the desire to totally banish myself from Italy" €49 [https://italianwars.net/NewSite/piacenza\\_1746.html](https://italianwars.net/NewSite/piacenza_1746.html)



## GMT Games

**Conquest and Consequence** brings the Triumph and Tragedy system to the Pacific/East Asia theater during the same 1936 -1945 time period. Like T&T, it is designed for 3 players, maintaining the 3-sided dynamic that adds so much variety and intrigue to the system.

Militarist Japan, the first Asian power to modernize, seeks to replace the European colonial empires in East Asia with a true "all-Asian" empire, with itself as the natural leader.

The Communist Soviet faction comprises the Siberian USSR and the Red Chinese revolutionaries.

The Capitalist USA faction consists of the United States, the British Empire, and the struggling regime of Nationalist China.

The game begins in 1936 with the Militarists in control of Japan and expansion on the agenda. Its [war] industry is well developed, but it is weak in population and particularly resources. Its battle-hardened army has easily overrun resource-rich Manchuria, and a weak China awaits.

Japanese aggression in China will likely irritate the sleeping giant that is the USA, but it is far away across the wide Pacific, and Japan has special naval abilities that allow it to compete at sea.

The Red Chinese have just completed their Long March and re-established their base in inland Shaansi, far from areas of Japanese (or Capitalist) interest. The Red Chinese are very weak militarily but have a secret weapon: Partisans. These are non-military "political" organizations (represented on-map with cardboard counters) that are difficult to eradicate, multiply if ignored, and can be converted into military units when desired. The Soviet Union, also acutely aware of Japanese expansionism, is desperately fortifying eastern Siberia, which is otherwise thinly defended.

Nationalist China is aware of the Japanese threat but must also deal with the internal Communist threat. The United States is disarmed, disinterested, and distracted by the Great Depression. The British Empire is woefully under-defended and overconfident. The USA alliance must build up its economy while somehow improving the military capabilities of the British Empire, Nationalist China, and itself. \$115 <https://www.gmtgames.com/p-840-conquest-and-consequence.aspx>



**Red Flag Over Paris**, the spiritual successor to Mark Herman's **Fort Sumter**, is a short, yet challenging, two-player card-driven game depicting the two months of intense confrontation between the Communards and the government in Versailles during the 1871 Paris Commune. You will play as one of these factions and fight for control over Paris. But, you will also need to win the hearts and minds of the French population, as the board is divided into two areas—military and political—themselves divided into several dimensions (Political Institutions, Public Opinion, Paris neighborhoods, and the forts on the outskirts of the city). The game forces players to make tough decisions like when to focus on political influence or military dominance and how to optimize limited resources.

On top of controlling the military and political spaces and fulfilling your objectives to score Victory Points, you will have to manage your momentum. Versailles needs to collaborate with the Prussian invader to build up an army that will restore order in the Capital. On the other hand, the Commune needs to build a robust revolutionary momentum to ensure that the population stays mobilized after months of siege and food shortages.

Each card represents either a critical personality or a significant event of the Paris commune. You may use a card for its event, for its operational value (which allows you to place or remove influence cubes in any given area), to buy an event discarded by your opponent, or build your momentum. After up to three rounds, **Red Flag Over Paris** culminates in a Final Crisis where each player will have to play all the cards they left aside earlier in the game as the last opportunity to place influence before determining the winner. \$42

<https://www.gmtgames.com/p-849-red-flag-over-paris.aspx>

**The Last Hundred Yards Volume 3: The Solomon Islands** is the third game in the Last Hundred Yards Series. This game focuses on the vicious and brutal Solomons Campaign, including actions to control the islands of Guadalcanal, Bougainville, and New Georgia.

When you play the **Solomon Islands** campaign missions, you will experience some of the fiercest small unit actions in the Pacific Theater. The game will focus on actions involving the 1st (The Old Breed) and 3rd (Fighting Third) Marine Divisions, as well as the Army's 25th Infantry Division, the unit that finally drove the Japanese off the island, earning them the nickname "Tropic Lightning."

Take to the jungles of Guadalcanal with the 1st Marine Division as they begin the first ground offensive of the war. Landed onto Guadalcanal and with intermittent naval support as the struggle for naval supremacy raged offshore, the Marines fought tooth and nail to secure their small foothold around Henderson Airfield. They fought against Japanese Reinforcements coming from all over the South Pacific area. Engage in bitter jungle fighting with the 3rd Marine Division as they attempt to hold and expand the beachhead on Bougainville Island against the Imperial Japanese 6th Infantry Division.

Finally, serve with the 25th Infantry Division's famed 27th Regiment, the "Wolfhounds," as they try to reduce Japanese positions on Guadalcanal's Galloping Horse Ridge (an action that is portrayed in the movie "The Thin Red Line"). You will also fight with the Wolfhounds in the jungle around Munda Point for the airfield on New Georgia. Each of these actions involved tense jungle warfare and the routing out of fanatical Japanese units from hidden bunkers and pillboxes. You will understand the nerve-racking frustration of clearing an enemy position, only to have infiltrators attack you yet again from a different direction, at night!

This volume introduces new weapons and terrain including flamethrowers, anti-tank halftracks, light and heavy jungle. Each mission will provide new challenges with different elements, forces, and situations encountered. Note: This game is a standalone game. It does *not* require ownership of **The Last Hundred Yards** to be played. \$60

<https://www.gmtgames.com/p-871-the-last-hundred-yards-volume-3-the-solomon-islands.aspx>



## High Flying Dice Games

**Depths Of Courage 9** Raid on Alexandria Harbor December 29, 1941

This solitaire play game portrays the daring WWII raid by Italian frogmen on the Royal Navy port facilities at Alexandria, Egypt. The active player takes on the role of the commanders of the three, two-man crew S.L.C. (Siluro Lenta Corsa) Maiale (Pig) class mini-submarines. You must endeavor to overcome the Allied defenses and night-time visibility to inflict as much damage as possible before being killed, captured, or escaping. \$10 <http://www.hfdgames.com/alex.html>

**Ram Vs. Stag** The First Battle of Bir el Gubi, November 19, 1941 \$16 <http://www.hfdgames.com/ramstag.html>

## Hollandspiele

**Stilicho: Last Of The Romans** is the long-anticipated follow-up to designer Robert DeLeskie's popular and challenging solitaire game **Wars Of Marcus Aurelius**. The brain-boiling card angst and nail-biting combats that made that game so compelling are back, along with some new wrinkles that make for a more challenging and nuanced decision space. For example, the Surge mechanism that caused so many gamers to invent new curse words is now more nefarious, with each enemy card having specific surge effects. Rome's enemies sometimes bump into each other, resulting in enemy-on-enemy battles. Regions might go into revolt, garrisons might defect to the banner of the pretender Constantine III, and the wily courtier Olympius might turn the emperor Honorius against you.

The historical Stilicho only lasted until turn 3! If you want to win, you'll have to last much longer than that, all while taking on tougher and more resilient enemies than poor Marcus had to face, and with less resources at your disposal. \$50

<https://hollandspiele.com/products/stilicho-last-of-the-romans>

## Marshall 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 1813**, a 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 ME's book with Premier rules; extensive special rules; and multiple historical articles; and many charts and other play-aids. \$500

<https://boardgamegeek.com/boardgame/350342/la-bataille-de-berlin-1813#buyacopy>

## Matrix Games

**Valor & Victory: Stalingrad** is the first DLC for Valor & Victory, the squad-level tactical game set in World War II and based on the original counter board game.

In this DLC, a brand new playable faction has been introduced to the game: the Soviet Union. It comes with its own new units, support weapons, anti-tank guns, armour, and transports.

Set in the Eastern front, fully featuring the entirety of the Battle of Stalingrad, perhaps the most important battle in World War II and turning point of the war. There are 14 new, exciting scenarios that follow the historic events and 13 new maps.

The new scenarios are extremely varied and will provide you with new and original tactical situations that you will need to face. Moreover, hills and ravines are included, blocking or enhancing LOS. Units can move around the terrain using hills and valleys without being seen by the enemy. On top of that new terrain types have been introduced, so you can have even more map variety.

The Stalingrad DLC will be released alongside a free update for the base game. This update will contain significant additions in the form of new content and features to better represent the close conflict of the era. These include: infantry mortars, flamethrowers and off-board artillery support as well as air support, snipers, minefields, and more.

Artillery has long been known as the king of the battlefield, but snipers were also a primary source of unseen fear. The Stalingrad DLC introduces them both to Valor & Victory.

Snipers are activated when an opposing infantry unit rolls a natural 12 while making an AP or AT attack. They have the ability to appear in cover within LOS of the attacking unit that triggered the sniper, simulating their ability to be lurking literally anywhere. \$20 <https://www.matrixgames.com/news/valor-and-victory-stalingrad-is-out-now>

**Campaign Series Vietnam** Each scenario is based on a painstakingly researched historical engagement and has a variable number of turns in which you and your opponent attempt to achieve the maximum number of victory points, usually by destroying your opponent's forces or by capturing objective locations. A wide variety of battle situations are represented in the game, including firebase defense, helicopter air assaults, meeting engagements, trench defenses, armored breakthroughs, battles of attrition, mobile defenses, and search and destroy.

**Campaign Series Vietnam** introduces a wide variety of new units with special capabilities, such as helicopters, riverine units, tunnel rats, civilians, and supply units. New tactical realities include flight limitations, no-go zones, IEDs and hidden minefields, tunnels, and unconventional warfare.

There are four low-complexity Boot Camp scenarios, designed especially with the new player in mind, with step-by-step instructions on how to play. The remaining scenarios vary in size from very brief and just a few units to many dozens of turns and hundreds of units. They can be played against the computer, PBEM, head-to-head, hot-seat, or real-time local area network play.

The game comes with a full suite of editors for those that would like to create their own scenarios and a large number of ready-to-use historically accurate master maps of varying locations throughout Vietnam. \$40 <https://www.matrixgames.com/news/campaign-series-vietnam-out-now>

## Multi-Man Publishing

**ASL Pocket Charts** New from MMP is the Pocket Charts booklet that collects all the ASL charts in a reduced-size, spiral-bound format. Following in the footsteps of the innovative Pocket Edition Rulebook, the Pocket Charts booklet has all the chapter dividers and charts from the full-size ASL Rulebook, including Chapter W.

Printed on quality paper thinner than the regular ASL Rulebook but thicker than the Pocket Edition Rulebook, the Pocket Chart booklet is about 1/4 inches thick and measures approximately 7.5 X 9.5 inches, with an IFT chart on the back cover. The Pocket Charts booklet is a comprehensive and handy table-side supplement to the core rules that no devoted ASL player should be without.

Don't miss out on the new and improved Pocket Edition Rulebook and the new Pocket Chapter H, which are perfect complements to this Pocket Charts booklet. Get all three together at a discount.

Note: This is a print on demand product and our inventory may fluctuate. If/when we sell out, more will be ordered from our printer. It can take approximately two weeks for us to receive a restock! \$20 [https://mmpgamers.com/index.php?main\\_page=product\\_info&cPath=2\\_3&products\\_id=352](https://mmpgamers.com/index.php?main_page=product_info&cPath=2_3&products_id=352)

**Winter Offensive Bonus Pack #13** features four new scenario designs by Pete Shelling and three new Deluxe boards (m/n/o); MMP has an ulterior motive, however, for the manufacture and sale of this particular product. Proceeds from the sales of each WO Bonus Pack #13 are donated to the WWII Foundation. \$28 [https://mmpgamers.com/index.php?main\\_page=product\\_info&cPath=2\\_5&products\\_id=354](https://mmpgamers.com/index.php?main_page=product_info&cPath=2_5&products_id=354)

**ASL Pocket Chapter H** New from MMP is the Pocket Chapter H that for the first time collects all the ASL vehicles and ordnance for all the nationalities in one place. Following in the footsteps of the innovative Pocket Edition Rulebook, Pocket Chapter H has all the Chapter H pages from all the modules: German, Russian, American, British, Italian, Japanese, Chinese, French, Allied Minor, Axis Minor, Finnish, and all the participants in the Korean War, as well as the Design Your Own rules.

The format is the same as the Pocket Edition Rulebook, with quality paper thinner than the regular ASL Rulebook, less than 3/4 inches thick, and measuring approximately 7.5 X 9.5 inches. The back cover shows the C3 To Hit Table and the To Hit DRM charts. Pocket Chapter H is a comprehensive and handy table-side supplement to the core rules that no devoted ASL player should be without.

Don't miss out on the new and improved Pocket Edition Rulebook and the new Pocket Charts book, which are perfect complements to this Pocket Chapter H. Get all three together at a discount. \$40 [https://mmpgamers.com/index.php?main\\_page=product\\_info&cPath=2\\_3&products\\_id=351](https://mmpgamers.com/index.php?main_page=product_info&cPath=2_3&products_id=351)

## Naval Warfare Simulations

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- \* Detailed yet streamlined and easy to follow combat mechanics including basic, advanced, optional, and solitaire rules.
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- \* Each printable Data/Record Sheet contains the combat statistics for the unit, condensed combat tables to help during combat, a side view of the unit, with logs for ammunition/damage records for 7 ships/subs or aircraft squadrons pre-printed on each sheet.
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\* Tactical and Operational battles covering surface combat, carriers, convoys, submarines, aircraft, amphibious operations, bombardments, etc..

\* Combat examples included for easy understanding of how the rules work during game play as well as condensed combat tables on each unit data/record sheet.

\* Very flexible design that can be played as a board game or with miniatures. <http://www.navalwarfare.net/sarnsp.html>

## Red Sash Games

**Cold Waves** is the final game of a set covering the War of the Austrian Succession at sea (plus the concurrent War of Jenkin's Ear). Though relatively unknown, these conflicts, raging from 1739-1748, comprised the first "world war". The primary naval actions took place in three theatres: the English Channel and Bay of Biscay, the Caribbean, and the western Mediterranean. Forces also clashed in India, along America's eastern seaboard, and in the Pacific. **Cold Waves** examines the European Atlantic coasts, the Channel, and the North Sea, where tedious blockade duty and convoy hunting was laced with the ever-present fear of amphibious invasion.

**Cold Waves** is a two player strategy game. You command either the British or Bourbon (French and Spanish) fleets. Orders are handed down to you from your Admiralty, and you must try to fulfill them within the framework of the wider war, which is represented by a set of events. Your opponent will have orders of his own to fulfill, but with his spare forces he will be attempting to foil your plans. Success will earn you Prestige (victory points). You must decide when and where to commit resources, where to feint and where to strike, organising your 'sail' (ships) into squadrons, and your squadrons into flotillas commanded by leaders (commodores and admirals). Maintaining sufficient forces at battle readiness is critical, but very difficult, since ships constantly suffer wear and tear – a battle may be won and the campaign lost. Scenarios are one year (16 turns) long, playable in 3-4 hours (the number of counters actually in play on the map is quite small). The campaign game consists of a number of years pre-chosen by the players.

Every ship that appeared in the theatre is accounted for, as is every leader of note. (Although by the basic rules ships are generic 'SPs', players can use the OOBs to add detail and even fight battles using their favourite tactical system.) Squadrons are rated for movement and the number of sail they can contain. Specially named squadrons represent the great ships, like the 112-gun Real Felipe, which successfully beat off a simultaneous attack by three British ships of the line. Other counters represent special assets, like fireships, frigates, and galleys. These can be 'played' (like cards) to conduct special tasks such as search and shore bombardment. Leaders are ranked, and rated for skill and personality. \$335 <https://redsashgames.com/sea-lords-series-games/cold-waves.html>



## Taktyka I Strategia

**El-Alamein 1942** At El-Alamein, in 1942, there were three battles: Ruweisat Heights (1-3 VII), Alam el Halfa (30-31 VIII) and El-Alamein (23-30 October). In the first two clashes, the attackers were the Germans and Italians, in the third, the Allies had the initiative. The last of the battles turned into a breakthrough in operations in North Africa. From that point on, the Germans were pushed eastward until their defeat in Tunisia.

There were three battles fought at El-Alamein in 1942: Ruweisat Heights (1-3 VII), Alam el Halfa (30-31 VIII) and El-Alamein (23-30 October). In the first two battles Axis were on the offensive, while in the third case, Allies launched their attack. The last of the battles became a breakthrough in operations in North Africa. From this moment on, the Axis were consequently forced to retreat east until the final defeat in Tunisia. PLN 85



[https://taktykaistrategiasklep.pl/produkt/el-alamein-1942/?](https://taktykaistrategiasklep.pl/produkt/el-alamein-1942/)

## Udo Grebe Gamedesign

**Assault on Belgium** is a free mini game featuring the German conquest of Belgium in 1940. To play the game you need 2 six-sided dice. Then you have to download from: <https://www.ugg.de/UGG/assaultonbelgiuml.shtml>

**Glory: A Game of Knights** A unique approach through worker placement where players build a character to compete with the game and other players,

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<https://www.ugg.de/UGG/Glory/GloryKS/GloryKSD.html>

## Upton Games

(The company sells counters and maps for various games.)

Mystic Green Third Country Map for AH's **Blitzkrieg** \$30

<https://www.ebay.ca/itm/154776758356?>

hash=item240969e854:g:FzkAAOSw3t5fHyYj

[[https://www.ebay.ca/str/uptongames?\\_pgn=3](https://www.ebay.ca/str/uptongames?_pgn=3)]

## MAGAZINES

*Paper Wars* #102 includes **Santiago Campaign, 1898** by Javier Romero. This is a two-player (solitaire adaptable) simulation of the land campaign for Santiago de Cuba, which ended with the surrender of the Spanish forces after the hard-fought battles of San Juan Hill and El Caney. \$47

<https://www.compassgames.com/product/issue-102-magazine-game-santiago-campaign-1898/>

*Paper Wars* #103 includes **Second Fallujah: The Second Battle for the City**, by Steve Lieske.

This two-player (solitaire adaptable) grand-tactical design covers the fighting from the start of the main Coalition assault on 8 November 2004 through 14 November, when most of the city had been secured. \$47

<https://www.compassgames.com/product/issue-103-magazine-game-second-fallujah/>

*Paper Wars* #104 includes **Wolfe Tone Rebellion** This is a two-player strategic-level game of the French-assisted Irish rebellion of 1796. The game is of low-intermediate complexity, but due to the criticality of hidden-movement in the naval invasion sequence, it is not easily adapted for solitaire play unless the player is willing to make large allowances to 'fudging' that important part of play. \$47 <https://www.compassgames.com/product/issue-104-magazine-game-wolfe-tone-rebellion/>

*spielbox* 2021/7 - English edition

mini-expansion "Ambush" compatible with Cartographers: A Roll Player Tale and Cartographers Heroes

18 reviews, including Ark Nova (2 x the grade 10!), Boonlake, MicroMacro Crime City: Full House, Polynesia, Savannah Park, Voll verplant. €8

<https://nostheide.de/webshop3/index.php?language=en>

*spielbox* 2021/6 - English edition

The issue comes with these topics among others:

Illumination of the game scene, including the example of Frosthaven

Making Of: behind the scenes of Ultimate Railroads

What does the future of alea look like

Our columnist Maren Hoffmann finally buys a real gaming table

Among others, there are reviews of 7 Wonders Architects, Dark Ages, Explorers, Funace, Hadrian's Wall, Project L, The Red Cathedral, So Clever! Top Ten €8

<https://nostheide.de/webshop3/index.php?language=en>

*Strategy & Tactics* #333 includes **Operation Unthinkable** a two-player alternative history wargame intended to investigate the strategic parameters that would have been in place during the first month of operations had the Anglo-Allies and Soviets gone to war against each other starting on or about July 1945. The map illustrates the militarily significant terrain found in and around this portion of Germany in 1945 when portrayed at this scale. Each hex on the map represents five miles (8 km) from side to opposite side. The Soviet units of maneuver are corps or corps equivalents (western division equivalents). Those on the Allied side are mostly divisions, along with a separate brigades and regiments. The rules abstractly represent air power with the presumption that the Allies would have unchallengeable air supremacy. Each full game turn represents half a week of real time. \$50



<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST333>

*Strategy & Tactics Quarterly* #17 - Napoleon's Art of Battle: System or Genius? The rise of Napoleon Bonaparte to the French throne stemmed from a series of battlefield victories over the armies of every European dynasty. Those battles were sought by Napoleon after careful planning and maneuver to give him the edge on the contested field. This work examines the nature of that process, both in the weeks and days leading to the collision and the hours during which it was brought to fulfillment. \$20

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=STQ17>

*War Diary* information from Rob Matheson. The subscription rate has been lowered to \$32 for US/Canadian subscribers and \$46 for others. They are also offering a PDF subscription at \$16 a year. Back issues are \$6 each. No game promotions, but single-use discounts will continue.

<http://www.wardiarymagazine.com/index.html>

*World at War* #82 **Watch on the Oder: January 1945** is a hypothetical two-player game allowing the players to examine the strategic possibilities inherent in the campaign that may have taken place had Hitler decided to send the forces he used

historically in the Ardennes to the eastern front. Both sides' orders of battle are entirely historic within that context. Each of the eight game turns represents four days, and each large hex on the map equals 20 miles. The map runs from the Oder River on the west to the Riga-Pinsk line on the east. Units are German corps and Soviet armies. The turn sequence is I-Go-U-Go, but both players decide if their force will move and fight or fight and move. Playing time is about three hours and is easily adapted for solitaire play. Complexity is low-medium. The German has to strike hard and fast at the beginning in order to weaken the inevitable Soviet counteroffensive. \$50  
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW82>



## BOOKS

Pen & Sword sells many, many military books.

<https://www.penandswordbooks.com/>

### Parachutes Over Crete: Heraklion, A Campaign Study

German paratroopers landed on Crete in May 1941, hitting four drop zones defended by Australian, New Zealand and British troops, plus hastily-organized Greek regiments and often the armed Cretan populace. Our *Parachutes Over Crete* game covers the air landings at Maleme, Prison Valley and Rethymno; this new Campaign Study looks at the battle for Heraklion, the capital of Crete, defended by the British 14th Brigade.

*Heraklion* is a Campaign Study, a short book adding nine scenarios based on these battles to *Parachutes Over Crete*. This is a thing that really happened! To play these nine scenarios (which come with three battle games, too), you'll also need *Parachutes Over Crete* and *Road to Dunkirk*. \$13  
<http://www.avalancheprss.com/gameHeraklion.php>

### Heroes Of Normandy - The Untold Stories (Lock 'N Load Tactical Series Book 1) Paperback \$6

<https://store.inlpublishing.com/heroes-of-normandy-the-untold-stories-lock-n-load-tactical-series-book-1-paperback-llp312315>

**War Games Rules 3000 BC to 1485 AD** (7th Edition, Revised) \$12 <https://www.nobleknight.com/P/2147595278/Wargames-Rules-3000-BC-to-1485-AD-7th-Edition-Revised>

**War Games Rules Armour & Infantry 1925-1950** (1973 Edition) \$25 <https://www.nobleknight.com/P/2147583265/Wargames-Rules-1925-1950-1973-Edition>

### Wars of the Republic

#### Ancient Roman Wargaming 343-50 BC

Osprey Wargames 29

From the First Samnite War and the eventual conquest of the Italian Peninsula, to the defeat by Hannibal at Lake Trasimene, and final victory over the Gauls at Alesia, Wars of the Republic is a miniature wargame that allows you to campaign with the legions or stand firm against Roman expansion and fight throughout the ancient Mediterranean. This book contains all the rules required to fight battles during this period, including multiple army lists to reflect the changing nature of the Roman military and the varied opponents they faced, be it Gaul, Italian, Carthaginian, Iberian, or Greek. \$20

<https://ospreypublishing.com/store/osprey-games/osprey-wargames/wars-of-the-republic>