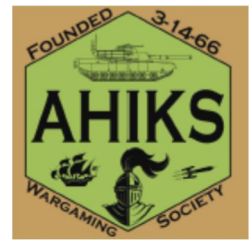


The *Kommandeur*



Volume 57 Number 2

Publication of AHKS

April 2022

AHKS President George Phillis

Positive news: The six issues of Pimper's *All the World's Wargames*, covering from the beginning through 1999, are now up on AHKS.com. For a vast number of board wargames, Pimper's lists the title, manufacturer, year of publication, and a few facts about the game. The issues of Pimper's join many issues of our magazine, *The Kommandeur*, and old issues of our former European magazine *Despatch*.

I continue to hear from new members. Each new member promptly receives from me an email and a copy of the most recent issue of *Kommandeur*.

Our largest source of new members is short notes from members on wargaming-related social media groups and pages. The simple message 'join us and find more opponents' seems to work. If you want people to hear about our club on Facebook, then YOU, yes YOU, have to do the advertising. I can't. I am on Facebook, MeWe, and Discord and am exploring other places we might advertise.

The tournament for **The Shores of Tripoli** can still use more players. Background: Kevin Bertram writes that he is launching a tournament for his game **The Shores of Tripoli**. The tournament will begin on March 28. Some details are seen on twitter at /fortcircle/status/1493636732444725252. He hopes that AHKS can field a four-person team. For more information go to the Fortcircle web location, which is a com site. The game is available on Amazon as **The Shores of Tripoli Board Game**.

The last month I have been extremely busy helping friends with another project. Fortunately, that project is more or less complete, so I will have more time for AHKS.

We have 799 members on the working email address list and somewhat more than 50 without good addresses. We have a number of members with defunct email addresses. Vice President Martin Svensson has launched a project to clear up these issues.



SPI Quads—Napoleonic

Russell Gifford is currently running a Napoleonic Gamefest, using SPI quads. Just finished was a Civil War Gamefest using SPI quads. These have been quite popular, with over 30 gamers involved.

All game maps and rules are available for Vassal. Current games in action are **Borodino**, **La Belle Alliance**, **Marengo**, **Quatre Bras**, **Waterloo**, **Eylau**...

As I understand it, the prize for first place is everlasting fame. If you like these games, contact Russ. He is very accommodating: russgifford@russgifford.net

Vice President's Chair Martin Svensson

My prior column covered my coming retirement in June 2023, at least that's the plan. Beyond that, I wrote about playing games in retirement. Many say they will do so, but life issues arise, and the games continue to gather dust. Unless I'm confronted with an obstacle, my plans are set to play.

What would I play? I recently received four games, issued simultaneously, from GMT Games. All four are part of current and retirement plans. In the mid-1980s, Victory Games released Mark Herman's **Pacific War** and the Nick Karp design, **Vietnam 1965-1975**. Both games are considered classics these days. Can you improve on a classic? Yes.

Vietnam, as issued recently by GMT, is leaps and bounds improved over the original release. As you would expect, the graphics these days are far superior to those of 1984. GMT did very little tinkering with the rules, however; the new rules layout truly facilitates learning to play. The original rules were complex and the layout was a bit irrational it seemed and obtuse. The new version has added charts and aids to optimize play. Whether you own the original or not, I recommend purchasing the new version. There was a time when Vietnam games were a personal specialty, and there was a solid collection of books on the topic. If you wish to learn how operations were conducted in Vietnam, this is the game for you.

Mark Herman is a marvel. He began designing games in the 1970s with SPI and continues to do so. During the 1980s he headed Victory Games out of New York. Many of his designs have been innovative. Amazingly, after nearly fifty years, he continues to think out of the box. **Pacific War** was one of those breakthroughs. When players discuss outstanding games covering this World War II theater, often mentioned are **Pacific War**, **Empire of the Sun**, and **Flat Top**. Mark designed the initial two games listed. Two out of three is damned good. The new edition of **Pacific War** arrived in a four-inch-deep box weighing in at ten pounds! It now has two mounted maps, one paper map, ten counter sheets containing over 2,000 counters. Like **ASL** or **World in Flames**, this could become a game where you concentrate efforts.

Lastly, I received the newly revamped **Barbarossa: Army Group Center 1941** and **Into the Woods**. Many AHKS members are probably familiar with Vance Von Borries East Front Series. The designer has made some changes to the system that EFS players will appreciate. **Into the Woods** was designed by a gaming friend, Dick Whitaker, who lives about 40 minutes from me. Dick secured the rights to the Great Battles of the American Civil War (GBACW) from the late, great designer Richard Berg. For a while, the system saw infrequent releases and was becoming a bit moribund. This is no longer true. A couple of years ago **Death Valley** came out and was highly reviewed, and for good reason. I sat in as a playtester for a few sessions with Dick and his gaming group for **Into the Woods**. If Shiloh is your thing, don't think twice; buy and play the game. Dick is a very able designer, knows his ACW and is a gaming gentleman.



Treasury Notes

Brian Stretcher



The Hazards of “Reply All”

We recently had a significant delay in our Here I Stand game due to the inherent hazards of “replying all” to game-related e-mails. Our Protestant player appeared to go AWOL, as it was his turn, and we didn’t hear from him for weeks, despite several email reminders.

Finally, I replied to an email he previously sent separately, and he promptly responded. He hadn’t been getting the e-mails. At first, we didn’t know why, especially since the e-mails were apparently being delivered to functioning addresses, as they weren’t bouncing back. Then, I thought, perhaps his email address in the reply-all string had gotten messed up somehow. Sure enough, his email address was off by one letter, with a single “f” substituted for the correct “ff.” Most likely, someone retyped or backspaced the email string at some point and dropped a letter without realizing it. Our player thought our game was dead and had not sent a separate inquiry. I’m sure the person who was receiving all those e-mails about the Reformation was perplexed, or they were just going to an old, dead address, since we didn’t get any inquiries from that address either.

Two lessons learned. One, there are often innocent reasons for a lack of reply, and occasionally it helps to make sure everyone involved in a multiplayer game is getting all the messages. If you retype addresses, make sure they’re correct. Two, if an entire game involving multiple players seems to drop off the planet, send an e-mail and ask what’s going on. AHKS games should never just go dead. There might be reasons to end a game early, but never just stop without a notice and explanation.

In the Trenches

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

Kingmaker: We are now almost done with Round 10. Bob Dowrey’s Ragged Staff faction still maintains the strongest position in the game, now holding all the Lancastrian heirs following a successful siege at Kenilworth castle. Dave Bergmann’s Boarshead took Harlech and now has his second Yorkish heir. Parliament was required to be held in Whitby during Acorn’s last turn, as King Henry’s mental issues makes mandatory Parliament cards act as if there is no sole king. Acorn has put a couple of nobles in play along with some bishop cards, so we weaker factions were able to control the House of Lords and allocate some bishops to Sun, Boarshead, and Acorn. The House of Lords similarly denied the allocation of any offices, even though Ragged Staff unilaterally controlled the House of Commons. Those all went back to the Crown Deck to be randomly drawn. Portcullis (Jeff Miller), sadly, still has no nobles in play. Parliament has since ended, and the factions are making their way to carry out their various plans.

878 Vikings: Jeff Miller and I have finished our first game of 878 Vikings. The English got lucky and defeated Ivar the Boneless at Winchester, although it was very close, with both sides down to their last couple of units before England prevailed. With the first move of Round 5 also going to the English with the arrival of King Albert, the Vikings conceded, and we started our rematch, switching sides. I brought in Halfdan at Durham, just like Jeff did, and moved across the extreme north to take Carlisle as well. Faction moves are a little better balanced in this game so far, going back and forth somewhat more between Viking and English, rather than English – English – English like we had in the first game. By the end of Round 1 Halfdan

had taken York in the Berserker part of the Round, but not without some casualties and having to leave some garrisons behind to hold conquered territory. I have learned from the first game, however, not to push the Vikings too far, too fast. English armies are massing in Mercia to start Round 2, and still hold Manchester in Northumbria. Bjorn Ironsides landed outside Lincoln and then advanced on the city. The defending Thegns and Fyrd all ran away, fearing the mighty Bjorn, and the city fell without Viking loss (which is very unusual – Jeff’s poor luck in combat seems to have carried over from the first game). Halfdan moved south with his army from York and brushed aside another Thegn defender near Tickhill, then proceeded to Lincoln to join forces with his brother Bjorn. Meanwhile, back in Kattegat...

Bismarck: The first start of our Operational Scenario, “Spearfishing,” in which the British try to rescue a damaged submarine and the Germans try to sink it in September, 1939, was a bust. U-boats sank the Spearfish, a British destroyer, and severely damaged the Hood (in three different places on the map), all on turn 2. With the Germans ahead some 24 points and no reason for the Kriegsmarine to even leave port, we abandoned this one quickly and tried again. We discussed the potential problem of submarines being too powerful to allow this scenario to work, since all the Germans have to do is score 18 points including the Spearfish, and the British most likely cannot make up the difference, even if they find and sink all of the U-boats. That’s a tall order, because even if one is found, it can only be sunk by aircraft on a roll of 6. We required U-boats to set up at least 5 sea zones away from Spearfish, which helped, although the Germans still contacted and sank a British destroyer on turn 1 of the retry. The +1 contact modifier for subs at night makes it pretty easy for subs to find prey (on a modified roll of 9 or higher, 10 or higher to attack), especially since they can attempt contact anywhere within two zones of their position. The zone of patrol seems rather big for submarine flotillas, especially as they represent only one or two subs operating in sea zones 36 nautical miles across. That’s an operational zone of almost 25,000 square miles (19 sea zones). For one submarine. And the North Sea isn’t very big in comparison. The use of Decoys helped somewhat, as contacting a decoy grants the submarine nothing except a little information and dilute the power of submarine contact (they can only make one attempt per turn), and now we know why the Bismarck rules tell you to use the Decoy rule. But it’s still easy to spot targets at night when there is a target-rich environment within the enclosed space of the North Sea. But still, that seems to be a huge patrol area. That, and the subs are permitted to start right next to the known positions of ports and task forces.

Daylight saw some U-boats contacted and attacked, although no sinkings. But Spearfish, which cannot get out of range of the Wilhelmshaven airfield (and cannot submerge due to damage), was found by the Luftwaffe, attacked, and sunk on the first daylight turn. So again, game effectively over, just in three turns instead of two. This scenario is flawed. Mechanically the game works, but the victory conditions make a British victory very unlikely without some serious tweaking, so Graeme and I have agreed that a side has to score at least 20 VP in order to win. Still, it is disappointing that the premise of the scenario, i.e., playing cat-and-mouse with a wounded British submarine, doesn’t hold up past the first few turns of a 20-turn game. Fixing the scenario completely would likely require removing most of the U-boats from the game, or reducing their patrol range or contact abilities, and randomized and/or hidden placement of the Spearfish.

Using Microsoft paint to show Task Force positions has worked reasonably well, but it is far clunkier than using carefully thought-out game assistance programs like Vassal. The

figure below shows a portion of the map with Task Force and other notations on turn 14 (the fourth turn of our game). British forces are shown in red, German in black. I show the paths of the Task Forces with a line, as I always enjoyed those squiggly-line ship movement paths shown in books about naval engagements, and it helps to track turns on the map.

Imperial Struggle: Jeff Miller and I have completed the first peace turn and the War of the Spanish Succession and are about $\frac{3}{4}$ through the second peace turn. My French are leading at the moment, having slammed the British with debt during the War. While the British did well economically, they fell behind with their diplomatic efforts in Europe and the French won all of the theater wars. This is in part due to lack of experience and knowing to play well ahead during the Peace turns for the next upcoming war. Definite improvements by the British in turn 2, as they comfortably control India and the Cotton Market, while leading (barely) in North America and the Caribbean and control the markets there. The French still dominate Europe, however, and get the last play of the turn.

Here I Stand: This game is finally moving. The Protestants suffered a poor Diet of Worms, with only two areas ending up under Protestant influence. We have made it to the fourth Action Phase. The Ottomans have seized Belgrade from Hungary-Bohemia, but have stopped there, avoiding the ire of the Hapsburgs. The Hapsburgs have sent some colonists to the New World, and made the first turn interesting by sending a force over the Pyrenees to attack the French city of Bordeaux (the game starts the French at war with both the Hapsburgs and the Papacy; the only player choices are whether to act on that war status), defeating the French forces there and putting the city under siege. The French swore revenge and Montmorency marched a force from Marseilles to attack the Duke of Alva and his forces. The very even battle (5 dice each!) resulted in a French victory by one troop casualty, and the Duke was retreated back to Navarre. The English are biding their time, claiming poor cards, with a force outside of Scotland but no attempt made against the Highlanders. The English have sent a mission of exploration to the New World. The Papacy, not knowing what to make of the war, has settled for participating in the arms race and built troops and a naval squadron, and expanded Papal territory by asserting political control over Siena. Martin Luther has been working feverishly on a German Bible translation and begging for future assistance with the Protestant cause. Most powers are down to their last card, but the Hapsburgs still have 3 plays yet to make and the French 2, so still some interesting things to come in the first turn.

Flat Top: We are still working to actually start this multi-commander game, which to-date has been limited to pregame planning by the participants, and for me coming to grips with the rules. I don't want to be crashing planes into the sea because they run out of fuel. We are very close to sending our initial orders to the GM, however.

Treasurer's Report

I have a donation to report this time, along with a general announcement. Although I have had our account at the same financial institution for over eight years, when I went to deposit this most recent check for the very large sum of \$15.00, I was told that they would no longer accept checks made out to AHIKS, despite the fact that they have accepted checks made out to AHIKS all these years, and that AHIKS is included in the account name. Probably some newly enacted banking regulation to combat money laundering or tax evasion. I was told that they could accept checks made out to AHIKS if I could provide information on the business organization, as if we were anything other than a loose collection of like-minded hobbyists formed in 1966. I am considering closing that account purely

because of the annoyance factor, especially since I have to make a special driving trip just to go to that bank to deposit our annual collection of \$15 to \$100 in checks, but they do have relatively better interest rates than anywhere else. For now, if you send me a check, make it out to ME, Brian Stretcher, and put AHIKS on the comment line. A larger, more obvious announcement will be found below.

Total balance 1-1-22:	\$ 8,379.37
Dividend 1-31-22:	\$ 1.78
Dividend 2-28-22:	\$ 1.61
Donation 2-25-22:	\$ 15.00
Total balance 3-30-22:	\$ 8,397.76

Until next time!

NOTICE! NOTICE! NOTICE! NOTICE! NOTICE! NOTICE!

Due to changes in banking regulations, until further notice all checks sent as donations or payments for AHIKS purposes need to be made out to the Treasurer, Brian Stretcher, and not AHIKS itself, which does not exist as a registered business entity. Please put "AHIKS" in the comment line of your check, and thank you for your donations and understanding!

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.

2254 Frederick Anderson, Hermitage, PA
 2255 Michael Smart, Plymouth, MN
 2256 Mark Raymond, Fort Erie, Ontario
 2257 Duarte Silveira, Paraná, Brazil
 2258 Bruce Schweitzer, Newport Beach, CA
 2259 Mike Nalley, Cincinnati, OH
 2260 Howard Bulin, Roseville, MI
 2261 David Cannane, Donnelsville, OH
 2262 Randolph Ghertler, Pikesville, MD





The Story of ZunTzu as I Recall It

By Jerome, ZunTzu Developer

[From Nick Rusch: For those that may be unfamiliar, ZunTzu is one of several on-line gaming apps which recreate the boardgame experience and enable players to connect face-to-face virtually using their web browser. This is the first in a series of articles to familiarize wargamers with the ZunTzu platform. Future articles will discuss the games available, the community of gamers using the platform, and where the ZunTzu development team is taking the application in the future. Additional information may be found at the ZunTzu web page – zuntzu.com.]

In the 80s there was a magazine called *Jeux & Strategie* that was very influential with the French gamers. It was a magazine about what they called "mind games" ("jeux de réflexion"), which was a broad category of games encompassing logical puzzles, abstracts, card games, computer games, and - yes - wargames and role-playing games. Each issue came with a full game insert. The first issue came with a very simple Napoleonic wargame called "**la guerre des ducs**" (which has since been adapted for ZunTzu!) by François Marcela-Froideval.

That's how I started playing wargames and, a few years later in high school, role-playing games. At that time there was no distinction between wargamers and role-players, they were basically the same people. Miniature wargamers tend to be of a different kind though – older chaps smoking pipes. The word 'geek' was not in use yet, but I guess that's what we were.

I suppose it is hard for today's gamers to imagine a time when tabletop games such as **Squad Leader** were seen as a lot more sophisticated and realistic than their computer equivalents, which were programmed on Texas Instruments calculators and on the first personal computers. It took a lot of imagination to enjoy those games--even more for the computer ones--and visualize all the small personal stories behind those cardboard counters. **Squad Leader** was particularly great in that regard, having a tactical scale and lots of cinematic rules. At that time, I began dreaming of implementing **Squad Leader** on a computer. Of course, even the screen resolution of the powerful Apple II would have been impractical for that purpose. But **Squad Leader** has remained a grail since that time.

In the 90s I graduated as software engineer and got a postgraduate degree in cognitive science. What happened next is what happened to every gamer; my group of friends scattered over the world, our lifestyles changed, and so getting together to play became more and more difficult... and we ended up playing **Doom** or **Quake** most of the time!

I began working on ZunTzu in 2003 when I regained interest in wargames. That's also when VASL became VASSAL, but I wasn't aware of VASL at the time. ZunTzu was meant for my own usage, to play light wargames live over the Internet with my friends abroad, and maybe--who knows--to play **Squad Leader** or a monster grand-strategic game such as **World In Flames**.

I chose to develop ZunTzu in C#. I had no professional experience with C# at that time, but I saw it as a better Java, more productive than C++, and easier to debug, and relying on Visual Studio, which was my favorite development environment. C# was not aimed at video game development. I had to develop some parts in C++, but nevertheless it was fun, and that kept my

motivation high. Of course, the consequence was that ZunTzu would remain Windows only, but Windows was like 95% of the devices at that time. It was years before the advent of the smartphone and the web apps.

The first beta version of ZunTzu was released on the 13th of June 2006, at the same time as the website. Version 1.0 was released on the 25th of March 2007. The first game converted to ZunTzu was the insert of issue 50 of *VaeVictis* magazine, "**les guerres de religion**." That's the game I used during development. The screenshots of this game can be seen on various pages of the ZunTzu web site.

The *VaeVictis* games were the first ones available for ZunTzu. Nicolas Stratigos, the editor, gave his approval after I visited him in his office and gave him a demo with my two laptops. Nicolas also provided me with the original Illustrator files, much better than scans! The idiosyncrasies of the counter sheets and counter sections in ZunTzu come from the way *VaeVictis* inserts were made. The verso and the recto were printed on different pages that had to be glued together back-to-back before being cut off. Sometimes, one-sided counters appeared on the same pages as two-sided ones, which made things more complicated!

ZunTzu User Interface Design Philosophy

When designing ZunTzu, I deliberately maintained a purist posture with regard to the User Interface (UI). I wanted ZunTzu to feel organic and not like a desktop application. I wanted to have fun and experiment with the UI even if I was aware that some of the design choices were bold and most likely detrimental to the adoption of the software (I'm thinking of zooming through the right-hand mouse button for instance). I suppose at that time I was tired of developing sensible UI for a living. :-)

Some of the goals of the UI were to:

- Feel like a virtual game table, with emphasis on the mouse and no pop-ups or context menus.
- Look more like a video game than a desktop application.
- Optimize the screen real estate in support of laptops and smaller screens.
- Have almost no visible UI elements or at least style-less elements that will blend easily into the art of the games.
- Have all the main features accessible through the mouse.
- Improve game awareness by animating all actions performed by the other players (our visual system is sensitive to movement).
- Be easily teachable – utilizing ZunTzu's built-in voice conferencing it is easy to teach another user during a game. An early design consideration was to not support user-configurable controls thereby increasing continuity across the platform and reducing the complexity of training new gamers in the application's functions.
- Have an undo/redo feature (although it is uncommon in real-time networked applications).

And finally, to add an element of realism, the design goal for the dice was simple--allow for the excitement of rolling double ones when firing an anti-tank gun in **Squad Leader**! You cannot have the dice stop right away. You need to see them roll!

Technical Challenges

A lot of effort was put into the random function used when casting dice or shuffling cards. If you want to shuffle a 52-card deck in a fair and equiprobable way, you need to have a pseudorandom number generator with a huge number of bits as its internal state, simply because there are 8×10^{67} different ways to shuffle a 52-card deck. Naive algorithms with periods lower than that number are unable to generate all the possible permutations. Nowadays, all software programmers have access to high quality libraries of random generators, but it wasn't the case at the time.

One of the greatest technical challenges was to pack all the graphics into video memory. ZunTzu splits the graphics in tiles, which are then compressed and stored as compressed textures. This can take a lot of time, especially with monster wargames. At that time there were no published source code for fast texture compressors. The only solutions were slow high-quality offline algorithms. I had to invent a fast texture compression algorithm, and then write an optimized implementation in C++. You can read a technical description of the algorithm here.

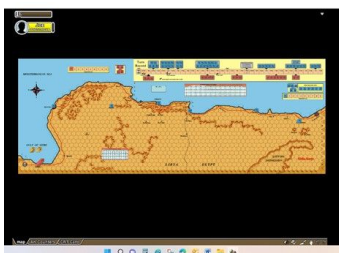
ZunTzu's [Long-Term] Future

Although the technology behind ZunTzu was on the bleeding edge at the time (C#, DirectX, UDP video conferencing), it has not aged well. Some of the challenges encountered today are:

- Routers and Windows updates have made networking using UDP difficult.
- Audio conferencing stopped working after the technology used was made obsolete by Microsoft.
- Computer screen aspect ratios have changed and vastly improved.
- A larger variety of devices and operating systems beyond just Windows.

My [ultimate] goal is to correct those challenges and continue to support ZunTzu into the future.

The web site, remember, is www.zuntzu.com.



Avalon Hill's **Afrika Korps** by Frank Jordon -- Jan & Feb. 2022. Most downloaded from ZT.



Avalon Hill's **D-Day** with new (modern) artwork by John Cooper as ZT designed by Bill Barrett.



The MAPboard Mk. 1

by Mark A. Palmer

For many, many years that could be counted in decades, the lack of space and time made it impossible for me to play pbm games. Even when they became pbem. Only last year with my introduction to Vassal has my gaming become what I'd always hoped to experience.

In the intervening decades between AHIKS matches, I found my "fix" through a few MMORPG (Massive Multiplayer Role-Playing Game) titles, and I'm still an avid **World of Warcraft** and **Star Wars The Old Republic** gamer. The one aspect of these games that appeals to me, and of which I have found lacking in pbem gaming, is the general nature of cooperation and helpfulness while working toward a common goal.

Until now.

Sam Thornton and I are playing a game of **Air Force** where the setting is just before the height of the Battle of Britain. We are both piloting a pair of Hurricane I fighters intercepting a flight of 12 Heinkel III's. The bombers are in the standard V flight of three planes, with four flights flying side by side with a hex between to make up the line abreast formation. They are traveling straight and true without any deviation from their Speed 3, Level Bank, and 12,000-foot altitude.

The raid is approaching England from the southeast with a northwest facing, and Sam positioned his pair of Hurricanes facing southeast to the north of the formation. He set my pair of fighters to the south of the bomber stream with the intention of conducting a pincer attack to divide the defensive fire.

Both Sam and I haven't played **Air Force** in decades. I bollixed up the initial attack quite royally, but Sam scored some hits on one of the bombers. We gave up trying to figure out my flight's offensive fire and the defensive fire from the bombers at the left side of the formation.

In a stroke of pure genius, Sam pulled me out of my dilemma of "do-over?" and "how far back?" and "I'm banked wrong!" He re-positioned our fighters ahead of the flight for another attack "after we lost the bombers in a cloud." What inspiration!

Now we are back again in front of the bomber flight. Only this time, a bomber at the right of the formation is trailing smoke and losing fuel, and one of Sam's fighters has a bit of sunlight poking through some stitching in the fuselage and wing.

As to who will win Sam's and my match? We both will, of course.



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

Panzerblitz/Panzer Leader PBEM Tournament

After Action Review from Art Dohrman

Randy Heller's column in the last K, discussing tournaments, prompted me to dust off this article I'd written a year ago that unfortunately didn't make it into the K at the time. Some of you may remember that I'd run a **Panzerblitz/Panzer Leader** pbem tournament in calendar years 2019 and 2020. This is my report on the tournament itself (as opposed to the reports on the semifinal and final games which were published separately).

Results

The **Panzerblitz/Panzer Leader** PBEM tournament which ran from January 2019 to December 2020 concluded with Doug King taking top honors. There were 11 participants including, in no particular order, Doug King, Steve Andriakos, Art Dohrman, Dennis Sheppard, Chuck Leonard, John Trosky, Jim Sander, Robert Granville, Ken Oates, Jeff Miller, and John Hoffmann.

During group play (to amass a record and points) participants completed 37 games of **Panzerblitz** and 16 of **Panzer Leader**. On the Eastern Front, Ivan won 16 engagements to Fritz's 15, with several draws. The Western Allies did better, winning 8 engagements to the Germans' 6, with 2 draws. Still, the honors are fairly even.

At the beginning of June 2020, at the end of group play, the four top players advanced to single elimination semifinals and finals. These were:

Steve Andriakos, 84 points

John Hoffmann, 82 points

John Trosky, 86 points

Doug King, 86 points

Steve Andriakos and John Trosky were matched up in one semifinal game, with Steve emerging the winner, and Doug King and John Hoffmann in the other, with Doug the winner. Doug and Steve met in the final from September through December 2020, with Doug as the overall winner.

The Executive Committee approved cash prizes for Doug and Steve; in addition, donated (by Bill Scott) copies of **Panzerblitz** and **Panzer Leader** have been sent to Doug and Steve.

I enjoyed running this tournament; some of these guys I've known for years, others I've just met through this venue, and I think many of the other participants would say similar things. My objective was to promote play of this old classic, and to that extent I'm claiming wild success. I personally have played 23 games in a year and a half, much more than I would normally have the opportunity to play. I've also gotten to know (virtually) some good gaming partners, and I think the other participants would agree.

After Action Review

I solicited feedback from the participants at the conclusion of the tournament and got some interesting and useful opinions. I believe this will be useful for structuring future tournaments.

- Several commented that they particularly enjoyed being able to play multiple games against a variety of opponents. The open "Swiss" format facilitated this versus a single or double elimination format.

- There was some feeling that there should be a requirement to win a minimum number of games or play a minimum number of opponents to advance to the playoffs, rather than relying strictly on points. No specific numbers came out of this discussion though. One possibility is to organize the group play simi-

lar to that used in the World Cup: organize pools of 3 or 4 players, require each player to play each of the other two or three players in his group, and then the top player or top two players from each group advance to the playoffs. This would require a specific number of entrants and some ciphering on the part of the organizer to set up and administer the pools.

- The point system should definitely be discussed with participants in any future tournament. I borrowed the system used at the World Boardgaming Championships; as it turned out I missed one part of the WBC formula, but this had a minimal effect on the playoffs. Three out of the four semifinalists would have been in the playoffs even with the "correct" formula (for anyone who's curious, I myself was the one edged out of the playoffs).

- I didn't report these games to the Match Coordinator or Ratings Officer as official games. No one had strong feelings about this either way, but the consensus was that this should be the individual players' option and responsibility rather than the tournament organizer's.

- There was a certain disadvantage to allowing both **Panzerblitz** and **Panzer Leader** to be played. Some participants played both; some played only PB; some were mostly familiar with one game and thus were at a disadvantage in the other. This would not be an issue in, for example, **Russian Campaign** or **Afrika Korps**, but for a "game system" it raises an additional wrinkle.

- The participants appreciated the frequent updates sent out on tournament status, both to the participants and in the form of short articles for the K.

Future AHIKS Tournaments

After a year for this experience to "simmer" in my brain I'm thinking that two years is too long a duration to maintain interest. I submit that having a one-year long tournament every year would be optimal; specific games to be rotated among the most popular. The one-year duration would almost necessitate a single or double elimination format; assuming 8 players, and a 3 month requirement for each round, a double elimination tournament would fit the 12 month window. If 4 months were allowed for each round, a single elimination tournament would be required.

Of course, the 12-month duration and the single/double elimination format is arbitrary on my part; many permutations are possible, and I welcome other opinions and suggestions.

In a separate article in the last K, Ratings Officer Dave Bergmann reported that just 33 game results were reported in 2021. With hundreds of members in AHIKS, a possible way to generate more rated play is to kick off an annual AHIKS tournament, with results reported to the Ratings Officer. AHIKS records should show which games have been played the most in recent years, and which therefore might generate tournament participation.

I know AHIKSers' gaming interests are all over the map (gameboard?) so to speak but I'd encourage anyone with an interest in a particular game to step up to the plate and organize a tournament in conjunction with the AHIKS Executive Committee. If you're unsure how to get started, I'll be glad to share my experience!



Multiplayer Info from Jeff Miller

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
 All Bridges Burning GMT – Jeff Miller, [1303] V
 Angola MMP – Jeff Miller, [1303] V
 Angola MMP – Nick Rush [1913] V
 Angola MMP – Tom Liakos [2047] V
 Amoeba Wars AH – Jeff Miller, [1303] V
 Blackbeard GMT - Nate Forte V + Discord live play
 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
 Versailles 1919 GMT – Aaron Martin, [2107] V
 War of the Suns MMP – Jeff Miller, [1303] V

To join up, contact Jeff. Address on page 12.

Upcoming Events

6-8 May San Diego, CA
 South Pacificcon
<http://www.pacificongameexpo.com/>

12-15 May, Allen, TX
 ConsimWorld Expo
<https://expodallas.consimworld.com/>

27-30 May DFW Airport, TX
 Board Game Geek (BGG) Spring
https://boardgamegeek.com/wiki/page/BGGCON_Spring

8-12 June, Columbus, Ohio
 Origins Game Fair
<https://www.originsgamefair.com/>

17-19 June, Chattanooga, TN
 LibertyCon
<https://libertycon.org/>

20-24 July, Lancaster, PA
 Historicon
<https://www.hmgs.org/mpage/HconHome>

23-31 July, Seven Springs, PA
 World Boardgame Championships
<http://www.boardgamers.org/>

4-7 August, Indianapolis, IN
 GenCon
<https://www.gencon.com/>

26 Aug-2 Sept., Tempe, Arizona
 ConsimWorld Expo Tempe (CSW)
<http://expo.consimworld.com/>

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



Computerized Wargaming Part II By Don Lazov

[From Nick Rusch: This is a continuation of a multipart article with Part I appearing in issue K57-1. Part I provided an overview of a few of the early computer assisted PBEM applications.]

[Correction: Part I of Computerized Wargaming incorrectly attributed authorship to David Lazov. Don Lazov is the author of this multipart article. The assistant editor apologizes for the mistake. The byline has been corrected in this issue.]

Digital Beginnings

I believe it was in 1994 when I discovered at a computer software store the game titled **Steel Panthers**. I read the back of the box (just like when I was a kid with Avalon Hill and SPI games) and was amazed that this game seemed just like a board wargame I had been playing called **Advanced Squad Leader**. I spent many, many hours playing **Steel Panthers** (SP). I loved the campaign concept, where you had a core of a battalion-sized unit and tried your best to keep it together and survive the war with the hopes of seeing some of your tank aces get kills of 50 or 75 or the vaunted 100 mark (only to lose them late in the war to some lucky shot or worse, a P-51 attack).

Then in 1998 I discovered a new game system called **The Operational Art of War** (TOAW) from TalonSoft. I had previously purchased and played **Third Reich** on the PC and the East and West Front games from TalonSoft. The East and West Front games were very much like playing **PanzerBlitz** or **PanzerLeader** and the ability to play by email was a novel idea at that time, but **TOAW**, now, that was truly something special.

TOAW allowed you to play any theater from 1930 to 1949, and it included a scenario editor! Essentially **TOAW** was and is a wargame construction set. In 2003 **A Century of Warfare** (ACOW) came out as **TOAW**'s upgrade, and now you could play anything from 1900-2020. Since it was a construction kit, you could create just about any game or scenario; even a board wargame could be converted over and played with **TOAW**. In some regards computer wargames were much better than their cardboard counterparts.

Wait, did I just say that computer wargames were better than cardboard and paper wargames? Yes, that is correct. I can hear some of you saying, "That is sacrilege! Burn the Heretic!" Now just wait a minute and have an open mind. What if I could show you that not only are computer wargames a direct re-creation of some of our favorite board wargames, but some are, dare I say it? Yes, I will. Better, more realistic, and enjoyable renditions of wargames. Not only that, but with a computerized wargame you can leave it setup for months or even years and then come back to it again.

Some Examples

The first types of "computerized" wargames were really tools that assisted in playing board wargames but with a computer. These first ones were Aide de Camp, Cyberboard, and VASSAL. Presently only VASSAL is still extensively used. There is a new tool called Tabletop Simulator, but I have not tried to use it nor have any experience with that tool. I think these are fine tools, but I want to concentrate this article on purely computerized wargames, either a direct recreation of a board wargame like **World in Flames** or **War in Europe** or newer computerized designs like the John Tiller Series or Gary Grigsby's **War in the East** or **War in the West**.

Let us take as an example the old SPI, and then, later, Decision Games (DG), **War in Europe** (WIE). Do you remember that game? Do you recall having to find a table and space for

the 9 maps? Or the 6 maps for the **War in the East** 2nd edition version?

In 1998 the first computerized version of **WIE** came into existence. It was neat that we could play this game once again, this time on a computer with no worry of cats, wives, or children knocking around the playing pieces. The graphics were, well, plain back then, but it was something.

I played the original DOS version of Computerized **WIE** (CWIE) for a few years with a friend I met from England but never really got into it that much. That friend of mine, Steve, got me back into it as a play tester for a new version that was to eventually come out in 2009 by Decision Games. If my memory is correct, we started play testing in 2003 or 2004. I, along with Steve, made sure that the original SPI rules were correctly interpreted, and we moved the KC/LA unofficial (even though those groups claimed to be official) errata, rules, and options to the optional ruleset. DG also wanted their version of the ruleset added, and Karl Lean the programmer implemented both the SPI and DG rules along with the official and unofficial errata for both rulesets and a host of optional rules, mainly from the KC/LA groups. I also created all artwork for both the SPI map and counters as well as doing the Axis setups for all the scenarios and campaigns. Kent, Steve, and Jerry did the Allies and Soviet setups.



After the DG released CWIE2 in 2009, I moved on to other projects, namely as a play tester for Matrix Games. Matrix was developing their game **War in the East** (WitE) by Gary Grigsby, Joel Billings, and Keith Borrs. When I first stepped into **WitE**, it was quite the experience. It had so much depth and breadth it was, well, breath taking. A few years later **War in the West** (WitW) was release and just this year **War in the East 2** (WitE2) was also released. Both games add more detail than you can shake a stick at.



Summation

Let me pause for a second. From 1994 to the present day, I still go back and forth from a few series of games. Mainly, Shrapnel's version of **SP WW2** and **Main Battle Tank** (MBT). The SP Camo team started work on **SP WW2** and **MBT** when they got the source code for it from the now defunct SSI in the 1998/1999 timeframe. In 2002 and 2003 Matrix Games released their version of SP called **SP World at War** (SP WAW). Matrix was the windows' version (XP at that time), and Shrapnel was the DOS version. Also, **TOAW** went on to first be **ACOW** and then Matrix released **TOAW III** and finally **TOAW IV**. At the same time back then I started dabbling in John Tiller's HPS games called **Panzer Campaigns**. The JTS (John Tiller Software) game series continues by upgrading all those old HPS titles and has even expanded the line.

My life in the hobby started with paper and cardboard. Now it has transformed into digital wargaming that is portable and still wargaming, without the paper and cardboard. Yet it still has the look and feel of days gone by.

Future parts to this article will attempt to walk through several types of games. Starting first off with the John Tiller Software series and profiling several games across several series. Following that I will venture into the Civil War series and do the first turn of the Getting Started guide in detail and then show an ending screenshot of each turn until it is finished. Then I'll move on to a walkthrough of the Panzer Campaign series using the game **Moscow '41** as an example. I'll follow up with a mini-AAR of yet another JTS game in the Napoleonic era from a small scenario at the battle of Austerlitz.

To be continued

AAR on Drive on Stalingrad by Steve Lapiere

I arrived at Randy's house around 7:30 am to begin our match of **Drive on Stalingrad**. As always, Randy was a great host as he served up Turkish coffee to get things underway.

This was my first game of **Drive on Stalingrad**, but I was very familiar with the game mechanics as we had previously played **Kharkov**, **PGG**, and **War in the East**. Randy suggested that I play the Russian side due to play-balance issues. We were using the one-page errata, so that the Germans can build 3 rail hexes per turn and stack 3 panzer divisions in a hex, etc. I can't remember if we used any other recommended rules for play balance purposes.

I did read a few essential tips for playing the Russian side. They seemed self-explanatory so I didn't feel too guilty listening to them. I felt that Voronezh was well protected from an early fall; however, I did not leave the northern map thin in order to save the units for later. I felt this was a bit gamey and not historical, so I deployed fairly heavy in the north, planning on deploying many of the turn 1 replacements in the southern area of the northern map so that they could get into position north of Rostov.

Upon arrival in "The Loft" (Randy's museum-like game room), I immediately noticed the 12" figure of the 6th Army commander von Paulus perched next to the map of Russia. It appeared to be a typical method of German intimidation commonly used on their opponents! I quickly reminded Randy of von Paulus' eventual fate. Right is a photo of von Paulus, a bit doctored of course!



After I set my forces up, Randy began the 1942 offensive against the peace-loving people of southern Russia. As the tanks began to roll east, I roamed around The Loft and took in the amazing display of games, books, and collectibles. When gaming at Randy's house and you roam around a bit, it becomes clear very quickly that he is an admirer of Bernard Montgomery and several pictures of him are on display.

Ok, back to the war...

As the offensive begins, German tanks roll east towards Voronezh, and it becomes apparent very quickly that my "defend in the north" idea is going to be ripped to shreds. The panzer and infantry divisions take turns punching through the lines, surrounding Russian units and sending them to lala land. He drives straight towards Voronezh and here are the results after the first German turn:



I'm feeling a bit ill; my plan to hold Voronezh can be scrapped as it's obvious that I'm going to lose it quickly.

On turn 1 the Russians declare a "strategic withdrawal" (the first of many!), which allows forces to "advance to the rear" without getting bogged down in German ZOCs. Stalin did order an offensive in the far south to recapture the town of Taganrog; the offensive was a great success: the citizens were happy to be "re-liberated."

On turn 2 the "Hilter" Directives begin with a call for the capture of Voronezh. It's a no-brainer since the city is already surrounded, but the Fuhrer quickly takes credit for a brilliant victory. The photos show the situation after the German 2nd turn.



North



South

In the south, the German offensive finally begins, and dramatic gains are seen. The lead units have already crossed the Donets River just north of Veroshilovgrad. The "defend in the north" strategy looks even more foolish at this point, and the situation does not look good.

On turn 2 the Russians declare another strategic withdrawal and things look a bit better. Here's the situation after the Russian moves on turn 2.



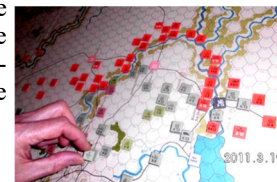
North



South

Turn 3 sees Hitler directing the offensive from the safety of Berlin. He is demanding the capture of Rostov in the far south and is diverting panzer units from the north to support this effort. Local commanders are not happy with this as nearly all panzer units are engaged in combat. In a near miracle, several panzer divisions are pulled out of line and sent south to support the new objective. This puts a halt to action around Voronezh and points south, but units are still able to push eastwards slowly towards the Don River. At Rostov, the panzers cross the river and surround the city from the south with Russian units being brushed aside easily.

Although the Russians feel the pressure ease greatly in the north, another strategic withdrawal is called for as forces in the center are partially surrounded. They are pulled east as quickly as possible and are able to start shifting units SE from the Voronezh front. In the far south a supply line is cobbled together in order to try to hold Rostov. Mechanized forces sweep around the German forces south of Rostov and cross the river west of the city in an effort to cut off supplies to the encircling troops. Photo below shows the situation in the south after the Russian 3rd turn. Note the evil hand of the German commander guiding his troops in accordance with directives from Herr Hitler!:



Turn 4 sees the Germans crush all Russian forces in the Rostov area, although the city itself survives the turn. Things are now very quiet in the far north, but solid gains are made in the center of the front as the panzers push eastwards in the general direction of Stalingrad. The Russians declare yet another strategic withdrawal as forces in the center are under constant pressure and need to continue advancing to the rear. It is obvious

that Rostov will fall next turn, and there are zero units defending the Caucasus and the great oil fields to the south. Reinforcements have slowed to a trickle and what can be scraped together is rushed south by rail.

Turn 5 begins with a conference at the Fuhrer's HQ in Poland. German commanders gather as the Fuhrer is said to have a new "directive" to announce. Maps are laid out for all to see, and the capture of Rostov, which is surrounded and was the objective of the last directive, is declared to be the "new" objective. Although commanders are puzzled at the demand to capture the city that is about to fall, they continue to follow the Fuhrer's orders.

German offensive action continues in the center towards the Chir River. In the south, Rostov is captured, and the panzers fan out to the south during the mechanized phase. There is almost nothing blocking their advance towards the oil fields... other than supplies.

For the first time during the offensive, the Russians begin to catch their breath and do not declare a strategic withdrawal. A line begins to form behind the Chir River, and large armored formations begin to arrive and stiffen the defenses. Units trickle in to begin forming a line at the Kuban River in the Krasnodar area. This appears like a safe place to form a defensive line as it is well beyond the reach of the unsupplied panzer units. Although it appears that the Germans are about to lunge south, a few units are positioned south of the Don just east of Rostov to prevent a German sweep south of the river.

Turn 6 is a turn of regrouping for the Germans. Trucks are pressed into service in an effort to get supplies to the fuel-thirsty panzers well south of Rostov. A defensive perimeter is set-up as they await the supply line to reach them. Supplies are also a problem on the central front, and lead units are forced to limit their advances to the east. As Russian forces continue to gather at the Chir River in the central sector and the Kuban River in the far south, a heavy counterattack is launched east of Rostov. During the counterattack a German infantry division is destroyed, and Russian armored forces exploit the gap in the German lines and race to Rostov which is undefended. A supply truck is destroyed during the recapture of the city, and German forces to the far south are cut-off from their lifeline.

On turn 7 some of the German forces that were approaching the Kuban River are forced to turn around and head north to recapture the vital city of Rostov. Panzer units that were headed east towards the Chir River and Stalingrad are also diverted southwest to the city as it is critical that the supply line south be reopened as quickly as possible. The city falls quickly and during the mechanized phase the panzers race back into position near the Kuban and Chir Rivers. Russian forces take advantage of the confusing situation and launch two large-scale offensives. The first is launched northwards from the Kuban River and hits infantry units that were screening the German build-up; one division is destroyed. Further north along the Chir River, Russian forces spring into action and surround 2 German infantry divisions and nearly destroy them both. The Luftwaffe flies in supplies to the units, and they are narrowly saved from destruction.

Turn 8 The Germans try to extricate the panzers from the far south in the Caucasus region but are heavily engaged with Russian forces. A lack of supplies makes the operation difficult, and they are not able to escape very far north. In the heaviest fighting of the game, a massive German counterattack hits the Russians south of the Chir River, as they try to split the defenses and reach the Don River. Solid gains are made and several Russian units are destroyed or pushed back. But, the Germans are unable to cross the Chir and the line holds. On the Russian turn, several units conduct a strategic withdrawal to avoid being surrounded by the German offensive. However, as some forces

are pulling out, arriving Guards units and several tank corps launch another offensive and destroy a German infantry division. The Chir River line is fortified during the mechanized phase and things appear to be safe. In the far south Russian forces overtake and destroy 2 German infantry divisions which cannot reach the safety of their supply line. Exploiting cavalry units strike deep into the rear and bag 4 German supply trucks. The Caucasus Campaign appears to be over, and Rostov is the next target.

On turn 9 the Germans attempt to cross the Don south of the Chir River, as the defenses along the Chir are too strong. The plan fizzles out quickly as the first attack fails and the follow-on attacks are cancelled.

At this point, Randy decided to call a halt to his Drive on Stalingrad. We discussed the game for a while and agreed that some changes were needed in order to give the Germans a chance to reach Stalingrad. I'm hoping that we play again in the near future, as I enjoyed the game very much. Thanks to Randy for another great gaming experience. We called it quits at around 8:30 pm. The photo below was taken at the end of our game:



From the Editor

Nick Rusch has been very active in finding interesting articles. *The Kommandeur* should be in good hands when I retire at year's end.

There is a nice collection of articles in this issue.

It is nice to see conventions again convening. I hope you get to one.



Open Match Requests from Mark Palmer

1985: Under an Iron Sky TRL
 Across Five Aprils VG
 ACW Brigade Series MMP
 Afrika Korps AH
 Air Assault on Crete AH
 Battle for the Ardennes SPI
 Blitz Compass
 Bloody 110 COA
 Bloody April GMT
 Breakout: Normandy L2 (pref.) or AH
 Bull Run
 Caesar's Legions AH
 Cedar Mountain SPI
 Chariots of Fire GMT
 Chickamauga SPI
 Citadel GDW
 Combat Commander GMT
 Empire in Arms AH
 Empires and Alliances Compass
 Empire of Rising Sun AH
 Falling Sky GMT
 Fifth Frontier War GDW
 Fire in the Sky (1999) Phalanx
 Flat Top AH
 Flying Colors GMT
 Gallipoli GMT
 Gettysburg '65 AH
 Great War In Europe GMT
 Great War In Europe/Near East GMT
 Grenadier SPI
 Guns of August AH
 Invasion of Malta, 1942
 Korean War Compass
 La Grande Armeé SPI
 Lee vs. Grant VG
 Leipzig SPI
 Library of Napoleonic Battles OSG
 Main Battle Tank 2ed GMT
 Midway AH
 Monty's Gamble: Market Garden
 Napoleon at Waterloo SPI
 No Retreat: North Afrika GMT
 NATO: Cold War Goes Hot Compass
 Panzer Battles MMP
 Panzer Blitz AH
 Panzer Grenadier AP
 Panzer Leader AH
 Proud Monster XTR
 Rebel Sabres TSR
 Russian Campaign Jedko Games
 Russian Front AH
 Search and Destroy SPI
 South China Seas CMP
 SPQR GMT
 Stalingrad AH
 Tank on Tank LnL
 Terrible Swift Sword TSR
 The Civil War VG
 The East is Red SPI
 The Tide At Sunrise MMP

Martin Hogan (1704) A
 Mark Palmer (1074) V C
 Aaron Kulkis (1983) D
 Stephen Genoff (2194) V E
 Peter Hansen (2129) V F
 Thomas Ten Eyck (826) EP
 Jim Lauffenburger (2191) VXEL
 Aaron Kulkis (1983) FVLP
 Mark Palmer (1074) VLS
 Art Dohrman (1557) VEFT
 Ronald Brooker (1252) Postal only, V
 Stephen Genoff (2194) VEX
 Peter Hansen (2129) VZ
 Clinton Ray (2127) VE
 Peter Bertram (790)
 Clinton Ray (2127) VE
 Allen Evenson (1553) E
 Edson Ramos (1989) P
 Aaron Martin (2107) V or
 FTF
 Mike Scott (1555)
 Jim Lauffenburger (2191) VXE
 Dane Patterson (2010) EV
 William Marcy (1761) VTE
 Paul Koenig (1577) V
 Midway scenario preferred, but not required
 Thomas Ten Eyck (826) EP
 Ivan Kent (2133) V
 Stephen Genoff (2194) V
 Donald Deacon (2241) V
 Terry Gallion (2044) V
 Charles Sutherland (1804) VE
 John Troskey (1554) CV
 Chris Hyland (1862) VX
 Paul Koenig (1577) V
 Charles Sutherland (1804) VE
 Jeremy Rowley (1942) V
 Charles Sutherland (1804) VE
 Clinton Ray (2127) VE
 Martin Hogan (1704)
 Scott Saunders (1664) E
 MMP Jerry Wong (1974)
 FVL
 Paul Purman (2159) V
 Jerry Wong (1974) FVL
 Giovanni Faisca (2178)
 VEL
 John Troskey (1554) CVS
 Stephen Genoff (2194) V
 Carl Wolf (1992) V
 Stephen Genoff (2194) V
 Edson Ramos (1989) P
 Peter Dunn (2235) V
 Peter Dunn (2235) V
 Martin Kerlake (2011) V
 Clinton Ray (2127) VE
 Mike Ricotta (2004) VXE
 Justo Perez (2009) FV
 Paul Bannerman (2196) V
 Duncan Rice (1394) V
 Peter Dunn (2235) V
 Jeremy Rowley (1942) EWT
 Bob Jones (1548) V
 Nick Rusch (1913) VELX

Third Reich or Advanced AH Raymond Starsman (2005) ELV
 Thunder at Cassino AH 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

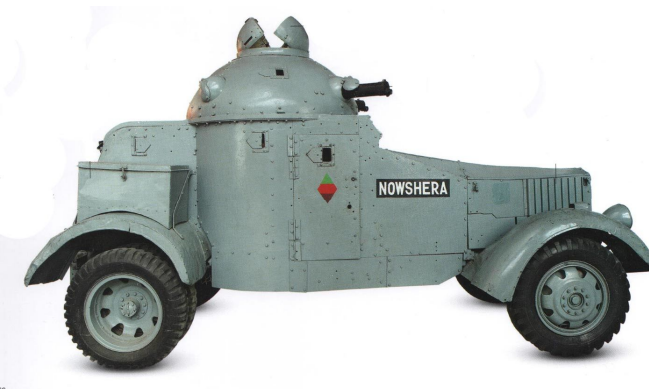
Wooden Ships and Iron Men AH Peter Dunn (2235) VD
 War and Peace AH Peter Dunn (2235) V
 War Galley GMT Graeme Dandy (916) V
 Wacht am Rhein SPI Clinton Ray (2127) VE
 WWII SPI Erica Snarski (2142) V

Match Coordinator

To accept one of the listed matches or have a new match listed, email Mark Palmer at: Remlap919@outlook.com

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	



Crossley-Chevrolet Armored Car 1939 (UK)
 Main armament: two Vickers .303 machine guns.





Bristol Bulldog 1929 (UK)
Top speed: 178 mph
The RAF's main day/night fighter between the wars.
Cheap, good speed, twin guns.



PUBLICATION DEADLINES

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

Deadline for next issue: May 31, 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.

A Letter to the President

Good Evening, George,

I had a thought about an addition to the website that might be appreciated by some members: A Resources page that lists websites that provide background for the games we play. For example, the following sites provide PDF books appropriate for wargamers:

U.S. Army Center for Military History—Publications Catalog

<https://history.army.mil/catalog/browse/pubnum.html>

U.S. Army Center For Military History WWII—

Commemorative Brochures

<https://history.army.mil/html/bookshelves/collect/ww2-broch.html>

Marines In World War II Commemorative Series

https://www.nps.gov/parkhistory/online_books/npswapa/extcontent/usmc/index.htm

There are also wargaming websites that are of interest:

View From The Trenches

http://www.vftt.co.uk/ah_mags.asp?ProdID=PDF_Gen

SPI Games Net

https://www.spigames.net/rules_downloads.htm

I'm sure there are scores of sites that would be of interest, I suspect many that I am not aware of.

Mike Larson



CENTRAL OFFICES

PRESIDENT/PUBLISHER

George Phillies
48 Hancock Hill Drive
Worcester MA 01609
phillies@4liberty.net
508 754 1859

VICE PRESIDENT

Martin Svensson
1204 Barksdale Drive NE
Leesburg, VA 20176-4911
703-771-9761
Sqrfan@aol.com

TREASURER

Brian Stretcher
117 Camellia Trail
Brevard, NC 28712
(828) 774-8654 Doctorlaw@juno.com

RATING OFFICER

Dave Bergmann
429 Countryside Circle
Santa Rosa, CA 95401
opusone1945@sonic.net

EDITOR

Omar DeWitt Apt. 4434
900 Loma Colorado Blvd. NE
Rio Rancho, NM 87124
(505) 962-4077
AHIKSod@gmail.com

SECRETARY

Robert Granville
8 Valley Drive
Littleton, MA 01460
978-339-3348
rgranville@verizon.net

JUDGE

Randy Heller
113 Tolend Rd
Barrington, NH 03825
RGHeller50@Aol.com

MATCH COORDINATOR

Mark Palmer
113 Warm Wood Lane
Apex, NC 27539
remlap919@outlook.com

SUPPORT SERVICE OFFICERS

ARCHIVIST

William A. Perry
21 Fitzgerald Lane
Columbus, NJ, 08022
(609) 298-9823
bpilot8@comcast.net

WEB SITE MANAGER

Nate Forte
13192 Pennsylvania Circle
Thornton, CO (303)-884-5250
Natforteg1@gmail.com

VIRTUAL FACE-TO-FACE MATCH COORDINATOR

Nate Forte
13192 Pennsylvania Circle
Thornton, CO (303)-884-5250
Natforteg1@gmail.com

MULTIPLAYER COORDINATOR

Jeff Miller
263 Buchert Road
Gilbertsville, PA 19525 (610)-367-8209
Blachorn1@gmail.com

UNIT COUNTER POOL

Brian Laskey
162 Hull Street
Ansonia, CT 06401 (203) 732-1009
raftman666@gmail.com

MEMBERSHIP RECRUITMENT OFFICER

Open

WEB SITE ADDRESS
www.AHIKS.com

Game News

Academy Games

If you are into jigsaw puzzles, the covers of three of their games have been turned into puzzles.

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

Avalanche Press

Eastern Fleet, Playbook Edition Following their victory at Pearl Harbor, the Imperial Japanese Navy's First Air Fleet moved through the American, Dutch, and British colonies of South and East Asia. Having taken the mighty British naval base at Singapore, the next move was to enter the Indian Ocean and challenge the Royal Navy there.

Eastern Fleet is a complete game in the Second World War at Sea series covering these campaigns. Scenarios range from the Japanese invasions of Burma and the Andaman Islands through the massive carrier raids to the planned but never executed invasion of Ceylon. The Japanese often have overwhelming superiority in the air, which the British must counter with guile while trying to lure the enemy into range of his slow but powerful battleships.

Pieces represent the ships and aircraft that took part in the campaign. The Japanese fleet is built around its five powerful fleet carriers with their deckloads of Zero fighters, Val dive bombers, and Kate torpedo bombers, all wielded by expert pilots and crews. They are supported by four fast battle cruisers, fast but lightly protected heavy cruisers, and big destroyers armed with the awesome Long Lance torpedo.

The Royal Navy is outnumbered and outgunned in the air, with three fleet carriers — all of them smaller than their Japanese counterparts — and one nearly useless light carrier. The British do have four old and painfully slow R-class battleships and the much more useful *Warspite*, newly rebuilt in an American shipyard. British cruisers are vastly inferior to those of the Japanese in both numbers and capability, as is the case with the British, Australian, and Dutch destroyers.

But this is the Royal Navy, with a tradition of victory and a secret base on which it can fall back in the middle of the supposedly empty Indian Ocean. The British cannot be counted out until their last warship is sunk.

Eastern Fleet comes in our Playbook format: everything you need to play, except dice, inside a book. \$60
<http://www.avalancheexpress.com/gameEF.php>

Leyte 1944 In October 1944 American soldiers stormed ashore on the island of Leyte in the Philippines, fulfilling Douglas MacArthur's promise to return. Japanese troops put up fierce resistance and reinforcements poured in, including elite paratroopers. Not until December would Leyte be secured.

Designer Jay Townsend brought you the battle for Saipan in our game, **Saipan 1944** and expanded it in **Marianas 1944**. **Leyte 1944** is an expansion book for **Saipan 1944**, studying the battle for Leyte in 46 (!) new scenarios. Everything you need to play all 46 scenarios is included with this book and the boxed game **Saipan 1944** and the book **Marianas 1944**, plus a few pieces from **Elsenborn Ridge** to play just one scenario.

Leyte 1944 includes 88 new die-cut, silky-smooth playing pieces with additional U.S. Army, Imperial Japanese Army, and Special Naval Landing Force pieces: Japanese paratroopers, American paratroopers, flame-throwing Sherman tanks and more. \$30

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



Compass Games

Joseph Balkoski's St-Lô This is his design from West End Games brought up to date with new rules and *much* improved artwork. **St. Lô** marks the return of a true wargaming classic. **St. Lô** simulates the key town where the Allies would break out from the Normandy beachhead.

Players have 5 infantry divisions to work with, improved Victory Conditions favoring the Americans (the original game was not as balanced as it should have been) and an updated order-of-battle. Joseph is the retired Historian of the 29th Infantry Division which is the key Allied unit in the game — he literally wrote the book on its history in Normandy during World War II. The Germans have a Luftwaffe Division as well as regular infantry. See what it is like running 5 Divisions in World War II and that is the real charm to the game.

This is a *heavy game* with the mounted board, and one needs to carefully open the game map.

First published in 1986. \$69
<https://www.compassgames.com/product/joseph-balkoski-st-lo/?sfw=pass1647197401>



The Third World War, Designer Signature Edition marks one of the largest and ambitious game undertakings to date covering not one but FOUR true wargaming classics by Frank Chadwick, faithfully remastered and updated with this all-new, deluxe edition.

This edition of **The Third World War** features many new enhancements and larger counters and is another Classic Reborn! by Compass.

The complete Third World War game series is included, which is comprised of the following games:

Third World War (subtitled **Battle for Germany**) is a game of the struggle for central Europe by the forces of NATO and the Warsaw Pact.

Southern Front: Race for Turkish Straits adds Bulgaria and Romania, reinforced with three Soviet armies and special-capability forces, face Greece, Turkey, and Yugoslavia, thinly reinforced with a few elite units from U.S., France, and Italy. \$199 <https://www.compassgames.com/product/the-third-world-war-designer-signature-edition/>

War for America: The American Revolution, 1775-1782 is a strategic-level game based on the events during the American Revolution. The time is April 1775. The colony of Massachusetts is in open rebellion to the parliament of Great Britain. As the British player, you must try and crush the rebellion before it expands to the other colonies. If it does, and the Colonists get recognition from a foreign power such as France or Spain, the war will expand and be much more difficult to win.

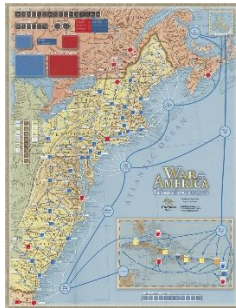
The Colonial player must build a 'Continental Army' to battle with the British in order to prevent any sister colony from being overrun. This is going to take time and he must 'hold on' and try to defeat a major British force, to impress the old enemies of Great Britain.

The game is played at the Grand Strategic level and each strength point equals 1,000 men or less. Players will assemble forces to seize control of colonies and regions. When French recognition is achieved, during 1778, an entire new dimension is added to the conflict. France, Spain, and the Netherlands will bring fleets into the waters of North America and the Caribbean, challenging Britain's mastery of the seas.

The game utilizes the popular 'point to point' movement system but more carefully modelling the geography of North America. This is done by enhancing the movement of armies along the important water shed basins. Armies are not destroyed in single combat as many past games have shown but will demonstrate realistic casualty figures with prevalent retreat and disruption results.

War for America attempts to show the conflict from the British perspective and how a 'rebellion' turned into a World War. Great Britain is alone, without allies, but the Colonies don't have it easy either. Despite their inexperience and individual identities, they must come together to create and maintain a Continental army. This is a 'large game' but also contains a shorter scenario starting in 1778, taking about half the time to play.

\$79 <https://www.compassgames.com/product/war-for-america-the-american-revolution-1775-1782/>



Dan Versson Games

Soldiers in Postmen's Uniforms is a skirmish-level solitaire wargame that takes place in the Free City of Danzig on the first day of the Second World War.

Danzig (present-day Gdańsk) came into being in 1920, in accordance with the 1919 Treaty of Versailles. Over the next two decades the city became a flashpoint in Polish-German relations, which culminated in the Danzig Crisis of 1939. On the first day of the Second World War, German forces moved in to seize Polish installations in Danzig. Two of the installations were on alert and under orders to hold out: the Military Transit Depot on the peninsula of Westerplatte and the Polish Postal Office No. 1. The personnel of the post office repulsed repeated assaults and were forced to surrender only after a day-long siege, when the post office was doused with gasoline and set alight. Though German propaganda cast these acts of defiance as futile and a failure, they were viewed by the Polish people as symbolic of their stand against a materially superior aggressor.

In **Soldiers in Postmen's Uniforms** you take control of the valiant defenders of Polish Postal Office No. 1 in the Free City of Danzig on the first day of WW2. Under your command, the defenders must fend off relentless attacks from the Danzig Schutzpolizei and two German SS units.

The goal of **Soldiers in Postmen's Uniforms** is to recreate the incredible historic accomplishment of the Polish postal workers by defending the post office during the day-long siege. You must last until the three enemy card decks are depleted, while protecting the postal workers and non-combatants. You score points for defenders that survive the assault — the higher your score, the better.

Soldiers in Postmen's Uniforms is divided into three attack periods, each of which is represented by a deck of enemy cards.

Attack 1 took place during the morning hours. This was the Danzig Schutzpolizei's initial assault, which targeted the rear of the post office.

Attack 2 took place during midday. In this assault, the Schutzpolizei attacked the front of the post office and were supported by armored vehicles as well as infantry guns and a howitzer from SS units.

Attack 3 took place in the evening. This final assault was conducted by elements of two SS units against the front of the post office. It ended when the attackers brought up a fire engine filled with gasoline, pumped it into the building, and ignited it with a hand grenade.

Each attack period is divided into turns, and each turn consists of three or four phases (depending on the attack period):

Enemy Phase: Resolve five enemy cards.

Defense Phase: Perform four moves and four actions with defenders.

Clearing Phase: Assault counters inside the building remove defenders.

Escape Phase (Attack 3 only): Defenders escape from the building.

The game ends at the end of the turn when you draw the enemy fire engine card during Attack 3. At the end of the game, your score is based on the number of noncombatants and postal workers that survived the attacks. \$50

<https://boardgamegeek.com/boardgame/318353/soldiers-postmens-uniforms>



Decision Games

War in the Pacific On Sunday, 7 December 1941, the US naval base at Pearl Harbor, Hawaii, was attacked by Japanese aircraft. For the next four years, Allied task forces engaged elements of the Imperial Japanese fleet throughout the ocean. Marines and army units began their program of island-hopping, wresting from the Japanese the empire that they had expanded in every direction. **War in the Pacific** is a multi-level simulation of the Pacific theater of operations during World War II. The game enables players to recreate the entire course of the war, from the opening Japanese attack on 7 December 1941 to the climatic Allied assaults in the closing days of 1945. Representing some 30% of the globe, the strategic maps let players move and engage in combat on all levels: air, ground, and naval. **War in the Pacific** is not a simple game; there are a number of rules and concepts that will, at first, be unfamiliar to a majority of players. But playing through smaller map sections and scenarios enables the player to become familiar with the mechanics of the game.

This is a revamped version of the original game, transforming it (finally, at long last, and deservedly so) from "valiant-failure" status into a truly impressive monster game. Emphasis is now more balanced between the supply and command sides of the operational aspects of the war; though supply management and planning (now headquarters-based) remain vitally important, detailed and challenging tasks during each Strategic Cycle.

Operational aspects are modeled much more accurately from a historic standpoint, as is the order of battle. Leaders on many levels (and whose combat performance may be unpredictable), often serve to limit players' ability to affect the outcome of every battle to the Nth degree. A player's assignment of the right task force commander (for the right force at the right time), may spell the difference between a tactical victory and defeat.

The ground combat system has been completely revised, substituting a step-loss system adapted from VG's "Pacific War." Pitched battles on islands and atolls are now resolved, including maneuver, on expanded tactical maps, rather than simply being abstractly imagined in a single hex.

War in the Pacific's original air and naval systems are retained, in their essences, albeit with substantial modifications. Thus the game still feels like the original in those two chief aspects. Most importantly, extensive play testing has been an integral and indispensable part of this game's development (unlike the original). On the same scale as the original, **War in the Pacific** remains a monster game, and is not for the faint of heart. But for devotees of the original game, or those who have always had a desire to explore the campaign in the Pacific theater on a scale they've never before attempted, neither your money nor your time will have gone to waste.

Components: 7 full size (22 x 34") strategic maps in full color, new tactical maps with nearly 338 individual islands for new ground units to fight over, 32 die-cut counter sheets, nearly 9,000 counters showing all types of units from the Pacific Theater, rule books, chart books, and assorted displays and player aid charts. It also includes the **War in the Pacific Extension**. \$450 <http://shop.decisiongames.com/ProductDetails.asp?ProductCode=3015>



War in Europe is a computer-moderated simulation of the European Theater of Operations in World War II. There's no computer/AI player in the game; players make all the critical decisions. You decide on production schedules, declare war on neutral nations, and control the ground, air, sea and strategic forces of the Axis, Allied and Soviet powers in order to change or recreate the events of the war. The game is a division-level simulation, with some brigade and corps-sized ground units. Play takes place on a 159x133 hex map of Europe and North Africa. Naval power and air power are abstracted as points rather than on-map units.

Battle on three fronts: **War in the West** (two-player, Allies versus Axis); **War in the East** (two-player, Soviets versus Axis); and **War in Europe** (three-player, Axis versus Allies & Soviets). Select from 10 scenarios (shorter games focused on a single major offensive), or 16 campaigns (the whole war from a specified date through May '45 or the defeat of one side). A unique "tabbed" map display allows each player to define his own set of map views, while also allowing one-click switching between areas of interest. Multiple map overlays show the supply net, territory ownership, air range, and zones of control. Fully integrated PBEM mode, with autosend, inbox, browse mode and multiple file load/save tracking. Support for any screen resolution; multiple customizable map sets and customizable icons. Fully featured game editor for creation of new scenarios and campaigns; create new units, new setups, and edit the data tables used in the game. \$60 <http://shop.decisiongames.com/ProductDetails.asp?ProductCode=2100>

Flying Pig Games

Border strips to hold down paper maps. 14 by 2 by c. Do not slip. \$25 for four. <https://flyingpiggames.com/products/old-school-tactical-vol-iii-map-border-strips-4>

GMT Games

Vietnam: 1965-1975, GMT Edition "This simulation game re-creates the longest, most complex, and least understood conflict in US history in all of its military and political aspects. The rules include detailed treatment of movement, terrain, search and destroy operations, special operations, firepower, airmobility, riverines, brigade-level formations, limited intelligence, and auxiliary units in each scenario..."

That's the blurb from the back of the original Victory Games edition of the game. This game has long occupied the top spot in many gamers' lists of favorite Vietnam games. GMT Games is excited about the opportunity to get a new version of this classic back into print.

If you're not familiar with the original game, there are several small scenarios and a couple of campaign games. Each year is divided into four seasons, and each season has two turns (so, roughly 6 weeks per turn). The map scale is roughly 6 miles per hex and units are, generally, battalions or regiments. During the operational phase, players take turns (who gets to operate is determined by the NLF player) conducting operations with their

units to destroy the enemy, clear the roads, take towns and cities, or just reposition units. In the Campaign Game, during Seasonal Interphases, each player decides whether and how many additional units and/or resources to bring into the fight. The game features hidden VC units, airmobility, riverines, national morale, pacification, ARVN effectiveness, and many other nuances that allow the player to grasp some of the experience of what it might have been like to conduct the war in Vietnam. \$85 <https://www.gmtgames.com/p-911-vietnam-1965-1975-gmt-edition.aspx>

Salerno '43 is a regiment/brigade-level game on the Allied invasion of mainland Italy in September 1943. Two British and two American divisions land in the Bay of Salerno defended by the full-strength 16th Panzer Division, which is soon reinforced by five other German mechanized divisions. For 8 days the survival of the beachhead is in doubt, and emergency measures are taken to reinforce the beachhead with the 82nd Airborne Division. With their counterattack stopped and the British Eighth Army approaching from the south, the Germans withdraw their left flank to avoid being trapped. However, their right flank stubbornly holds back the British from pushing north to Naples. \$42 <https://www.gmtgames.com/p-868-salerno-43.aspx>

Salerno '43 Mounted Map

\$18 <https://www.gmtgames.com/p-947-salerno-43-mounted-map.aspx>

The Plains Indian Wars mapboard centers on the Great American Plains between the Mississippi River in the east and the Rockies in the west, the Canadian border in the north and Mexican border in the south. The Northern and Southern Enemies are each defending 5 purple regions, The NPT and SPT are defending 12 regions each. Separating the NPT and SPT is the planned route for the Transcontinental Railroad. US Completion (linking the two lines) ends the game and earns the US player a bonus. The Indian player earns a bonus if this is prevented.

North and south of the rail line are historic wagon train routes. The US player earns points for each wagon cube that completes its journey. The Indian player earns points for preventing this. All factions may retreat into or enter from Mexico, Canada, the Rockies, or the Mississippi, although those cubes retreating into the Rockies go directly to Sacramento and must exit from there, and those retreating into the Mississippi go directly to St. Louis and must also exit from there. Also, US movement west out of the Rockies is dependent on successfully building a rail line through the Rockies – not a simple task!

On opposite sides of the mapboard are found: faction deck boxes, faction cube reserve boxes, a casualty box, a victory point schedule, and a victory point track. Both sides earn VPs during the game. The US player earns them for getting wagon cubes into the Rockies. The Indian player earns them for capturing wagon cubes. Most VPs are earned at the end of the game: One point per side for each region controlled and a bonus for either completing or preventing the completion of the RR.

Faction turn order is random. Faction discs are drawn, one at a time from the draw bag and placed on the map in the order they are drawn. This is key, as players never know when workers will be completing a section of track or when wagon will escape (or enter into) a trap, but they will know what factions they no longer have to worry about that turn.

Each major faction holds a hand of three cards. The 60 cards included represent a selection of leaders and events connected with the Plains Wars. There are two types of cards: War Party/Engagement/Migration cards tell players how many cubes may be drawn from the reserve box and placed in respective home areas and how far the cubes may move. Text cards allow for special circumstances and may act as reaction or endurance

cards. There is only one play-immediately card reflecting George Armstrong Custer's hubris; its play could be positive for the Cavalry player but more often than not ends in disaster.

Combat? Combat is harsh and frequent. When opposing factions occupy the same region, players start rolling their faction's personalized dice. Each weapon symbol rolled is a hit which removes a cube. Each blank result is a miss which allows a cube of that faction the opportunity to retreat from battle. Settlers have little firepower but a near endless number of cubes. The NPT and SPT enjoy better firepower increased further when they join forces. Cavalry enjoys the best firepower but has the fewest cubes in the game. When both sides roll a treaty symbol, the stronger force relocates the weaker force. If both sides have an equal force, the battle continues.

The Plains Warriors showed immense courage and tenacity defending their homes and their land. The settlers, the soldiers, and the rail workers who sought to wrest it from them were no less courageous. Make no doubt! **Plains Indian Wars** is fun. It is fast and it is exciting. As a teacher though, I make no bones about wanting this game to open doors to further learning. So, when you open the box, I hope it opens your mind and whoever you play ... may the dice be with you! \$65

<https://www.gmtgames.com/p-654-plains-indian-wars.aspx>

Into the Woods: The Battle of Shiloh includes ten scenarios. They range from division level contests on half sized maps to two-map battles depicting both the first and second day of the struggle. Experienced players will be able to play many of the scenarios in one sitting. The game reflects the Confederate surprise, the "greenness" of many units on both sides, as well as the unique role Albert Sidney Johnston played in the Confederate attack. \$59 <https://www.gmtgames.com/p-855-into-the-woods-the-battle-of-shiloh.aspx>

High Flying Dice Games

Bad News On The Doorstep, Battle of Kontum, May, 1972 \$18 <http://www.hfdgames.com/kontum.html>

Hollandspiele

Great Battles of Prince Charles Alexander of Lorraine is the sixth expansion to Amabel Holland's Table Battles, taking as its subject the not-exactly illustrious career of its namesake. Oh, the six battles in this set are "great" battles, including some of the most famous engagements of the eighteenth century. But they're not famous because of Charles, who is widely regarded as one of the worst commanders in history. They're famous because of guys like Frederick the Great and Maurice de Saxe, who ran circles around our boy Chuck, inflicting one humiliating defeat after another. Of course, the battles didn't have to end the way they did, and perhaps with your skill and a little luck, the outcomes might be very different!

This builds on some of the layers added in the last two expansions, and adds some new wrinkles of its own! Linked formations support one another, and tactical victory conditions allow you to win by attrition when a more decisive outcome is out of your grasp. Cards are demarcated as Infantry or Cavalry formations (with illustrations!), and the new Shift mechanic allows you to move forces of a certain type from one card to another. This not only can shore up places where your lines are weak, but if you concentrate enough force in one area, the resulting Oblique Attack can inflict heavier casualties on the enemy. \$20 <https://hollandspiele.com/products/table-battles-expansion-no-6-great-battles-of-prince-charles-alexander-of-lorraine>



Minden Games

They have an interesting choice of solitaire games at http://minden_games.homestead.com/Specials2.html

Many of their games are available on Amazon.

Solo Wargamers' Association

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

Tiny Battle Publishing

Rifles in the Peninsula introduces new rules to cover unique aspects of the Napoleonic Wars including mounted troops, formations, and the impact of the longer reload time of the weapons of the period (pistols, muskets, and rifles). The different attributes of the units (combat factors, quality, special traits) grenadiers, voltigeurs, cuirassiers and dragoons.

Rifles in the Peninsula is the third game of Gottardo Zancani's solitaire RIFLES series, which also includes **Rifles in the Pacific** and **Rifles in the Ardennes**. The focus of this new title is on the Napoleonic Wars (1799-1815).

The Rifles system allows the recreation of small combat engagements (five to ten units per side), using an abstract map that represents the main features of the terrain like trees, buildings, hills. Placement of terrain features is guided but is never the same on each game, always creating new tactical challenges. The enemy strategy and the fog of war is recreated with the use of random Event Markers and "Activation Tables" that drive the enemy units toward their objective.

The Campaign game has been greatly redesigned and is now based on the timeline of the main campaigns of the period. The new Glory Track will represent the career of the Leader of your units, your avatar in the game, and your rank will have a direct influence on the game. Each year of the campaign includes four to six main "scenes": a scene can trigger one Mission on the battlefield or a Campaign Event. Twelve different Missions are available, covering classical military duties like reconnaissance as well as iconic battle episodes like the capture of a gun. Campaign Events are resolved without the need to setup the battlefield and cover episodes like barrack inspections, field maneuvers and of course duels. As a bonus, an optional mini-game **The Duel** (inspired by the movie, "The Duelists") has been included in the package: this mini-game allows players to recreate a saber duel with a more personal perspective, providing an additional level of immersion in the historical period.

From thundering muskets, to rattle of sabers, **Rifles in the Peninsula** vividly recreates Napoleonic skirmishes like never before. \$36

<https://tinybattlepublishing.com/products/rifles-in-the-peninsula>

White Dog Games

On the subject of solitaire games, there is a nice selection here: <https://www.whitedoggames.com/solitaire-games>

MAGAZINES

Against the Odds No. 56 contains **Hitler's Stalingrad: Breslau**. After being cut off and isolated in mid-February 1945, the German garrison at Breslau, some 50,000 men, defied all odds holding onto the city for almost a week AFTER Berlin fell! Hitler had ordered the city be held at all costs, believing Soviet forces tied up there were thus not taking part in any assault on Berlin. The defending garrison finally surrendered just days before the war officially ended (with the Gauleiter in charge fleeing the city by air to escape capture).

Taking the city fell to the Soviet Sixth Army, comprised of some eight divisions with 80,000 men between them, plus four tank regiments and two artillery divisions. An entire Air Army,

the Second, was also assigned to provide ample destructive power from the sky. The task facing the Soviets was daunting: urban warfare plus a very determined defender. Terrain too was critical, The Oder River flowing through the city sliced it up into many parts. Taking a major sector of the city could mean nothing more than occupying an "island" in the end.



<http://www.atomagazine.com/Details.cfm?ProdID=168>

World at War #83 includes **Operation Causeway: Formosa 1944** is an operational-level two player wargame covering the planned but never executed Allied invasion of the Allied island of Formosa in World War II. Had the operation been executed, it would have been the largest amphibious invasion of the Pacific Theater of Operations. The Allied objective is to gain control of Formosa with a minimal number of losses. The Japanese objective is to inflict sufficient cost in terms of manpower and delay to make the invasion counterproductive for the Allies. <http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW83>

Slingshot #339

Pikes across the Millenia Part 1

Shields and Armour in Mycenaean Warfare

Wargaming Adrianople

Airfix Nostalgia

Book Review: "The Highland Battles: Warfare on Scotland's Northern Frontier in the Early Middle Ages" by Chris Peers

The Yumi at War

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

Slingshot #338

Ancients Awake from Slumber

First Class Warriors at the Birth of the Roman Republic

The Rise and Fall of Nomad Military Power, part 2 c. 1200 AD - 1600 AD - by Michael Fredholm von Essen

Bosworth with Tree of Battles

Book review of 'Richard III and the Battle of Bosworth'

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

Strategy & Tactics #334 includes **Rio Grande War**, a two-player wargame on a hypothetical war between the United States and the Empire of Mexico following the American Civil War. The assumption is that France's Napoleon III decided to back up Maximilian with the French army to maintain his power in Mexico, and the US responded with an invasion. At stake: the fate of North America!

One side commands the Imperial forces (Maximilian and his French allies), and the other the Allies (US and Mexican Republic). The central game mechanism is Action Points (AP). AP are a quantification of each sides command and logistical capabilities. Players expend AP to recruit units and conduct various military operations. Each hex on the map represents 45 miles. Each game turn (GT) represents one to two months. Combat units represent divisions, brigades, regiments, and groups of partisans/bandits. Infantry and cavalry units include attached artillery, pioneer, and logistic support. Leaders represent an inspirational to competent commander plus whatever troops they bring to the field.

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST334>

War Diary magazine has had difficulties with its publisher.

Issue 19 in its PDF form has been e-mailed to all subscribers. If you did not receive your copy, contact editor@wardiarymagazine.com.

BOOKS

Castles in the Sky, A Wargame of Flying Battleships
Osprey Wargames 30

A wargaming ruleset for epic pre-WW1 battles in the sky.

It's the dawn of the 20th Century and the Great Powers turn to war. Since the development of the air screw, leading to the creation of flying warships, the navies of the world have comprised an ever-growing number of these aerial ironclads. So fire up the turbines, ready the aether drives, and take to the air in *Castles in the Sky: A Wargame of Flying Battleships*.

Featuring all the rules required to fight battles with fleets of flying behemoths. Assemble your fleet from 8 nationalities and fight through a variety of scenarios. With a full campaign system, *Castles in the Sky* contains everything adventurous aeronautical admirals need to find victory in the skies.

<https://ospreypublishing.com/store/osprey-games/osprey-wargames/castles-in-the-sky>

Lithuania's Iron Wolf.

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

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

Lithuania's Iron Wolves is an expansion book adding the Lithuanian Army to the Panzer Grenadier system. The 18 scenarios are based on the sort of fighting the Lithuanians saw as likely against the Germans, Poles, or Soviets. They're organized into four chapters with battle games, in our popular story-arc format. They're not playable alone; you'll need **Fire in the Steppe**, **Kursk: South Flank, 1940: The Fall of France** and **The Deluge** to play them all. \$30

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

