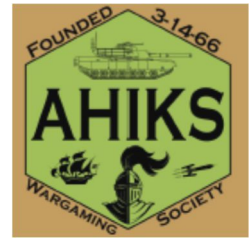


The *Kommandeur*



Volume 57 Number 3

Publication of AHKS

June 2022

AHKS President George Phillis

Welcome to all our new members! The latest membership number, as of this writing, is 2,274.

In-person wargaming conventions are returning. If you are attending, and would like copies of our recruitment flier, or a PDF showing the flier, please email me, and I will get them to you. We have tried to get papermail addresses for the gaming conventions, but modern web pages tend to hide how to send papermail or email to convention committees.

If you were a long-ago member of the IFW, the SICL, the SGS, or another wargaming club of days of yore, and you encounter fellow former members interested in board wargaming, why not ask them to join us? It costs nothing, and they get to find new opponents.

Chuck Tewksberry calls your attention to his ASL Tournament. The event is called "Tussle in the Tundra," and this is its 14th year. The dates for the event are August 4th-7th at the Best Western, Executive Court Inn in Manchester, NH (same hotel as previous years). We now have a bigger room and had 32 in attendance last year.

If any of you do run a tournament or gamefest, your President has a modest stack of Worthington 1776 and 1777 games that are available as prizes or activity awards.

In addition to a 5-round main tournament, there will be a Saturday 3-round mini and a one-day Starter Kit mini on Saturday the 6th. He writes that they'll have some excellent prizes to be raffled off as well as for top finishers in each event.

Registration and all other details can be found at <https://tussleinthetundra.com>.

We have had emailing issues for the *Kommandeur* and for our newsletter. Some of these appear to correspond to technical issues at our web site.

Many thanks to Lou Jerkich, Ed Becker, Scott Romanowski, Kai Axford, and Steve Fletcher for clearing up that we needed to establish a DMARC entry and clean up our SPF file at Bluehost. This has now been done, though propagation corrections can take a while.

I have been in touch with the Historical Miniatures Gaming Society Editor, Russ Lockwood, looking for cross publicity. Some of their people are doubtless also interested in board wargames; some of our people are undoubtedly interested in miniatures. We have advanced no farther than corresponding and exchanging a few issues of our newsletters; there will hopefully be more activity later.

I plan on reaching out to other wargaming clubs. Your support in this effort will be most appreciated.

You may recall that our multicommander matching effort has for some time had an opening for an **Empires in Arms** player. In any event, I volunteered to play, making it seven players. I am playing Spain, so if I write up my combat events in the game, you will undoubtedly get to read epic tales of unparalleled Spanish military disasters.

Some of you may already be aware of *War Diary Magazine* (wardiarymagazine.com). It's a fine board wargaming magazine. Of note here, in the latest issue the Editor generously let us run an advertisement for AHKS, which has already brought in several new members. That's the sort of generosity that will let us continue to expand our membership. I hope it continues.

At least one other wargaming magazine has promised us similar support, which I will announce in more detail soon. ★★

Vice President's Chair

Martin Svensson

As a teacher, this time of year is something to look forward to. After a full year of teaching reading, writing, mathematics and science to elementary students, a break is in order. The school year ends on June 8th with state mandated tests to finish. In addition, I decided to compose a booklet for the kids covering physics basics for their age group. It could be used as part of the curriculum next year, and for those moving up to middle school, an additional source.

June 9th means the beginning of ten weeks off from real-life duties to pursue another real-life pleasure, board wargaming. As it stands, I currently have one AHKS match of **Red Star, White Eagle** underway. It has progressed slowly, primarily due to my tortoise approach. The availability of time should bring it to a conclusion this summer.

As it stands, in June I should be starting to play GMT's **Barbarossa: Army Group Center** (2nd edition) and the colossus of World War I games, **Home Before the Leaves Fall**. Both are large games. I played the original **Barbarossa: AGC** years ago. There have been system rule changes with this release, so a new learning curve. **HBTLF** is famous for its complexity. However, if you really want to see how combat of that era was conducted on the Western Front, the game has perhaps no equal. Both games will be played via Vassal. The plan is **AGC** with file exchanges and **HBTLF** played live.

A friend and I gather around his wargame table generally every Sunday. With Bill, I have an opportunity to play a smorgasbord of titles, systems. Currently in play is **No Trumpets, No Drums-Vietnam**, strategic level. Upcoming is the new Compass Games of **The Russian Campaign 1974**. This edition features the original Jedco version from 1974 with updates from their 2nd printing to boot. Of course, any errata based upon those two printings have been factored in. Physically, Compass did a fine job with this release. The rules are simpler than the later Avalon Hill and L2 editions. It would be excellent for live or online play. Another thought is that it would be perfect for AHKS members. Very manageable igo-ugo.

A few years ago, I organized an AHKS **Russian Campaign** tournament. I believe we had a dozen players using the Avalon Hill edition. Everybody seemed to enjoy it, and the winner graciously wouldn't accept the prize money I had offered. Perhaps it's time for me to try it again using **TRC74**? Hmm...



Consim World Expo Dallas from Nick Rusch

Re-Launching A Regional Wargaming Event

John Kranz, organizer of the Consim World (CSW) Expo events, launched CSW Expo Dallas in 2020 as a smaller scale event to his long standing CSW Expo/Monster Games event in Phoenix (aka Tempe). The inaugural Expo Dallas occurred one week before the COVID lockdowns began. CSW Expo Dallas then went dark for a year as the world addressed COVID. This past May John Kranz, after much anticipation, was finally able to re-launch CSW Dallas with tremendous success. 122 gamers from across the United States gathered in the Dallas suburb of Allen, Texas, to study rulebooks & tactics, and push cardboard counters, wooden blocks and miniatures on the maps of their favorite games in what is sure to become the region's premier wargaming event.

The Dallas event has a different atmosphere than its larger comrade in Phoenix. Other than size the most notable distinction between Dallas and Phoenix is the physical layout. Dallas is broken out into multiple rooms as opposed to one large game room as in Phoenix. In speaking with several gamers who've attended both events, there are divided opinions as to which layout is preferred. Some like the smaller rooms, which keeps the background noise level at a minimum, while others prefer the ability to freely walk between all the tables and watch games being played. Regardless of your personal preference, all seemed to enjoy the games, frequent the vendors, rummage through the game flea market, and visit with game designers to discuss their upcoming releases.

Greg Smith – It's All About the Story

This year's special guest was game designer Greg Smith. Greg is known for a diverse set of games ranging from single-unit solitaire games such as his first hit **The Hunters: German U-Boats At War 1939-43** published in 2013 by Consim Press/GMT Games to the multiplayer point-to-point movement card-driven games such as **Pacific Tide: The United States vs. Japan, 1941-45** published in 2019 by Compass Games. As an accomplished designer with 12 published titles since his 2013 hit **The Hunters**, Greg keeps up an incredible tempo developing new titles – with at least five titles currently under development. I had a chance to speak with Greg a bit during the Expo, exploring his designs and looking at what's coming down the road. Greg was a D&D player in college and learned that the creation of an immersive narrative was the difference that made an enjoyable adventure. As a result, one of Greg's overarching design goals is to create an immersive narrative while giving the gamer choices like those the simulation characters would have faced in reality.

One of Greg's next releases, which already has quite a following, is **American Tank Ace: 1944-1945** scheduled for publication with Compass Games this year. This next solitaire system title puts the wargamer initially in command of an American Sherman, and, if you survive, into an M26 Pershing during World War II's closing years. You'll start your armor career where all good tank commanders start, in armor school, followed by your first tour in the country shortly after D-Day. Good luck taking on the experienced German tank aces in their Panzer IVs, Panthers, and Tigers. If solitaire tank games are your thing, stay tuned. **British Tank Ace** is also under development and will be set in North Africa.

While putting the finishing touches on **American Tank Ace**, Greg is hot into the development of **Blood and Sand**, a two-player game of first century gladiatorial combat. This game represents a bit of a new twist for Greg. Unlike many of his narrative-rich solitaire games, **Blood and Sand** is a two-player

game that creates quite an epic for each player. The gamers each run their own ludus, a stable of gladiators, where you will train, equip, and ready them for combat against an opponent. You'll find many of the different types of gladiatorial fighting techniques represented in the game from Murmillo and Thracian to the more exotic trident wielding Retarius. Before getting into the ring against your opponent, you must train your selected gladiators and arm them for combat. When the time comes, you can bet on your young gladiators to earn an even larger purse – or lose it all. If they survive the fight, win or lose, you'll need to spend some cash to get them healed up and ready for the next engagement. If you have extra gold, you may want to upgrade their weapons, or perhaps purchase a new gladiator for your ludus. **Blood and Sand** is a fast-playing game with most of the action occurring in the circle of combat. Look for this one to hit the press sometime in 2023.

Greg Blanchett – Diving Deep into The Eastern Front

Greg Blanchett, designer of **Fall Blau: Army Group South, June to December 1942** and **Kharkov Battles: Before & After Fall Blau** published by Compass Games, brought several works in progress. **Spring Prelude: Second Kharkov, May 1942** being produced by Compass Games will be a regimental simulation using the Variable Combat System (VCS) developed by Nathan Kilgore and used in the game **Salerno: The 1943 Allied Invasion of Italy** published by MMP. VCS introduces uncertainties into the combat factors of units, keeping both opponents on their toes, not knowing exactly how combat will turn out until the last moment.

As if Greg isn't busy enough, he is also developing the **Silent Dead** series which will be published by Legion Wargames. First up in the series is the simulation of **Operation Mars**, the failed Soviet offensive to eliminate the German Ninth Army during the winter of 1942-43. This action will be produced as three independent, but linkable games, starting with the first titled **Belyy**. This simulation will be at the battalion level and will also use a system similar to VCS.

Additional Designers of Note

Unfortunately, I wasn't able to spend time with several other designers of note. Of particular interest was Will Cooper and his **Beneath the Southern Cross** design currently planned for publication by Compass Games. This is basically a souped up **Flatop** design with all the bells and whistles covering the Guadalcanal Campaign and includes the Battle of the Coral Sea. This looks fascinating and am hoping to catch up with Will at CSW Expo Phoenix later this summer.

Bryan Collars was also present with his take on the Revolutionary War in the southern colonies during 1780-1781. Using the **Angola!** game system developed by the Ragnar brothers, Bryan is designing what looks to be a real winner of an under-addressed aspect of the American war for independence titled **Crown & Crescent** currently on pre-order at MMP.

What About the Games?

This year's Expo theme was the golden oldies. There were many SPI and AH classics in play the entire weekend. I received my copy of the Compass Games reprint of the Jedko classic **The Russian Campaign** just prior to my departure to Dallas. I was able to get a game of **TRC** in during Saturday and finished up Sunday morning. Next to me there was a game of **Cobra: Game of the Normandy Breakout** being played. But the golden oldies weren't the only games on the table. I was able to get my first partial game of **Angola!** in on Friday.

Book Review

Iron Coffins

by Herbert A. Werner
 356 pages, photographs, diagrams
 Holt, Reinhart, Winston
 ©1969 \$5.70 to \$41 Amazon
 Reviewed by Omar DeWitt

The book had been on my shelf for many years. I finally picked it up. Werner entered the German navy in 1941 and was assigned as an ensign to the submarines. At one time, his submarine was testing in the Baltic when it became stuck in the mud. Although various methods were tried, it would not rise. Finally, the Captain ordered the crew to the bow of the boat; then he ordered them to the stern; then the bow. Eventually, the boat broke free. Werner used the same method to escape later when he became a captain.

The early part of the book did not interest me; reading about Allied ships being sunk was not exciting. After the US entered the war, and aircraft could be used against the U-boats, it was more interesting. Most of my knowledge of submarines comes from playing the Avalon Hill game **U-Boat**. Defensively, the submarine could also lie with no motors running, or just the electric motors running. They could also drift with the current. Although depth charges landed close to his boat and even damaged it extensively, the author survived.

It wasn't until late in the war that he got a boat with a snorkel. They were in short supply, and even at the end of the war, not all U-boats had them. They did help the subs survive.

In the last months of the war, Werner talks about seeing two of Germany's newest U-boats; they were three times the size of his boat and faster underwater than destroyers. Apparently, they did not get into service.

He ended the war in Norway, getting his boat serviced.

The most interesting part of the book was his epilogue. He was transferred to Germany and eventually "discharged" by the US. He was put on a train to Frankfurt... Then his problems began. The train passed through Frankfurt and was delivered to a French camp. The French, naturally, were not well disposed to the Germans. Werner escaped from the camp, came back for a friend, and was recaptured. The Germans were moved to a camp in France, where Werner again escaped and was recaptured. Eventually he did escape back to Germany. Interesting story.

★★

Treasury Notes

Brian Stretcher



Brian will be back next month. Our money is still safe.

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 € ¢ ¥

Unfortunately, we weren't able to finish the game due to time constraints with other games starting, but this is one I definitely want to play again. (This is one of my multiplayer open match requests – hint hint.)



Figure 1 Left to right, Maurice Fitzgerald of Moe's Game Table, Mike Denson, designer of **The Last Hundred Yards**, and Kevin Sharp of Big Board Gaming examining our game of **Angola!**

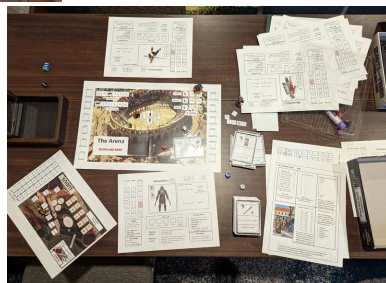


Figure 2 **Blood and Sand** Play Test with Greg Smith.



Figure 3 Greg Blanchett (far right) provides an overview of his upcoming title **Spring Prelude** to Steve Varty (sitting) and Lance Gamble.



Figure 4 Miniatures action!



Figure 5 Early spring 1942 Germans preparing for a new advance on Moscow.



Modern History of ZunZtu2

By ZT Moderator Chobham_1980

[This is the second in a series of articles to familiarize wargamers with the ZunTzu gaming e-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.]

“Everything has beauty, but not everyone sees it.” – Confucius
 “Beauty, like supreme dominion, is but supported by opinion.”
 – Ben Franklin, 1741

Jerome is a professional computer programmer who wrote and developed ZunTzu over a fifteen year period. ZunTzu is an electronic platform (e-platform) which aides internet play of war-games. Much like VASSAL, Cyber-board (CB), Tabeletopia, and Table-Top-Simulator, among others, ZunZtu facilitates playing games over the internet. Much like all e-platforms, ZunZtu (ZT) has strengths and weaknesses.

Jerome’s article “The Story of ZunTzu as I Recall It” in *The Kommandeur*, Volume 57/2 stimulated more demand about ZT history from our ZT Folk. The initial article pulled back the veil of ZT lore. To ZT Folk, knowing a bit more history of why/how our favorite program was produced is cool!

As many ZT players/designers know, Jerome’s ZT program offered something different from other e-platforms: ZunZtu is easy to learn from a player’s perspective, and from a designer’s perspective, ZunZtu is also easy to code. Allow us the time to demonstrate it! Keep an eye on *The Kommandeur* for more ZT information. We hope to provide further articles to test & prove this thesis.

However, this is not the focus of this article. Let us discuss modern ZT history.

ZT1 and ZT2 – What Does It Mean?

While reviewing ZT Forums, one may notice terms such as “ZT1” and “ZT2.” For example, ZT2 refers to our most recent website.

In the early years of ZT1 (Zun Tzu’s initial webiste), Jerome leveraged the best technologies available at the time. As a result, all ZTBs (ZunZtuBoxes) were ‘linked’ through programs such as Media-Fire, etc. This worked well until we noticed that, over time, ZTBs were not always available. Take a look at our older forum’s posts. You will notice many requests for certain ZTB games whose links no longer worked [see <http://web.archive.org/web/20190701145326/https://zuntzu.com/files.htm>].

It was determined that these personal links would not always be available for download. Something needed to be done. Thus, technology changes pushed ZT1 to change with the times. Upon reviewing the tech landscape, Jerome decided to move ZunZtu to a newer, second site (ZT2)—one which depended on ‘hosting’ ZTBs—a more modern way of handling e-games.

Now you know the difference between ZT1 and ZT2. The reading of the ZT Forums should make more sense. Again, ZT1 means the older site and ZT2 means the NEW site—as seen on ZunTzu - Files. With the clear difference of hosting ZTBs.

ZT2 Migration – Time, Never Enough

Between 2020 and early 2021, Jerome, through some extraordinary effort, migrated the ZT1 server over to the new ZT2 server. Such a move is very time consuming to say the least. During this period, ZT1 officially became ZT2, and Jerome’s vision to build a new web-site that would support the implementation of the higher goals set for the platform was achieved.

As a part of the migration, Jerome fixed many of the problems which were introduced years before when moving from a 32 bit to 64 bit Windows environment. In particular the “how to play over the Net” error was resolved with instructions available in the ZT Files section on ZT2. It will explain how to play with a friend over the net!

Another goal was to ‘Host’ all ZTBs on ZT2—no more ‘links’ which tended to die over time. To aide such an endeavor, Jerome added a new Submission Button to the ZT2 Files page enabling non-programmers to add newer ZTBs. We urge you to use this ‘button’ to add your ZTB design to our active ZT2 Files! Of course, for those who do not design, you can always find the most recent ZTBs to download. As of today (5/20/2022), the new feature to host ZTBs is still in Beta-Test. Updates to this feature are in the offing during the months to come.

February 2021 was the official launch of the ZT2 website with the Home, FAQ, Support and Community pages! However, the Files section was without any hosted ZTBs. By mid-September 2021, uploads of ZTBs began. While it launched at ‘zero’ ZTBs hosted, today we have 435 ZTBs hosted on ZT2 and the number continues to grow! We hope to reach 500 ZTBs by August 31st.

After resolving the core problems of migrating from ZT1 to ZT2, Jerome did get assistance in the development, site administration, and community management. This came from ZT folks who realized the ‘beauty’ of ZunZtu when compared to other e-platforms like VASSAL/CB, etc. Below is a short and not all inclusive list of the contributors. There are *many* other ZT Folks who contribute their time and expertise.

Official Programmers

- Jerome, the ‘dude’ – reviews and coordinates all critical ZT work.
- Edgar Gallego, specialist programmer – currently working on ‘Block Game’ support for ZT.

Official Community Moderators

- Chobham_1980 – USA (English speaking) moderator
- Cambronne – French moderator
- Ichibrothers – USA (English speaking) moderator

Other ZT Administrative Folk

Truthfully, there are many deserving ZT Folks to include in such a list. But some have contributed or helped with specific situations. One individual of particular note, Frank Jordan, over the past two years has monitored the ZT2 Files site checking for errors and truly helping to make ZT2 Files accurate and functional. Are there others? Definitely! Keep an eye out on ZT2 Forums for other, helpful individuals.

I want to also mention Bill Barret, ‘ZT-Bill,’ an early (and still active) member of our community. See ZT-Bill’s 2009 to current posts on “Consimworld” [CSW Forum - Zun Tzu -

Online Gaming Platform (consimworld.com)] His past work has aided many early ZT1 game designers in producing more ZTBs.

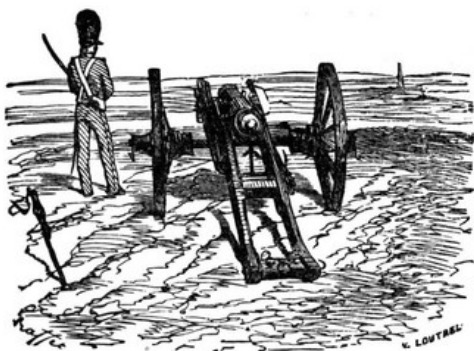
ZT2 has benefited greatly from recent ZTB designers – see D. Deitch, T. Gordon, David Jones, Maaaaax (aka MaxFin), R. Peterson, and Steve Ruge for example. All these folk have designed games for ZunZtu which reside in the ZT2 Files page. They have contributed a wide variety of games from an even wider set of Publishers: AH, GDW, SPI/DG, and many others. Our site is a true fan-based site and our ZTBs reflects this reality.

In addition to our boosters mentioned above, a special call out must be made of Mr. Andy Loakes (Doktor). Mr. Loakes runs the well-received wargame website Limey Yank Games (LYG). After decades of experience in our hobby, he has helped our ZT Team in the art of website administration, and directly shaped our policies creating a responsible wargame website for Players/Designers and Active/Inactive Publishers! LYG operates out of Europe, and if you are within that geographic market, a must-see website. LYG also hosts many other CB/Vassal/ZTBs game boxes which are not on ZT2. One of the largest combined libraries on the net.

We are always looking for new ZT designers. ZT programming is easy, fast, and fun! Kindly review our ZT Forums for design help. We urge you to ask many questions. We are here to keep ZunZtu moving forward and saving our wargaming heritage!

As Confucius might have said, 'ZT is beautiful.' Eh, take a look at ZUNTZU - THE ONLINE BOARDGAMING PLATFORM and also think about Ben Franklin's 1741 quote "Beauty, like supreme dominion, is but supported by opinion."

What's your opinion? Beautiful? Can we be a part of your e-platform gaming diet? ZT Folk see the beauty. Do you? Take a serious look at ZT...you might be surprised!



Registration Now Open!



Compass Games Expo

November 10-14, 2022
Comfort Inn & Suites, Meriden, CT

- Monster Games
- Open Gaming
- Designer Demos
- Euro Games
- Tournament Play
- Seminars
- Free Guest Parking
- Free Breakfast

Exclusive Expo Shop discounts for all attendees.
Enjoy 4.5 action-packed days of gaming for just \$50!

Compass Games
New Directions in Gaming

Lombardy Studios Meet & Greet

Submitted by Randy Heller

The Game Chamber, 334 Central Ave., Dover, NH, will host a meet and greet on Saturday July 16th at 1300 with the CEO of Lombardy Studios, Dana Lombardy. This function is open to the public without charge. Dana is well known within the hobby as the designer of a number of board wargames, the most well-known being **Streets of Stalingrad**.

Dana will provide a table demonstration of his recently released World War I card game, MacGowan & Lombardy's **The Great War**. It is a fast-playing abstract strategy game covering the entire war that shows the relationships between commanders and their troops, weapon system force multipliers, random events, etc. It can be viewed as a trick-taking card game. Hall of Fame graphic artist Rodger MacGowan did much of the component art and almost all of his WWI illustrations appear on the cards. Mark Kaczmarek was the developer. Mark has more than 50 years of experience with design and development in the wargame field and is the assistant editor of Rodger's *C3i* magazine.

Here is a brief commentary which appeared in the hobby press (*Armchair General*): "MacGowan & Lombardy's The Great War Card Game is a beautifully designed game with elegant game play created by the award winning game designer Dana Lombardy and featuring artwork by the legendary Rodger MacGowan. It not only features new World War I themed art by MacGowan but also features reprints of much of his World War I game artwork for such publishing companies as GMT Games."

In addition, Dana will briefly address his upcoming game of the next edition of **Streets of Stalingrad**. Developer Randy Heller will be present to help in fielding questions concerning the design. The game is currently undergoing development and playtesting.

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.

- 2263 Andrew McGee, Wetherby, UK
- 2264 Joe DAgostino, Estero, FL
- 2265 Billy Baker DiGiulio, Bowdoin, ME
- 2266 Phil Boinske, State College, PA
- 2267 Clayton Merry, Christiansburg, VA
- 2268 Nathan Wailes, Pattaya, Thailand
- 2269 Scott Duncan, Athens, AL
- 2270 Steven Duke, Georgetown, TX
- 2271 Lee Kendter, Jr., Quakertown, PA
- 2272 John Predgen, Bradenton, FL
- 2273 Paul Reinert, Mendenhall, PA
- 2274 Steve Varty, Victoria, TX
- 2275 Kevin Russell, Havre De Grace, MD

Multiplayer Info from Jeff Miller

A Distant Plain GMT Duncan Rice 1934 V
 A Distant Plain GMT Jeff Miller 1303 V
 A Distant Plain GMT Art Dohrman 1551 V
 Advanced Civilization AH Jeff Gual 2003 V
 Advanced Civilization AH Eric Aune 2122 V
 Advanced Civilization AH Jeff Miller 1303 V
 Air Force AH Sam Thornton 1538 E, P
 Amoeba Wars AH Jeff Miller 1303 V
 Andean Abyss MMP Jeff Miller 1303 V
 Angola MMP Jeff Miller 1303 V
 Angola MMP Nick Rush 1913 V
 Angola MMP Tom Liakos 2047 V
 Blackbeard GMT Nate Forte 2016 V + Discord live play
 Blitz Compass Jim Lauffenburger 2191 V
 Colonial Twilight MMP Jeff Miller 1303 V
 Conquistador AH Jeff Miller 1303 V
 Crown of Roses GMT Mike Kettman 1067 V
 Divine Right TSR Delwayne Arakaki 1991 V
 Dominant Species GMT Jeff Miller 1303 V
 Dominant Species GMT Nacho Fernandez 1745 V
 Dune AH Jeff Miller 1303 V
 Dune AH Brian Nickel 1797 V
 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
 Gandhi GMT Jeff Miller 1303 V
 Gunslinger AH Jeff Miller 1303 V
 Gunslinger AH Matt Scheffrahn 1844 V M G
 Machiavelli AH Jeff Miller 1303 V
 Machiavelli Ah Nacho Fernandez 1745 V
 Magic Realm AH Jeff Miller 1303 V
 Merchant of Venus Mark Palmer 1074 V
 Merchant of Venus Jeff Miller 1303 V
 Napoleonic Wars GMT Aaron Martin 2107 V
 Pendragon GMT Jeff Miller 1303 V
 Republic of Rome AH Jeff Miller 1303 V
 Sails of Glory Ares Nate Forte 2016 TTS - Discord live play
 Samurai AH Delwayne Arakaki 1991 V
 Source of the Nile Jeff Miller 1303 V
 Stellar Conquest Jeff Miller 1303 V
 Stellar Conquest Mark Palmer 1074 V
 Tank Duel GMT Nate Forte 2016 V - Discord live play
 The Kaiser's Pirates GMT Nate Forte 2016 V - Discord live play
 Time of Crisis GMT Jeff Miller 1303 V
 Time of Crisis GMT Derek Lenard 251 V
 Titan AH Jeff Gual 2003 V
 Titan AH Eric Aune 2122 V
 Titan AH Jeff Miller 1303 V
 Unterseeboot PC = AH Submarine Nate Forte 2016 Discord live play
 Versailles 1919 GMT Aaron Martin 2107 V
 War of the Suns Jeff Miller 1303 V

The multiplayer game of **Empire in Arms** finally kicked off! I've been looking forwards to this one for awhile since I haven't played it, despite owning a copy from when AH published it!

I ended up with Prussia and will most likely get kicked around a bit by the players in the game who actually know how to play it. Still, it should be a lot of fun.

Not too many new additions on the list this time as summer kicks into gear and people are getting out more. I did add a couple more of the Coin series to the list as well as one I remember being a lot of fun back in the day, **Source of the Nile**.

Also, there are some games on the verge of having enough to kick them off so take a look. **A Distant Plain, Angola and Titan** all just need one more player.

On a side note, MMP just released **Manila** for ASL – and, as normal, I'm looking for an opponent for the Campaign Game.



Hope everyone has a great summer!

Canvas Temple Publishing

I'd like to welcome you to Canvas Temple Publishing. Canvas Temple Publishing was founded by me, Jon Compton (formerly of One Small Step and other game companies), to provide a low-key place for friends of mine to produce games at our own pace and on topics that interest us. All of our games are funded via Kickstarter, which determines the production type (whether it has mounted maps, etc.) via stretch goals. We only print a few copies beyond what Kickstarter indicates so do not distribute our games except via those companies that support the Kickstarter project. As a result, you won't find our games in stores.

We work with many well-known designers to include Peter Perla, Ty Bomba, Mark McLaughlin, Joseph Miranda, Gary Graber.

Canvas Temple is also a family endeavor. My children, Lauren and Jack, are learning what it takes to run a business via this enterprise. To help them do this, we've also set up a small 3D printer farm in which we print gaming accessories and terrain for all sorts of miniatures games.

We are very small, very casual, and do this because we like to, not because we have to earn a living from it. We invite you to check out our website to see what we are currently working on and what we've already done:

<http://www.canvastemple.com>

We also are currently running a special on our game **Blitzkrieg in the West**, which is exclusive to subscribers on this list. Just enter the code BLITZLLIST on check-out to receive \$60 dollars off of that game (while my supply lasts).

Jon Compton

Recent Trip by Omar DeWitt

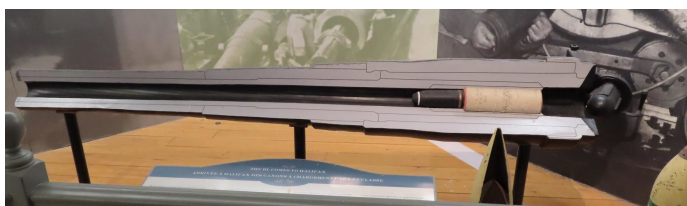
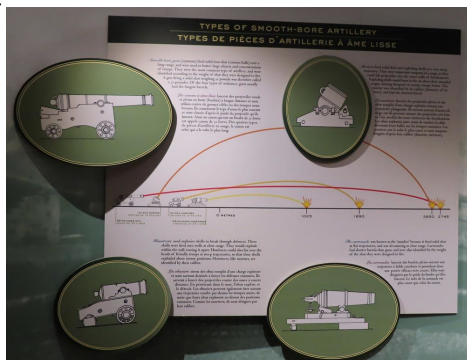
Sue and I recently returned from a sea trip up the east coast. I could spend some time telling you how damned cold it was or how rocky the seas were, but I won't.

On a cold and windy day we visited the Halifax Citadel, which was very interesting. Halifax, of course, is in Nova Scotia, Canada, where, we found, they speak English. The Citadel is on the top of a hill (gasp) overlooking the harbour and city.

I paid the senior rate, and we entered the citadel. They were just changing the guard. As we watched, another soldier told us what was going on. The guard is changed every hour, and the corporal marches the replacement out and the replaced in. There was only one guard, so it wasn't a grand spectacle. The staff all wore kilts since this was Nova Scotia (New Scotland).



Under the ramparts were rooms displaying various parts of military history of the area. One display showed the trajectories of the ball from muzzle-loaded cannons. Gun barrels were cut apart to show the interior. The museum was very carefully done in a clear manner. Quite impressive.



After a visit to the souvenir shop where I bought a T-shirt, we visited the military museum. I had read somewhere that Canadians were not required to join the armed forces, but the gentleman overseeing the museum said that was not true, that a draft was put in place later in WWII.



The displays were the normal: machine guns, rifles, mortars, AA guns, uniforms. Everything was labeled and orderly.

We climbed up on the ramparts to see the giant, muzzle loaded cannons. Very impressive.



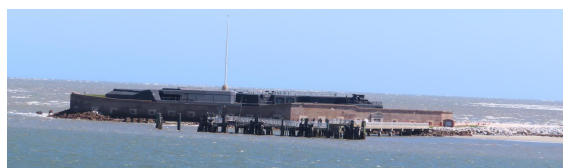
The author is hanging on so he won't be blown away in the wind.



We also visited the aircraft carrier Yorktown. The living quarters were more interesting than the aircraft.



Fort McHenry was also on our itinerary. These guns were not there in 1812.



Fort Sumter does not have the magnificence I had attributed to it. Today it looks bedraggled.

Open Match Requests from Mark Palmer

1985: Under an Iron Sky TRL Martin Hogan (1704)
 Across Five Aprils VG Mark Palmer (1074) V
 ACW Brigade Series MMP Aaron Kulkis (1983)
 Afrika Korps AH Stephen Genoff (2194) V
 Air Assault on Crete AH Peter Hansen (2129) V
 Battle for Germany SPI Chris Hyland (1862) VX
 Battle for the Ardennes SPI Thomas Ten Eyck (826) EP
 Bitter Woods Compass Clayton Merry (2267) V
 Blitz Compass Jim Lauffenburger (2191) VXE
 Bloody 110 COA Aaron Kulkis (1983) FVL
 Bloody April GMT Mark Palmer (1074) VL
 Breakout: Normandy L2 (pref.) or AH Art Dohrman (1557) VEF
 Bull Run Ronald Brooker (1252) Postal only
 Caesar's Legions AH Stephen Genoff (2194) VE
 Cedar Mountain SPI Peter Hansen (2129) V
 Chariots of Fire GMT Clinton Ray (2127) VE
 Chickamauga SPI Peter Bertram (790)
 Citadel GDW Clinton Ray (2127) VE
 Combat Commander GMT Allen Evenson (1553) E
 Empire in Arms AH Edson Ramos (1989) P
 Empire of the Rising Sun AH Mike Scott (1555)
 Falling Sky GMT Jim Lauffenburger (2191) VXE
 Fifth Frontier War GDW Dane Patterson (2010) EV
 Fire in the Sky (1999) Phalanx William Marcy (1761) VTE
 Flat Top AH Paul Koenig (1577) V
 Flying Colors GMT Thomas Ten Eyck (826) EP
 Gallipoli GMT Ivan Kent (2133) V
 Gettysburg '65 AH Stephen Genoff (2194) V
 Great War In Europe GMT Donald Deacon (2241) V
 Grenadier SPI Charles Sutherland (1804) VE
 Guns of August AH John Troskey (1554) CV
 Invasion of Malta, 1942 Chris Hyland (1862) VX
 Korean War Compass Paul Koenig (1577) V
 La Grande Armee SPI Charles Sutherland (1804) VE
 Lee vs. Grant VG Jeremy Rowley (1942) V
 Leipzig SPI Charles Sutherland (1804) VE
 Library of Napoleonic Battles OSG Clinton Ray (2127) VE
 Main Battle Tank 2ed GMT Martin Hogan (1704)
 Midway AH Scott Saunders (1664) E
 Monty's Gamble: Market Garden MMP Jerry Wong (1974) FV
 Napoleon at Waterloo SPI Paul Purman (2159) V
 No Retreat: North Afrika GMT Jerry Wong (1974) FV
 NATO: Cold War Goes Hot
 Compass Giovanni Faisca (2178) VEL
 Panzer Battles MMP John Troskey (1554) CVS
 Panzer Blitz AH Stephen Genoff (2194) V
 Panzer Grenadier AP Carl Wolf (1992) V
 Panzer Leader AH Stephen Genoff (2194) V
 Proud Monster XTR Edson Ramos (1989) P
 Rebel Sabres TSR Peter Dunn (2235) V
 Russian Campaign Jedko Peter Dunn (2235) V
 Russian Front AH Martin Kerslake (2011) V
 Search and Destroy SPI Clinton Ray (2127) VE
 South China Seas CMP Mike Ricotta (2004) VXE
 SPQR GMT Justo Perez (2009) FV
 Stalingrad AH Paul Bannerman (2196) V
 Tank on Tank LnL Duncan Rice (1394) V
 Terrible Swift Sword TSR Peter Dunn (2235) V
 The Civil War VG Jeremy Rowley (1942) EWT
 The Tide At Sunrise MMP 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
 Wooden Ships/Iron Men AH Peter Dunn (2235) VD
 War Galley GMT Graeme Dandy (916) V
 Wacht am Rhein SPI Clinton Ray (2127) VE
 WWII SPI Erica Snarski (2142) V
 WWII: Commander: Battle
 of the Bulge Compass Bob Jones (1548) 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	

The MapBoard Mk. 1

by Mark A. Palmer, Match Coordinator

If you are in a game and would like a Match Assignment for that title, please send me an email with:

the title, manufacturer, copyright year of the game, the sides (i.e., Allied, Axis, Union, Confederate, English, French, Roman, etc.) and the participants.

I don't automatically generate a Match Assignment because sometimes a match isn't amenable between the two prospective opponents, and I would prefer that Match Assignments be requested.

Please review the Open Match Listings for your request(s) and let me know if you would wish for any to be removed.

Thank you, everyone, for your cooperation and understanding!



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

Stalingrad for Beginners, Part 2

by George Phillis

George has generously allowed me to print from his book. This book (and many more) is available from many sources, including Amazon. Although you may be a **Stalingrad** player of many years, I think you will find something interesting here. (O.D.)

Continued from Vol. 56, No. 2

Chapter Thirty-Seven - Russian October Turn



Figure 137
Russian October Move - Northern Front.

The Russian has counted precisely what forces will be needed in Finland next turn, namely 18 factors for the 3-1 on one 3-3-4 and a soak-off on the other. Everything else, all but one unit, is being shipped out of Finland to the main battle zone.

The Russian player makes an absolutely minimum withdrawal on the central front, losing a single line of squares at the price of losing two delaying units. A single 2-3-6 on V20 would have held almost as much territory (the loss would be V19 and hence U20) but saved a delaying unit.

Where does the Russian plan to defend next turn? If she is falling back behind the Divina River and leaving out a single delaying unit on U21, then the two squares she is protecting with her second delaying unit have no value. If she wants to yield only one square next turn, she should give careful thought. How will she extricate her units from the Nemunas line if snow falls? How will those units reach the positions that they need to occupy on the Divina? Note that it is very bad if the Russian loses the line of the Divina this early in the game. The nest of rivers in front of Leningrad are all frozen in snow. If the German crosses the Divina now, the Russian must vigorously delay so that the German does not reach the Luga river before it thaws again. In Fall 1942, the Russian position in front of Leningrad becomes nearly indefensible. If the Russian fails to delay adequately, she may be able to defend Leningrad itself, but the German will attack along the M file across the frozen Volkhov river and then pivot southeast, with disastrous consequences for the Russian front line.



Figure 138
Russian October Move - Central Front.



Figure 139
Russian October Move - Southern Front.

The Russians set out area denial moves against DD19 and HH17. Ordinarily, area denial allows an undoubled stack to target a single square, as seen on DD19. The stack on HH18 can be attacked by the Germans from two squares. The HH18 stack is safe because it is doubled. If the German wants to enter II17, he must also pay for a soak-off against the units on JJ17. The Russians might have considered several issues here. #1) Would it be better to reduce the defenses of the Dnestr to a single unit each on the 16 and 18 files, thus freeing two units that could have been used on FF19? #2) Drawing soak-off attacks works better if the Germans are forced into them. With an area denial stack on FF19, using a 4-6-4 as a delaying unit on GG18 makes life more entertaining for the German player. #3) The Russians might find it advisable to keep the 6th Tank Corps (now on EE19) alive, as part of the area denial stack on FF19, and using a 4-6-4 as a delaying unit. That location puts the 4-6-6 on the railroad, where it has maximum lateral mobility without spending from its own movement allowance.

Chapter Thirty-Eight - German November Turn

The Germans have two alternatives here. The classic one forces a soak-off in the attack on Helsinki, with a 50% chance that the German loses the soak-off unit. The alternative puts one of the 3-3-4s on J24, so that the Russian will need to attack her in December to complete killing the Finns, because she does not have enough units to attack J24 as well as J26 this turn.

The Germans really do not have any choices on the central front. The three Russian stacks are all 3-1 proof. The ad-



Figure 140
German November Turn - Northern Front.



Figure 141
German November Move - Central Front.

vance through the Pripyat Marshes at one square per turn is actually moving as fast as advances elsewhere. With the approach of winter, some thought to mobility is significant for both sides. The stacks of Germans on V18 and X19, because they are not on railroads, may in snow be less likely to be able to reach desired destinations. W18, Y19, W19, and Y18 are possible alternative locations for these stacks. The units on Z19 might be more useful south of the Pripyat marshes, where soon the German lines will become appreciably longer.

On the southern front, the German declines to make soak-offs in order to get better odds on the 2-3-6 or the 4-6-6. Next turn, the Russian will want EE20 and HH18 as delaying positions, with DD20 being held via area denial. The 4-6-4s are more likely to be able reach interesting places if they start on a railroad, as they would have been if they were on FF19. Next turn will be snow. With this placement, the German will be unable to get units to KK16 to attack across the Southern Bug. The 4-4-6s on DD18 are unlikely to get a benefit from their speed whilst at their current location, but might be effective if on II16.



Figure 142 German November Move - Southern Front.



Figure 147 German December Move - Central Front.

Chapter Thirty-Nine - Russian November Turn

Finale. The Russian player surrounds and storms Helsinki. There is a 3-1 and a 1-2. For the Russian, worst possible luck will be an Exchange and an A Elim, costing her all three 4-6-4s, but even in that case the surviving German 3-3-4 will on its turn be forced to attack at low odds and perish.

Figure 143 Russian November Turn - Finland.



In the center, the German advances as fast as the weather permits. They have one attack, made with a considerable surplus of factors over the required 5-1 that would surely eliminate the 4-6-4 without creating German casualties. In that case, it might be the case that one of the armored corps on Y21 would be better off on Z21, where in some cases it would be able to penetrate a square farther into Russia than it could from its current location.



Figure 148 German December Move - Southern Front.

On the central and Southern Fronts, the Germans press forward as rapidly as possible. Note the 8-8-6 reinforcing the German in the south, making it much more complicated for the Russian to hold bends in the river line with the available force of 5-7-4s and 4-6-4s.

Chapter Forty-One - Russian December Turn

And now we reach game end. After making the following move, the Russian player chose to surrender. In the South, the German can on his next turn attack Kiev at 3-1, leaving a strong stack of armor on DD21 so that the Russian has lost the line of the Dnepr. In the center, the Russian has serious challenges getting units to Y24 and vicinity to hold the northern stretch of the Dnepr. The Russian line will not break, but once the German crosses the Dnepr the Russian will start losing substantial numbers of delaying units each turn, with no particular prospect for an improvement in later turns. Rather than prolonging matters, the Russian surrenders.



Figure 144 Russian November Move - Center-North Front.

In the center, the Russian, instead of delaying along the U and V files, has fallen all the way back to the Divina River. A single unit is left in at X21 to block the rail lines. This is a very large displacement of Russian forces, in bad weather, requiring some careful thought. The German player is offered only a single delaying unit this turn. Note that the 6-9-6 and 2-3-6 are both at the limits of their movement range from their respective replacement cities.

In the south, the Russians offer up a single delaying unit. The 5-7-4 on JJ17 is in a 3-1-proof position, because the German player cannot move enough force to KK16 to make the attack. There is actually not a hole in the Russian lines near CC21.



Figure 145 Russian November Move - Southern Front

The weather in December will be snow, so the German can advance no farther than CC21, which does not break the line of the Dnepr. The 5-7-4s behind the Southern Bug might perhaps have been better placed on HH19 as an area denial stack, in that HH19 would be an excellent choice for the next delaying position, with an area denial stack at HH20, needed as the Russian Army withdraws behind the Dnepr.

Chapter Forty - German December Turn

Figure 146 [not shown] German December Move - Northern Front. The units in Helsinki perish.



Figure 149 Russian December Move - Central Front.



Figure 150 Russian December Move - Southern Front.

Wargame Design Studio Updates

Wargame Design Studio (formerly John Tiller Software) has had a busy spring. WDS announced a major update to the Napoleonic Battles line of games. This update includes game play updates, new features, a graphics overhaul, and revised documentation. Napoleonic Battles series includes 15 titles covering the major campaigns and battles during the reign of the emperor Napoleon.

Just prior to going to print with the latest *Kommandeur* WDS released its newest title in the Naval Campaigns series. **Kriegsmarine** captures the naval combat between Nazi Germany and the United Kingdom between 1939 and 1945. Specific engagements include River Plate, Narvik, Denmark Strait, Barents Sea, PQ-13 Convoy, North Cape, and numerous convoy attacks in the Atlantic and Arctic Oceans. Naval Campaigns series includes 6 titles covering major naval engagements ranging in history from The Battle of Tsushima in 1905 to World War I & II engagements.



From the Editor

As you must know, this newsletter is completely dependent on the members submitting material. It does not have to be magnificent prose; plain writing is fine. You might write a page on a game you particularly like (or don't like), a convention you attended, a trick you found for storing games. We print essentially any material sent in. Think about it.

Our recent trip visited several interesting places on the east coast. In Charleston, SC, the carrier Yorktown was gigantic with excellent displays of the crew quarters (with manikins), the flight deck (with a strange group of aircraft), the hanger deck (with various displays, such as the battle at Midway), and a pay-it-yourself snack bar.

Fort Sumter was a squat island in the middle of the water.

Fort McHenry (Star Spangled Banner) was a stop; interesting but none of the original guns were present.

Paul Revere's house still stands in the middle of Boston among the high-rise buildings.

The Halifax Citadel is discussed in another part of this issue.

Chris



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Game News

Acies Edizioni

The Battle of Novi, August 1799. The war of the Second Coalition on the Italian front was becoming a nightmare for the French Republic.

Defeat after defeat (Cassano d'Adda, Trebbia) the exhausted French army was pushed away from the northern Italy by the vigorous offensive of the Austro-Russian army led by Suvorov.

For this reason the Directorate decided to call another general, Barthelemy Joubert, to the head of the army.

The Directorate ordered General Joubert to immediately attack Suvorov and to make every effort to free Tortona.

On the morning of August 15th the noise of the first shots of the battle of Novi began to fill the air.

Joubert rode to a little hill to better assess the situation. Few moments after his arrival, a bullet hit him in the chest, killing the young general almost instantly.

An untimely death. €70

<http://en.edizioniacies.com/product-page/novi-1799>

Avalanche Press

Defiant Russia: In the early morning hours of June 22, 1941, Axis armies – German, Romanian and Finnish – launched a sneak attack on the Soviet Union, touching off the greatest conflict in human history. Millions of men fought and died in what became known as the Great Patriotic War, which would ultimately end with the Red Army mounting its battle flags over the ruins of Berlin.

Defiant Russia is our fast-playing game of the Axis invasion of the Soviet Union, known as Operation Barbarossa. The Play-book Edition gives you everything you need to play, except dice, in a book.

Designed by William Sariago, **Defiant Russia** puts its emphasis on fast and challenging play. Play is easy; strategy, not so much. The Axis player starts with overwhelming force but has a stiff set of objectives to meet. The Soviets will usually see much of the seemingly-powerful Red Army melt away in the first turns of play, but powerful reinforcements are on their way. \$35

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

Defiant Russia: Red Victory In June 1944, the Red Army opened a massive offensive known as Operation Bagration. Designed to expel the Hitlerite hordes who had invaded Mother Russia three years earlier, the attack began a series of victorious offensives that only ended with the capture of Berlin less than a year later.

Red Victory uses the map from our **Defiant Russia** game and 180 additional pieces to re-create this campaign on your game table. The game system is the same as that of **Defiant Russia**, with a few minor alterations to reflect the changed situation.

The game plays swiftly, much like its parent game. The Red Army's goals are simple: drive forward until Berlin falls. The Axis play a more complicated game, holding back the Soviets, counter-attacking judiciously, and trying to keep Germany's allies from defecting to the other side.

Red Victory includes full-color player aids like those for the Defiant Russia Players' Edition, including scenario set-ups. The 180 pieces represent for the most part armies for the Soviets and corps for the Germans. There are also Yugoslav partisans, Romanians, Bulgarians, and Hungarians present. There's also a



32-page book containing the rules and the usual background you've come to expect from an Avalanche Press product.

Red Victory is not a complete game: ownership of **Defiant Russia** is necessary for its play. \$35

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

Canvas Temple Publishing

Admirals' War: World War II at Sea is a board game recreation of the strategic naval situation in WWII, from the early months of the Atlantic war to the decisive Battle of the Philippine Sea in late 1944. Although all the major combat ships in the Axis and Allied navies are portrayed in the game, and although the board shows all the battle areas from the Barents Sea to Samoa, **AW** is only a basic simulation of the war on a strategic level, with most of the tactical details represented by simple game mechanics. The resulting game is fast-paced and fun to play, but it is not as realistic as many other simulations.

Much of **AW** is derived from mechanics used in Avalon Hill's classic game **Victory in the Pacific** (VITP), applying a modified version of that system to the sea wars in both the Atlantic and the Pacific, essentially combining that title with its older brother **War at Sea** (WAS), which was published in turn by Jedko Games and Avalon Hill.

Players familiar with these older titles will immediately notice that the mapboard representing the Pacific is structurally similar to its predecessor (except for the western portion), whereas the map for the Atlantic theatre has changed radically. This was done for two main reasons:

1) to more seamlessly combine the mechanics of the two games

2) to better reflect the nature of the Atlantic naval fighting.

The original **WAS**, for all its appeal, essentially recreates a Jutland-like scenario using a WW2 order of battle, something that never really happened. The **Battle of the Atlantic** from 1939-1944 was much more a game of hide & seek – or even whack-a-mole – than anything else. Also, the U-boats that were so central to the real war were relegated in **WAS** to very much a supporting role. This game attempts to address those issues while still maintaining most of the original system's simplicity and minimizing special rules that apply to only one theatre or the other. The solution selected is to replace the patrol-only, one-or-two-area moves of **WAS** with the patrol-raid and up-to-three-area structure of **VITP**, but simultaneously dividing the Atlantic and Mediterranean into more areas. This combination satisfactorily restricts the range of the Axis ships, but at the same time gives them added options, thus presenting the Allied player with a far more complex blockade/anti-submarine problem. \$120

https://canvastemple.com/index.php?main_page=product_info&cPath=22_1&products_id=4&zenid=36183df0f78c7e3fcf910efe63df3a00

Compass Games

Barbarians at the Gates, The Decline and Fall of the Western Roman Empire 337 – 476, is a card-driven game by game designer, Kris van Beurden (whose credits include **Europe in Turmoil**), for two players set during the final century of the Western Roman Empire. The Roman player commands the Roman legions loyal to the failing central authority and those Germanic peoples who have settled peacefully inside the Roman Empire, while the Barbarian player leads Usurper Emperors, and controls



the migrations of the savage Germanic peoples, who are the Barbarians at the Gates. \$89

<https://www.compassgames.com/product/barbarians-at-the-gates/>

The Russian Campaign, Original 1974 Edition is recognized as one of the finest wargames ever published and winner of the 1976 CSR Awards. Enjoy this remake of the original 1974 Jedko game covering the Eastern Front during World War II that is short on rules and playing time. **The Russian Campaign**, Original 1974 Edition is a true wargaming classic that serves as a great introductory wargame. \$59

<https://www.compassgames.com/product/the-russian-campaign-original-1974-edition/>

GMT Games

The **CDG Solo System** is a revised GMT Edition of Stuka Joe's CDG solo method, which streamlines two-handed solitaire gameplay by decreasing turn to turn overhead and maintenance. This method of play increases narrative immersion as the great battles of history unfold on your tabletop. The GMT edition of the **CDG Solo System** includes professionally printed components, a custom screen-printed die, an official ruleset, and playsheets for seven of GMT's most popular Card Driven Games.

The **CDG Solo System** plays alongside your favorite CDG and is designed to enhance your solitaire experience by reintroducing many of the best parts of wargaming that fall apart in standard two-handed play, namely, the narrative flow and the fog of war.

The **CDG Solo System** includes two Card Displays that are used to manage each side's hand of strategy cards. At the beginning of each Side's turn, you will roll a Fate Die to determine which of the cards in one or more of the slots are available for play. Typically, 2 or 3 cards are available at a time, but the final decision is ultimately yours. After a card is played, the marker on the Cards Remaining track slides one spot to the left, and then it's time to roll the die for the other side's turn.

Because the turn-to-turn maintenance level is so low, the rhythm of play quickly becomes second nature and allows for the game to shine. The combination play between the roll of the Fate Die and the layout of the Card Displays provides many great benefits for Solitaire CDG players. First, the singular die roll provides a nearly instantaneous result that limits the player's options, so a decision can be made quickly for each side.

Second, because cards are only turned face-up when their lettered slot is rolled, the player doesn't know all of the cards that will be available for each side. This combined with the Fate Die dictating which slots are available each turn effectively reinstates a reasonable degree of uncertainty and allows the player to focus on the options for the active side, instead of falling victim to the mental strain of trying to take every card into consideration while also pretending to not know what the other side is planning to do.

Finally, the system allows for an element of surprise. Every once in a while, the perfect strategy hangs in the balance as the die rolls. Whether things look grim (until the die roll flips the perfect card) or everything feels like it's falling perfectly in line (until the card slot you need isn't rolled), the **CDG Solo System** reintroduces the fog of war to solitaire CDG wargaming. The moments that don't go as planned make for the best stories.

Along with a Rules Summary and the components we've talked about above, the system will launch with official Playsheet support for seven GMT games:

Caesar: Rome vs Gaul

Commands & Colors: Ancients

Commands & Colors: Samurai Battles

For The People

Illusions of Glory

Paths of Glory

Washington's War

Playsheets are single sheets of rules, front and back, that contain all of the game-specific rules needed to use the system. These include a diagram of set-up, a listing of die result rulings, and modifications to the system that are necessary to meet the demands of unique game rules.

For those who are familiar with Stuka Joe's original solo method, the Playsheets are based on the original "Tweak Sheets" and provide the same ease, simplicity, and clarity while aiding in the play experience. While the **CDG Solo System** is launching with support for the above-mentioned titles, the development team will continue to build more official Playsheets to support old and new CDGs in the GMT catalog.

Finally, we recognize that the **CDG Solo System** was a community effort and want to give back to the community that developed this system. So, GMT will make the rulebook, playsheets, and all needed files available as a free Print-and-Play download when the system is sent to the printer. \$20

<https://www.gmtgames.com/p-908-cdg-solo-system.aspx>

Grey for Now Games

Test of Honour is a skirmish wargame played on a tabletop battlefield, with roughly 10-20 models on each side. Players select their force before each game based around a hero – perhaps a samurai, a masterless ronin, or even a warrior monk – along with one or two loyal companions and a variety of followers, who could be anything from clan soldiers to peasants.

Battles are swift and bloody as players alternate acting with one of their warriors – moving and fighting to achieve the objective of the scenario, whether that be cutting down the enemy, defending an outpost or finding and protecting a spy.

As you play through the battles, your hero will use new skills, and perhaps even take the shameful path of deceit and trickery to gain victory – such choices are the ultimate test of honour. \$40/£32

<https://www.nobleknight.com/P/2147860088/Test-of-Honour-Gaming-Set-Second-Edition>

<https://greyfornow.com/>

High Flying Dice Games

Sangre y Acero: Second Battle of Nanawa, 1933

The war between Bolivia and Paraguay for the Chaco region broke out over who would have control of the oil fields discovered a decade earlier. The small town of Nanawa was marked by a key crossroads as well as water springs that were highly prized in this arid region. The Paraguayans captured the town and fortified the surrounding area soon after war broke out the year before. In July a massive offensive organized by General Hans Kundt by the Bolivians was launched to retake the area which they hoped would lead to the fall of Concepcion. \$21

<https://www.hfdgames.com/acero.html>

Succeed or Die: The Battles of Rafa and El Arish, June, 1967 \$18

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

No Time for Prayer, The Capture for/of New Orleans, April -May, 1862 \$18

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

Hollandspiele

Mac and Lee is the second game in John Theissen's American Civil War Operational Series. Specific units and their strengths are hidden from your opponent as you perform a tense dance of cat-and-mouse maneuvers. This is especially important when modeling George McClellan's ill-fated Peninsula

Campaign, where doubts about enemy numbers and positions exacerbated the extreme caution that saw the promise of “the young Napoleon” give way over the course of these operations to his reputation as a passive, bewildered commander who was hopelessly outmatched by his Confederate counterparts. If they want to succeed, the Union Player will need to be bolder and more decisive than Mac; the Confederate Player, for their part, must use a skillful mix of maneuver, bluff, and nerve to stymie the enemy’s advance on Richmond. Knowing when to attack and when to hold back, when to run and when to make a stand, are paramount, and, as ever, subject to the fortunes of war. \$55
<https://hollandspiele.com/products/mac-and-lee>



Legion Wargames

Fire on the Mountain, The Battle of South Mountain, September 14, 1862. During Robert E. Lee’s first invasion of the North, Lee learned of a threatening federal advance east of Hagerstown, Maryland. Because Stonewall Jackson was besieging Harper’s Ferry, he instructed Daniel Harvey Hill to hold the South Mountain passes in the rugged Blue Ridge, just East of Boonsboro. It was essential to delay McClellan’s progress so Jackson would have time to take Harper’s Ferry and reunite his scattered divisions before the Army of the Potomac caught him unprepared.

Having been misinformed by Stuart that federal battalions were pursuing him, on the 14th of September 1862, Hill assigned a scratch force of Garland’s and Colquitt’s brigades along with the fifth Virginia Cavalry under Colonel T.L. Rosser and several small artillery contingents to defend Turner’s Gap and Fox’s Gap. Colonel Thomas Munford of Mahone’s Virginia Brigade and elements of Robertson’s Cavalry Brigade defended Crampton’s Gap further to the south.

Hill watched with horror as first the Federal VI Corps then IX Corps and I Corps filled the valley and assaulted his positions. Three reserve brigades would not stem the flow of blue. When Lee realized Hill’s predicament, he briefly entertained a general retreat across the Mason-Dixon but instead ordered Longstreet to reinforce Hill. Longstreet, who felt South Mountain was indefensible, sent Jones’ Walker’s and Hood’s Divisions to the rescue, under protest. Meanwhile, Federal Wing Commander, Ambrose Burnside arrived and provided the timely reprieve Hill needed. As usual, the federals felt they faced a larger force than was the case. Burnside vacillated long enough for Longstreet to strengthen the line.

Fighting continued after dark, tapering off just as the Federal II Corps and XI Corps arrived on the field. According to Hill’s report, “The mountains are steep, rugged, and thickly wooded, and rendered peculiarly hard to climb by reason of the presence of many ledges and loose rocks. A good many stone fences also were found there, and they afforded much protection to the troops defending the position.” But good defensive positions do not always decide a battle. Confederate forces were severely strained. Crampton’s Gap was taken, as was Fox’s Gap, and Turner’s Gap held only by the arrival of Longstreet and the greatest effort of will.

In the end, Lee’s defense of the South Mountain passes cost him 2,800 casualties as opposed to the attackers loss of 2,300 and led directly to the fearful slaughter at Antietam. During the battle of South Mountain, Confederate Brigadier General Samuel Gardner and Union Corps Commander, Jesse Reno, were killed at Fox’s Gap. In addition, McClellan’s comments provided Gibbon’s Pennsylvanians with the legendary nickname, “Iron Brigade.”

Despite strong defensive features, numeric federal forces should have overwhelmed the rebels, but the inaction of Pleasanton and Burnside squandered their advantage. **Fire on the Mountain** concentrates on the action around Turner’s Gap and Fox’s Gap, emphasizing the difficulty of mountainous terrain and the seesaw nature of battle into which reinforcements continue to trickle and the effects of officer casualties. The playing board is approximately 2.5 by 3 miles long while each hex is about 300 yards across. The basic playing piece is brigade size. Turns are an hour long. \$46
https://www.legionwargames.com/legion_FIR.html

Lock ‘N Load Publishing



Heroes of the Bitter Harvest Game Swag

One of several. \$25
<https://store.lnlpublishing.com/>

Lone Canuck Publishing

Wacht am Rhein Volume 2

On 16 December 1944, the Germans launched the last major offensive of the war, initially called *Wacht am Rhein* (Watch on the Rhein) and later changed to *Unternehmen Herbstnebel* (Operation Autumn Mist), it was an attempt to push the Allied frontline west from northern France to northwestern Belgium. The Ardennes Offensive or more commonly known as the “Battle of the Bulge,” was the largest fought on the Western front.

There are eight ASL scenarios, for instance:

WaR 10 - Wardin, Belgium, 20 December 1944: As Bastogne defenses were being rapidly reinforced, Company I, 3rd Battalion, 501st Parachute Infantry Regiment started entering Wardin from the northwest, unseen in the morning mist. Elements of Panzer Lehr’s *Aufklärungsabteilung* moved in from the northeast at the same time and the two groups inevitably collided. (Estimated playing time: 5 hrs 27 mins) \$16
<http://www.lonecanuckpublishing.ca/WaR%20Ed%20Vol2.htm>

Matrix Games

Command: Modern Operations is the next generation in cross-domain modern wargaming. It enables you to simulate every military engagement from post World War II to the present day and beyond. The scale is primarily tactical/operational, although strategic scale operations are also possible. \$80
<https://www.matrixgames.com/game/command-modern-operations>

Field of Glory II: Medieval - Rise of the Swiss

From the late 1300s some Swiss started to carry the long pike, at first as a minority weapon, the bulk of their soldiers still carrying the halberd. In 1422, a small Swiss army was beaten at Arbedo by a Milanese army containing a large number of men-at-arms, who dismounted after their initial mounted charge failed. It was noticed that the pikemen fared better in combat against dismounted men-at-arms than the halberdiers, due to the longer reach of their weapons. \$15
<https://www.matrixgames.com/game/field-of-glory-ii-medieval-rise-of-the-swiss>

Revolution Games

Warsaw 1920 is a two-player wargame that recreates the Battle of Warsaw in 1920, 101 years ago. One player controls the Polish (including Ukrainian and Lithuanian) and the other controls the Russians.

The war between Poland, which has regained its independence, and Russia, which wants to export the revolution to Europe, also called the "Soviet-Polish War," has been waged since September 1919 without a formal declaration of war. Full-scale combat began in April 1920, when the Polish army launched an offensive in the south and occupied Kiev while the Russian army was extracting troops from the front to clear the remnants of the White army.

However, the Polish didn't achieve the results they expected, and were repulsed by a counterattack of Semyon Budyonny's 1st Cavalry Army. In July, the West Front Army, led by Mikhail Tukhachevsky, launched an offensive, and the Polish left wing collapsed. The Western Front reached the gates of Warsaw after defeating two Polish army groups and advanced 500 km in five weeks. In August, when Poland was thought to be engulfed by the red tsunami, reorganized troops and Polish units from the south launched an unexpected counterattack from the south against the Russian flank. Relentless and aggressive, the Polish continued to move forward, inflicting heavy losses on exhausted Russian troops and destroying many of them.

This game shows the battle from July 1920, when the Western Front began its offensive, to the end of August, when Tukhachevsky's army was almost eliminated by Polish counterattack. \$35/\$47

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



Salt & Pepper Games

Resist! is a fast-playing, card-driven solitaire game. In **Resist!** you take on the role of the Spanish Maquis, fighting against the Francoist regime. Over a series of rounds, you will undertake increasingly difficult missions. Defeating missions gains you the victory points you need to win the game. Failing to defeat missions and enemies may cause you to lose the game. At the end of each round, you must choose whether to end the resistance or risk it and take on another mission.

<https://gamefound.com/projects/saltandpepper/resist#/section/project-story>

Three Crowns Games

Tolling of the Bell - Hungary 1945 depicts the last German offensive during WWII, 'Operation Spring Awakening,' and its sub-operations 'Icebreaker' and 'Forrest Devil.' It also includes the start of the Soviet Vienna offensive (from the perspective of the 3rd Ukrainian Front).

This game starts with a German thrust against the depleted Soviet 3rd Ukrainian Front which was holding the Soviet absolute left flank. The German main goals were the Donau crossings and to the incircle of the 57th Soviet and 1st Bulgarian Armies. A secondary target was to create a starting ground for a new Budapest offensive. An even wider stretch was the oil fields at Ploesti, Romania. €40

<https://threecrowns.com/Games.html>



Worthington

Braveheart Solitaire: An Original Bookgame. You are in command of the Scottish armies in their bid for independence from the English Monarchy.

Lead your people to freedom as they cheer your name "Braveheart!"

The English outnumber your army in both battles, so your decisions require some outstanding leadership if you expect to win the day, the decisions are yours.

Braveheart Solitaire has 24 games where you take the role of William Wallace or Robert the Bruce against an opposing English army. Twelve games are on the Battle of Falkirk where the English crushed the Scots and twelve games are on the Battle of Bannockburn, a brilliant Scottish victory.

All you need to provide is a die, a pen, and a sense of adventure to play.

<https://www.worthingtonpublishing.com/braveheart-solitaire-bookgame>

MAGAZINES

Paper Wars #100 includes **Bloody Retributions, Inkerman** 5 November 1854. This is a two-player grand-tactical simulation – easily adapted for solitaire play – of the largest Russian offensive of the Crimean War. Even so, both players have the necessity of both attacking and defending. It uses the alternating-actions system introduced here in issue # 93 (**Wagram**) and issue # 98 (**Alma**) games. \$47

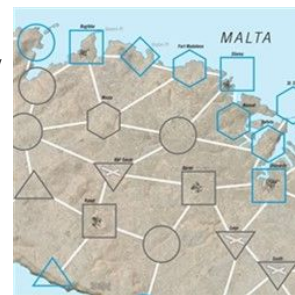
<https://www.compassgames.com/product/issue-100-magazine-game-bloody-retributions-inkerman/?sfw=pass165333575>

Strategy & Tactics Quarterly #18 - Korea—After Chosin w/ Map Poster. Korea is often referred to as the Forgotten War. Even among military history enthusiasts, not much is known about the battles and campaigns beyond Pusan, Inchon, and Chosin. This issue goes in depth from the First Chinese Counteroffensive to Pork Chop Hill and the Armistice. \$20

<https://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=STQ18>

Strategy & Tactics #335 includes **Descent on Malta**, a solitaire operational level simulation of the planned but never executed Axis airborne assault on the British island fortress of Malta. The player controls Axis forces (Germans and Italians). The game system controls the opposing Allied forces and reaction. The objective of the game is for the Axis to capture Malta at the lowest possible cost in casualties. The design is based on the Crete '41 game (*World at War* #47). The game includes optional rules that allow for two or more players to control different parts of the Axis invasion. **Descent on Malta** is an area movement game with 1 inch on the map representing 2.5 miles. The map shows Malta, the adjoining islands of Gozo, Comino and surrounding waters, with displays (boxes) representing Axis units in Sicily and southern Italy (6.0). Ground units represent Axis and British regiments, battalions, and companies; Axis air units represent 3 to 6 squadrons. Each turn equals anywhere from 4 hours of intense combat action to two days of attritional warfare and refitting. \$50

<https://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST335>



War Diary #19, another attractive issue, contains:
 Eagles of France by Michael Stultz
 Rome vs. Gaul by William Walker
 The Great Crisis of Frederick the Great by John Burt
 Fortress Europa: Variant Rules by Tom Cundiff
 Parma 1734 by Jon Southard
 Point-Counterpoint by Lewis Pulsipher and Maurice Fitzgerald
 On Gaming by Michael Webb
 Wardiarymagazine.com

World at War #84 **Manstein's War:**

Decision in the West 1940 is a two-player wargame of the German offensive in Western Europe in May-June 1940 in which the Wehrmacht seized a stunning victory over Allied forces in the Low Countries and France. The game uses a variant of the Boots system to model command, control, and logistics on an operational scale. Both players can fight a campaign of mobility and decisive battles.



The general structure of the game is that each player uses command markers to activate their forces, which are divided into sub-commands (army groups and similar echelons). Each player has special markers which provide additional operational capabilities. \$50

<https://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW84>

Wargame Vault sells old issues of *Counterfact*, *GameFix*, and *Foxhole*.

https://www.wargamevault.com/browse.php?manufacturers_id=4712

BOOKS

The Kamikaze Campaign 1944–45, Imperial Japan's Last Throw Of The Dice Air Campaign 29 £15

An illustrated history of how Japan devised and launched a new kind of air campaign in late 1944 - the suicidal assaults of the kamikaze units against the approaching Allied fleets.

As summer changed to autumn in 1944, Japan was losing the war. Still unwilling to surrender, Japan's last hope was to try to wear down US resolve enough to reach a negotiated settlement. Extraordinary measures seemed necessary, and the most extraordinary was the formation of Special Attack Units - known to the Allies as the kamikazes.

The concept of organized suicide squadrons was first raised on June 15, 1944. By August, formations were being trained. These formations were first used in the October 1944 US invasion of the Philippine Islands, where they offered some tactical success. The program was expanded into a major campaign over the rest of the Pacific War, seeing a crescendo during the struggle for Okinawa in April through May 1945.

Packed with diagrams, maps and 3D reconstructions of the attacks, this book also assesses the Allied mitigation techniques and strategies and the reasons and the degree to which they were successful.

<https://ospreypublishing.com/store/military-history/upcoming-books/available-this-month/the-kamikaze-campaign-1944-45>

Upcoming Events

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

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

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

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

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

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

Sept. 1-5, Atlanta, GA
 Dragon Con
<https://www.dragoncon.org/>

Sept. 2-4, Layton, Utah
 SaltCON End of Summer 2022
<https://saltcon.com/>

Sept. 2-5, San Antonio, Texas
 Alamo City Game Convention
<https://www.acgamecon.net/>

Oct. 7-9, Ypsilanti, Michigan
 U-Con
<https://www.ucon-gaming.org/>

Nov. 10-14, Meriden, CT
 Compass Games Expo 2022
<https://www.compassgames.com/expo/>

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