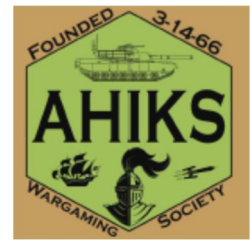


The *Kommandeur*



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AHKS President George Phillis

This has been an interesting Presidential message to write.

We continue to have interesting issues with emailing the *Kommandeur*.

There have been complaints that some people are not receiving their issues of the *Kommandeur*. Some ISPs are randomly blocking some of our messages. It's a bit peculiar. For the other international club of which I am President and publisher (N3F.org, an SF club, founded 1941), I circulate all ten of our fanzines, most monthly, and, once our DMARC file was fixed, we stopped having even minor difficulties. AHKS is less fortunate.

That reminds me: Looking back five decades to the International Federation of Wargaming, the IFW published a series of special interest zines, such as the Stalingrad Review (on AH Stalingrad). It would be technically straightforward for me to publish to you, our membership, additional zines, for example to fill in the space between issues of the *Kommandeur*, especially if I did not have to do much work other than convert to PDF. On the same topic, if you ever encounter any members of the old national gaming clubs, the Strategy Gaming Society, the International Federation of Wargaming, Spartan International, Aggressor Homeland, the American Wargaming Association, please encourage them to come back into the international gaming hobby.

Last time, to see what would work, I tried emailing the issue to some members as an attachment on a message, other members with a link pointing at the *Kommandeur* issue on our web pages, and still other members with a description of where to go to find the *Kommandeur* on our web pages, but nothing that resembled a URL. None of these approaches was a solution. One internet service provider randomly blocks some of my messages, even the ones that are a plain email with no attachments or links.

In other electronic news, I am locked out of Facebook because their two-factor authentication (which works differently for different people) would only work for me if I owned certain electronic hardware that I do not own. My letter of complaint to them had no effect. The result is that I cannot use Facebook for AHKS publicity because I cannot get in to publicize our Society. If you want AHKS to get publicity on Facebook, you will need to do it. I can publicize AHKS on MeWe and Discord, and am doing that, but those are much smaller audiences.

If you are going to a convention, and have a printer, please print up a few copies of our flier (see last page) and see where you can put them up to advertise us. None of us are getting any younger. If we do not bring new blood into AHKS, the club will gradually fade out of existence. I am also happy to mail fliers to members; just contact me.

I mentioned that I had joined the AHKS **Empire in Arms** game, a game that has been looking for the needed opponents (it is a seven-player game) for quite some time now. We actually ended up with seven players and someone who knows the rules but is not playing. On May 8 we started bidding for countries. The game has seven sides and a somewhat intricate set of bidding rules, not the least of which is that your winning bid

gives you a negative number of victory points. I ended up with Spain, for which I had bid 2 points. I had hoped for Turkey, for which I had bid seven points, but won Spain first. As most players have never played the game before, we are being quite agreeable about letting people correct errors of the "if I had known this rule, I would have done X."

The game has one-month turns, and as of late July 2022 we are much of the way through turn 2, this being the February 1805 turn. On turn one, my military stayed at home until I saw who was attacking whom. On turn two, Spanish war fleets are crisscrossing the Mediterranean. So far, France is at war with England and Austria, and several players have grabbed up neutral countries. A battle between Egypt (a neutral, being run by one of the players) and Syria (a Turkish dependency) led to a major Syrian defeat and a negotiated peace in which the Turkish Army in Egypt withdrew from Egypt. At the rate we are going, I will turn 90 years old before the game is over.

In other Presidential notes, I just bought two historically significant electronic newspapers, which I am busily reviving. *Independent Political Report* now attempts to focus on factual third-party news, while *Third Party Watch* will be the scandal sheet. Your President also writes science fiction/fantasy novels. Practical Exercise just came out on Amazon and Smashwords. For military tales, some of you may prefer Minutegirls (space battles, hand to hand combat, political warfare, romance) or The One World (the three musketeers, so to speak, invade the land of the Amazons). I also do physics research and tend to my house and gardens.

I have several free games that I will be happy to offer as prizes to anyone who wants to run a contest.



From George Phillis:

Some of you will recall the great American Game Designer, Sid Sackson. He had research notebooks, now being transcribed at the Strong Museum of Play. Transcription is a collaborative effort, in which readers here could participate. See the following description:

Every word helps!

Game designer Sid Sackson meticulously documented his daily activities relating to game design, product development, and collecting within his legendary diaries.

The Sid Sackson Portal allows game enthusiasts and researchers to dive into 35 years of these handwritten diaries, housed at The Strong.

<https://sacksonportal.museumofplay.org/>



Vice President's Chair

Martin Svensson

We're in the heart of summer and vacations are often the highlight of the season.

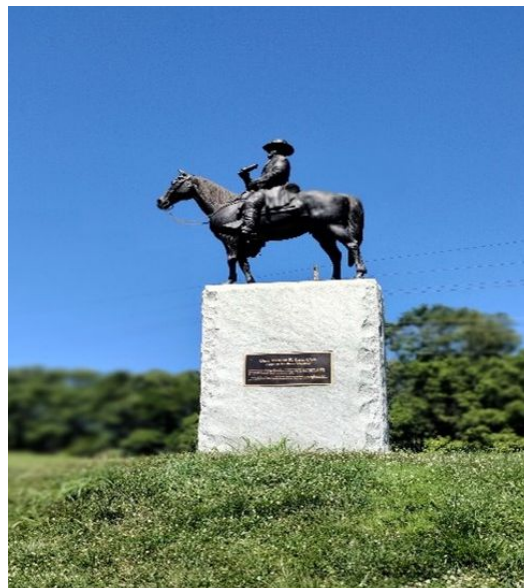
A wargaming friend that I have known for 20 plus years and I have taken a few days every July for the past few years to visit battlefields. I believe playing these games and visiting the actual conflict sites go hand in hand. Last summer we visited smaller battlefields west of Petersburg, Virginia. In 2020, three months after Covid struck, we trekked, mask on face, to Perryville, Kentucky, Murfreesboro and Franklin, Tennessee.

Earlier this month I travelled to Virginia again, a state I lived in for 30 years. The target Day 1 this year was New Market, Cross Keys, and Port Republic in the Shenandoah Valley. The following day we drove to South Mountain and Antietam in Maryland. Rather than provide text, I will let photos do the talking.

Speaking of South Mountain, designer John Poniske, a friend of many years, just had his 16th game published. **Fire on the Mountain**, released by Legion Wargames, is a low-medium complexity game on the subject. I met John at the WBC in 2006 and playtested it with him there. Finally, after many years, the game has seen the light of day! Legion did a commendable job. Check it out.



Burnside Bridge, Antietam



Robert E. Lee, Antietam

Dice from George Phillies

Where is my D19*? The Canary** Regiment needs to make its morale check on Table 37, page 128 of the Advanced Napoleonic Squad Leader rules.

With a tip of the hat to Kathryn S.:

George: I now have a group of D24s.

Kathryn: You might be interested in some of the odder types of dice here too. <https://www.mathartfun.com/DiceShop.html>

George: Oh, my. Thanks. I think. (After all, you never know when a D19 for Lichtensteiner morale rolls will come in handy.)

Kathryn: It's a little tricky to navigate to, but they have a nice discussion of the math involved in some of their own designs on the site, too.

<https://www.mathartfun.com/thedicelab.com/DiceDesign.html>

*Yes, D19, a die with 19 sides. Available commercially.

**Napoleonic Infantry. Called the Canaries, because their uniform was bright yellow.

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: September 30, 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.

Panzerfaust Magazine is Available Again by James Lowry

In 1970 Don Lowry started Lowrys Hobbies, a mail-order company for wargamers and modelers. He also started publishing his own games and materials as Guidon Games, starting with **Operation Greif**, an expansion/variant for Avalon Hill's **Battle of the Bulge**. This expanded into a line of miniatures rules (picked and edited by Gary Gygax) and board games. In 1972 he published a line of Wargamer's Guides to popular AH titles and took over Don Greenwood's wargaming fanzine *Panzerfaust*.

He would publish *Panzerfaust* as a professional magazine for the next decade, through two name changes (ending as *Campaign*) as an independent gaming magazine that would cover bits of the emerging RPG industry as well as board and miniature wargames. Articles published in the magazine came from people such as Gary Gygax, Vance von Borries, Jack Greene, and Ty Bomba.

Currently I, as Fox Den (<http://www.rindis.com/fox-den>), am reprinting many of the materials from Lowrys Hobbies and Lowry Enterprises in PDF, mostly the magazine itself, but also the three Wargamer's Guides edited by Don Greenwood, and *Lowrys Guidon*, a supplement to the hobby catalog that would have turned into a magazine if *Panzerfaust* had not come along.

You can see all the releases and new items at my site, or on Wargame Vault (<https://www.wargamevault.com/browse/pub/19655/Fox-Den>), where they are sold. The primary goal is to get issues #53 (where my dad took over) to #111 available over the next few years. The Wargamer Guidebook Series is already available, and about half of *Lowrys Guidon's* run is available. The original Lowry Hobbies catalog will be along in a couple months (mostly as a curiosity piece), and Don Greenwood's last two issues of the magazine (#51 and 52) will be available a bit after that.

As an example of these articles from the 1970s, here we have one from my dad, which was originally published in Vol. 3, #2-5 of the *International Wargamer* and was later reprinted in the *General* as winner of the Golden Pen Award in Vol. 8 #6-7. It was then reprinted in the *Wargamer's Guide to Battle of the Bulge* in 1972. It got my dad fame as 'the expert' on the 1965 version of **Battle of the Bulge** (a title that didn't last long) and can be considered a foundational article for strategy of the game, along with the American perspective article "Seizing the Initiative in **Bulge**", also appearing in the *Guide*.

Exploiting the Initiative in Bulge

by Don Lowry

Among the nine principles of war recognized by the U.S. Army, is one called the offensive. This is defined as follows: "Seize, retain, and exploit the initiative." In the game **Battle of the Bulge** the very nature of the game delivers the initiative to the German player on a silver platter. Retaining it is absolutely essential. Exploiting it? Well now, that's what it's all about.

To exploit to the maximum, the advantage which the initiative gives us, we must call on two other principles of war: Mass and Maneuver. The latter is self-explanatory and the former merely means "to achieve military superiority at the decisive place and time." But exactly how does this apply to **Bulge**?

Well, let's review the obvious. Our objective is to reach the Meuse River in considerable force while maintaining at least one supply route leading back to the eastern edge of the board. Secondary objectives are St. Vith, Bastogne, and Spa, whose possession would lessen the amount of force that must cross the Meuse. Our opponent is aware of our objective, of course, and will try to block every road west. And there is our answer: Our

opponent must defend all roads leading west, while we can take our pick of which ones to advance on at any given time.

For example: Many German players evidently make the mistake of concentrating so much force on their attempt to take Bastogne, that they virtually neglect all other routes. I say "mistake" because this allows the defender to ignore the other routes and concentrate almost all of his forces around Bastogne also. But by attacking along other routes first, we would draw defending units away from Bastogne. Then a sudden switch of forces into the Bastogne front would meet fewer defenders—for one turn at least. Thus, it is by maneuver that we are able to "achieve military superiority at the decisive time and place"—mass.

As long as we have the initiative, our opponent is reduced to merely reacting to our moves. If we concentrate in the south he must do likewise; if we concentrate in the north he must match that. But he is always one move behind us. We concentrate first—or, as Forest put it, "Get there first with the most men." To continue a head-on attack against the main concentration of the enemy's power is foolish if there are other routes less heavily defended which lead toward our objective. Therefore, you must be prepared to switch your forces back and forth almost continuously in order to achieve a local superiority of force in decisive proportions. In other words, "Hit 'em where they ain't."

Your ability to do this will depend primarily upon your lateral lines of communication. That is, the roads connecting the various routes west. You must keep these connecting, or lateral, routes as short as possible and free of enemy zones of control. When the game begins, we do not control the road connecting our forces north of St. Vith with those south of it, and it must be our number one objective to clear that road and thereby gain freedom to maneuver on a boardwide scale. We must also be on the alert for a way to lengthen our opponent's lateral communications and thus reduce his ability to switch forces back and forth to match our own maneuvering. This ability to employ forces against the enemy faster than he can counter our moves creates a situation called "interior lines" (so-called because it usually, but not necessarily, results from a central position with respect to the enemy). This situation, in conjunction with the initiative and superior forces, should prove decisive.

Getting off to a good start is essential. Since each move will influence all those that follow it, the first move is obviously the most important one of the game. Aggressive use of the 6th Panzer Army (northern group) and part of the 5th (central group) in the area from St. Vith north, will mean that few American units can be spared to go south to the Bastogne front. An army-sized push south and west from the Vianden-Diekirch area toward Martelange will have the same results on that end of the board while increasing the number of approaches to Bastogne he has to defend. (Forces operating on this axis also represent the ability to advance on Wiltz from the southeast.) A corps-size push along the Clervaux-Bastogne axis will gain ground, and it will force the coverage of all the middle routes.

Eventually, of course, the capture of Bastogne is absolutely essential, but an indirect approach will find it more lightly defended than if we attempt the obvious. By the time you've taken St. Vith and have a clear road between the northern and central sectors, you should have attracted considerable American forces to the defense of the Malmédy-Werbomont and St. Vith-La Roche roads. You can then switch large forces to a thinly defended central sector—perhaps in the area of Houffalize. Also, by this time, your southern drive should be nearing Martelange,

and the American player finds himself defending a long semi-circle around Bastogne with very few units. If he also switches several units southward from the northern area, you might find it profitable to bring one or both of the second two SS divisions in on the northern front to draw some of them northward again. This accomplished, the SS divisions can also switch to the central front.

So, our strategy is to move aggressively in the north and the extreme south (so as to draw defenders to these areas) while clearing the St. Vith-Clervaux road. Then, we suddenly shift our power to the center and drive on Bastogne.

An Initial Tactical Set-up

Presented here is an initial tactical set-up and the rationale behind it, that will get us started on fulfilling our strategy. I will assume all rules are used except one-way traffic.

Most people usually think of tactical surprise in terms of the open-mouthed astonishment of the enemy soldiers. But it is only necessary to surprise the commander, not the troops. In fact, an attack the enemy has seen coming for hours, or even days, can be a surprise. The necessary ingredient of a tactical or strategic surprise is to “accomplish your purpose before the enemy can effectively react.” Thus, no matter how much warning the enemy is given, if we can seize our objective before our enemy can react with effective countermeasures, we've achieved surprise. I will attempt to apply this principle to our first objective.

I said before that our ability to switch our forces back and forth would depend on our lateral lines of communication and that, therefore, it must be our primary objective to clear the road through St. Vith for our own use. The enemy also knows the importance of St. Vith and will move to protect it. So, we must seize it before it can be reinforced. We do this by eliminating, or blocking out, all units that might move to reinforce the St. Vith area. The accompanying diagram shows the forces in the northern area disposed so as to have a good chance to accomplish this and also various secondary objectives.

At the northern extreme of the board is the largest American concentration of power, the 2nd and 99th Infantry divisions. These two divisions are, in fact, so far north as to be unable to interfere with our westward movement from where they are. Wouldn't it be nice, then, to keep them where they are? This would not only keep them out of the defenses of St. Vith but out of our way altogether. There is no move that will guarantee such results, but the set-up shown will offer fair odds. The



first attack, by the 9th SS Division, does guarantee, however, that at least the 2nd Div. will be cut off. This is so important that I violate here one of my standard operating procedures (I try to avoid attacking at odds that might result in an exchange unless there are enough infantry factors involved to absorb any losses). At 6-1 odds we're guaranteed an advance of 1 square. So, we drive the defender northward along the road, and even if it turns south at Monschau it cannot get past our advanced units' zone of control.

The second attack is on the 14th Cav. Gp. using the 1st SS Div. and six Volksgrenadier regiments, at 4-1 odds. Since the 14 Cav. is surrounded in such a way that it can't move out and counterattack because the odds would be greater than 6-1—and since at 4-1 there is no chance of “A Back”—this guarantees that the 14 Cav. cannot move to the St. Vith area to get in our way there. It also offers very good odds (80% PBM, 83% FTF) of eliminating the enemy's most mobile unit right here. Do NOT advance the 1 SS Div. for reasons given later.

The third attack is a soak-off against the 99/361 at 1-2 odds. Here we want anything BUT “D back 1” (a 20% chance PBM, 17% FTF) which would put it in a position to move down the road through Malmédy into our path. And, the fourth attack (see rule #8 under “Rough Terrain”) is a 1-1 against the rest of the 99th Div. in the hope of getting a “Contact” or “Engaged” (50% chance either way) D Back would put these two regiments where they can move south through Malmédy, and “A Back” would leave the road through Elsenborn open.

The overall odds, then, of blocking out these two divisions are as follows: Chance of blocking all six regiments: 40% PBM, 42% FTF; chance of blocking all but one regiment: 50% PBM or FTF; chance of blocking all but two regiments: 80% PBM, 83% FTF; chance of blocking all but three: 100% PBM or FTF. The important thing to consider here is the 50% chance of blocking all but one regiment. This is because it will take at least three American units to adequately defend the St. Vith area. Why? Because the two regiments of the 116th Panzer Division at QQ17 will be in a position to outflank any two-unit defense.

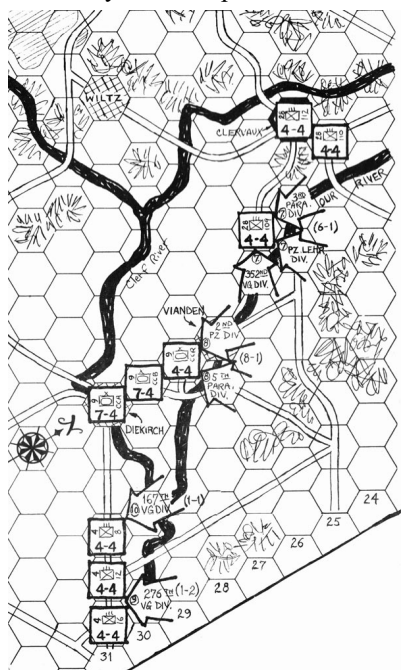
The fifth attack is a 5-1 against the 106/422 with all retreat routes blocked. So any results except “Contact” will eliminate the defender, and even that will result in elimination unless the retreat routes are opened by the sixth attack ending with “A Back.” So, we have these odds of knocking off the 106/422: PBM 90%; FTF 92%.

The sixth attack is at 1-2 against the 106/423 and is undertaken solely for the purpose of blocking the retreat routes of the 106/422. The 423rd can't get to St. Vith because of the 1st SS Div. on TT11 and the rough terrain. No advance should be made after eliminating the 422nd. A German unit on TT14 would give the 423rd a chance to attack with any “A Back” results putting it on the road to St. Vith.

So, we have definitely blocked out the 106/422, 106/423, 14 Cav. Gp., and the entire 2nd Division with a good chance of blocking all or most of the 99th. The two Panzer Regiments at QQ17 threaten to outflank the St. Vith defense, and the 116/406 is in position to block any reinforcements which approach from the south. Thus, with a little luck, we'll have our surprise, accomplishing our purpose “before the enemy effectively can react.” Then on the second turn the forces that attacked the 106/422 should advance and repeat the performance on the 106/423. If at all possible, move 2 or 3 regiments to PP11 to block the road to Malmédy, while keeping the St. Vith-Elsenborn road blocked. And above all, clear the road through St. Vith.

If our luck is bad, there's still the south. I've got another “surprise” brewing down there, and the odds are very good of getting either one or the other.

Now we turn our attention to the southern sector. Here the eye is caught immediately by the city of Clervaux. First of all, it is the center of a road net; secondly, it's a fortress; thirdly, it's on the direct road to Bastogne. The main thing about Clervaux, however, is that the units in and around it are astride the north-south road we need for communication with our units in the northern sector. More important to us than the town of Clervaux, however, are the two American infantry regiments in it and next to it. If we just run them away from Clervaux we have the town, but these regiments will live to fight another day, and will still be between us and the Meuse. But if we could get between them and Bastogne they would be out of things, temporarily at least, and some other units would have to cover the Clervaux-Bastogne road. The American doesn't have that many units to spare.



This, then, is the purpose behind the 7th attack—a 6-1 against the 28/109. With 3 spaces to stack attackers on we could get 8-1 if we wanted to. But the object is not to eliminate the 28/109 but to advance as far as possible. The ideal result would be a “D Back 4, A Advance 4,” then we would retreat the 28/109 to KK30, advance the Lehr Division to LL27, the 352nd Volksgrenadiers to MM30, the 13th and 14th Parachute Regiments to MM28, and hold the 15th Parachute Regiment at OO26. This is made possible, of course, by the lack of zones of control on the part of units in fortresses.

The Pz. Lehr Division at LL27 completely prevents the 28/110 and 112 from moving west while it threatens a direct advance on Bastogne. The 352nd Div. at MM30 is in position to move next turn to block the road running south from behind Wiltz. The two parachute regiments at MM28 prevent the 28/109 from counterattacking, and the 15th Para. Rgt. at OO26 prevents either of the other two regiments of the 28th Division from crossing the Our River and drawing us away in the wrong direction. This attack was designed with PBM games in mind, where the odds of getting to advance 4 are 20%. In face-to-face play they're only 16.7%.

An advance of 3 is almost as good, however. In such a case retreat the defender to LL29, advance the Pz. Lehr to MM27 and the 352nd Div. to MM29 and leave the 3rd Para Div. at OO26. Pz. Lehr—or at least its zone of control—still blocks the U.S. withdrawal westward and still threatens an advance on Bastogne; the 352nd still is in position to move next turn to block the road running south from behind Wiltz while also blocking any counterattack by the 28/109; and the 3rd Parachute is still blocking an American move to the east of the Our.

So, an advance of either 3 or 4 will serve our purpose. The odds of getting either one or the other are 2 in 6, or 33% for FTF, but 40% for PBM. It will be recalled that the chances of preventing more than one unit from reinforcing the St. Vith area are 50%. Now imagine a graph ten columns wide and ten rows high. Let's say that the ten columns stand for the ten possible outcomes of this battle and the ten rows for the chances of blocking most of the 2nd and 99th divisions. The 10 rows

crossing the ten columns form 100 squares. In each square one possible result of this battle meets one possible outcome of the other. We know that 5 of the rows represent favorable results up north, and 4 of the columns represent a favorable outcome here. Therefore, in 20 of these 100 squares both favorable results meet—20% of the games played with this set-up will see results of both battles in our favor. Such results should guarantee a German victory; the U. S. player could not possibly cope with the situation that would result. The reverse situation, however, is the one to watch. Five of the rows favor our opponent and six of the columns. This means, then, that 30% of the time both results will go against us. That may sound bad, but it means that 70% of the games played with this initial move will give favorable results in either one maneuver or the other, or both! To be precise: 20% both, 50% one or the other, 30% neither. I feel that getting just one of these two coups—either one—gets us off to a very good start. (For FTF play the graph is not 10 by 10 but 6 by 6, and the percentages are: 17% both, 50% one or the other, 33% neither—still pretty good odds in any case.)

Results of “advance 2” aren't a complete loss either. Advance the Pz. Lehr to NN27 and the 352nd to NN28, and the Clervaux-Wiltz road is completely blocked. Or you just might eliminate the 28/109 now, and that's one less enemy unit to get in the way next time.

In fact, attrition can play a very important part in this game, though the CRT might seem to minimize it. But eliminating enemy units is just as important as taking ground, if not more so. I'm not talking about the concept that the destruction of enemy forces should be the primary object of our own forces—that's on the grand strategy level. Our strategic objective is still crossing the Meuse. I am saying, though, that attrition of the enemy will help get us there. As the American falls back toward Bastogne, the roads he must block converge, so that a slowly dwindling force can still cover them. But once past Bastogne the roads diverge rapidly, and if you've bloodied him like you should, he's probably going to be stretched nearly to the breaking point. The time to start this attrition is immediately—if not sooner.

For this very reason the 8th attack is an out-and-out attempt to eliminate the 9th CCR with an 8-1 attack. Here the odds are 70% PBM or 67% FTF. Using the set-up outlined in this article, we should average eliminating 2.7 enemy units of 10.8 factors in a PBM game, or 2.5 units of 10 factors FTF. This is, of course, just a statistical average; like the family with 3.6 members, it is impossible to accomplish exactly. What it means is that you will probably eliminate either 2 or 3 enemy units this turn. In FTF you're just as likely to get 2 as 3, but in PBM, 3 a little more often than 2. Of course, you will occasionally get more or less—with a maximum of 5 and a minimum of 0. If you work at it, you should average 3 or more enemy units per turn for quite a while. If you do, the American front will eventually stretch so thin you can break right through it.

Attacks #9 and #10 are a 1-2 against the 4/12 and 4/16 and a 1-1 against 4/8 respectively. The hope, of course, is to engage one or more of these units so they can't be placed more directly in our path and can probably be wiped out next turn. Not quite as good, but still desirable, would be results of “Contact” or “D Back”—thus breaching the Our River line, at least. The odds here are: Battle #9 - PBM: Engaged - 20%, D Back - 20%, Contact - 20%, A Back - 40%. FTF: Engaged - 17%, D Back - 17%, Contact - 17%, A Back - 50%. Battle #10 - PBM: Engaged - 30%, D Back - 20%, Contact - 20%, A Back - 30%. FTF: Engaged - 33%, D Back - 17%, Contact - 17%, A Back - 33%. Again, the important thing is the combined odds of the two attacks. The chances of both ending in “Engaged” are 6% PBM; the chances of getting Engaged on one or the other at-

tack 44% PBM. The odds of both attacks ending in “A Back” are 12% PBM or 17% FTF. So, the chances are 88% (PBM) or 83% (FTF) of at least breaking the Our River line.

Throughout the description of this set-up a lot of space has been devoted to the odds of achieving various results. This may make for dry reading—confusing for some and elementary for others. I apologize for any boredom produced but not for stressing the odds. They are extremely important. **Bulge** is just as much a game of odds as poker, craps, or blackjack, and whoever bets against the odds is a sucker. It may be more exciting, or interesting, or fun to try to fill an inside straight or take a “hit” at 19, but it's awfully hard on the stack of chips. A similar lack of attention to the odds in **Bulge**, or any other AH game, will bring you a losing record. Oh, you may get lucky for a while, but the “Law of Averages”—the odds—always catches up with you eventually. A good rule to follow is: “Never give an even break a sucker.” (Think about it.)

What to do on the second move depends on the outcome of each of the attacks made the first move and on the enemy's reaction. Here are some things to try for if you're in a position to do so. Try to get one or more units to square PP11, or even better: OO12. This will cut off all American units still north of Malmedy. Also, a unit or two on OO13 will interfere considerably with your opponent's movement between the northern route and the St. Vith-La Roche road. Try to move around the end of the river at LL20 to get in position to outflank Vielsalm. If you succeeded in getting west of Clervaux on the first move, push vigorously on toward Bastogne and you just might get there before the American paratroopers do!

Get across the Clerf River near Diekirch with strong forces and an eye to eliminating any American units that tarry too long in the open terrain. This southern route to Bastogne should be pushed with considerable force, partly because it complicates the enemy's defense of Bastogne considerably. Also, our possession of this area prevents him from using it to harbor units for a future attempt to retake Bastogne.

As you push westward the enemy will probably abandon the road between Clervaux and St. Vith. If he doesn't, you can surround and destroy whatever units he leaves there. Then, with the road open all the way from Diekirch to St. Vith, you can switch units from one area to another at will. The importance of this was discussed earlier. But the further west you advance, the further apart are your units—in terms of their ability to support each other. For this reason you should keep in mind the desirability of controlling any short-cuts.

One such short-cut is the road from St. Vith and Vielsalm to Stavelot. This—not via Monschau and Malmedy—is the proper approach to the northern route and will be the link between this route and the Vielsalm-La Roche road.

Further south is a loop that starts halfway between St. Vith and Clervaux, runs southwest and then turns east again to Clervaux. This loop will considerably shorten the distance which reinforcements from St. Vith must travel to reach the direct approach—or vice versa. And the road from Clervaux through Wiltz to Diekirch will greatly shorten the connection between the southern flank and the rest of your forces.

The road running north and south through the center of the board from FF through Martelange, Bastogne, Houffalize, Manhay, and Aywaille to BB, is of the greatest strategic importance. While in the enemy's hands it gives him very good strategic mobility. So, it is important to block his use of it, the sooner the better, then fight to gain the use of it ourselves.

Another important thing about this road is that it passes through three very important squares: Bastogne, DD24, and CC18. These are the three most important squares on the board because every single supply route to the Meuse passes through one of them.

Obviously, then, we must keep enemy zones of control away from at least one of these—and preferably all three. Prudence would indicate the desirability of at least two of them being well protected, so that if you should lose one of them to a counterattack, it wouldn't cut off your units west of the Meuse. It would greatly facilitate things of course if the two which we control are adjacent, rather than separated. The hardest one to take is likely to be CC18, so I'd concentrate on the other two. All 3 are desirable, however, and not too much to ask for.

Now, what happens if our opponent refuses to follow our script? We are planning heavy attacks on the northern and southern flank in order to draw defenders there and away from Bastogne. So, what if he refuses to be drawn? Well, the essential idea of good tactics is to put your opponent on the horns of a dilemma. That is: You've got him either way he goes. So, if he insists on ignoring your flank attacks, then push them for all you are worth.

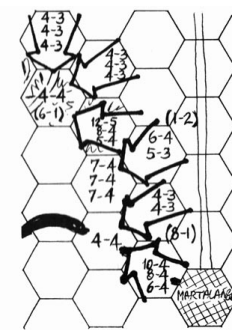
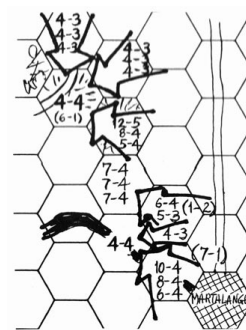
There is more than one road to the Meuse. If your opponent still will not weaken the Bastogne front, cut off and surround it. Then you'll get not only the town, but the Americans defending it as well.

I'd advise you to not normally try to cross the Meuse until you control Bastogne but if you control secure routes through both DD24 and CC18, it can be attempted. Stay loose and don't tie yourself to any fixed timetable or strategy. Above all, keep pressing as hard as you can. Don't let up on your opponent for a second.

Well, let's wind up this overly long discourse with a few observations on tactics. Some or all of these ideas may seem elementary to many of you, but perhaps some of you will learn something new. For instance: It often pays to try to get engaged with an enemy unit if you are sure its neighbors will be forced back. The engaged unit, not being able to pull back to the new line, is easily surrounded and eliminated on the following turn. The best odds for this are 1-1 or 2-1 (30% PBM, 33% FTF).

Be careful, when attacking at 3-1, 4-1, 5-1, 6-1, or 7-1 not to needlessly risk losing larger and/or more mobile units in an exchange when smaller and/or less mobile units could be used instead. There are times when it can't be avoided, such as the attack on the 2nd Div. described earlier. But normally it pays to include in each attack enough 4-3s to match the defender's strength for an exchange (don't forget to allow for the doubling or tripling of the defender). Of course, use 8-1 odds when you can get them, eliminating the possibility of an exchange.

It is often useful to group the panzer and panzergrenadier units in stacks totaling 24 factors. Since most of the U.S. units you will be attacking are 4-4s and will normally be encountered on doubling positions, it makes sense to group your units in stacks that are multiples of 8. The SS Panzer Divisions are just the right size. The other Panzer units (after the Fuhrer Escort Brigade arrives) can be arranged into 3 such stacks—two of them composed of 10-4, 8-4, and 6-4; and the third is 12-5, 8-4, and 5-4. This leaves one 6-4 and one 5-4 left over to serve as replacements and to do odd jobs. Don't hold to these groups very rigidly, however, flexibility is essential to good tactics.



Try to take advantage of every opportunity to attack enemy units when their retreat routes are blocked. Sometimes you can surround one unit

by driving away its neighbor, as in Diagram #3. Here the 6-1 attack guarantees the stack of 7-4s is blocked from retreating north, northeast, or northwest because the 12-5, 8-4, and 5-4 maintain the position shown. The 1-4 vs. the 7-4s is a soak-off. The 7-1 against the 4-4 guarantees an advance, thus cutting off the 7-4's retreat to the south.

When it comes the American's turn, he must attack, at 1-4 and nowhere to retreat! Compare this to Diagram #4, where the soak-off attackers occupy their own square. This is a definite mistake, because, if the soak-off leads to "A Back" this will allow the three 7-4s to advance and escape the trap.

I hope that the ideas which I have presented in this article will be of some benefit to you and will get some people out of some rather deep mental ruts concerning the play of **Bulge**.



The MapBoard Mk. 1

by Mark A. Palmer, Match Coordinator

It has been a year since I've taken over the reins from Chuck Tewksbury as your Match Coordinator. I've made some errors and omissions over the months, but they were learning experiences best described as a "falling forward" situation as I stumbled along.

The AHIKS Match Coordinator files are in an online Google Spreadsheet, which was a painful learning experience as I found out how that !@#\$ thing worked *me*. I'm assuming the tool was chosen because it is linked to the AHIKS website so the changes I make to the Open Match List are immediately reflected there. In my opinion, Google Spreadsheet is most unforgiving for the novice user, and errors are cast in bedrock. I have since developed techniques to prevent such "oops!" situations from becoming permanent.

One of the errors I made over the past year was in *not* generating Match Assignments. I chose to give members the choice of an AHIKS Match Assignment for Learning games or Non-rated matches. However, that isn't working towards determining if AHIKS is serving its members. It's difficult to ascertain what games are popular, unplayable unless FTF, or abandoned, if we don't maintain accurate recordkeeping.

So, I have a request.

If you are playing a two-player game with an AHIKS member, I would appreciate it if you would request a Match Assignment. Please include:

Title, manufacturer, copyright date, your opponent, and the names of the opposing forces.

For example, my current game would be "Air Force, AH, 1980, Sam Thornton, British and German".

I have the resources to fill in the blanks of email addresses and membership numbers.

Rest assured, I would not use such accumulated data to contact you for matches outside of the Open Match List. You will *not* receive unsolicited emails along the lines of "I notice you play [title]. Would you play one with [name] who just submitted a request?" Doing so would place one in a defensive situation of explaining why a match would be undesirable at this time. Nobody needs additional angst.

I will report on the generated 2022 Match Assignments for inclusion in the first 2023 *Kommandeur*. I'm hoping such a report might allow members to place titles on the Open Match List that would garner quicker responses for matches, thereby reducing the time titles linger and collect dust on the Open Match List.

Thank you all for your cooperation in this endeavor!
Remlap919@outlook.com



From the Editor

The next issue, October, will be produced by Nick Rusch. I will put out the December issue, my last, and then Nick will take over as Editor in 2023. I will be away in October, and this will give Nick an introduction to the job. I am sure he will do excellent work.

Therefore, all material for the October issue will be sent to Nick: nick.rusch@outlook.com. Nick will also be contacting writers.

Sue and I travel as much as we can in our oldish age. As long as we can keep moving. In June/July we took a Viking Cruise in the Baltic, visiting Stockholm, bits of Poland and Germany, Denmark, and Norway. Stockholm contains the Vasa Museum; the ship *Vasa* was built in 1628, was launched and sailed for about 20 minutes before it sank. Top-heavy. The king had meddled too much in the construction. The ship has been raised and reconstituted and sits in its museum looking quite grand. It has not been repainted, but there are side exhibits showing several parts in color.

In Poland, we landed at Danzig, now Gdansk. Here we visited Stutthof, the first concentration camp outside Germany. There are a few original brick buildings, the largest is the old-folks home that was there before the camp. The SS came in and then there were no longer any old folks. The "guests" of the camp "lived" in wooden buildings that long ago disintegrated. A few buildings have been rebuilt and are used as museums. It was hardly an inspiring visit. Nothing new, too much old. When asked, our guide said there had been people in the past on the tour that did not believe in the Holocaust. Apparently, they thought the inmates were on vacation and that the ovens were used to toast marshmallows.

When we docked in Bergen, Norway, we took a tour that visited the WWII German Fjell Fortress, the site of a major gun emplacement that commanded the water approaches to Bergen. Our bus parked at the bottom of the hill, and we walked up in the overcast. The range of the guns was about 30 miles. Because of the range, the shell itself was not large. The building of the gun site was itself a project. It is at the top of a large hill out in the middle of nowhere. Russian POWs were used to construct a road to the site and to prepare it. There are no guns or casing there now, having been sold for scrap. A round, glass building stands where the guns had been. The building is now a cafeteria that sells, among other things, plastic military models. One kit was of an 88 mm gun; the same kit that sits in my storage room.

From the cafeteria, metal steps took us down into the hill. Dummy shells were on display [and a casing for the powder to propel them: a cylinder three feet high and over a foot in diameter] as was a model of the earthworks completed and planned. Work continued on the project until the day the war ended. The guns looked like a set of three found on battleships. A diorama of the area was there showing mine emplacements and other defensive works. The guns were fired only three times during the war: in practice, shattering windows for some distance.

The tour continued and showed us the German quarters (rooms for nine to a dozen), the latrine, shower room, NCO quarters (looked like cells). The tunnels were cold and wet, which had been a problem for the Germans. A door took us out level with our bus. The guide at the site was excellent, spoke clear English, and explained things well.

On our October trip on the Mississippi, we will visit Vicksburg, which has long been on my list.

The last issue of *The Kommandeur* was rather sparse, but this issue overflows. Things change, and we go with the flow. We are always happy to accept articles.

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
 Arab Israeli War AH Dennis Sheppard (804) VE
 Battle for Germany SPI Joseph Grills (748)
 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)
 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
 No Retreat: Russian Front GMT Bob Jones (1548) VE
 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) EWTV
 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

Tobruk AH
 To Green Fields Beyond SPI
 Verdun 1916: Steel Inferno
 (2020) FOS
 Wooden Ships/Iron Men AH
 War Galley GMT
 Wacht am Rhein SPI
 WWII SPI
 WWII: Commander: Battle
 of the Bulge Compass

Dennis Sheppard (804) VE
 John Troskey (1554) CVS
 William Marcy (1761) VE
 Peter Dunn (2235) VD
 Graeme Dandy (916) V
 Clinton Ray (2127) VE
 Erica Snarski (2142) V
 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	

Upcoming Events

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/>

Sept. 10-11, Savoy, Illinois
 Tabletop Central
<http://tabletopcentral.com/>

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>

Leak-Proof Hidden Searching Without a Referee

by Scott Romanowski

A key feature of games like **Bismarck**, **Jutland**, and **Midway** is searching for the enemy and ideally finding their units before they find your units. The systems used in face-to-face play in these games leak information to your opponent: at some point, you have to tell your opponent which areas you are searching. One solution is to use a referee, whether a human or a computer program, but you may not have access to either. This article describes a system that does not leak information and does not require a referee or a computer during play. Players only learn where their opponent searches if a search finds their units.

Earlier solutions were published in *Moves* magazine, but these required encoding the locations each turn using a calculator, or code tables for parts of the hex coordinates. These approaches were good ideas, but the main problem is the work the players have to do each turn. Work opens the possibility of mistakes, and the more work the greater the probability. This system includes some basic checks for errors, described at the end of the article.

The calculator approach had problems with false matches, where two different hexes could have the same encoded representation. The second approach, encoding parts of the hex coordinate, adds the possibility of leaking information if part of the encoded hex coordinate matches. For instance, if you have a unit in hex 1234, and that is encoded as “AB” for the column of 12, and “CD” for the row of 34, yielding “ABCD”. Your opponent reports a unit in encoded coordinates “ABXY.” You haven’t found your opponent’s unit, but you know that it is in column 12.

To avoid these problems, this system uses pre-generated lists of aliases. Each hex or area has its own alias, and the aliases change frequently to prevent information a player learned earlier from helping later. For example, on a turn, you may have units in hexes A1, B2, and C3, which have aliases “Bob,” “Tom,” and “Mary” respectively. Your opponent searches “Ann,” “Lisa,” and “Tom.” Your unit in B2 has been discovered. On the next turn a completely different set of aliases are used, so if your opponent searches “Bob,” that may or may not be hex A1.

These alias lists are computer-generated, but they are generated before play begins. The “work” problem is solved because all that is required is looking up a unit’s location in a table, and the “partial match” problem is solved because the entirety of a location’s ID corresponds to a unique ID; it is not broken into parts and encoded separately.

The simplest games are those games where one side moves and searches at a time. The process for those is simple. Each time players search, both use the same alias list. The player being searched writes down the locations of his or her units and the aliases of those locations. The player searching calls out the aliases of the locations being searched. If units can search more than one location (e.g., a search plane flying through several hexes) you would simply use the aliases for all the locations entered or searched.

In games where both players simultaneously move and search, they will use two sets of aliases, repeating the above process once as the searcher and once as the searchee. Two sets are used so no information will be gained if both players unsuccessfully search the same location.

This system can support features that cannot be supported by the game’s rules. It can hide the actual number of searches being made by including “dummy” searches (searches that cannot possibly match the location of a unit, so the only effect is to hide the number of actual searches made).

It can allow detection when opposing units simultaneously swap locations. For example, if I move units from hex A to hex B, and you move units from hex B to hex A, then you search hex A and I search hex B, in play without this system our units do not discover each other. But this system will allow such detection.

Alias Sets

An Alias Set is a complete list of all searchable locations in the game and their aliases. Each Alias Set is numbered so the players can ensure they are both using the same set. Each Alias Set is randomly generated by a computer before game play begins. A player could generate the Alias Sets, or the game publisher could post a large number of Alias Sets on their web site.

One Alias Set is used per set of searches. E.g., in a game where in each turn one player moves and searches, then the other player moves and searches, two Alias Sets would be used per turn. This is to ensure that no player uses a single Alias Set as both the Searching and Non-Searching Player (see below). Enough Alias Sets must be available to prevent the players from learning from previous searches. If only one Alias Set were used, the players would quickly start recognizing the locations being searched because they may have had units there or searched there themselves previously. Alias Sets can be reused after sufficient time has passed for memory to fade. For example, if the average game included fifty searches, printing one hundred different Alias Sets and randomly selecting one for each search (without reusing the same Alias Set in a game) probably would provide enough time for players to forget the details before an Alias Set is reused.

Whenever there are searches, one player (the Non-Searching Player) will have written down their units’ locations, and the other player (the Searching Player) will call out locations being searched. Because there is the possibility of noticing and remembering nearby items on a list when you are using it, an Alias Set is divided into two parts. The Searching Player’s section is a simple list of locations and their aliases. The Non-Searching Player will hear the Searching Player call out all the aliases searched. If the Non-Searching Player happens to have noticed an alias for another location, they will gain information that they shouldn’t have gained. The Non-Searching Player’s section is composed of two lists. The first is a list of locations to intermediate IDs. The second is a list of intermediate IDs to aliases. The process of generating an Alias Set ensures that the intermediate IDs for nearby locations are not near each other. This precaution is also why the same Alias Set is never used by a player in both the Searching Player and Non-Searching Player roles.

An example of part of an Alias Set will make these sections clear:

```
Alias Set 17
Searching Player Section
Hex-Alias
A1-3fy
A2-3ce
A3-4dj
A4-9ru
Etc.
```

Alias Set 17
 Non-Searching Player Section
 Hex-Intermediate ID
 A1-62rk
 A2-09jx
 A3-73vw
 A4-29fu
 Etc.

Intermediate ID-Alias
 09jx-3ce
Many lines
 29fu-9ru
Many lines
 62rk-3fy
Many lines
 73vw-4dj

Assume the Non-Searching player has a unit in hex A3. They would look up A3 and find the Intermediate ID of “73vw”. After recording the hexes and Intermediate IDs of all their units, they would consult the list of Intermediate IDs to Aliases and find “73vw” yields the alias “4dj”. They would have written

A3 – 73vw – 4dj

When the Searching Player searches hex A2, they would look at the Searching Player section and, under hex A2, they would find its alias is “3ce”. Saying “I search 3ce” does not give the Non-Searching Player any information because, while the Non-Searching Player may have noticed that the Intermediate IDs of hexes A2 and A4, neither Intermediate ID is close to “73vw” on the Intermediate ID to Alias list, so the Non-Searching Player would not accidentally glimpse their aliases when looking up the alias for “73vw.”

If the Searching Player searches hex A3, he would look at the Searching Player section and, under hex A3, he would find its alias is “4dj.” When he says, “I search 4dj,” the Non-Searching Player sees that hex A3 was searched, and the appropriate actions for a successful search would be taken for the game in play.

Simultaneous Movement

A game with simultaneous movement presents a problem if searches are only conducted after a unit moves to a new hex because opposing players may swap units in adjacent locations and never know it. One player may move units from hex A1 to A2, and the other from hex A2 to A1. With games’ existing search processes, where players have to announce where their units are to search, this swapping may go unnoticed. For example, on turn 1, player 1 has units in hex A1, and player 2 has units in hex A2. Only player 2 searches, announcing “A2.” On turn 2, the players swap locations. Now player 1 has units in hex A2, and player 2 has units in hex A1. Now only player 1 searches, announcing “A2.” Both players know they have units close to each other, but the swap is not detected.

In this alias system, if they only use the aliases for the locations their units end, A1 and A2, they will never realize their units passed each other. Because the aliases change each turn, they will not even realize their units are close. Solving this problem by using the aliases of both Locations leaks information: if instead one player moves from A2 to A3, and the other moves from A1 to A2, if the Non-Searching Player wrote down the aliases for A2 and A3, when the Searching Player

called out the aliases for the move from A1 to A2, the Non-Searching Player would learn the Searching Player searched hex A2.

Instead, a different type of Alias Set is used for these searches. There are two solutions, one which requires a large list. The second uses a smaller list but some information could leak.

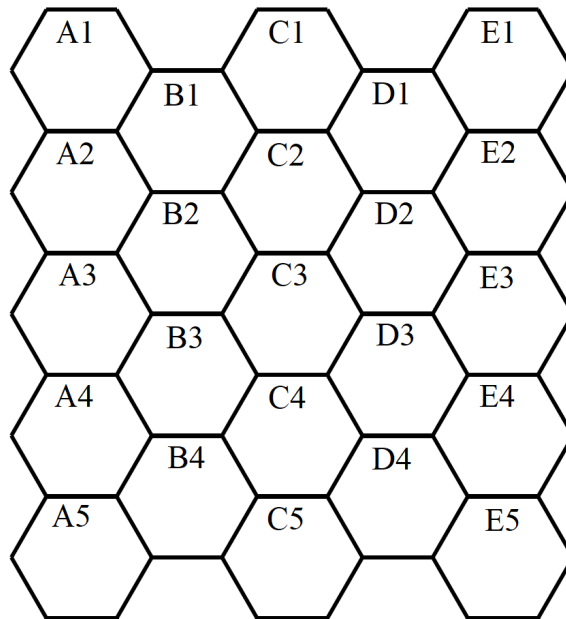
In the larger, leak-proof solution, instead of an alias for each location, there is an alias for each transition from one location to another. These lists are much larger, for example on a normal hex grid, there are six moves from every hex, six transitions to list. The 1964 edition of **Midway**, using the largest variant map, has 684 squares and 5,154 transitions. **Jutland** has 460 hexes and 2,550 transitions. The Alias Sets for transitions have the same alias for a transition from A to B as from B to A. The difficulty is that such an Alias Set for transitions is six or eight times larger than an Alias Set for locations.

Whether the larger or smaller solution is used, for example, in **Jutland** both players would first search using the transition aliases, then search with the aliases for their units’ final positions. That is, if one player moved from A to B, the first search is for the A to B transition (in case the other player moved from B to A), then search in B (in case the other player moved from C to B or remained stationary in B). If units move more than one location per turn, this process would be repeated for each location moved to in a turn.

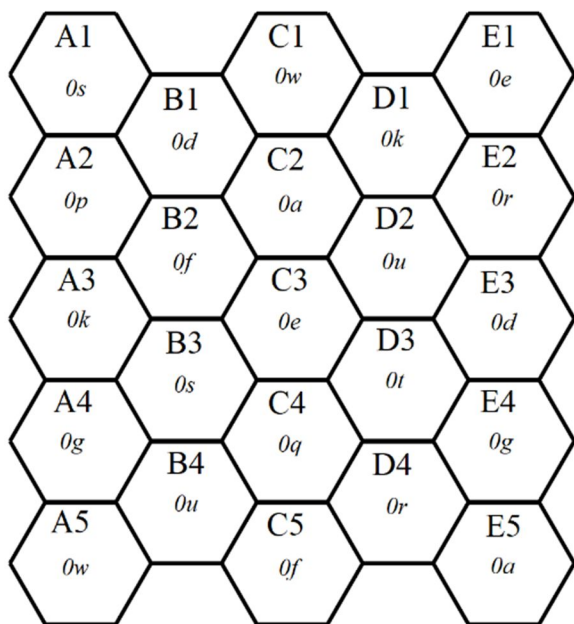
The smaller solution has an alias for each Location, so it is the same size as the Alias Set for locations. Unlike the Alias Sets for locations, these aliases are not unique; however, the pairs of aliases for each transition are unique. In this system, the players look up the aliases for both locations of a move using the normal Searching or Non-Searching Player procedures, and the transition is that pair of aliases.

Unlike the Alias Set for the larger solution, where a transition and its reverse share the same alias, this smaller solution requires the players to note when the alias pair can be in either order. This can easily be solved if each player writes or says the alias pair for a transition in ascending order, e.g., “ek to rz,” not “rz to ek”. All alias pairs in the examples below will follow this practice.

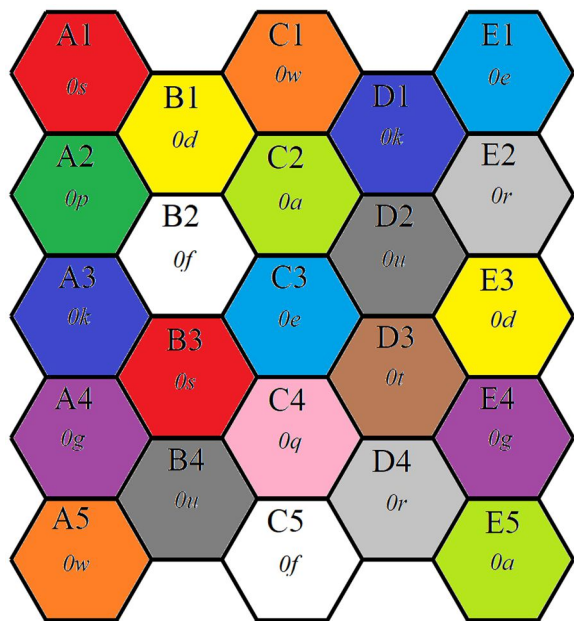
An example would make this clearer. Here is a tiny board with 23 locations:



The aliases for each location could be assigned as follows:



So, the alias pair for a move from C3 to B2 would be “0e to 0f,” and the alias pair for a move from B2 to C3 would also “0e to 0f.” You will note that many aliases are not unique; for instance, both A1 and B3 have the alias “0s,” both B2 and C5 have the alias “0f.” You could use the list above to go through all the 100 possible transitions and verify that the alias pairs are unique, or you can look at this picture, in which I colored each hex based on its alias:



This makes it easy to verify that, for example, the transitions involving hex B4 are unique because none of the adjacent hexes are the same color as any hexes adjacent to D2, the other hex with alias “0u.”

This solution can leak information. For example, if the Non-Searching Player moves in to or out of hex B2, and the Searching Player calls out a transition containing alias “0f,” the Non-Searching Player would learn that there’s a greater than normal chance that the Searching Player moved out of or in to hex B2. But since the Non-Searching Player does not have the opportunity to search the Alias Set for other examples of alias “0f,”

all that player learns is the Searching Player’s move involved hex B2 or some other hexes.

A more serious leak is if the Non-Searching Player moves from C3 to B3 (“0e to 0s”) and from D3 to C4 (“0q to 0t”) while the Searching Player moves from C4 to C3 (“0e to 0q”). Here, because the Non-Searching Player’s moves involved both of the hexes of the Searching Player’s move, the Non-Searching Player learns exactly where the Searching Player moved when that knowledge should not leak. However, the circumstances involved should make the chance of that happening rare.

Implementing this smaller solution is a matter of programming that is solved in the program that generates Alias Sets. The players are not concerned with that detail, all they need to know is that every transition is a unique pair of aliases. Someone implementing this system for a game needs to create a list of all possible transitions. The program does the rest.

In the larger solution, dummy moves have their own alias. In the smaller solution, since players make each transition by combining the alias for the beginning and ending locations, dummy searches are made by combining a dummy location with any other location.

Undetectable Searchers

This system can be used to conduct searches that are undetectable, e.g., perhaps a submarine could detect ships, but it may remain unspotted unless it attacks. In this case the Non-Searching Player does not know whether or not any of his units were spotted. To implement this, for these searches the roles are reversed. Use a new Alias Set for these searches. The Searching Player will use the Non-Searching Player lists of the Alias Set to record the aliases of their undetectable search locations, and the Non-Searching Player will use Searching Player list to record the aliases of the locations of all their units that can be detected. The Non-Searching Player will call out the aliases (including some Dummy searches to hide the actual number of units). The Searching Player will note (without reaction) when there is a match.

If more information is to be revealed than just “enemy units here,” e.g., “1 carrier, 2 battleships, 8 other ships,” then the process becomes more involved and requires more trust. The Non-Searching Player has to prepare a series of notes, folded, with the alias on the outside and the information to be revealed on the inside. All notes are given to the Searching Player, who secretly reads the information only for the notes with aliases that match his undetectable searches’ aliases.

This method can be extended to allow an undetectable searcher to follow the units it has located. In this case the notes would be labeled with the *previous* searches’ alias and the new location inside. That is, last turn, if you had an undetectable search that found my unit in hex A3, one of the notes would be labeled “4dj.” If I moved that unit to A2 next turn, it would have a different alias (probably not “3ce” because a new Alias Set would be in use), but I would prepare a note labeled “4dj” and with “A2” inside. This would allow a (for example) submarine that undetectably detected the unit in A3 to undetectably follow it on the next turn.

Detecting Errors

It is possible for a player to make an error, but processes to detect errors are incorporated into this system. The Intermediate IDs are drawn from a pool of 67,600. Each Alias Set might use only one or two percent of that number, so if the Non-Searching player writes down the wrong Intermediate ID, it is very likely that that wrong value was not used in the Alias Set, and thus cannot be found in the list of Intermediate IDs to aliases. Not finding it, the player will check the Intermediate ID and correct the mistake.

Concluded on page 12.

(Continued from page 11)

The numbers and letters of each alias are always in ascending order. That is, you may find 11, cd, 49t, or 7fz in an alias, you will never find 74, na, 10, or ba. This is a simple defense against transposing the numbers or letters in an alias.

The Details

This system has to be tailored for the specific details of the game in question. Further articles will demonstrate how this system is used in various games. I am willing to help designers and players use this system with other games, both adapting it to the rules, creating the data files needed to create Alias Sets, and creating Alias Sets.

I wish to thank Scott Starsman for reviewing and proofreading this article.

Future issues will include "Guadalcanal 1992 and Midway 1991" and "Midway 1964."



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.

2276

No information available.

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



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Game News

Avalanche press

Coral Sea: Defending Australia Our first Campaign Study picks up the story of the Battle of the Coral Sea after the Japanese have captured Port Moresby and now look to conduct landings along the coast of Queensland. The Japanese First Air Fleet has been greatly weakened in the mutually destructive Battle of Midway, as has the U.S. Pacific Fleet, leaving it to the British Eastern Fleet to defend Australia.

That's the background; the game situation is one that lets you play with the Eastern Fleet on a more or less equal footing against the Japanese, using more of the lower left quadrant of the Coral Sea map that doesn't see much action in Coral Sea scenarios.

You'll need **Eastern Fleet** and **Coral Sea** to play the scenarios. \$13 <https://www.mcssl.com/store/4e466d3b9268494c82869d4417a53b/defendingaustralia>

Battles of 1866: Blood and Iron An expansion set for **Frontier Battles**, with silky-smooth, die-cut pieces for the Royal Bavarian Army and some other additional units, based on Bavarian chief of staff Ludwig von der Tann's plans to join the Austrians in Bohemia. \$30

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

Clash of Arms

For twenty years, the "Battles from the Age of Reason" (BAR) game series has been the ultimate gaming expression of mid-eighteenth century warfare. The BAR games feature a highly detailed, realistic, and interactive game system, gorgeous map and counter graphics, thorough research and exciting battles throughout Europe and America.

However, because of rules depth, detail, and period "elan," many gamers have been perplexed in learning the system. This Primer is designed as an illustrated learning tool to accompany and enhance the Third Edition BAR rules. This Primer features illustrated rules demonstrations, game tactics, learning modules, and 280 upgrade and errata counters for previous BAR games.

This BAR Primer can be used with all BAR games and even with older rules sets, but is designed around the Third Edition BAR rules and ownership of **Fontenay** is required for use of the "Learning Modules" sections. \$47

https://clashofarms.com/BAR_Primer.html

Compass Games

Enemy Action: Kharkov is the second game in John Butterfield's acclaimed Enemy Action series of card-driven games simulating pivotal battles in World War II, playable by two players or one player controlling either side in the conflict.

Enemy Action: Kharkov portrays the Third Battle of Kharkov, the key Eastern Front battle in which the German Army ended a string of Soviet victories begun at Stalingrad. In the late winter of 1943, Soviet Operations code-named *Star* and *Gallop* drove the Germans from the city of Kharkov and threatened a complete breakthrough, only to be driven back by the German counteroffensive known as *Von Manstein's Back Hand Blow*. \$125.00

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

A Test of Faith: The Arab-Israeli War of 1973 is a new game in the Operational Scale Series using the new added rules from the Doomsday Project to show this war in a way that has not been seen before. Highly playable but with an emphasis on command and equipment, OSS uses an impulse system to cre-

ate a test and challenging game to play, but also with new research, plenty of historical narrative.

On October 6, 1973, the Arab forces of Syria and Egypt attacked Israel. The attack took place on the most holy of days for Jews in an attempt to catch the Israelis as unprepared as possible. At first, it was a massive success. Syrian forces marched through the weak and scattered forces in the Golan Heights while Egyptian forces easily crossed the great Suez Canal and set up a strong defensive line along the east bank of the Canal and, under their strong umbrella of Surface-to-Air missile support, awaited the inevitable Israeli counterattack. And counter-attack the Israelis did – only to be shocked at the effectiveness of new Soviet weapons and surprising Arab resolve.

The battle would take unexpected turns as the Israelis finally found answers to the new technology of the Arab army and fought off the challenge – even attacking into Syria and Egypt in the final stages of the battle.

But both sides could claim victory in this war. The Israelis were still king of the battlefield, but their throne was more uneasy than ever before. The Arabs proved they could defeat the Israelis in open battle and now were a force to be recognized and respected. The war had changed everything in the region.

A Test of Faith is a new game in the Operational Scale Series using the new added rules from the Doomsday Project to show this war in a way that has not been seen before. Highly playable but with an emphasis on command and equipment, OSS uses an impulse system to create a test and challenging game to play, but also with new research, plenty of historical narrative. \$109 <https://www.compassgames.com/product/a-test-of-faith-the-arab-israeli-war-of-1973-an-oss-game/?sfw=pass1658608285>

Critical Hit

Devil's Domain II includes the original set of 16 scenarios, as many as any stand-alone module. You also receive a brand new COLOR die-cut counter collection in Eastern Front camo and colors for both sides ... all the combat counters you need to play, just bring your own markers!

What You Get:

A set of scenarios that depict the battle, sized small, medium and large!

Three separate full counter sheets providing Russian and German MMC/SMC counters + vehicle/Guns/aircraft, all the combat counters and new Emplacement types needed to play the module, just bring your ASLRB, BV, and standard system marker counters!

Three hole punched special rules pages.

Two historical maps printed on hard boards that link to one another and also link to the maps of **Ponyri: Devil's Domain**. Note: All scenarios play on the maps provided. \$110/\$90 [http://www.criticalhit.com/mm5/merchant.mvc?](http://www.criticalhit.com/mm5/merchant.mvc?Screen=PROD&Product_Code=ASLDD2)

[Screen=PROD&Product_Code=ASLDD2](http://www.criticalhit.com/mm5/merchant.mvc?Screen=PROD&Product_Code=ASLDD2)

Gates of Hell ASLComp Open the **Gates Of Hell** and play on the largest Kursk battlefield ever published at this scale: Our **Ponyri: Devil's Domain** rolled the Elephants into the heart of downtown and now the battle just got escalated to include two new linking mapsheets that create one massive Eastern Front conflagration ... on your gaming table. The maps link 'longways' and that means you will deploy your forces across a rollicking six foot long × four foot deep spread when you combine the two games. You will NOT need to own **Devil's Domain** to play **GOH** (but you'll want to!)

Gates includes a new set of scenarios, as many as any stand-alone module. You also receive a brand new color die-cut counter collection in Eastern Front camo and colors for both sides ... all the combat counters you need to play, just bring your own



markers! And to keep things in command, a separate **Devil's Domain Upgrade Kit** is being made available with a new set of counters for that product plus a monster scenario that covers all four maps ... **DD + GOH**. And since **Devil's Domain** is sold out and out of print, we'll make a new edition available, so no one has to miss out on the action at one of the most hotly contested battlefields in Eastern Front history.

What You Get:

A set of scenarios that depict the battle, sized small, medium and large!

Three separate full counter sheets providing Russian and German MMC/SMC counters + vehicle/Guns/aircraft, all the combat counters and new Emplacement types needed to play the module, just bring your ASLRB and standard marker counters! Ownership of BV needed.

Three hole punched special rules pages

Two historical maps created using hard boards that link to one another and also link to the maps of **Ponyri: Devil's Domain**.

Note: All scenarios play on the maps provided. \$110/\$90

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

Screen=PROD&Product_Code=ASLGOH

Decision Games

The '45. Charles Edward Louis John Casimir Silverster Seerino Maria Stuart is better known to history as 'Bonnie Prince Charlie.' In the year of 1745 Charles set sail for France to capture the throne of England for the deposed house of Stuart. It was a gamble at long odds, for Charles sailed with few companions and faced uncertain reception in the Highlands of Scotland. But the events that follow became the stuff of legend as Charles and his army of Highlanders overran Scotland and marched to London. A French naval force failed to invade, and Charles was forced to retreat to Scotland. In the following year the bloody Battle of Culloden smashed the clans and ended the Jacobite Rebellion. After many adventures Charles returned to France and the legend of the '45 was born. **The '45** models the campaign in Britain and allows players to command the Jacobite Army against the forces of the Hanoverian Government. The game features an accurate order of battle for the armies. Players will handle the actual forces that fought or could have fought in the campaign. The game features scenarios that allow players to examine the campaign at six important turning points, plus a campaign game covering the entire period. The unit scale is regimental with detached companies and squadrons of ships. \$40

[http://shop.decisiongames.com/ProductDetails.asp?](http://shop.decisiongames.com/ProductDetails.asp?ProductCode=1004)

ProductCode=1004

Cherkassy Pocket, The Encirclement at Korsun In the depths of the winter of 1944, the Soviet Red Army executes a pincer operation against a salient in the German lines near the town of Cherkassy. Prevented from retreat by orders of Adolf Hitler, the German forces soon found themselves pocketed, their only supply source an airfield at the town called Korsun. The Soviets relentlessly tighten their stranglehold against the German troops in the pocket. At the same time, the Germans mount increasingly strong relief efforts against the outer Soviet perimeter. Can the German relief forces break the Soviet lines before the Soviet forces completely destroy the pocketed troops?

Cherkassy Pocket was designed by John Desch and features a system similar to his games **Wave of Terror** and **Berlin 45**. Units are battalions and brigades, and the ground scale is 1.25 miles per hex. Each game turn represents 24 hours, and each player gets to move and perform combat twice in a turn. When it's time to activate friendly units, a player may choose to move first and then fight or vice versa. There are special rules to reflect the failure of Soviet tank maintenance, the use of the Korsun airfield as a supply source, Soviet difficulties in coordinat-

ing multi-formation attacks, and the ability for tank units to infiltrate enemy lines. Four scenarios allow you to play different portions of the battle, or to play the whole 23 turn campaign. \$50

[http://shop.decisiongames.com/ProductDetails.asp?](http://shop.decisiongames.com/ProductDetails.asp?ProductCode=1009)

ProductCode=1009

Operation Kremlin What if Hitler decided to try again for Moscow during the summer of 1942 rather than plunging the Wehrmacht deep into the Caucasus and Stalingrad as he did historically? **Operation Kremlin** uses the corps-army level units that were historically available for this campaign. The German player is on the offensive, seeking to win by controlling Moscow and other key cities. The Soviet player, though mostly defending, must watch for opportunities to deliver counterattacks against the Germans in order to inflict a decisive defeat upon them or upset the Axis alliance. **Operation Kremlin's** orders of battle are extrapolated from both sides' historic organizational charts of mid to late 1942. The Germans have the units which composed Army Group Center on 28 June 1942, along with all the panzer corps that were deployed elsewhere on the Russian Front. Manstein's 11th Army enters as reinforcement once Sevastopol falls. The Germans also have the Axis satellite armies, on the assumption that their own governments would have wanted to be able to claim participation in this "final and decisive" campaign in Russia. The Soviet order of battle is based on their front line deployment of 28 June, along with all their operational and strategic reserves, plus just about everything they generated in the way of replacements and reinforcements during the time period of the historic Stalingrad campaign. Each hex represents approximately 10 miles (16.2 kilometers) from side to side. Airpower is represented abstractly, representing the effects of one side or the other having local air superiority. Each full game turn represents one week. **Operation Kremlin** gives wargamers the opportunity to discover what would have happened had the Germans struck for Moscow in 1942. Was this the last great chance for the Third Reich to win in the East? Or would it have led to an even greater "Stalingrad?" \$40

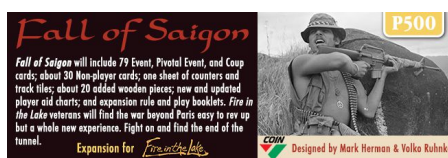
[http://shop.decisiongames.com/ProductDetails.asp?](http://shop.decisiongames.com/ProductDetails.asp?ProductCode=1010)

ProductCode=1010

GMT Games

Fall of Saigon: A Fire in the Lake Expansion The Great Spring Offensive, Vietnam, 1975. The Provisional Revolutionary Government was ready. After internal debate, the Communists had issued Resolution 21—the war to unify the country would continue. The Paris Peace would serve as merely one more tool in the armed struggle. In Saigon, President Thieu had known from the beginning that the ceasefire was an empty promise, but he had to accept his US ally's hollow accords with the North. Nonetheless, he now fielded one of the world's best equipped armies, and the victories of 1972 proved to him that it could withstand even an all-out assault from the North. While President Nixon had pledged peace with honor, his determination to enforce South Vietnam's independence had floundered amidst the worst US presidential scandal in history. What now from Ford? From Hanoi, Le Duc Tho—the negotiator who had squared off against Kissinger in Paris—was to trek south to oversee the final push to Saigon on behalf of the Politburo. His orders: "Do not come home until victory is won."

Mark Herman and Volko Ruhnke's award-winning **Fire in the Lake** revealed the factional clashes of the US insurgency in



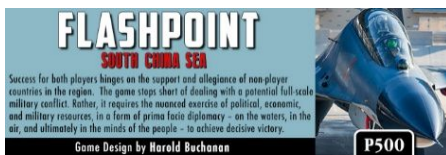
Vietnam, from the first entry of US combat troops under Westmoreland to the '72 Christmas bombings that teed up their

negotiated withdrawal. Now, **Fall of Saigon** expands **Fire in the Lake** to finish the story. Three **Fall of Saigon** scenarios enable 1-4 players to extend play beyond Paris, beginning before 1968's Tet, on the eve of the 1972 Easter Offensive, or from 1964 all the way to the end of the war. A standalone 2-player Black April scenario focuses tightly on the post-Paris sparring between NVA and ARVN, including the final massive battles, advances, and retreats. \$49
<https://www.gmtgames.com/p-832-fall-of-saigon-a-fire-in-the-lake-expansion.aspx>

Flashpoint: South China Sea is a two-player strategy game that simulates the complex geopolitical contest currently taking place between the United States and China in a disputed region of the South China Sea. The game is driven by a card deck that captures developments ripped straight from today's headlines, bolstered by cards with a context-setting reading of recent history, and a set of speculative cards capturing a diverse range of potential future events.

The Chinese player works to influence other countries in the region, establish territorial claims and regional hegemony, and improve its world standing. The U.S. player works to maintain influence with allied countries in the region, secure freedom of navigation, and keep China in check. Success for both players hinges on the support and allegiance of non-player countries in the region. The game stops short of dealing with a potential full-scale military conflict. Rather, it requires the nuanced exercise of political, economic, and military resources, in a form of *prima facie* diplomacy – on the waters, in the air, and ultimately in the minds of the people – to achieve victory. \$45

<https://www.gmtgames.com/p-688-flashpoint-south-china-sea.aspx>



High Flying Dice Games

Operation Iron Brain The siege of Beirut 1982 For over a year the Palestinian Liberation Organization (PLO) had bombarded Israel's northern province of Galilee with artillery and rocket fire.

On June 6, 1982, the Israeli military invaded southern Lebanon in an operation dubbed "Peace for Galilee." The Israeli Defense Forces (IDF) quickly defeated the PLO's armed forces and drove north. Although the declared aim of the Israeli offensive was to clear a 40 kilometer "buffer zone" along the Lebanese/Israeli border, Israeli Defense Minister, Ariel Sharon, was determined to eradicate the PLO once and for all, and hopefully kill its leader, Yassir Arafat.

With new orders the IDF crossed the Litani River and drove on Beirut where the remnants of the PLO's forces were retreating, and where most of their refugee camps were located. What ensued was an escalating conflict that threatened to engulf the entire mid-east once more in conflict and bring Lebanon to the brink of abyss of genocidal civil war. \$21
<https://www.hfdgames.com/brain.html>

Battle's Shadow, Battle of Fort Donelson, 1862 \$21
<https://www.hfdgames.com/donelson.html>

Hollandspiele

The Grass Crown, the second game in the Shields & Swords Ancients series recreates ten battles spanning nearly three hundred years of Roman history. As was the case with the first game, **With It or On It** (2019), **The Grass Crown** is a fresh, innovative take on familiar material. The primary unit of maneuver is a "Wing," which itself consists of ten or so individual counters. Losses can be resolved by flipping the individual unit

that was attacked, or by flipping any unit adjacent to it. Unrelenting pressure in the right places can prompt a Rout Check, causing the line to collapse. As the result of a single attack, multiple units can find themselves in your dead pile.



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

The ten battles are: Heraclea, Asculum, Trebbia, Zama, Pydna, Second Citra, Vercellae, Pharsalus, Thapsus, and Munda. \$60

<https://hollandspiele.com/products/the-grass-crown>

II Grass II Crown Over the course of ten battles, **The Grass Crown** charted the military evolution of the Roman Republic from the days of the manipular Legion and its Triplex Acies formation to the veteran professionals that fought in a series of bloody civil wars. These battles were carefully chosen by designer Amabel Holland with an eye toward only keeping those that would propel the game's central themes forward. Some otherwise compelling, engaging, and interesting battles didn't make that list, either because they made the same "point" as a battle that did make the cut, or they introduced a level of complexity that detracted from the narrative.

You probably see where we're going with this! **II Grass II Crown** is an expansion that provides eight new scenarios: Beneventum, Metaurus, Ilipa, Great Plains, Cynoscephalae, Magnesia, Zela, and the Cilician Gates. These are aimed at experienced players who don't mind tackling a few extra special rules. Also included is a new countersheet with additional units. Among them are counters for two new unit types, Scythed Chariots and Cataphracted Cavalry, which provide new and daunting challenges. \$25

<https://hollandspiele.com/products/ii-grass-ii-crown>

Siege of Mantua Two armies march to the relief of the fortress and its exhausted garrison. One from the East, and one from the North, converging on the outnumbered enemy. That enemy was the Army of Italy, the first field command of Napoleon Bonaparte. The fifteen days that followed would make him a legend.

Taking as its subject Bonaparte's famous Arcole campaign, **Siege of Mantua** is a game of operational maneuver and tactical daring. Players move blocks on the mapsheet to threaten and deceive their opponent, with the object of bringing them to a decisive battle. These are fought on a battle display with counters drawn randomly from your unit pool. The quality of your pool improves with every victory; suffering losses will damage morale, degrading unit quality.



You must master both of these spheres if you wish to be victorious. Though outnumbered, the French player has the benefit of moving along interior lines, allowing greater coordination of forces. But those men are stretched thin to deal with two distinct lines of enemy advance. The Austrian player can use this to their advantage, bringing superior forces to bear at weak points in the enemy line. What results is a desperate battle of wits and nerve, and a novel take on the "block game" genre. \$50
<https://hollandspiele.com/products/siege-of-mantua>

Lock 'n Load Publishing

Enemy At the Gates Battlepack DLC On June 28th, 1942, the German High Command launched its summer offensive (Case Blue) against the southern lines of the Soviet Union. 2 Army Groups of 10 Armies-nearly 35 Divisions and 2 full Air Corps, were unleashed against the Soviet lines. It involved a two-pronged attack. One along the Axis right flank driving to the Caucasus and the vital oil fields of Baku, and the other against the left flank in the direction of Stalingrad and the Volga River. The battle would rage for 2 months over several hundred square kilometers that would take the German Army to the gates of Stalingrad itself.

Enemy At the Gates is a module for the Lock 'n Load Tactical series. It features fluid, impulse-based turns, squad-level, and individual heroics, plus lots of armor and special rules to bring the fight for the southern steppes of Russia to life. German Landser, Mechanized, and Armored formations clash with Soviet Line, Guards, and NKVD Divisions. New units never before seen in the Lock 'n Load Tactical series are introduced. \$15 <https://store.lnlpublishing.com/lnlt-digital-enemy-at-the-gates-battlepack-dlc-llp637843>

Matrix Games

Strategic Command: American Civil War is out now on Steam. **Strategic Command** will be taking you to the 19th century battlefields of the American Civil War. In this turn-based strategy game, you will control the armies, research, production and diplomatic policy of either the Union or the Confederacy during a time of great innovation and dramatic battles.

With 6 campaigns covering the Civil War from 1861 to 1864 and new unit types, new technologies, riverine warfare, and much more. \$40

https://store.steampowered.com/app/1966130/Strategic_Command_American_Civil_War/

Minden Games

Sells PDF versions of several of their magazines and games. http://minden_games.homestead.com/pdf.html

Multi-Man Publishing

Race For Bastogne is a Grand Tactical Series (GTS) game that covers one sliver in the history of the Battle of the Bulge. On 16 December 1944, the Germans launched their great offensive through the Ardennes. The XLVII Panzer Corps attacked with the 2. Panzer Division and 26. Volksgrenadier Division, reinforced by the Panzer Lehr Division. Defending was part of the 110th Infantry Regiment of the 28th Infantry Division. It should have been a blitzkrieg through the thin defenses, but stubborn resistance, the terrain, and the well-managed commitment of American reinforcements caused the German attack to fail to take Bastogne just as the 101st Airborne Division arrived. Even as German forces by-passed Bastogne to extend the "Bulge," the 101st was hard pressed to defend the critical crossroads town.

Race For Bastogne simulates the German XLVII Corps attack across the Our River through the 110th Infantry Regiment, the delaying actions by Combat Command Reserve, 9th Armored Division, and Combat Command B, 10th Armored Division, followed by the defense of Bastogne by the 101st Airborne Division. The game covers the night of 15 December to the night of 25 December 1944. The German initially commands three "divisions" and the American two "divisions" on two maps laid end to end.

Race For Bastogne includes one Campaign Game and six scenarios; five of these use a single map (or portions of a single map), and the sixth uses both maps. \$176 https://mmpgamers.com/index.php?main_page=product_info&cPath=21&products_id=102

Noble Knight

Napoleon 1807 Oversized Playmat \$60

Napoleon 1806 Oversized Playmat \$60

<https://www.nobleknight.com/P/2147986279/Napoleon-1815-Oversized-Playmat>

Napoleon 1815 History has written the story of Waterloo many different ways, but, in the end, it's always the same story.

This is your opportunity to write something different. **Napoléon 1815** is the third installment in **The Conquerors**, a series devoted to the great strategists of history. Following on from **Napoléon 1806** and **Napoléon 1807**, **Napoléon 1815** brings its own unique challenges to this well-tried and highly acclaimed campaign system.

For up to three players. Assume the role of Napoleon, Wellington, or Blucher, making the key decisions that will determine the fate of Europe. As Napoleon, will you adopt your own version of his "strategy of the central position," driving a wedge between the enemy armies and then annihilating each of them in turn? Or perhaps you will choose a different course, or find that change is forced upon you? Time is of the essence, for if the armies of Wellington and Blucher do join, the emperor's final throw of the dice is likely to end in defeat. \$90

<https://www.nobleknight.com/P/2147986258/Napoleon-1815>

Bitter End is an operational level game on the attempted relief of Budapest, Hungary in 1945.

By Hobby Japan. Noble Knight includes English rules. \$75

<https://www.nobleknight.com/P/832062923/Bitter-End>

Grumble Jones Pack, The - Volume #1 K. "Kermit" Scott Mullins graces us with this pack; a selection of scenarios from the archives of his Grumble Jones Blog (<https://boxcarsagainasblog.blogspot.com/>). Scott has been a long-time friend and supporter of March Madness, the Kansas City ASL Club, and Encircled Productions. These scenarios, selected by Scott, were originally distributed as the GJ Series. It is our honor at Encircled Productions to feature Scott's scenarios, to credit Scott's contribution to the ASL community, and to give a shout-out to the Grumble Jones Blog.

The scenarios have been cleaned up by the Encircled Productions design team and play-tested by both old and new fans of the Grumble Jones Blog. We hope you enjoy these scenarios that feature actions across all WW2 theaters, have a variety of lengths and feature some interesting SSRs.

Like most offerings from Encircled Productions, players will need a more than basic set of ASL gear, as some scenarios feature boards from Deluxe ASL, Starter Kits, and Bounding Fire Productions. \$18

<https://www.nobleknight.com/P/2147960017/Grumble-Jones-Pack-The---Volume-1>

Kido Butai - Japan's Carriers at Midway (2nd Edition) by Dr. Richter Konliksimulationen. At 1020 hours on June 4, 1942, Japanese naval aircraft still ruled the skies over the Pacific. All that changed within ten minutes, when U. S. dive bombers sank three out of four carriers constituting Kido Butai, the Imperial Japanese Navy's main strike force which had devastated Pearl Harbor only six months before.

The solitaire game **Kido Butai** simulates the dramatic events of the pivotal battle at Midway from a Japanese perspective. As commander of the Tenno's strike force, your task is to destroy the American base on the atoll and sink any carrier you encounter while preserving your own strength. Simple yet elegant mechanics make for an entertaining challenge. Will you be up to it and keep the imperial sun shining? \$22

<https://www.nobleknight.com/P/2147668846/Kido-Butai---Japans-Carriers-at-Midway-2nd-Edition>



Wattignies 1793 (Bilingual French & English Edition) At the end of summer 1793, the French thwarted the English Army's attempted siege of Dunkerque by their victory at Hondschoote on their Hanoverian allies. This setback did not disrupt the Prince of Coburg's plans. With the Austrian Army, he lay siege to Maubeuge, one of the last citadels protecting the border from northern France.

Despite its strong garrison of 20 000 men, Maubeuge could not hold out for long. Consequently, Jean-Baptiste Jourdan, the new commander of the Army of the North, spurred on by Lazare Carnot, prominent war minister for the Committee of Public Safety, quickly assembled his troops to clear the area.

So, on 24-25 Vendémiaire an II (15-16 October 1793), 45 000 Frenchmen launched an attack on the fortified Austrian positions located on the heights south of Maubeuge, at the level of the villages of Dourlers and Wattignies.

The first day, despite the astounding resources deployed, the somewhat disjointed attacks of the French were unsuccessful. During the night, Carnot and Jourdan reconsidered their plans and decided to concentrate their efforts on their right wing, toward the village of Wattignies, whose seizure would force the Austrians to retreat. To accomplish this, they transferred 6 000 hommes from the centre to their right wing.

The offensive movement of the morning of 25 Vendémiaire was fortunately concealed by fog and the French, under Lazare Carnot's drive, finally succeeded, not without difficulty, in seizing Wattignies. The Prince of Coburg feared for the survival of his army and prudently ordered their retreat as the French commanders had expected. The siege of Maubeuge was lifted and the Coalition was once again defeated by the troops of the young French Republic.

Later, Napoleon would describe the battle of Wattignies as "the Revolution's most beautiful feat of arms." \$34 <https://www.nobleknight.com/P/2147990879/Wattignies-1793-Bilingual-French-and-English-Edition>

Noble Knight has an excellent selection of wargames, new and old, at <https://www.nobleknight.com/MC/WarGames>

Revolution Games

Death of an Army: First Battle of Ypres, 1914 "The breakthrough will be of decisive importance. We must and will therefore conquer, settle for ever with the centuries-long struggle, end the war, and strike the decisive blow against our most detested enemy. We will finish with the British, Indians, Canadians, Moroccans, and other trash, feeble adversaries, who surrender in great numbers if they are attacked with vigour."

Order of the Day, issued on the 29th October and found on a dead officer of the XV. Corps.

The Battle of the Marne signaled the failure of the Schlieffen Plan and of German hopes to win a quick, decisive victory. In turn, this triggered the Race for the Sea as opposing armies attempted to outflank each other. Then, in a final bid to gain the upper hand, both Allied and German Armies clashed in the First Battle of Ypres. On these fields, the British Expeditionary Force, the professional army of Britain, and the strongest on the Continent, was bled dry.

Death of an Army, Ypres 1914 is a brigade/regiment level simulation of the First Battle of Ypres. Players assume the roles of the commanders of the German and Allied troops as they desperately fight for this valuable position in the line. \$75/\$55 <https://www.revolutiongames.us/Y1914.html>

SNAFU

Equatorial Clash (Snafu Small Battles #3) is a simulation of the Perú-Ecuador war of 1941. €24 <https://snafustore.com/en/second-world-war/1400-equatorial-clash.html>

Tiny Battle Publishing

Scream, Aim, Fire Pacific! is a solo tactical game of squad-level combat set in the pacific theatre of WWII. The player takes the part of American infantry and armor pushing inland to take objectives, using a dice-roll action system that gives you a guaranteed number of actions each round, but not always of the exact type you need. A card-driven action system manages the Japanese defenders, including veteran units, machine-gun nests, pill boxes and even tanks. Victory is based on objectives and American Morale score, and game complications include lack of supplies and surprise Japanese reinforcements, so even on the edge of victory, it pays to be cautious. But with a time limit on every scenario, not too cautious. With five scenarios of increasing difficulty and complexity, **Scream, Aim, Fire Pacific!** is a challenge you will have to rise to and a challenger that is always ready for you. \$36 <https://tinybattlepublishing.com/products/scream-aim-fire-pacific1>

The Battle for Ramadi is a solitaire game that depicts the climatic seven days of the assault on this key town. You are the commander of the Iraqi Security Forces and must capture the Government Complex to secure the political victory, but your ultimate objective is to liberate the city and its inhabitants. You have elite Counter Terrorism Service troops supported by army, police, and militia units. Combat is brutal and unpredictable. The city is full of IEDs, ISIS fighters, and innocent civilians.

You can also call on Coalition air assets and special forces to give you the edge.

You must plan carefully, take advantage of your freedom to deliver strikes against enemy territory at will, but also be warned that you can lose the game, even on the last turn, as your casualties mount and ISIS counterattack your exposed troops. \$26/\$23

<https://tinybattlepublishing.com/products/ramadi>

VUCA Simulations

Operation Theseus - Gazala 1942 is an operational level simulation of the Gazala battles of 1942, which took place during May and June 1942.

The game is intended for two players but is also suitable for solitaire and team play. The goal for the Axis player is to hit the Commonwealth forces hard and to seize specific victory locations, thereby opening the door to Egypt. The Commonwealth player wants to prevent this from happening, thereby eliminating the Axis potential for further offensives. The game is played in a semi-interactive way and keeps both players involved all the time. €70

<https://vucasims.com/products/kopie-von-task-force-carrier-battles-in-the-pacific>

MAGAZINES

Against the Odds #57 - A Crowning Glory Even weeks before Trafalgar, by August 1805 the newly crowned Emperor Napoleon Ier, had come to understand his plans required action on land. More specifically, he had to defeat his continental enemies in order to secure his continued power. Britain, Russia, and Austria (collectively known as the "Third Coalition") were allied against him and, since he couldn't get at the British on their island fortress, and Russia was too far away to allow for the required quick victory, he was left with invading Austria.

Rapidly surrounding and capturing the main Austrian Army at Ulm, December found Napoleon facing Austerlitz (modern day Skavkov u Brna) to the east in southern Moravia at the end of a very stretched supply line. He also appeared to be slightly disorganized. Feigning weakness, Napoleon lured the Coalition force into attacking his own right flank (where he wanted them to), then counterpunched through the Coalition center to encir-

cle most of them. Austria and Russia were crushed, and with this victory, Napoleon cemented his hold on his own throne. It was...a crowning glory for his new regime.

This two-player grand-tactical simulation by Ty Bomba presents the battle generally considered to have been Napoleon's greatest victory. Both players have the opportunity to attack and defend, but the main burden of the offensive resides with the French player. His opponent, the Allied player, commands the Austrian and Russian units. Each hexagon on the map represents 600 yards (~550 meters) from side to opposite side. The infantry and cavalry units represent both brigades and divisions on each side. Each full turn represents one hour of 'real time.' \$90 for four issues. <http://www.atomagazine.com/Details.cfm?ProdID=169&category=9>

Paper Wars #101 Case Geld: The Axis Invasion of North America, 1945-46 by Ty Bomba. This two-player (solitaire adaptable) alternative history mini-monster has two mapsheets and one counter-sheet to cover the bicoastal invasion of North America by the Japanese and Germans (who have already conquered the rest of the world) at the army/corps level and 50 miles per hex. \$47

<https://www.compassgames.com/product/issue-101-magazine-game-case-geld/?sfw=pass1658342427>

Slingshot #340 includes:

Adrianople with Comitatus by Simon MacDowall
Pikes across the Millenia (part 2) by Philip Sabin
10mm miniatures and an odyssey to wargame Dark Age Britain in the 'Age of Arthur' by Dave Hollin
The Lamian War Part 1 by Björn Floderus
Interview with Herve Caille by Gordon Garrad
Alexander's Successors at War: How Eumenes Defeated the World's Most Famous Commander by Tristan Hughes
Leuctra 371 BC: The Destruction of Spartan Dominance reviewed by Steve Neates
The Iliad and the Odyssey: The Trojan War: Tragedy and Aftermath reviewed by Jim Webster
<https://www.soa.org.uk/joomla/>

Strategy & Tactics #336 includes: **First Punic War 264 to 241 BC** is a two-player wargame of the first great military clash between the Roman Republic and the Carthaginian Empire, spanning 24 years in the 3rd century BC. At this time, Rome controlled a federation of states in Italy, while Carthage was the major power of the Western Mediterranean. The war was centered around the island of Sicily, but also saw campaigns in Sardinia and North Africa, with the possibility for more operations elsewhere around the region. Each game turn (GT) represents three years. Each hex is 40 miles across. Roman combat units represent legions plus attached cavalry (4000 to 5000 men) and groupings of auxiliaries (1000 or more men). Carthaginian units represent groups of various troop types representing 1000 to 10,000 men. Naval units represent about 50 warships each. Leaders represent an inspirational to competent commander plus a guard. \$50
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST336>

VaeVictus #163 includes **Hoa-Binh 1951-1952**. On 22 September 1951, the Viet Minh 312th Division crossed the Red River and attacked a Franco-Vietnamese garrison along the crest line of Nghia Lo, 140 km from Hanoi, on the Thai highlands between the Red River and the Black River. This action made it clear that Giap's objective was to control the Tonkin delta in order to threaten Hanoi from the south. De Lattre decided to block him by launching a vast operation against his supply lines

by occupying the Muong country in the Hoa Binh and Cho Ben sectors between the Da River and the Black River. After seizing Cho Ben (Operation Tulip), the French launched Operation Lotus to seize Hoa Binh.

Hoa Binh, the Battle of the Black River is a solo-player game simulating the combats around the Black River and Colonial Route #6 that occurred from 13 November 1951 to 25 February 1952. The counters mainly represent the French battalions or Viet Minh actions, and one game turn represents ten days of operation. The map represents the region of the confluence of the Red River and the Black River in Tonkin, specifically from Viet Tri in the north to Hoa Binh in the south and the immediate surroundings of the Muong territories. \$28
<https://www.nobleknight.com/P/2147990859/163-w-Hoa-Binh-1951-1952>

World at War #85 includes: **Budapest Campaign**: October 1944 to February 1945 is a wargame of the Soviet offensive in Hungary in late 1944 and early 1945 which culminated in the conquest of the city of Budapest. Throughout this campaign the Axis launched successive counterattacks which regained ground but, in the end, failed to stem the Soviet tide.

There are two players: Axis and Soviets. Each side is divided into sub-commands. For the Axis, this includes Armee Kommando Nord, Armee Kommando Sud (these are not historical designators but are based on German operational practice by this period), and Hungarian forces. The Soviets have Second and Third Ukrainian Fronts, as well as the Romanian army.

Budapest Campaign ends just prior to the start of Spring Awakening (*World at War #73*) which covers the final German offensive on the Eastern Front. Both games use a variant of the DG Boots system to model command/control and logistics. Various command markers activate player sub-commands and launch major offensives. \$50 <http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW85>

BOOKS

Rules for Wargaming by Shire Publications

These wargame rules, which cover all the periods most popular among the practitioners of this growing pastime, have developed out of the author's gaming experience with keen students of military history. They have, therefore, been 'tried by battle.' \$25 <https://www.nobleknight.com/P/2147481644/Rules-for-Wargaming>

Master of the World, 1812 in Russia by The Wargaming Company

Lead Napoleon's largest army across the Niemen River and into Imperial Russia, or fight to throw back the French invaders at the head of the Russian Army!

The new Series 3 edition of the first ESR Campaign Guide, 1812-1s3 adds new political maps of the Napoleonic world, operational maps of the theater of war – including the approaches of the opposing forces to the battlefield – and all new scenario maps.

The greatly expanded Uniform Guide offers nearly 3,000 uniform images and adds details such as back views, footwear, drums, sabretaches, and horse furniture; as well as extensive notions on the details of historical units and their configuration or changes during the campaign. \$39
<https://www.nobleknight.com/P/2147970952/Master-of-the-World-1812-in-Russia-Series-3>

The Aircraft Carrier Hiryu, Anatomy of the Ship

Osprey Publishing

Author: Stefan Draminski €45/€32

A uniquely detailed study of a Japanese aircraft carrier that took part in the attack on Pearl Harbor, before being sunk at Midway.

Hiryu was an aircraft carrier built for the Imperial Japanese Navy (IJN) during the 1930s. Her aircraft supported the Japanese invasion of French Indochina in mid-1940 and during the first month of the Pacific War, she took part in the attack on Pearl Harbor and the Battle of Wake Island. She supported the conquest of the Dutch East Indies in January 1942 and her aircraft bombed Darwin, Australia, and continued to assist in the Dutch East Indies campaign. In April, Hiryu's aircraft helped sink two British heavy cruisers and several merchant ships during the Indian Ocean raid.

After a brief refit, Hiryu and three other fleet carriers of the First Air Fleet participated in the Battle of Midway in June 1942. After bombarding American forces on the atoll, the carriers were attacked by aircraft from Midway and the carriers USS Enterprise, Hornet, and Yorktown. Dive bombers from Yorktown and Enterprise crippled Hiryu and set her afire. She was scuttled the following day after it became clear that she could not be salvaged. The loss of Hiryu and three other IJN carriers at Midway was a crucial strategic defeat for Japan and contributed significantly to the Allies' ultimate victory in the Pacific.

Drawing on new research and technology, this edition is the most comprehensive examination of Hiryu ever published. It includes a complete set of detailed line drawings with fully descriptive keys and full-color 3D artwork, supported by technical details, photographs, and text on the building of the ship and a record of the ship's service history.

<https://ospreypublishing.com/store/military-history/upcoming-books/available-this-month/the-aircraft-carrier-hiryu>

Athenian Trireme vs Persian Trireme, The Graeco-Persian Wars 499–449 BC

Osprey Publishing

A fascinating and detailed exploration of one of the most famous warships of the Ancient world - the trireme - and its tactical employment by the opposing sides in the 5th-century BC Graeco-Persian Wars.

You may be familiar with the Athenian trireme - but how much do you know about the ram-armed, triple-oared warships that it dueled against at the battles of Artemision, Salamis, and the Eurymedon River? How similar or different were these warships to each other? And why did the Persians rely on Phoenician vessels to form much of their navy?

Much attention has been devoted to the Greek trireme, made famous by modern reconstruction - with only passing notice given to the opposing Persian navy's vessels in illustrated treatments. Join us on the Aegean as, for the first time, we reveal a rarely attempted colour reconstruction of a trireme in Persian service.

Compare the form, construction, design, manoeuvrability, and tactical deployment of the opposing triremes, aided by stunning illustrations. Man the decks of these warships with the fighting complement of Greek citizen hoplites, Scythian archers, and Persian marines, and learn why the Greeks placed a bounty of 10,000 drachmae on the head of Artemisia - the Karian queen and Persian admiral, and the only woman among Xerxes' commanders.

<https://ospreypublishing.com/store/military-history/upcoming-books/available-this-month/athenian-trireme-vs-persian-trireme>

**End Of The E-Store** from Jack Greene

I am shutting my e-store down at the end of August; sales continue to dwindle. When I offer new games, it will be through newsletters like this and on my Facebook pages (Quarterdeck International & Jack W Greene). You will pay me directly via PayPal after the store is shut down; it is open through the month of August.

Order three games and shipping in the USA is *free*.

Inventory is still thin, so order soon. Several of the items are literally one of a kind. I have a BIG special on **Bear Flag Republic** as I have a lot of them in inventory; it is a steady seller, so that is good—heck, it is a good game!

NOVI 1799 is a Napoleonic era game by Enrico Acerbi. Enrico does his homework—no 3 book-Willie here. This battle in Northern Italy did not go well for the French and saw the death of one of their young giants - Joubert. The Austro-Russians are led by the famous Suvorov. For the battle (yes, I had to look it up) see: [https://en.wikipedia.org/wiki/Battle_of_Novi_\(1799\)](https://en.wikipedia.org/wiki/Battle_of_Novi_(1799)).

I also have another nicely done Italian import, also designed by Enrico "does his homework" Acerbi. **Piacenza - 1746** is from a different publisher and the map is almost like parchment. The battle was a decisive defeat of the Bourbon monarchies of France and Spain in the War of the Austrian Succession. "Few would have suspected it that day, but in fact the question of domination in Lombardy had now been effectively answered for the next half century." See: https://en.wikipedia.org/wiki/Battle_of_Piacenza.

Also, I am offering 2 copies of **Arctic: 1941** which is a solitaire game on naval combat in the far north. It was part of the last issue of *The Broadside* from 1992. A total of 100 (or so) were sent out back in the day. Nothing fancy here but it is unique. The game is not even on Boardgamegeek. Tim Field was the designer.

Note the special price on some items. Inventory reduction is my loss and *your gain*. Do note that the **Bear Flag Republic** system is the one I am using in designing my American Civil War game **-WOTR**.

Do not forget shipping unless you buy 3 (three) items from the store, and then shipping is free in the USA. Foreign orders need to contact me directly at: vicksburgjack@gmail.com.

Go to: www.quarterdeckinternational.com.



(Continued from page 20)

Now when you are ready to start your turn, click on file on the toolbar. Select Begin Logfile; it will pop up a location which you can change as normal on a PC where you are going to save this logfile to.

Name the file and click on save.

Now do your move, type in messages on the chat line, roll dice etc. until you are done with your turn.

When finished, click on end logfile and that will save your move so you can send it. That is the file you want to send to your opponent – so remember where you saved it on your PC so you can attach it.

Again, I strongly recommend you use logfiles, not saved, to play; otherwise your opponents will have no idea how you got to the end of your move.

There are quite a few more things you can do with the game modules, but I wanted to keep this focused on just the basics.

Version 1.0

[Any corrections, suggestions or questions feel free to drop me a line: Blachorn1@gmail.com]

Multiplayer PBEM Checklist From Jeff Miller

Note that this just covers the basics; different games may require additional items, but it is my hope that this will at least provide a checklist for what needs to be done normally.

This is specifically set up for AHIKS multi-player PBEM games using Vassal but most of it would apply to any platform used.

1. Make sure everyone is using the same edition of the game.
2. Agree upon any optional rules or errata.
3. Agree on how the sequence of the game will play out. In most games it's pretty easy, but when games have things like diplomacy, announcing things in sequence, etc. it can be a bit more complicated. It can save some headaches if this is worked out in advance. Remember Boardgame Geek is often a good resource, and you can always use AHIKS services to have a neutral party collect information and then release it to the group as needed, if that would be helpful.
4. Decide on how fast the response should be to do your move when it's your turn. While 24 hours is often workable, I would suggest 48 to 72 as a standard, as real life does happen. You can of course always do them faster than that, and I encourage you to do so. Remember multi-player games take a LONG time; slow play can make it painful. If you don't think you can keep up, then please don't sign up for a game. Of course, vacations, real life etc. do cause downtime; just let everyone know when you are going to be out and for how long. I would highly recommend an auto reply on your Email with that information, as people do forget that you let them know you were climbing Mt. Everest and will be out of touch. I really can't stress this section strongly enough – it is the one thing I have seen that almost always will cause a game to end without being completed as people grow frustrated and lose interest.
 - 4a If the group agrees, there is a hardcore approach to this. If a player fails to communicate a delay on their end and they do not respond at the end of whatever timeline the group agreed upon, the following kicks in. Someone or everyone sends an Email to the missing player inquiring as to the situation. [after all it could be sudden illness, computer issues, just missed the Emails etc.] After the given time period you agreed upon in advance—I usually figure a week at the outside, normally 2-3 days—the player loses his turn, play moves on to the next player who makes any necessary game state adjustments and then takes their turn.
5. For those games with a period for diplomacy/negotiations, set a time period at the start of the game for those discussions. Say 72 hours and then everyone must announce in the next 24 hours.
6. Make sure everyone is using the same version of Vassal and the same version of the game module.
7. Make sure everyone is familiar with Vassal, and if not, walk them through it. I would highly suggest everyone knowing how to use the flashing circle pointer [hold down Alt and click] so that if you click on the map, it will draw anyone stepping through the logfile to that location. Makes it much easier to follow moves. [This works in most, but not all, Vassal modules]. Adding in text comments as to what you are doing as you move through your turn is very helpful as well.
8. You should use logfile files – not saves. Otherwise, you cannot step through and see the moves and actions taken. Saves only gives you the end state, not the process. Avoids the whole – how did the 82nd airborne take Berlin in 1943?
9. Everyone should walk through the logfiles as they come in, even if it's not your turn next. This catches errors and keeps the game rolling. Not to mention you get to see what your opponents are up to.
10. When it is your turn – make SURE you step all the way to the END of the LAST logfile before starting your own. If you do not do so, any data that you don't step through will be lost and will screw up the game state. [Yes, there are ways to capture the steps in your own logfile but just keeping it to the basics here]. The reason I stress this is that it is the most common error I have seen made it using Vassal.
11. Naming of logfiles – a lot of people have different systems; my suggestion is to just set your folders to sort by date, so the newest file is on top. Trying to get everyone on the same system is like trying to herd cats, in my experience.
12. If someone drops out of a multi-player game, please reach out to the multi-player coordinator for a replacement if possible, or do some arm twisting of friends. There are good reasons to drop out: health, life change, etc., but please make sure you communicate that to the rest of the group so they are not left hanging. [Please note: because you are losing or disagree with a rule is NOT a good reason.]
13. At the end, the winner should fill out the AHIKS match sheet and send it in to the Ratings Officer with a CC to all the players. Note: if a player dropped out, they should be listed as coming in last regardless of the board situation. The exception would be that if they dropped out for a good reason and a replacement was found that was willing to play for the rating, then you can just replace them on the sheet with the replacement. Don't forget to include his AHIKS number when you do so.

What follows are the steps to create a logfile using Vassal.

Forgive me if it's overkill, but figured I would try and make it as clear as possible, feedback or questions are welcomed.

First load the last file that your opponent sent you.

This can be done one of two ways.

You can open it up by first loading Vassal, the selecting the module from your module library. Note if you have not loaded this game module before [it won't show in your library] select file, then open module and select wherever you have downloaded the game module to on your PC.

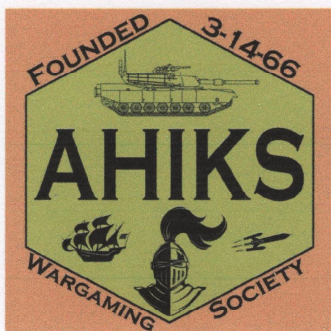
Then select load saved game and select the file from your opponent from wherever you downloaded it.

Second option is just double click on the file you downloaded from your opponent, and Vassal will load up everything for you. Note: this only works if the game module in question is already in your library.

It should ask you if you want to start a new logfile at this point; unless you want [for some odd reason] to copy your entire opponent's logfile into yours, select no.

Your opponent should have sent you a logfile.vlog [not a saved file .vsav, which only shows the end of their move and not how they got there] so up on the tool bar you should see the second button from the left [like a forward button on a TV], click on that to step through your opponent's move to the end. [It is most important that you reach the end, otherwise data will be lost.] The arrow should no longer do anything and be greyed out when you reach the end.

(Continued on page 19)



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AHIKS is the world's oldest and largest international board wargaming society.

AHIKS membership is free! For more information, go to <http://AHIKS.com>
We're dedicated to playing board wargames, and to ensuring that our members enjoy friendly, honest competition over the game table. Our four founders covered the globe from Britain to the US to Japan. Since then we've been open to board wargamers no matter where they live.

For more than fifty years, AHIKS members have engaged in live, play-by-mail, play-by-phone, play-by-email, and virtual live competition with AHIKS opponents from around the globe.

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Our **Ratings Service** reports the skill of members in playing a range of board wargames.

The **Unit Counter Pool** supplies members with replacements for missing unit counters in their games.

The **Editor** publishes our bimonthly full-color magazine, *The Kommandeur*, which is sent electronically as a PDF file to every member. It's free when you join!

The **Judge** helps resolve rules disputes.

Social media pages on Facebook and MeWe, and our web site AHIKS.com, help bring wargamers together.

To Join: AHIKS.com/To-Join

And remember, AHIKS membership is free.