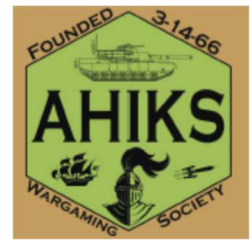


The *Kommandeur*



Volume 57 Number 6

Publication of AHKS

December 2022

AHKS President George Phillis

We have had an interesting few months. I am using “interesting” in the sense of the Chinese curse.

Starting with the positive, we have a proposal for a large tournament with cash prizes, playing the new Compass Games edition of **The Russian Campaign**. Details will be announced soon.

While we are waiting, I will be launching a series of Presidential Round-Robin Tournaments, each on a single game or group of games. These will be round-robin tournaments, all play all. Each participant in the tournament will play two games, one on each side, against each of the other players in the tournament. That arrangement might be cumbersome, except that I don’t expect that any one game will have a large number of players. For each pair of games, either the two players must agree on which scenario will be played for both sides, or the role of the dice will be used to choose one of the four quad games.

In any event, the first Presidential Round-Robin Tournament will be in the Avalon Hill classic **Afrika Korps**. This tournament will launch in January. Why **Afrika Korps**? It seems to be the most popular game in terms of recent reported completions. The second tournament is yet to be decided. I welcome nominations of more recent titles for future tournaments. The only constraint is that there must be a Vassal or ZunTzu module permitting play of the game by email.

To join either the **Afrika Korps** or the **Blue and Gray Quad** tournament, please email me phillies@4liberty.net.

The rollover to the new editor encountered a challenge, namely that the prospective new editor in his business was impacted by American trade sanctions against Communist China. As is not widely recognized in the financial press, though it is there if you look hard, not only are exports of chip-making devices, high-power chips, and their software to China forbidden, but Americans with knowledge of this equipment and methodology can no longer legally work in China. Indeed, the South China Morning Post blandly mentioned several large Chinese high-tech companies that were in the process of discharging all their American employees.

While I am obscure on the details, sanctions created vast amounts of additional work for the prospective new Editor and his company. As a result, he was simply unable to produce the October *Kommandeur*, and your humble president had to turn out the ersatz October issue. I am most grateful for everyone who was able to get me material in time for that issue. Additional material appeared later. That material has all been forwarded to Omar for inclusion in the December issue.

I am now in the process notifying the entire membership — that notice will have reached most of you before this missive does — that we are in need of a new Editor. I already have one volunteer and hope to announce the full list of volunteers in time for this issue of the *Kommandeur*. On the bright side, in the process of doing this notification, I appear to have identified the critical point of failure that has been causing many of you not to receive the *Kommandeur*, namely one Internet service provider is blocking our messages and when they start

doing so several other Internet service providers tag along. Naturally, the service provider that is causing the trouble is used by a considerable number of our members. I refer to Yahoo.com and its foreign branches. I have been rearranging our mailing file; with the rearrangement no messages are bouncing. Unfortunately, no messages are reaching the members who use yahoo.com. I do not have a solution to this problem.

Last issue, I asked the membership for their opinion on several questions. With respect to changing the age at which someone becomes eligible for membership, a variety of opinions were received, but the inclination was that persons who were younger than the current age limit should either be admitted on provisional status and required to demonstrate that they are good gamers and well behaved, or alternatively we should have a separate membership class for people under some age.

Which age? That question was not so settled.

With respect to my suggestion that we should do vigorous advertising and distribution of *Kommandeur* and flyers to magazine editors, wargaming conventions, wargaming clubs and the like, so that we recruit more members, I received nothing but very positive support from the members.

Some people on the Executive Committee are less than enthusiastic.

With respect to the suggestion that the so-called appointed officers should be made voting members of the Executive Committee/Officer Corps, there was not a lot of response, but the final answers seem to be that the elected members should each have two votes, the appointed members should each have one vote, but only the elected members would be allowed to amend the Bylaws. It turns out that the Bylaws are a bit complicated to amend on this topic, because there are lots of points at which references to the Executive Committee/Officer Corps show up, and they all need to be consistent with each other.

Finally, I have in the past mentioned that I am a player in an **Empire in Arms** game. I am told that it is a somewhat difficult game to run and play by mail, especially since we are playing the grand tournament version. We are advancing almost (but not quite) in real time but must play out the eleven years from 1805 to 1815 of the Napoleonic wars, so the game may be completed by the year 2034 or so. I have the dubious privilege of playing Spain. So, what has happened so far? Turkey attempted to invade Egypt, with the support of its Syrian and Palestinian allies. That invasion did not turn out well. The Russian fleet and Army Corps based on Corfu invaded Sicily and Naples, successfully. France, Prussia, and Austria divided up the Holy Roman Empire. France and Austria got into a war. Neither side did terribly well, so they reached a peace. Austria paid reparations but gets to keep part of central Germany. For unclear reasons, Russia managed to get into a war with Turkey and Great Britain. Just as with real Napoleonic armies marching hither and thither, there are not a lot of armies, and they do not march very far in a few months. The British fought a naval battle with the Russians, shot up part of their fleet, and have

(Continued on page 2)

(Continued from page 1)

blockaded a significant chunk of the Russian Army inside Sweden.

What have I done? I successfully invaded Sardinia, the Papal State, and Algiers and am in a war to take control of Tunisia. The one battle I fought, against the Algerians, was successful. I did finally conclude an alliance; I have a defensive treaty with Prussia in which we will each act in support of the other side's neutrality. Since the Spanish army at the start of the game is ill-advised to get into battles with anyone, I have absolutely no interest in getting into any wars.



Vice President's Chair

Martin Svensson

This was written for the October issue, but was not printed.

Autumn is my favorite season. The weather is cooler. If you live in certain locales, the foliage can be stunning. It is also a great time for wargame conventions. Two that come to mind are the Compass Games Expo in Meriden, Connecticut, from November 10 to 14, 2022. I have not attended this as of yet, but I think I may attempt it this year, assuming the finances cooperate. Secondly, there is HMGS Fall-In held in Lancaster, Pennsylvania, on November 4-6, 2022.

Like many of you, I am an active gamer. Currently, I am playing AHIKS member Rob Franz in a Vassal match of **Bitter Woods**. Rob and I met in 1998 over a game of **Bitter Woods**. I brought my new copy of the Avalon Hill edition and squeaked out a victory. After that, we played several times over the years, and he typically thwarted my plans. Our current **BW** game, the first in many years, has been fun. My Germans, thus far, are playing well. My die rolls have been almost scripted in my favor. I can thank the die roller's algorithms.

AHIKS member Chris Hyland and I are playing **Red Star White Eagle** (Compass Games). We have been playing this for an extended period. This summer, the pace of play has picked up and a final reckoning is now on the horizon. Unfortunately, my Poles see a horizon with many Soviet Bolsheviks breathing down their necks.

I am fortunate to have a regular gaming partner. We normally meet every Sunday, and we tackle a variety of games and systems. We plan to play the **Edgehill** battle from the recently released **Musket & Pike Dual Pack** from GMT. We just concluded a game of **To the Green Fields Beyond**. I tend to be a bit dismissive about *some* older games, but this is an exception. This 1978 SPI game holds up for telling the Cambrai story. Bill was masterful operating the British. They made inroads quickly and I was left licking my wounds. We plan to replay it soon.

The point of my column? Find time and get out there and play. My opponents work within my schedule, so I am a fortunate man. You can find opponents via AHIKS that will work with your schedule too.



Vice President's Chair

Martin Svensson

Vince Lombardi once said, "Winning isn't everything, it's the only thing."

Diametrically, you can employ the old adage, "You win some, you lose some."

Personally, my win-lose record is lopsided on the loss side. Oddly enough, it doesn't bother me. I have played with many over the years that found losing difficult. I can recall one case where a player involved with a multiplayer game became upset and overturned the table sending the game plummeting to the floor. That's one way to end a game.

On rare occasions I have found myself flustered not by an impending loss as much as self-criticizing my poor play. I just completed an AHIKS match of Randy Heller's **Bitter Woods**. Although, I eventually conceded the match as the Germans, it proved to be a Zen moment of sorts. How can a resignation be a Zen moment? I have played **BW** perhaps a dozen times since it was originally released in 1998 and never made it across the Meuse River. During my recent contest I managed to cross in two locations. It was a personal best. Sadly, very stiff opposition prevented my exiting panzer units off the board and Patton's drive from the south recaptured Bastogne. Moral of the story? We play games for fun and as a learning tool. In my case, I played my best **BW** game ever, aided by some advantageous die rolls early in the game. The crowning glory, finally crossing the River Meuse! A small victory of sorts. May you have your Zen moment too.



This was my best shot. However, the Allies assembled a stiff defense with big units to enter momentarily.

Recognizing my loss was impending. I crossed the Meuse entering the hornet's nest!



Collecting Wargames

by George Phillis

One of the pleasant surprises of the wargame collecting hobby is discovering games from long ago that somehow were overlooked. Readers may have heard of the recent discovery of the game **Battle of Gettysburg**, released in 1959. No, not the Avalon Hill board wargame. The other one.

Now, another surprise: Readers will perhaps remember Jedko Games. They gave us the well-known titles **War at Sea** and **The Russian Campaign**, the less-well-remembered **The African Campaign**, and the considerably rarer **Field Marshall**. To my great surprise, my collection has just added yet another Jedko game, **War in Europe**. It was doubtless out there, but it never came to my attention. There are a lot of games on this war. Jedko's **War in Europe** is close to an extreme of simplification. It is an area game, with Germany and France each being close to one area, a space in between resembling the Kingdom of Burgundy and sweeping down to the North Sea being a separate single area. **War in Europe** is a turn-based game. Each turn represents six months of the war, so that the game starts in Summer 1941, and on turn two the United States is brought into the war. The rules have an economic part, with BPV units from territories being used to construct things.

Interested in a PBEM Tournament in 2023?

Art Dohrman

Who would be interested in an AHIKS tournament?

I'm willing to administer a PBEM tournament starting in January 2023. My initial proposal:

- double elimination
- opponents matched randomly
- all matches to be official AHIKS matches reported to the Ratings officer and AREA
- Approximately 12-month duration; this means each round will last 3 months. This may be an aggressive goal, but I don't want this to stretch out much past the 12-month time frame. This could set us up for an annual tournament if there's enough interest.

The top vote getter (assuming a reasonable number of participants) will be first out of the chute. If this goes well, the second-place vote getter could kick off in 2024 (or someone else could GM it simultaneously).

I got several responses to a Facebook poll that I posted a few weeks ago, and here are the results:

Russian Campaign (the 5 turn scenario): 5

Panzerblitz: 4

Breakout Normandy: 4

Bitter Woods (6 or 8 turn scenario): 3

I would like to get 8 people to have a good tournament. If you're interested, please email me at art.dohrman@gmail.com (even if you've already responded to the Facebook poll, so I can get your email address.) January may seem like a long way off but it's really not, considering the prep work required to flesh out the details (with everyone's input).

We did hear from the prospective new Editor. His company was impacted by the Biden partial trade embargo with China, which among other things made it illegal for Americans to work in China in parts of the semiconductor area. His workload has gone through the ceiling. He is not sure he can take over as Editor.

Accordingly, we need a new Editor. If the Editor can collect all needed articles and put them into order, I have no trouble inserting them into a matrix file, leading to issues like the one you just received. However, under the Bylaws we do need a new Editor.

Happy Holidays, and Good Games!

George

Upcoming Events

Jan. 13-15, Bryce Canyon City, Utah
SaltCON Bryce 2023
<https://saltcon.com/>

Feb. 2-5, Warwick, RI
CaptainCon 2023
<https://www.captaincon.com/>

Feb. 17-19, Lisle, Illinois
Polar Vortex Game Convention
<https://tabletop.events/conventions/polar-vortex-2023>

Feb. 23-26: – Marlborough, MA
Total Confusion 37
<https://www.totalcon.com/>

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

Short note for *Kommandeur*.

The Executive Committee has approved without objection two changes to the Bylaws. These are minor spelling and grammatical issues:

Typo: VI.E. Appointed Offices: should read VI.E. Appointed Officers:

In VIII, the officer definitions, there should be a definite article before each title, e.g.,

VII. DUTIES OF OFFICERS: A. President shall: should read

VII. DUTIES OF OFFICERS: A. The President shall:

Multiplayer Info from Jeff Miller

A Distant Plain GMT Duncan Rice 1934 V
 A Distant Plain GMT Jeff Miller 1303 V
 A Distant Plain GMT Art Dohrman 1551 V
 Advanced Civilization AH Jeff Gual 2003 V
 Advanced Civilization AH Eric Aune 2122 V
 Advanced Civilization AH Jeff Miller 1303 V
 Age of Renaissance Jeff Miller 1303 V
 Air Force AH Sam Thornton 1538 E, P
 Amoeba Wars AH Jeff Miller 1303 V
 Andean Abyss MMP Jeff Miller 1303 V
 Angola MMP Jeff Miller 1303 V
 Angola MMP Nick Rush 1913 V
 Angola MMP Tom Liakos 2047 V
 Blackbeard GMT Nate Forte 2016 V + Discord live play
 Blackbeard AH Jeff Miller 1303 V
 Blitz Compass Jim Lauffenburger 2191 V
 Circus Maximus AH Jeff Miller 1303 V
 Colonial Twilight MMP Jeff Miller 1303 V
 Conquistador AH Jeff Miller 1303 V
 Crown of Roses GMT Mike Kettman 1067 V
 Divine Right TSR Delwayne Arakaki 1991 V
 Dominant Species GMT Jeff Miller 1303 V
 Dominant Species GMT Nacho Fernadez 1745 V
 Dune AH Jeff Miller 1303 V
 Dune AH Brian Nickel 1797 V
 Empires of the Middle Ages SPI Mike Kettman 1067 V
 Falling Sky GMT Jeff Miller 1303 V
 Falling Sky GMT Jim Lauffenburger 2191 V
 Fire in the Lake GMT Jeff Miller 1303 V
 Fortress America MB Jeff Miller 1303 V
 Gangsters AH Jeff Miller 1303 V
 Gandhi GMT Jeff Miller 1303 V
 Gunslinger AH Jeff Miller 1303 V
 Gunslinger AH Matt Scheffrahn 1844 V M G
 Machiavelli AH Jeff Miller 1303 V
 Machiavelli AH Nacho Fernadez 1745 V
 Magic Realm AH Jeff Miller 1303 V
 Merchant of Venus AH Mark Palmer 1074 V
 Merchant of Venus AH Jeff Miller 1303 V
 Napoleonic Wars GMT Aaron Martin 2107 V
 Napoleonic Wars GMT Jeff Miller 1303 V
 Pendragon GMT Jeff Miller 1303 V
 Plains Indian War GMT Jeff Miller 1303 V
 Republic of Rome AH Jeff Miller 1303 V
 Sails of Glory Ares Nate Forte 2016 TTS - Discord live play
 Samurai AH Delwayne Arakaki 1991 V
 Source of the Nile AH Jeff Miller 1303 V
 Stellar Conquest AH Jeff Miller 1303 V
 Stellar Conquest AH Mark Palmer 1074 V
 Stellar Conquest AH Brian Stretcher 885 V
 Stellar Conquest AH Terry Gallion 2044 V Discord live play
 Successors AH Jeff Miller 1303 V
 Tank Duel GMT Nate Forte 2016 V - Discord live play
 T Kaiser's Pirates GMT Nate Forte 2016 V Discord live play
 Time of Crisis GMT Jeff Miller 1303 V
 Time of Crisis GMT Derek Lenard 251 V
 Titan AH Jeff Gaul 2003 V
 Titan AH Eric Aune 2122 V
 Titan AH Jeff Miller 1303 V
 Unterseeboot PC=AH Submarine Nate Forte 2016 Discord live play
 Versailles 1919 GMT Aaron Martin 2107 V
 Virgin Queen GMT Jeff Miller 1303 V
 War of the Suns MMP Jeff Miller 1303 V

First off, I would like to congratulate Omar on his retirement from the editor's position. I must admit it will seem strange not seeing his name there after all these years.

Second to thank him for his service to this club for those same years! Hopefully the extra free time will allow you to enjoy more games!

Well, we are headed into Christmas once again, this year seemed to go rather fast.

Hopefully everyone ends up with new games under the tree, although in my case I still have quite a few in shrink wrap I need to get to still.

We are on our 4th or 5th **Kingmaker** game, alas I have drawn Stanley and only Stanley. So far, I have spent my turns walking the beaches of my isle and admiring the sunsets with goblets of ale.

Here I Stand continues to move along well. We should see the corsairs show up this turn – that will make the Med an interesting area as France and the Hapsburgs have been bleeding their fleets a bit in their ongoing war.

The Protestants seem to be gaining ground on the Pope, who has taken a warlike posture in Italy.

England is enjoying the New World without the French – we shall see what the new year brings.

Britannia is moving along, only four turns left I believe, still have no idea who is winning but it has been a blast.

Empire in Arms continues to move along at a decent pace.

My Prussian's are keeping their eyes pointed towards both France and Russia.

France has been very peaceful and relations appear to be good, but how long with that last?

Russia has made common cause with France!! Britain and Turkey are in the process of teaching the Czar the consequences of his misguided ways while I debate if I should jump in starting a two-front war.

Which usually ends rather badly as history shows! Perhaps I should wait and see what develops...

I have also picked up a few more two-player games, **Combat Commander** for which I have the whole series but have not played more than once or so. I fully intend to get beyond that.

Chariots of Fire is another; seems interesting and we started off with a basic scenario so I get my feet wet before moving forwards. Nothing like trying to herd cats would be a good description of my trying to get my forces lined up!

Starting a game of Victory Games **Civil War** as well. Digging into the rules has proved rather interesting – I think I will like it more than **For the People** as I am okay with card driven games, but this is more of a wargame in my mind at least.

My opponent has me outclassed by far I have a feeling, but we are doing a couple of turns just to knock the decades old rust off my memory from the one or two games I played a long time ago first.

Hopefully I will give him a challenge of some sort!

As usual I am still looking for at least one more ASL CG, currently have KGP and **Hatten** running. Would love to do a **Manila** and perhaps one more.

So, look at the multiplayer list and see if anything strikes your fancy and let me know. Or add in something new.

I have added in some that I would be willing to play. For those of you ask, no I don't believe I could play all of those at once [and at least not end up divorced], however I will play in the one's that kick off first until my dance card is full.

Some are close right now.

A Distant Plain

Angola

Stellar Conquest

So take a look, and jump in if you are interesting in dealing with more than one opponent all with their own goals!



The MapBoard

by Mark A. Palmer

First of all, everyone please check the Open Match List for your choices and let me know if you wish them removed or changed. Thank you in advance.

Well, I have just ended the worst in-game day ever. *Ever!*

It was 19 Sept 1863 and the game was Blue & Gray **Chickamauga**. As the Confederates, my thinking was to initially occupy the heights west of Kelly Field and attempt to block the road with subsequent reinforcements' zones of control, thereby splitting the Union forces to allow the CSA to head north. However, this plan failed because of the Third Player in this two-player game. And no matter how well I maneuvered or planned my attacks, I could not beat my Second Opponent.

So, who was this phantom player who beat me at almost every attack? Its name is Vassal, and the weapon was the in-game Confederate die-roller.

Most of you are familiar with the CRT of the B&G series. As a recap, or for those who are not aware, the odds' success potential are as follows regarding a preferred Defender Retreat (Dr) result with the 1D6 possibilities in parentheses:

1:1 at 50% (1-3 Dr, 4-6 Ar)

2:1 at 66% (1-4 Dr, 5-6 Ar)

3:1 at 100% (1 De, 2-5 Dr, 6 Exc) with a 16% chance of Defender Eliminated (De) as well as a 16% chance of Exchange (Exc). An Exc is a De with the attacking force reduced by no less than the same number of factors eliminated from the defender.

Additionally, we were playing with the Attack Effectiveness Optional Rule. That rule dictates an Attacker Retreat (Ar) result prevents attacking units involved in the attack from participating in offensive operations until Turn 10 after the Night Turn of Turn 9.

Here are my Confederate attacks, turn by turn with "Odds Results (die roll)":

Turn 1 – no battles

Turn 2 – 3:1 Exc (6), 1:1 Ar (6), 3:1 Dr (2)

Turn 3 – 3:1 Dr (5), 1:1 Ar (5), 1:1 Ar (5), 3:1 Dr (3), 1:1 Ar (5)

Turn 4 – 2:1 Ar (5), 2:1 Ar (6)

Turn 5 – 3:1 Dr (5)

Turn 6 – 3:1 Dr (2), 2:1 Ar (5)

Turn 7 – 1:1 Ar (4)

Turn 8 – 1:3 Ae (5), 3:1 Exc (6)

Statistically, the die rolls were:

1:3 Ar (No effect; Artillery bombard), Roll of 5

1:1 Dr-0 Ar-5, Rolls of 6, 5, 5, 5, 4

2:1 Dr-0 Ar-3, Rolls of 5, 6, 5

3:1 De-0 Dr-5 Exc-2, Rolls of 6, 2, 5, 3, 5, 2, 6

Die rolls (1D6): 1-(0), 2-(2) 3-(1), 4-(1), 5-(9), 6-(4)

My only successes were at 3:1 odds, but after Turn 4 there weren't many effective units left to muster enough combat factors for such an attack. And even at those odds, I suffered two Pyrrhic Victory Exchanges with the loss of units I could ill afford.

As my human opponent pointed out at the start of Turn 5, "I don't have to do anything in this game except to let you roll the

Editorial

As I wrote a year ago, this is my last issue as editor.

My first issue as editor was Vol. 37, No. 2 in June 2002. Art Dohrman, David Clemons, and Allen Evenson joined AHIKS with that issue. Chester Hendrix was President, Les Deck (who seemed to me to be running AHIKS) was Match Coordinator. Glenn Petroski published *The Kommandeur*. William Perry was the Archivist (Bill has to be the longest-serving officer in AHIKS). There were seven Regional Directors. In those days it was a black-and-white, 12-page affair that was mailed to each member.

In the 20 years since then, the newsletter has come out every two months (slight variations when Sue and I traveled). Since I was retired, time was never a problem in producing the newsletter.

Although I occasionally beat the bushes for articles, the members have always been generous with their time to send me material.

When the internet became common and popular, we offered *The Kommandeur* to members via the internet rather than by mail for lower or no dues. Yes, we paid yearly dues in those days. Eventually we had two services: Newsletter emailed or newsletter downloadable from our website. A half dozen or so members had no internet, so they received a paper copy at extra cost.

Now everyone receives an emailed copy (except for the few paper copies). We have expanded to, sometimes, 20 pages, and we are in full color.



Photo by Sue DeWitt

Very best wishes to you all.
From the old school.

Chris

Treasury Notes

Brian Stretcher



It has been an extremely busy couple of months for me, so about all I can manage this issue are some game reports. The cycle for article deadlines essentially always corresponds to a trial term of Superior Court here in Transylvania County, NC, and I almost always have a least one case on the trial priority list. Pretty much *everything* has to take a backseat to a jury trial and trial preparations, even if a trial doesn't go.

In the Trenches

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

Kingmaker: We have started a new 5-player game since last issue and have just made it to Round 5. No faction has yet any significant advantage. In player order, Portcullis has only Stanley, who has most of the bishoprics allotted in the game, stuck on the island of Douglas. Portcullis finally drew a ship, however, so perhaps Stanley can make it to the mainland and claim Richard of York. Boarshead managed to draw the Marshall of England and gave the office to Percy, making him a 200+ troop monster, but the Marshall has been continuously responding to raids and revolts and accomplished little so far. King Henry was picked up by Acorn following an Embassy to Blackheath, so Acorn gained the Duke of Lancaster as well, before being summoned by another embassy to Rye. Sun was dealt a fair number of nobles, but most of them puny, to start the game. Sun picked up the one free Royal Heir in Cardigan by being the first player to get to the open town and has collected most of his forces in Ludlow near the border of Wales, but Sun's army, including Beaufort, who as the Admiral of England is sitting separately in Penzance with a ship, barely musters 200 troops in total. Finally, Ragged Staff had the Coventry card and has seized Margaret of Anjou, but his one powerful noble is the Warden of the Northern Marches and has just responded to Berwick. At this point in the game, every faction has at least one Royal Heir in their control except Portcullis, who has two in locations he controls (York and Kenilworth) but hasn't yet been able to get a noble there to pick one or both up.

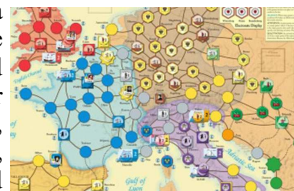
878 Vikings: Jeff Miller and I have wrapped up our match of Vikings. Although the game itself is relatively easy to play, the lack of a Vassal Module to keep track of unit positions proved fatal to our desire to continue following the Viking victories at Winchester and Oxford. The English made a big move into the resulting void in Mercia, but unit positions became too confused to follow and, because Jeff continued to have abysmal luck, and I was tired of crawling on the floor to play the game, we decided to stop rather than sort it all out. This game is deserving of a Vassal module.

Imperial Struggle: Our second game ended on Turn 2 with another Automatic Victory by France on points. Britain struggled once again with the War of the Spanish Succession, giving France a commanding lead of 24 points heading into Turn 2. Britain had a lot of Treaty Points to use from the War, but it wasn't enough; France made good use of her event cards and racked up bonus plays and VP. Britain made good headway in North America throughout the turn but sacrificed Europe to do so. Britain took control of 2 of 3 Global Markets, but moving last in the turn, France pulled out the Spice Market, which was enough to keep the VP right at 30 for the win. With back-to-back French victories, we have decided to move on to some-

thing different while Jeff tries to figure out what he's doing wrong in this game, since there aren't any dice! I think we are about to start a game of the old dog **France 1940**. That should give Jeff a chance to take revenge on the French!

Bismarck: The weather has turned poor in the second day of my game with Graeme Dandy. Cloudy weather progressed to rain and then squalls throughout the day, making searches difficult and airstrikes pointless. There was nearly contact by surface forces in the middle of the North Sea at midday, but task forces were not quite close enough at the right time. Both sides recalled at least some searching aircraft as the weather got rough, but the Germans finally scored some points when a British air unit lost a step landing in poor weather, and the poor weather has made the search for German merchantmen difficult. We have reached the last daylight turn of the second day, and the British are going to have to land some more planes. Things are tense ahead of the landing rolls that will have to be made!

Here I Stand: We have finished Turn 2 and are now making Diplomatic Announcements for Turn 3. Turn 2 ended with the French storming and capturing Navarre, capturing the Duke of Alva, and the Papacy finally subduing Florence. The Ottomans and Hapsburgs were happy to end the turn looking at each other through Pressburg. The Protestants finally managed to get the Reformation off the ground and have converted a good part of Germany but have yet to reach the 12 spaces needed to allow the formation of the Schmalkaldic League and bring open religious war to Europe. The Hapsburgs and England both founded colonies in the New World, but they have yet to bear fruit (cards). Their explorers found nothing new, with the Hapsburg explorer lost at sea. With the expansion of the Reformation, the Pope's VP lead has been trimmed a bit, despite VP brought with the capture of Florence. As the field armies returned home for the Winter Phase, the Papacy has 21 points, followed by the Ottomans at 14, France 12, Hapsburgs 11, England 10, and the Protestants 5.



Treasurer's Report

Passive activity only these past two months. Used to be bank rates went up when interest rates went up, but so far, no.

Total balance 9-29-22:	\$ 8,408.34
Dividends 9-30-22:	\$ 1.73
Dividends 10-31-22	\$ 1.79
Total balance 9-29-22:	\$ 8,411.86

Until next time!

NOTICE! NOTICE! NOTICE! NOTICE!

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

NOTICE! NOTICE! NOTICE! NOTICE!

Open Match Requests from Mark Palmer

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

Martin Hogan (1704)
 Mark Palmer (1074)
 Aaron Kulkis (1983)
 Thomas Walsh (1427)
 Peter Hansen (2129)
 Dennis Sheppard (804)
 Thomas Ten Eyck (826)
 Chris Hyland (1862)
 Jim Lauffenburger (2191)
 Aaron Kulkis (1983)
 Mark Palmer (1074)
 Art Dohrman (1557)
 Ronald Brooker (1252)
 Damon Norko
 Stephen Genoff (2194)
 Peter Hansen (2129)
 Clinton Ray (2127)
 Clinton Ray (2127)
 Allen Evenson (1553)
 Edson Ramos (1989)
 Mike Scott (1555)
 Jim Lauffenburger (2191)
 Dane Patterson (2010)
 William Marcy (1761)
 Paul Koenig (1577)
 Thomas Ten Eyck (826)
 Ivan Kent (2133)
 Stephen Genoff (2194)
 Donald Deacon (2241)
 Charles Sutherland (1804)
 John Troskey (1554)
 Bob Jones (1548)
 Chris Hyland (1862)
 Paul Koenig (1577)
 Charles Sutherland (1804)
 Jeremy Rowley (1942)
 Charles Sutherland (1804)
 Clinton Ray (2127)
 Bruce Warren (2293)
 Martin Hogan (1704)
 Jerry Wong (1974)
 Paul Purman (2159)
 Jerry Wong (1974)
 Giovanni Faisca (2178)
 Bob Jones (1548)
 John Troskey (1554)
 Stephen Genoff (2194)
 Carl Wolf (1992)
 Stephen Genoff (2194)
 Edson Ramos (1989)
 Peter Dunn (2235)
 Bruce Warren (2293)
 Peter Dunn (2235)
 Martin Kerslake (2011)
 Clinton Ray (2127)
 Mike Ricotta (2004)
 Justo Perez (2009)
 Duncan Rice (1394)
 Peter Dunn (2235)
 Jeremy Rowley (1942)
 Damon Norko (1736)
 Bruce Warren (2293)
 Nick Rusch (1913)

Third Reich or Adv, AH
 Thunder at Cassino AH
 Tobruk AH
 To Green Fields Beyond SPI
 Verdun 1916: Steel Inferno
 (2020) FOS
 Wacht am Rhein SPI
 War and Peace
 War Galley GMT
 Waterloo AH
 Wooden Ships + Iron Men AH
 WWII SPI
 WWII: Commander: Battle
 of the Bulge Compass

Raymond Starsman (2005)
 Jerry Wong (1974)
 Dennis Sheppard (804)
 John Troskey (1554)
 William Marcy (1761)
 Clinton Ray (2127)
 Mike Kettman (1067)
 Graeme Dandy (916)
 Omar DeWitt (44)
 Peter Dunn (2235)
 Erica Snarski (2142)
 Bob Jones (1548)

Match Coordinator

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

Match Codes

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

The MapBoard

Mark A. Palmer, Match Coordinator

I would like to bring to everyone's attention the age of most of the requests on the Open Match List. Check it out and, if you have a listing, please let me know if it is still valid.

I had initially intended to contact everyone with a listing with an age of a year or more to see if the interest still exists. What I will do instead is to simply change the name and date of a listing if the originator can no longer satisfy the request, if the responding member so desires.

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

My records show no new members have been printed since #2275. None appeared in the October issue, and I, after two notifications, have received none to date.

I apologize to our new members and hope this gap will be rectified in the future.

A Letter to the President

Hi, George!

Thanks for the welcome. I took a fast look at your magazine, where you asked for comments. I've got some.

First you asked about age limits. I'm 75 in 4 months, and started playing a friend's game, Charles S. Roberts' original **Battle of Gettysburg**, in 1960 at age 12. I'd say have a "play in" test for say anyone 15-16 or under, where they play 3+/- games against a volunteer grader who doesn't evaluate their play but rather their temperament. I know the friend who owned that game would not only have been mature enough to fit in but smart and dedicated enough to surprise some much older veterans.

I didn't know AHIKS still existed. By all means send the magazine to other groups, or excerpt one or two of the best features in the mag and just send them. You need more advertising. I grew up on chess and Avalon Hill wargames. I found out a few days ago you still existed from a guy I just met in an odd discord. I spent a little time looking you up, and found you are willing to entertain Avalon Hill-like games. Hoping that includes early SPI games; my desert-island game is Jim Dunnigan's **Invasion: America**.

I'd like to ask about the requirements for *Kommandeur* articles. And how far the range of articles that are Avalon Hill-related stretches. After 1960, I bought the games as they came out, and read every scrap of paper that came with them, including the ads. Back then, there were a lot of ads about "military chess." They fired my imagination, and I tried 4 - 5 times to make a military chess, always working from a wargame towards chess. I always crashed and burned at the CRT. After retirement, I found chessvariants.com, and wound up becoming editor and designing roughly 50 variants of my own, some of which are actually good. One day, I had an odd idea and designed a game where the king was divided into 4 "mini-kings," each of which could "activate" themselves or one other piece within 3 squares... and I could *feel* a wargame there.

After a considerably amount of work and the invaluable aid of an excellent developer, we came up with a set of simple rules for literal military chess games, and I had a Vassal module made for them. It turns out that when a lot of short-range (1 - 3 squares/turn) chesspieces move and capture each player-turn, something very like mathematical chaos occurs, and provides an excellent "fog of war" replacement. The games exhibit scalability, surprising emergent behavior, and "tunability," the ability to tweak rules, pieces, and maps to give a range of games that act differently.

Below is a link to the most recent well-playtested scenario, **The Battle of Macysburg**, an abstract homage to the original battle of Gettysburg. The original chess variant and step-by-step designs from it to Macysburg can be found online on chessvariants.com and its sister wiki. BoardGameGeek has a print and play version. If you find this suitable for a magazine article, let me know what the publishing requirements are.

Enjoy! **Joe Joyce**

<https://docs.google.com/document/d/1Hvr3p0LKdS11fVvVWyI9IE6N3oKzqy6LooQkut2Ppw/edit?usp=sharing>



A List of Wargames Part 1

from George Phillies

13 TSR 1985
 43 IntlTeam
 1838:13:00 Tyr 198x
 262 Taktika I Strategia 201?
 1776 AvalonHill 1975
 1776 AvalonHill 1974
 1806 OSG 1998
 1812 Canadian Wargamer 8 1968
 1812 Casus Belli 30 1985
 1812 CLFEntrprs 1969
 1830 AvalonHill 1986
 1830 Mayfair 2011
 1835 HiG 1990
 1861 Asten Games
 1862 GMT Games 2019
 1862 SDI 1990
 1863 GMT Games 1991
 1870 JeuxDescrt
 1871 Grad Tactical Rules 2017
 1899 Commonwealth Games 1976
 1914 AvalonHill 1968
 1914 AvalonHill 1970
 1918 Poultron 1970
 1918 S&T 223 2004
 1918 SPI 1972
 1940 GDW 1980
 1941 GDW 1981
 1942 GDW 1979
 1942 GDW 1978
 1944 HistoGames 1972
 2038 TimJim 1995
 August 1914 T. Jewett 1969
 06/06/44 Tactics 16 1984
 06/19/44 Tactics 2 1982
 August 44 DDH Games
 Afrika Korps -- Desert Deception Counter Moves 2004
 Bonus Pack #7 for Winter Offensive 2016 MMP 2016
 Bonus Pack #8 for Winter Offensive 2017 MMP 2017
 ? Game Journal #6 2003
 ? 1337-1453 Game Journal #8 2003
 ? 1943 Game Journal #9 2003
 ?? Ad Technos 1985
 ?Pasaran? Udo Grebe 2003
 [China??] Tactics 39 1987
 1066 The Year of Three Battles S&T 293 2015
 1066: End of the Dark Ages S&T 240 2007
 11 de Settembre Setge 1714 CatImperium 2007
 13: The Colonies in Revolt S&T 104 1985
 1492: The New World Guild of Blades 2001
 1500 The New World DVG 2018?
 1714 The Case of the Catalans Devir Iberia, S.L. 2014
 1754 Conquest The French and Indian War Academy Games 2018
 1775 Rebellion Academy Games 2013
 1775: Invasion of Canada Panzer Digest 6 2009
 1777: The Year of the Hangman Clash of Arms 2002
 1777-Year of Decision S&T 316 2019
 1792 - La Patrie en Danger Casus Belli 66 1991
 1798 Les Pyramids Vae Victis 23 1998
 18. Dywizja Piechoty Taktika I Strategia 2019
 1803: Napoleon en Espana 1813: La Victoria de Wellington Tyr 198?

- 1805 Sea of Glory GMT Games 2009
1807: The Eagle Turns East Clash of Arms 1994
1809 Napoleon's Danube Campaign VictoryGms 1984
1812 (area) SPI 1972
1812 (hex) SPI 1972
1812 Caspara Casus Belli 49 1989
1812 L'Ankou Casus Belli 50 1989
1812 Les Arapiles Casus Belli 41
1812 Scorched Earth CSL Conflict Simulations LLC 2018
1815: The Waterloo Campaign GDW 1976
1815: The Waterloo Campaign GDW 1982
1829 -- Northern Board HrtlndTrfl 1982
1829 --- Southern Board HrtlndTrfl 1982
1846 The Race for the Midwest GMT Games 2021
1860—I Mille Alea IE 2 2000
1863 Turning Point in the Civil War S&T 297 2016
1864 On to Jutland! CSL Conflict Simulations LLC 2019
1864 Year of Decision Omega 2001
1866 The Struggle for Supremacy in Germany Compass Games 2016
1870 La Campagne de la Loire Vae Victis 14 1997
1871: The Battle of Dorking Mark Wightman 2009
1904-1905 Avalanche Press 1999
1914 [Revision] Poultron 1969
1914 Counter Sheet Camelot Games 2014
1914 Galicia The World Undone CSL Conflict Simulations LLC 2021
1914 Glory's End Command 29 1994
1914 Glory's End When Eagles Fight GMT Games 2014
1914 Offensive a Outrance GMT Games 2013
1914 Offensive a Outrance Oregon Consim Games 2016
1914 Twilight in the East GMT Games 2007
1914, Offensive a Outrance GMT Games 2021
1914, Serbien Muss Sterbien GMT Games 2015
1914: Opening Moves Panzerschrek 7 2001
1916 Brusilov Offensive ~The SPW 2001
1916 Verdun CSL Conflict Simulations LLC 2021
1918/1919 Storm in the West GMT Games 2020
1936: What If? Counterfact 4 2015
1940 La Bataille de France Casus Belli 46
1940 The Fall of France Avalanche Press 2009
1940 Victory in the West GMT Games 1993
1940: What If? World at War 12 2010
1941 Operation Barbarossa Casus Belli 54 1989
1941: What If A Second Winter War Counterfact 008 2017
1944 – Year of Decision D-Elim 2.3 1971
1944 Ardennes Vae Victis 48 2003
1944 Battle of the Bulge Worthington 2020
1944 Second Front 3W 1990
1945 Bologna Taktika I Strategia 2018
1950 The Forgotten War CSL Conflict Simulations LLC 2018
1955 The War of Espionage Living Worlds Games 2010
1960 The Making of the President GMT 2020
1960 The Making of the President GMT Games 2017
1967 Six Day War Modern War 4 2013
1973 The Yom Kippur War CSL Conflict Simulations LLC 2021
1987 On to Kaliningrad CSL Conflict Simulations LLC 2018
1989 Dawn of Freedom GMT Games 2012
1989 Dawn of Freedom GMT Games 2020
1995 Milosevic's Last Gamble CSL Conflict Simulations LLC 2019
1st Alamein, July 1942 LouCoatney 1997
1st Battle of El Alamein Fastplay Games 201x
1st El Alamein, July 1942 SGS 310 1998
1st Megiddo Sisera v Deborah Day 40 Games 2022
1st Newbury TCS Games 2007
1st Ypres – Galicia 1914 GMT Games 2006
1WW: World War One in Europe Counterfact 2 2014
2 Armia, Kursk 1943 Taktyka I Strategia 36 2012
2 de Mayo Gen X Games 2008?
200 Miles From Moscow, 1919 Perry Moore 2005
2008 World in Flames Annual ADG 2008?
20th Maine, The OSG 1979
2300 Star Cruiser GDW 1987
278th Squadron "The Same 4 Cats" Quarterdeck International 2019
2eme D. B. "1" Normandie JeuxDesc 1983
2GM Pacific Draco Ideas 2020
2nd Battle of El Alamein Fastplay Games 201x
2nd Fleet VictoryGms 1986
2-Player Conquest Donald Bengé 1972
2WW 3W 1990
2WW The War in Europe One Small Step 2015
30 Years War Battles Lutter and Wittstock S&T 332 2021
3019:War in the North Albug
38th Parallel ADA 196x
38th Parallel: the War in Korea Wellington 1978
3rd Fleet VG 1990
3rd Megiddo Day 40 Games 2022
4000 A.D. Waddingtons 1972
48 th Panzer Corps CounterAttack 3 1991
4th Dimension TSR 1979
4th Reich TFG 1985
5150 Star Navy Two Hour Wargames 2013
5150: Carrier Command Two Hour Wargames 2014
5th Fleet VictoryGms 1989
6 Billion BNBG 1999
6 Days of Glory ~The Clash of Arms 1997
6-Pack 1 Critical Hit 2013
6th Panzer Army Victory Point Games 2013
7 Ages Australian Design Group 2004
7th Cavalry AttackIntl 1976
7th Fleet VictoryGms 1987
800 Heroes Board Wargame 1 2010
878 – Vikings Invasions of England Academy Games 2017
878-Vikings Viking Age Expansion Academy Games 2017
88' Yaquinto 1980
8th Army Attactix 1983
8th Army Emithill 1982
8th Army Operation Crusader GDW 1983
A Most Dangerous Time Japan in Chaos 1570-1584 MMP 2009
A Bloody Busines 1968 Firefight Games 200x
A Bloody Summer Normandy 1944 Ludifolie Games 2013?
A Bold Fight High Flying Dice 2012
A Bold Stroke Spearhead 1995
A Bridge Too Far MMP 1999
A Brief History of the World Ragnar Brothers 2009
A Brilliant Combat High Flying Dice 2013
A Clash of Chariots High Flying Dice 20xx
A Cold and Resolute Edge The Battle for Narvik High Flying Dice 2020
A Crowning Glory Austerlitz 1805 Against the Odds 57 2022
A Dangerous Beach-Head Tactics 18 1984
A Dark and Bloody Ground ATO 2.3 2004
A Dark and Dastardly Fight Tippecanoe 1811 High Flying Dice 2020
A Dash of Peiper High Flying Dice 2010
A Dash of Peiper Landsknecht Publishing Services 2010
A Distant Plain GMT Games 2013
A Divided Uncompleted Empire Ad Technos 1983
A Famous Victory MiH 1994
A Fatal Attraction ATO 20 2007

- A Fearful Slaughter The Battle of Shiloh MMP 2004
 A Fistful of Turkeys SomeTurkey 1981
 A Frozen Hell The Gamers 1994
 A Gate of Hell The Campaign for Charleston 1863 Against the Odds 49 2018
 A Gate of Hell, The Campaign for Charleston, July-September 1863 Against the Odds 49 2018
 A GI's Dozen MMP 2000
 A Gleam of Bayonets TSR 1983
 A Greek Tragedy World at War 7 2009
 A Hard Pounding Fight The Battle of La Haye Sainte High Flying Dice 2020
 A Hill Near Hastings Yaah! 1 2015
 A House Divided GDW 1989
 A House Divided GDW 1983
 A House Divided PhalanxGms 2001
 A Kingdom for a Horse BSO Games 1998
 A Kingly Fight The Battle of Bouvines High Flying Dice 2019
 A la Charge! Vae Victis 87 2009
 A Las Barricadas Draco Ideas/War Storm 2006
 A las Barricadas 2nd Edition Compass Games 2015
 A Lesser Wrath/Sommar Skrala Red Sash Games 2012
 A Master Stroke Paul Rohrbaugh 2006
 A Master Stroke The battle of Meiktila High Flying Dice 2012
 A Matter of Honor, Sire LPS Inc 2013
 A Mighty Fortress Excalibre 2009
 A Mighty Fortress Excalibre 2009
 A Mighty Fortress SPI 1977
 A Mighty Fortress Player Card Papacy Excalibre 2009
 A Monstrous Fuss High Flying Dice 2013
 A Most Dangerous Time MMP 2009
 A Most Fearful Sacrifice Flying Pig Games 2021
 A Motion to Sever PerryMoore
 A Peiper Dream TurningPointSimulations 2012
 A Pragmatic War Compass Games 2019
 A Raging Storm TheGamers 1997
 A Reign of Missiles High Flying Dice 2013
 A Rock and a Hard Place Malta 1942 High Flying Dice 2018
 A Sanrge y Fuego Ludo 8 2008
 A Splendid Little War Legion Wargames 2020
 A Test of Mettle High Flying Dice 2012
 A Thunder Upon the Land The Battles of Narva and Poltava Against the Odds 42 2013
 A Thunder Upon the Land The Battles of Narva and Poltava Against the Odds 42 2013
 A Time for Trumpets GMT 2020
 A Tyme of Darkness Stacom 1984
 A Victory Awaits Operation Barbarossa 1941 MMP 2022
 A Victory Complete Special ops #3 2012
 A Victory Lost Crisis in Ukraine 1942-1943 MMP 2006
 A Winter War GRD 1992
 A World at War GMT Games 2003
 A World at War GMT Games 2013
 A World at War GMT Games 2018
 A. O. I. Tyr 198x
 Aachen Attactix 1983
 Aachen People's 1983
 Aachen 1944: Germany Invaded Avalanche Press 2010
 Aachen First to Fall Decision Games 2010
 Abbeville 1940 Vae Victis 7 1996
 ABC-2 Tactics 4 1982
 Abraham Father of Nations ADMW Games 2020
 Absolute Victory World Conflict 1939-1945 Compass Games 2016
 Acav DRV jagdpanthr 1973
 Ace of Aces Balloon Buster Nova 1985
 Ace of Aces: 1914-1918 WWW 1981
 Ace of Aces: Handy Rotary Gameshop* 1980
 Ace of Aces: Powerhouse Nove 1980
 Ace of Aces:Flying Machines Nova 1983
 Aces Warcoach Games 2020
 Aces High 3W 1992
 Aces High Wargamer 12 1980
 Aces High 1914-1918 Simulation 1981
 Acolytes of Timorran -- Diskwars FFG 1999
 Acolytes of Timorran (Revised) FFG 1999
 Acquire Avalon Hill 1976
 Acquire Avalon Hill 1995
 Acre Decision Games 2012
 Acre SPI 1978
 Across 5 Aprils VG 1992
 Across Suez Decision Games 1994
 Across Suez Decision Games 2021
 Across Suez SPI 1980
 Across the Pacific Pacific Rim 2010
 Across the Pacific 2nd PacRim
 Across the Piave Hjalmar Gerber 2002
 Across the Potomac Command 30 1994
 Across the Rappahannock GMT Games 2002
 Across the Wide Missouri LPD Games 2007
 Action at Trafalgar WG #121 1991
 Action Front! @games online 2006
 Action Stations Minden Games 2006
 ACW AHIKS 1972
 ACW Solitaire David Kershaw 2007
 Admiral's War Canvas Temple Publishing 2020
 Admiral's War Expansion Canvas Temple Publishing 2020
 Adobe Walls Legion Wargames 2012
 Adua Alea IE 4 2000
 Advanced Civilization AvalonHill 1991
 Advanced European Theater of Operat Decision Games 2001
 Advanced Pacific Theater of Operations Decision Games 2009
 Advanced Salvo! 1939-1941 Panzer Digest 1 2007
 Advanced SC Methods 7509.231 LayoutDsgn 1975
 Advanced Space Crusade GmsWrkshp 1990
 Advanced Squad Leader AvalonHill 1986
 Advanced Squad Leader (Second Edition) MMP 2001
 Advanced Squad Leader Starter Kit #1 MMP 2004
 Advanced Squad Leader Starter Kit #2 MMP 2015
 Advanced Squad Leader Starter Kit #3 MMP 2015
 Advanced Squad Leader Starter Kit Expansion Pack #1 MMP 2017
 Advanced Squad Leader: Starter Kit #1 MMP 2014
 Advanced Third Reich AvalonHill have*
 Advanced Tobruk Critical Hit 2003
 Advanced Tobruk Blunted Sword Critical Hit 200x
 Advanced Tobruk Official Expansion Critical Hit 2002
 Advanced Tobruk Official Expansion Devils Garden Critical Hit 2002
 Advanced Tobruk Snakeshead Ridge Critical Hit 2009??
 Advanced Tobruk System Basic Game I Critical Hit 2004
 Adventurer Yaquinto 1981
 Aegean Strike VG 1986
 Aerotech FASA 1986
 Afghanistan Perry Moore 2010
 Afghanistan PerryMoore 1999
 Africa Wargamer 3 1977
 Africa 1483 Guild of Blades 2000
 Africa 1880 Tilsit 1997
 Africa Aflame ADG 1993
 Africa Aflame ADG 1993
 Africa Orientale S&T 128 1989
 Africa Orientale Italiana Avalanche Press 2018
 Africa Orientale Italiana Decision Games 2009

- African Campaign Jedko 1973
 African Campaign (2nd Ed) Jedko 1977
 African Gambit Ad Technos 1983
 Africana Z-Man Games 2012
 Africanus GMT Games 1994
 Africa's 30 Year War Chad vs Libya Guild of Blades 2002
 Afrika Korps AvalonHill 1964
 Afrika Korps T&S
 Afrika Korps World at War 11 2010
 Afrika Korps (2nd Ed) AvalonHill 1964
 Afrika Korps (3rd Ed) AvalonHill 1975
 Afrika Korps Counter Sheet Camelot Games 2014
 Afrika Korps II PZFST 44, 47 1971
 Afrika Korps The Desert War Avalanche Press 2002
 Afrika The North African Campaign The Gamers 1993
 After the Holocaust SPI 1977
 AFV Reroll 1990
 Against All Odds Critical Hit 2003
 Against the Current TCS Games 2009
 Against the Reich WestEndGms 1985
 Age of Chivalry 3W 1992
 Age of Conan FFG 2008
 Age of Conan NG International 2008
 Age of Dante High Flying Dice 2014
 Age of Exploration Prism 1992
 Age of Muskets, Tomb for an Empire Bellica Third Generation 2008
 Age of Mythology Eagle Games 2003
 Age of Renaissance AvalonHill 1996
 Agedebia Sunset Critical Hit
 Ager Sanguinis HistoricOne Editions. 2017
 Agincourt Fastplay Wargames
 Agincourt SPI 1978
 Agincourt TSR 1983
 Agony of Doom The AvalonHill 1979
 Agricola Hollandspiele 2016
 Agricola S&T 306 2017
 Air & Armor WestEndGms 1986
 Air Assault on Crete AvalonHill 1978
 Air Baron AH 1996
 Air Bridge to Victory GMT Games 1990
 Air Cav WestEndGms 1985
 Air Cobra OSG 1979
 Air Eaters Strike Back, The Metagaming 1981
 Air Empire AvalonHill 1961
 Air Force AvalonHill 1981
 Air Force Battleline 1976
 Air Force Battleline 1977
 Air Force Dauntless kit--Origins Ed Battleline 1978
 Air Force Dauntless-Post-Origins Ed Battleline 1978
 Air Strike GDW 1987
 Air Superiority GDW 1987
 Air War SPI 1977
 Air War SPI 1979
 Air War TSR 1983
 Airborne Avalanche Press 2011
 Airborne Jagdpanthr 1976
 Airborne Alert Ad Astra Games 2010
 Airborne Stand Critical Hit
 AirLand Battle OmegaGames 1985
 Airlines Avalanche Press 1998
 Airlines 2 Avalanche Press 1998
 Airships Avalanche Press 200x
 Alamein Avalanche Press 2006
 Alamein History's Turning Point, 1942 Avalanche Press 2007
 Alamo Conflict 7 1974
 Alamo Vae Victis 97 2011
 Alamo ~The Decision Games 1994
 Alamo Remembered, 2nd VPG
 Alamo, The SPI 1981
 Alaric the Goth Strategic 1980
 Alaska's War Avalanche Press 2007
 Albania:Italian Invasion of Greece Taurus 1975
 Albert Nofi's The Great War 191401918 One Small Step 2015
 Albion:Land of Faerie Ares 11 1981
 Albuera 16 May, 1811 Paul Koenig Games 2017
 Albuera 1811 – Krwawe Wzgorza Taktyka I Strategia 26 2008
 Albuerra Wargamer 8 1979
 Alcaniz, 1809 Alea(SP) 1 1994
 Alea Iacta Est Ludifolie 2012
 Alert Force Close Sims 1983
 Alesia Bradley 1970
 Alesia Strategy & Tactics 312 2018
 Alexander at Tyre Thundrhven 1993
 Alexander Deluxe Module Diadochi GMT Games 2014
 Alexander the Great AvalonHill 1974
 Alexander the Great AvalonHill 1975
 Alexander the Great Guidon 1971
 Alexander the Great TGC 1994
 Alexander's Other Battles PZFST 55 1972
 Alexander's Generals Xeno Games 1992
 Alexandre contre la Perse 334-331 avant J.-C. Vae Victis 2019
 Alexandria, 1801 SimTac 1996
 Alexandros Conquest and Empire Command 10 1991
 Alexius 1113 A.D. The Perfect Captain 2001
 Alfred the Great The Ethandun Campaign High Flying Dice 2017
 Alfred the Great The Great Heathen Army 871 AD High Flying Dice 2016
 Alfred the Great The War in the West Country High Flying Dice 2016
 Algeria Fiery Dragon 2005
 Algeria The War of Independence 1954-1962 Brian Train 2000
 Alien Armada Bad Baby Productions 2007
 Alien Armada Centurion 1983
 Alien Contact Phoenix 1983
 Alien Incursion Bad Baby Productions 2007
 Alien Invasion: The Defense of Corona Strongpoint Simulation and Modelling 2015
 Alien Space Lou Zocchi 1973
 Aliens LeadingEdg 1989
 Aliens vs. Zombies Victory Point Games 2013
 All American Shanley's Hill Critical Hit 1998
 All American Timmes' Orchard Critical Hit 1997
 All Bridges Burning GMT 2020
 All is Lost Save Honor Europa Simulazioni 2006
 All or Nothing The Fight for Fort Mercer 1777 Against the Odds 49 2018
 All Quiet on the Western Front MiH 1997
 All Things Zombie LNL Publishing 2009
 Allemagne 1813 de Luetzen a Leipzig Hexasim 2011
 Allenby's Blitzkrieg Schutze Games 2001
 Alma SPI 1978
 Alma Trumpeter 1974
 Almeida & Bussaco 1810 Hexasim 2011
 Almoravid GMT Games 2021
 Almost a Miracle The Revolutionary War in the North Against the Odds 51 2020
 Alone in the Storm Draco Ideas/War Storm 2018
 Alone int the Desert Flying Pig Games 2018
 Alpha Omega AvalonHill 1979
 Alpha Omega Battleline 1977

(Continued on page 24)

MapBoard Mk.1

by Mark A. Palmer



During my last submission of the MapBoard, I'd requested everyone to check out your game requests on the Open Match List. It has come to my attention that the list takes a bit of sleuthing to determine where it lies on the AHIKS webpage. Here is where you might find that buried treasure.

Once you get to the AHIKS website,
Hover over "Want an Opponent?"
Which will then disclose the "People Wanting a Game" option.

Click on that which will open the **People Wanting a Game** page.

Open the hyperlink located within the first sentence that is highlighted in blue.

"This [Google Spreadsheet](#) lists, by game title,..."

Those are the steps on the treasure map.

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

PUBLICATION DEADLINES

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

Deadline for next issue: January 31, 2023.

GENERAL INFORMATION

The Kommandeur (K) is the official newsletter of AHIKS, an international society of mature adults who play historical simulation games by email and mail. AHIKS is an organization of amateurs, staffed by volunteers, and is not affiliated with any game company or publisher. Society dues are yearly. Additional information about current rates is available from the Treasurer. We do not accept advertising. We do accept "ad trades" on an issue-for-issue basis with other publications and organizations. Direct inquiries to the Editor.

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Game News

Avalanche Press

Second World War at Sea: South Pacific is a complete Second World War at Sea boxed game based on the Solomons Campaign of 1942 and 1943. It covers the naval battles of Guadalcanal, the carrier battles of the Eastern Solomons and Santa Cruz, the battles of Vella Gulf, Empress Augusta Bay and Kolombangara, and much more.

South Pacific includes over 1,000 silky-smooth, die-cut playing pieces representing the ships and aircraft of the United States, Japan, and Australia that fought in the campaign. The 22x28-inch map includes all of the Solomon Islands plus the surrounding seas, and it overlaps with the maps from our **Strike South** game on its western edge.

Unique in the Second World War at Sea series, **South Pacific** includes not only the standard, generic Tactical Map but also a special Tactical Map showing "Ironbottom Sound" north of Guadalcanal, where so many Japanese and American ships and sailors would be lost.

There are over 50 scenarios, organized in our popular "story arc" format that weaves the narrative of the campaign into the scenarios, allowing them to tell the story of this pivotal series of battles. \$150

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

Great Pacific War: The Second World War in the Pacific is Avalanche Press' strategic-level game of the War in the Pacific. The game covers the entire war from December 1941 through 1946 and includes the forces of all participants. Players are placed in the positions of the commanders of the Japanese, British, Soviet, and American forces in World War Two.

Great Pacific War includes five scenarios for the **Great Pacific War** and three scenarios for the linked **Second World War**. One of the **Great Pacific War** scenarios covers a possible 1931 conflict between Japan and America as postulated by the British journalist Hector Bywater in his book of the same title.

Game scale is 60 miles per hex covering the battlefield on three 34" x 22" maps. Units are represented at corps, fleet, and air army level. Each turn represents three months of actual time.

The game system is built around players drawing impulse "chits" to determine how they can activate their forces. The emphasis is on the interaction of military, political, and economic factors.

The game system from our **Third Reich** game allows players to control the military, political, and economic destinies of their nations in a struggle to dominate the world. Land, air, and sea forces battle across almost a third of the earth's surface as the two mightiest navies fight for control of the Pacific. Players manage their economies and build and operate their military forces within the capabilities of their nations' abilities.

In **Great Pacific War** the Japanese player must decide initially whether war with America or the Soviet Union will be his or her strategy. Japan's lack of resources make a war with one or the other a necessity. Also possible is a war with Britain and her ally, the Netherlands, who together control the riches of India, Java, and Borneo. This strategy has many risks, the greatest being that America will enter the war on Britain's side. Coloring all is the massive Japanese investment in China and the importance of those conquered territories to the Japanese economy. The American player must move a nation unprepared for war to a position of strength, while attempting to support the Nationalist Chinese in their conflict with the Japanese. \$60

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



Canvas Temple Publishing

Admirals' War Expansion is a new expansion of the **Admirals' War** base game that incorporates the Black Sea, new submarine rules, as well as three new counter-sheets full of new ships.

Note: Ownership of the **Admirals' War** base game is required to make use of this expansion.

The new ASW rules account for the historical reality that U-Boats had far greater combat value in '39-'42 than in '43-'45. This has now been incorporated into the game. Each nationality has a deck of cards pertaining to submarine warfare in his theater. The British and German decks, used together, represent the shifting advantage between the U-Boat and the escort. The American deck represents the development of a better (i.e., functionally reliable) torpedo, and the Japanese deck deals with the adoption of more effective ASW tactics.

The new Black Sea map expansion is part of the ATO. Gölcük becomes an active base upon Turkish entry. Constanta becomes an active base for the Axis on turn 3. Poti becomes an active Russian (Allied) base on T3. As with other Russian bases, Poti may not be used or occupied by non-Russian units (Exception: 42.352). Before everyone asks, Sevastopol is not represented because it is completely irrelevant in game terms. Control of the Black Sea is worth 1 VP for either side. Also, prior to turn 3, the German player cannot gain VP in the Black Sea from submarines or Hilfskreuzers.

Included in this expansion to **Admirals' War** is enough "what if" to satisfy even the most ardent of alternate history fans. What if the Allies had been more lenient at Versailles, or the Kaiser's fleet had not scuttled itself at Scapa flow? It's in there. What if all the ships scrapped or canceled when the Washington Naval Treaty was signed had actually been built? It's in there. What if the war had gone on longer? Or started earlier? Or later? It's all in there. \$50

https://canvastemple.com/index.php?main_page=product_info&cPath=22_1&products_id=78&zenid=11a2f5579c50472f04b36f523e5df25e

Osprey Games

Stargrave: Hope Eternal by Joseph McCullough Osprey Games \$30 <https://ospreypublishing.com/us/stargrave-hope-eternal-9781472852205/>

Take on the pirate fleets in this campaign for **Stargrave**, featuring full rules for playing the game solo or cooperatively. Since the end of the Last War, the great pirate fleets have roamed the ruins of the galaxy, pillaging, extorting, and enslaving. No one has had the power to stand against them, and the desperate few who have tried, have been quickly and brutally crushed. However, when the independent crews are hired for a simple hostage rescue, it leads to a dangerous opportunity to strike a blow against tyranny. Two of the largest and most vicious pirate fleets are meeting for a parlay near the ruins of an ancient research station... one that once experimented with 'supernova-level events'. If the crews can locate the station, slip past the pirates, and infiltrate the facility, it might be possible to release such an event just as the fleets have gathered...

Hope Eternal is a solo and cooperative expansion for **Stargrave**. Along with full rules for playing the game in this new style, the book contains an intricate campaign of connected scenarios. Whether you brave the perils of the campaign alone, or enlist the aid of another independent crew, this is your chance to bring back a little hope to the ravaged galaxy!

Lion Rampant: Second Edition Medieval Wargaming Rules by Daniel Mersey

Osprey Games \$30 <https://ospreypublishing.com/us/lion-rampant-second-edition-9781472852618/>

An expanded edition of the Origins Award-nominated *Lion Rampant*, featuring new rules, scenarios, and sample armies. Take to the battlefield as Richard the Lionheart, Joan of Arc, or William Wallace – or forge your own legend – with **Lion Rampant: Second Edition**. From the Dark Ages to the Hundred Years' War, raids, skirmishes, and clashes between small retinues were a crucial part of warfare, and these dramatic small-scale battles are at the heart of this easy-to-learn but tactically rewarding wargame.

Lion Rampant: Second Edition is a new, updated version of the hit Osprey Wargames series title, and retains the core gameplay while also incorporating a wealth of new rules and updates from several years' worth of player feedback and development. Whether they are looking to recreate historical encounters or tell their own stories, the varied scenarios, unit types, and sample retinue lists found in this volume provide everything players need to face each other in quick, exciting, and, above all, fun tabletop battles.

Collins Epic Wargames

Polyversal We are pleased to announce the general release of **Polyversal**. All **Polyversal** products are currently in stock and ready to ship, including miniatures battlegroups. We're also excited to offer free worldwide shipping for all orders over \$100 (excluding import fees/VAT), use Coupon Code FREE-SHIP at checkout (applies to all products, \$100 USD order minimum). Please note, UK and EU shipments will be delayed until our Kickstarter backers orders are completely fulfilled, but you can still reserve a copy for shipment. To order, please check out our store.

Polyversal is a new sci-fi mass combat miniatures system compatible with 6mm-15mm miniatures designed by Ken Whitehurst and published by Collins Epic Wargames. The **Polyversal** system works with miniatures you may already have in the 6mm-15mm range and includes access to **Polyversal Arsenal**, a powerful web-based app that allows you to quickly and easily customize unique Combatant Tiles for play. A points-based system balances out the Combatant Design System. The setting is a gritty plausible future with a storyline that promises to capture your imagination while providing endless hours of gaming entertainment. Don't have your own miniatures? No problem. We have worked with 5 miniatures manufacturers to supply a selection of miniatures for a boxed version of **Polyversal** along with 3 expansions, each featuring "Battlegroups" with Tiles ready to play. These boxed sets include everything you need to play the game- gorgeous Combatant Tiles with incredible artwork from Bruno Werneck (*Tron: Legacy*, *Thor*, *Star Trek Into Darkness*) and James Masino (*War. Co. Card game*), 15 polyhedral dice, orders tokens for 2 players, tracking counters, a comprehensive rulebook and miniatures from some of the best manufacturers out there. If you're interested in the game without Miniatures, that is also available in boxed form with a printed rulebook, counters, and dice. Finally, the game is also available in Electronic form which gives you the 172 page Rulebook and Design System, printable Orders and Tracking Counters, and Arsenal Access for designing Tiles.

Full Electronic Rules, Quick Start Tile Packs, and a POD rulebook option are available on War-game Vault. \$75/\$180

<https://collinsepicwargames.com/Polyversal.html>



Compass Games

Brothers at War: 1862 is a quick-playing, tactical wargame exploring civil war brigade command. This is a quadrigame or set of four games, each featuring a full-size, 22x34" game map and covering battles from 1862: Antietam, South Mountain, Mill Springs, and Bloody Valverde. \$79

<https://www.compassgames.com/product/brothers-at-war-1862/?sfw=pass1667943225>



American Tank Ace: Europe, 1944-45 is a solitaire tank combat game set in WW2, where the player commands one of 9 models of an M4 Sherman tank or an M26 Pershing. Out-gunned, the player must use every trick available to survive in combat against the heavier German tanks while avoiding German AT and Panzerfaust fire. Designed by Gregory M. Smith.

The Second World War has dragged on for 5 years. D-Day marks the Allies' promise kept to the Soviet Union in opening a second front. American armor fared reasonably well in North Africa against second line German and Italian tanks, but in Normandy they faced Panthers for the first time and received quite the shock. The German tanks were severely outnumbered but exacted a terrible toll on the mostly Sherman tanks of the U.S. Army. Fortunately, the "Arsenal of Democracy" had been hard at work continuously improving and upgrading the Sherman tanks, and improved versions were delivered to the frontline units as the war continued. Sherman tank commanders, however, start just after the Normandy Invasion and are out-gunned and out-armored as they fight to end the Nazi threat.

You will be assigned missions to attack, defend, or conduct movement to contact depending on the current tactical situation. As time progresses and players survive, they may use the experience gained to improve their odds of success by purchasing skills. As their prestige increases, they may request improved versions of the Sherman tank when they suffer the loss of their previous tank. Awards and promotions help to narrate the player's eventual goal – to survive the war and help defeat Nazi Germany.

Players will find it extremely challenging to survive an entire tour from June 1944 to April 1945, at which time the game ends. You will start with one of the tank models available to the Army the start of the game, but as your fame and prestige rise, more advanced tanks will be available to choose from.

The system is packed with rich technical detail based on the actual tanks used by U.S. forces. The five double-sided Tank Display Mats (10 different tanks) provided correspond to each tank type available to the player. This mat helps track the status of your tank and systems, including available weapons and ammunition at your disposal.

Game play moves quickly, following a set sequence of events that are repeated until the end of the game. Once you have your initial tank and commander, play proceeds by rolling for a mission and conducting it. Sometimes you'll be assigned to attack, defend, conduct a movement to contact, assault a prepared enemy, or even sit out while waiting for supplies. Enemy forces range from Penal units all the way up to SS and Fallschirmjäger and are randomly generated, ensuring no two careers will ever be the same. Combat is swift and sometimes deadly, as almost all the German tanks, SPGs, and AT guns can penetrate you. Terrain and weather also have an impact on operations, as well as smoke. Players must pay attention to hull down status, the orientation of their hull and turret, and decide when it is prudent to "button up." Artillery and mortar fire can sometimes support either side, and random events will add to the uncertainty of combat. When each mission is completed, assuming you have survived, you will ascertain if any awards have been

earned or experience points gained. Promotion is also possible, which has the advantage of allowing for artillery and mortar support. You may also upgrade your tank if you have sufficient Prestige to get a better model, otherwise, you continue to fight in your starting tank until it is knocked out.

This game has some similarities to the old classic **Patton's Best**, but the combat system is completely different and lends itself to faster, more streamlined play. A typical mission can be performed in 10 minutes or less, allowing for quick set up and take down when short gaming sessions are all that are available to you. While **American Tank Ace** is designed as a solitaire gaming experience, additional options for play are provided for both multi-player cooperative and competitive gaming sessions.

American Tank Ace: 1944-45 is meant to be a highly playable and interesting solitaire game covering the actions a tank commander would have to deal with in Europe. \$60/\$69

<https://www.compassgames.com/product/american-tank-ace-europe-1944-45/>

Maori: Warriors of the Long White Cloud is a historic simulation game for one to four players, depicting clan warfare typical in New Zealand before European colonization (around 1450 A.D.). Players build war canoes and train warriors to create a force to strike at their adversaries, while protecting their home village. The player himself is represented on the board as the Paramount Chief. If this leader is killed, the game is lost. \$65/\$79

<https://www.compassgames.com/product/maori-warriors-of-the-long-white-cloud/>



Schnell Boats: Scourge of the English Channel is a solitaire, tactical-level, narrative-driven wargame. You, as Kommandant, will lead a squadron of 4 German Kriegsmarine torpedo boats or experimental turbojet-powered hydrofoil boats on night missions against Allied forces in the English Channel during 1943-1944.

Sleek, fast, and heavily-armed, German Kriegsmarine Schnell Boats (or Schnellboote) were a feared and respected adversary which exacted a heavy toll on Allied shipping.

Schnell Boats covers the months from June 1943 to June 1944. Based in Cherbourg, France, your primary goal is to intercept and sink as many Allied cargo ships and tankers as possible in an attempt to prevent them from transporting troops and supplies to England. But that's easier said than done, as enemy air patrols and Royal Navy gun boats will do their best to destroy you and your squadron.

You may also occasionally be assigned a special mission, such as minelaying or downed Luftwaffe pilot search and rescue. Other hazards you and your squadron will likely face are bad weather with heavy seas and a multitude of random events.

Schnell Boats models 2 playable boat types: the S-100, and the experimental Projekt 5b Tragflügelboot. There are up to 14 individual Schnell Boat crewmen or crews which may be injured or killed during missions, but if they do survive long enough, their skills will improve. The game also models individual Schnell Boat equipment and components, such as radio, engines, cannons, bilge pumps, etc. These components may be damaged or destroyed, perhaps forcing your Schnell Boat squadron to break off the patrol early, or maybe even disabling one of your boats in the heat of battle. Also modeled is Schnell Boat squadron management, allowing you to conduct boat assignments and repairs.

As a Schnell Boat Kommandant, your ultimate goal is to survive for up to 12 months, while at the same time destroying as

many Allied ships as possible without suffering too many squadron losses yourself. But be careful; play recklessly and lose too many boats and you may find yourself relieved of command and sent back to Germany, or even court-martialed and sent to fight on the front lines as an infantry soldier! But do well and you will earn medals, knowing you successfully served the Fatherland.

Schnell Boats was designed to be detailed, yet remain accessible to even new players with no prior wargaming experience. Gameplay has been greatly streamlined by avoiding the need to memorize a bunch of complicated rules, yet it still retains a certain level of content, detail, and unpredictability which add to replayability. Most patrols can be completed within 20-30 minutes, with the occasional 1-hour patrol if multiple enemy convoys are encountered. The option to play quicker Short and Medium campaign games of 4 or 8 months is also included. One thing is certain: no two missions will ever play the same! \$60/\$69

<https://www.compassgames.com/product/schnell-boats-scourge-of-the-english-channel/>



Critical Hit

Bloody Omaha West, the final countdown edition of our Omaha Beach series. This is the latest and final counter presentation, a collection of 3 ½ sheets using familiar nomenclature and ALL color art. Little changes, like accurate brown emplacement counters, pillbox arrows, and more make this our best foot forward for the seminal gameplay experience.

This is the latest and official map presentation and supersedes all earlier editions. In addition to art, there are a few tweaks and a correction here and there to make things new again and fresh.

The scenarios are all the latest editions. Color, three hole punched rules and an entirely new Landing Scenario Play Aid presentation.

To differentiate the editions, the new title is **Bloody Omaha West**. **Bloody Omaha West** links to **Bloody Omaha East** to create what Guinness tells us in preliminary application is the world's largest board wargame.

Please note, this game uses standard Omaha-size hexes for the maps. Just like the old days of AH mounted board games, each 24" x 36" playing area is created by 4 folding panels on hard stock.

Ownership of the ASLRB (2nd Edition suggested) is required, plus modules providing German and American nationalities and Chapter G. \$90

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

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. The map scale is point to point movement, or 20 miles average. \$40 <http://shop.decisiongames.com/ProductDetails.asp?ProductCode=1004>

Devil Pig Games

Heroes of Normandie is a miniatures game without miniatures. **Heroes of Normandie** is a fast-paced WW2 strategy wargame inspired by Hollywood war movies. Players use order tokens to determine initiative and to bluff. While a single six-sided die determines combat, action cards are played to spice things up. Secretly plan your attacks and outwit your opponent. Block the opposing strategy and surprise the enemies. Deploy your units and don't turn back! \$95

<https://www.nobleknight.com/P/2147871564/Heroes-of-Normandie>

In **Heroes of Normandie : Bloody Omaha Battlepack #1**, relive the terrible landing of the 1st American Infantry Division (Big Red One). In addition to the forces of the Core box, American forces will have at their disposal Combat Engineers from the Big Red One, a battalion of Rangers, a regiment from the 29th Infantry Division, and the 743rd American Tank Battalion. The German forces had at their disposal a battalion of the Festungkompanie, Panzer-Aufklarungs, and a Panzergruppe of the 2nd Panzer Division to fiercely defend the beach.

Let's not forget the addition of the High Command which will allow you to play the American and German air force, but also to rain artillery on your opponent, will you choose the explosive or smoke shells? New heroes are available for both sides as well as a plethora of equipment and support options. Play through 4 scenarios ranging from Omaha beach to a small farm near the coast with 6 new double-sided terrain boards. €55 https://www.devil-pig-games.com/en/product/aa-hon-v2_-battle-pack_bloody-omaha-fr-eng-3/

Europa Simulazioni

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

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

In 1745 war extended to Italy where France and Spain were in arms against Austria and her ally, Savoy. After a sound defeat near Alessandria, the following year, the Austrian side soundly defeated the French-Spanish army at the battle of Piacenza, which marked the end of the French-Spain attempts to defeat Maria in Italy: "I want to hope that this event will dispel from the minds of my enemies the desire to totally banish myself from Italy" €49

https://italianwars.net/NewSite/piacenza_1746.html

GMT Games

Great Battles of Julius Caesar Deluxe Edition We are proud to bring back in print two classic Great Battles of History titles in a deluxe treatment (like we did with Great Battles of Alexander and SPQR). Great Battles of Julius Caesar combines Caesar: The Civil Wars, published in 1994, and Caesar: Conquest of Gaul, published in 1996 and reprinted in 2006, into a single

package along with the battles that were published as separate modules.

Great Battles of Julius Caesar will have a single rulebook brought up to the production standards of the latest GBoH titles, written so that all the land battles in the original games can be played from single rule book. The one naval battle has its own rule book.

The scenario book features 20 battles presented in a chronological order that traces the evolution of the Roman military system from early battles against various foreign foes, Caesar's wars in Gaul followed by Caesar's wars against his Roman rivals, and culminating with the Roman invasion of Britain a century later.

The scenarios vary in size from four large battles using 1½ game maps to six small battles on a half-size map with the remainder using one full-size map. In addition to the Roman-on-Roman contests, the battles showcase the Romans facing off against a colorful array of non-Roman opponents—the Numidians, Germans, various Gallic tribes, and the Hellenistic style armies of Pontus. The counter mix includes 43 distinct cohort style legions, a host of specialty type auxiliary units, numerous tribal infantry and cavalry units, and some old favorites from SPQR—Elephants, Chariots, and even the double sized Phalanx. Along with the typical set piece battles, several battles feature the use of fortifications, one an amphibious invasion Roman style, and one a full-blown naval battle.

The original maps will be updated to the latest GMT graphics standard and have the same look and feel across all the battles. The set will include a "blank" map for use with the Cirta and Bay of Biscay scenarios and new map for the Nicopolis battle – no more drawing in trench lines. The counters will be updated to the latest production standards and will be similar in style to those in SPQR. Additional counters are included to minimize the need for counter substitutions in those battles featured in the originally published as modules.

Simple GBoH scenario instructions are included for the Gerovia battle. The remaining battles are already covered in the Simple GBoH rules set. \$115

<https://www.gmtgames.com/p-892-great-battles-of-julius-caesar-deluxe-edition.aspx>

Musket & Pike Dual Pack: This Accursed Civil War and Sweden Fights On are being offered on P500 as a two-pack. Eleven battles in one box! The award-winning Musket & Pike Battle Series was launched in 2002 with **This Accursed Civil War** and followed with **Sweden Fights On** within a year. Both have been out of print for over a decade. The series has marched on with four more installments and has attracted many new players. In one box, you will get the first two volumes of the MPBS including:

Two additional battles for **This Accursed Civil War**: Cheriton 1644 and Cropredy Bridge 1644. Both battles were in Ben's original Desk Top Published version, with Cheriton 1644 appearing later in *C3i*. The Edgehill 1642 variant from Gustav Adolf the Great will be included as well.

For all battles, infantry and cavalry units will not be shared between battles for ease of setup and storage.

The battle specific cards introduced in **Saints in Armor** with be provided with Turn Track, Victory Conditions, Dead and Pursuit boxes to improve their utility (5 back-printed cards)

The **This Accursed Civil War** Playbook will be brought up to the current series standard for ease of use.

Last but not least: the counters will feature formation icons requested by so many players over the years! \$75

<https://www.gmtgames.com/p-626-musket-pike-dual-pack.aspx>



Stalingrad '42 Expansion adds a 5th scenario to **Stalingrad '42** covering the period from December 14th through February 5th, 1943. The scenario starts with the Soviets launching a major attack against the Italians along the Don River while Manstein's Operation Winter Storm to relieve Stalingrad is in progress.

The scenario uses all three maps (not included). Each turn represents 4 days. More than 50 new units included. \$22

<https://www.gmtgames.com/p-933-stalingrad-42-expansion.aspx>

Headquarter Games

The World at War: Europe represents World War II in the European Theater of Operations.

It presents a novel game system in which the main engine of the game will be the actions available to each player distributed among the various powers assigned to their side.

The game is of medium complexity and covers many of the most interesting aspects of the conflict such as the Blitzkrieg, diplomatic pacts (historical and those that could have been), strategic warfare, industry improvements, technological advances, etc

In **The World at War: Europe** the player will arrange the forces of the various nations on the board represented by wooden cubes. No combat units are represented with cardboard tokens, nor are ratio calculations required using the usual combat factors of different units, common in more traditional "hex & counter" games.

The only tokens present on the map are Air Fleets, fortifications, and other markers used for research, resources, diplomacy, and convoys.

The **World at War: Europe** map is divided into areas and sea zones. Unit movement takes place in those areas. Land units are represented by the wooden cubes and are equivalent to Army Corps or armies depending on the country. Naval fleets are represented by wooden disks and air fleets are represented by circular tokens.

All countries on the map can go to war with the exception of Switzerland and Sweden. The Major Powers (Germany, Italy, the USSR, the United States, the United Kingdom, and France) and minor powers that can go to war on one side or the other are represented; here diplomatic actions can change History.

Most of the game's mechanics focus on actions available to the Great Powers. The number of actions available will vary during the game. The number of actions a Great Power has represents its ability to conduct offensives, build armies, and research technology or industry.

We will use the dice to solve many of the actions that are presented to us during the game.

Other aspects of the game to highlight are the diplomacy and the events that add many options to the game and allow each game to be different.

The rules are not long and are easy to understand, which makes the game a good option for less experienced players, but at the same time interesting for more veterans. €62

https://ecommerce.hqwargames.com/index.php?id_product=21&rewrite=the-world-at-war-europe&controller=product&id_lang=1

Hexasim

Fallen Eagles - Waterloo 1815, long out of print, returns in a new edition. While continuing to offer a one-day playable simulation of the famous battle,



Fallen Eagles II benefits from the improvements that appeared in the development of the Eagles of France series. The game incorporates the latest version of the rules, available online.

The map has been completely revised. The representation of the terrain is more accurate thanks to the topographic study of the battlefield carried out by Rick Barber. Sébastien Brunel then redesigned it to be consistent with the graphic charter of Ligny and Quatre Bras. And the hex numbers are gone.

The modifications also concern the pawns. As has been done on the most recent games in the series, elite units have been split into 2 counters to increase their resilience, while low-quality units have been grouped together, thus simulating their poorer resistance on the battlefield.

Each scenario (Hougoumont, d'Erlon attack, Plancenoit) has its own map to improve playability, without the need to delimit the playing area on the large map. €60

<https://www.hexasim.com/fr/3530-Waterloo-1815-Fallen-Eagles-II.html>



Austerlitz 1805, Rising Eagles

After Fallen Eagles (Waterloo 1815), Rising Eagles simulates Napoleon's most brilliant victory: Austerlitz.

The game includes 3 short scenarios:

1. Davout's resistance in Telnitz and Sokolnitz
2. impasse in the north: Bagration against Lannes and Murat
3. the big breakthrough in the center and the clash of the Guards

Each scenario can be played on its own map for better playing comfort.

A campaign also allows the complete battle to be covered in a reasonable amount of time.

The system emphasizes morale, attrition and engagement of formations (corps) at the right time, rather than tactical chrome.

The 250 m/hx scale map is an accurate representation of the battlefield, thanks to topography work by Rick Barber and graphics by Sébastien Brunel.

The order rules in **Rising Eagles** have an even greater impact than in **Fallen Eagles**. The ability to change orders has been reduced, reinforcing the importance of upfront planning. Fog of War has also been further developed. Players will experience a situation similar to generals of the era, not knowing exactly what enemy formations are facing them. €60

<https://www.hexasim.com/fr/1860-Austerlitz-1805-Rising-eagles.html>



High Flying Dice Games

Tercio de la Muerte, the Battle of the Ebro River, 1938 \$21
<http://www.hfdgames.com/ebro.html>

Operation Praying Mantis, April 1988 \$18
<http://www.hfdgames.com/mantis.html>

Operation Iron Brain, the Siege of Beirut, 1982 \$21
<http://www.hfdgames.com/brain.html>

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

Hollandspiele

Horse & Musket V: Age of Napoleon

This is an expansion. You need **Horse & Musket: Dawn of an Era** to play this game.

This is the fifth main volume in Sean Chick's Horse & Musket series, and it's the one you've all been waiting for! **Horse & Musket V: Age of Napoleon** brings us the man and the battles that defined an era and that continue to ignite the popular imagination to this day. As usual, we've got a set of twenty scenarios drawing from battles both famous and obscure – both the brilliant victories and the tragic disasters. These are drawn from every period of Bonaparte's career, plus a few from the War of 1812 raging across the ocean.

Naturally there are new Scenario Special Rules and a whole host of optional nationality rules to give you the flavor and detail that you want from this colorful and dynamic era. Over fifty unique named leader counters are provided – a record for the series.

Rivoli – January 14, 1797 – Bonaparte's First Masterpiece

The Pyramids – July 21, 1798 – "Forty centuries look down upon you."

Novi – August 15, 1799 – "Now it's time for action!"

Hohenlinden – December 3, 1800 – The Zenith of Jean Moreau

\$50

<https://hollandspiele.com/products/horse-musket-v-age-of-napoleon>

Legion Wargames

Skyhawk, Rolling Thunder, 1966 is a game which puts the player in the cockpit of an A-4E Skyhawk of VA-72 flying missions during the early days of Operation Rolling Thunder. Your base of operations is the USS Franklin D. Roosevelt on duty at Yankee Station. You play as a Navy pilot flying strike missions against targets in North Vietnam. Your goal will be to survive a mission or a campaign.

The Skyhawk was a nimble aircraft and was capable of carrying slightly over four tons of ordnance. Depending on your target, the player has the opportunity to load out his aircraft to meet the mission requirements. The missions will not be easy. President Johnson and his civilian advisors may even change your target or ordnance loading depending upon the political situation in the USA.

Facing you will be a determined North Vietnamese force. It is possible you will face small arms fire, AAA, SAM launches, and a rare encounter with a MiG. You will have help. Support Forces allow the player to attack NV defense forces before you attack your target. Their success could make your job easier.

The player may fly a single mission or play one of the three campaigns included in the game. These campaigns are:

First Tour of Duty: Yankee Station: 10 August 1966 – 10 September 1966

Second Tour of Duty: Yankee Station 20 October 1966 – 27 December 1966

The third campaign combines the two campaigns above with additional rules.

The game is not meant to be a detailed simulation of the Rolling Thunder campaign. It is a simple yet engaging, quick game for the player. Concepts for the game come from **B-29 Superfortress**, **Target for Today**, **Target for Tonight**, and **Kennedy's Boys** as well as **Able Dog**, a free print-and-play game by Patrick Millin. Some of the concepts used in **Skyhawk** will be expanded upon in the upcoming **Operation Linebacker II** game by myself and **Bob Best**. \$53/\$70

https://www.legionwargames.com/legion_SKY.html

La Primogenita, 1941 East African Campaign covers the Allied invasion into Italian Eritrea in the north where the most

intense fighting took place, especially around the town of Cheren. The Allies invaded Eritrea with two Indian Divisions and some Free French units. The defending Italians consisted mostly of colonial Brigades, recruited among Ethiopians and Eritreans. They also had two metropolitan Divisions in reserve among which several elite battalions from the "Grenadiers of Savoy" Division were sent north to Eritrea. These battalions (Alpini and Bersaglieri), together with loyal Eritrean colonial troops held both Allied Divisions at bay for eight weeks at Cheren before the survivors were finally forced to retreat towards the Eritrean capital Asmara. The battle of Cheren is seen as an hour of glory in the Italian army.

The game introduces a dynamic order chit system where players give orders to attack, move, entrench, bring forward extra ammo etc. All order chits have a priority number that decides which order is executed first. After executing four orders each, another set of orders are chosen and played. You will have to choose wisely depending on what forces you have at hand, in what order you wish things to happen, and depending on what you suspect your opponent will choose. \$45/\$60
https://www.legionwargames.com/legion_LAP.html

Lock 'n Load Publishing

Point Blank - V Is For Victory is a World War 2 tactical squad-level card game where players maneuver forces to attack or defend objectives defined in scenarios. Game components are represented by cards consisting of squads, vehicles, support weapons, and leaders. Counters are included with the game and are used to mark player forces with information about the condition or state of a unit and a solitaire option is also included, well as team play. \$120/\$130

<https://store.lnlpublishing.com/point-blank-v-is-for-victory-llp312131>

Lone Canuck Publishing

Q26 – Encounter at Le Valtru, 16 June 1944: The 2.SS-Panzerdivision *Das Reich* was forced to delay its counterattack on the British penetration west of Caen in order to deal with the British 49th Division's advance south from Rauray. This delay allowed the 9th Cameronians to occupy Grainville and the 7th Seaforth Highlanders to advance to the hamlet of le Valtru in effort to secure the right flank of the now named "Scottish Corridor." Before the Seaforths could reach le Valtru, they were hit by *Kampfgruppe Weidinger* of 2.SS-Panzerdivision *Das Reich*.

Game Length: 5½ Turns, **Board:** p, **Estimated Playing Time:** 3 hours 21 minutes

British Forces: 10x Squads, 2x Leaders, 2x LMG, 2x PIAT, 2x 2" Mortar, & 3x Churchill VII heavy tanks

German Forces: 7x Squads, 3x Leaders, 2x LMG, &, 2x Pz VG medium tanks

Q26 – Holzthum Hold Out, 16 December 1944: For the opening phase of Unternehmen Herbstnebel (Operation Autumn Mist), Oberst Heinz Kokott's 26.Volksgrenadierdivision had one of the toughest tasks in that it had to clear the roads west of Our River for the panzers of the 2. and the 116.Panzer Divisionen. Crossing the Our in rubber boats at 03:00 hours and infiltrating their way past the American outposts, Oberstleutnant Kaufmann's Füsilier Regiment 39 had reached Holzthum at 06:00 hours before anyone in the US 28th Infantry Division sector was even aware an attack was in progress.

Game Length: 5½ Turns, **Board:** 12, **Estimated Playing Time:** 2 hours 28 minutes

American Forces: 6x Squads, 2x Leaders, 2x MMG, 2x 60mm Mortars, Bazooka, & Foxholes.

German Forces: 12x Squads, 3x Leaders, & 3x LMG.

Q27 – Stand at Sterlin's Castle, 8 December 1943: By 0600 hours, the 1st Canadian Infantry Brigade had crossed the Moro River and established a bridgehead; supported by engineers and armour, the Canadians then launched attacks on San Leonardo. The Germans retreated and San Leonardo was at last secured, but counterattacks directed at the fragile bridgehead held by the hard-pressed Canadians were the order of the day.

Game Length: 5½ Turns, **Board:** 9, **Estimated Playing Time:** 2 hours 4 minutes

British Forces: 4x Squads, 2x Leaders, LMG, & 2" Mortar.

Germans Forces: 7x Squads, 3x Leaders, LMG & 2x MMG.

Q28 – Going in Light, 9 June 1944: The immediate objective for the newly landed US 2nd Infantry Division was the village of Trévières, located just south of the Aure River. The plan of attack was for the 38th Infantry Regiment to strike directly at Trévières from the north and west, while the 9th Infantry Regiment would outflank Trévières by seizing Rubercy to the southeast - thus isolating the German position. It was no accident the Germans had chosen the tiny farm of Haute Hameau to make a stand against the approaching 9th Infantry. The old Norman farm with its stone wall courtyard formed an ideal defensive position, commanding the neighbouring country lanes running south in the direction of Rubercy.

Game Length: 5½ Turns, **Board:** 43, **Estimated Playing Time:** 2 hours 48 minutes

German Forces: 7x Squads, 2x Leaders, LMG, HMG, & 8cm Mortar

American Forces: 10½ x Squads, 3x Leaders, 2x MMG, 3x HMG, & 3x Bazookas

Q29 – Como Ridge, 22 July 1945: In late 1944, the Australian Army had assumed responsibility for Allied operations on Bougainville, replacing US troops who were subsequently redeployed to the Philippines. Following the failed landing by the Australians at Porton Plantation, the commander of the Australian II Corps, Lieutenant-General Stanley Savige, decided to focus the main effort of the Australian campaign upon driving south towards the Japanese garrison at Buin, where the bulk of the Japanese forces were holding out.

Game Length: 5½, **Board:** 36, **Estimated Playing Time:** 3 hours 7 minutes

Japanese Forces: 5x Squads, 4x Crews, 2x Leaders, LMG, 2x HMG, 50mm Mortar, 75mm Infantry Gun, Wire, Trenches, & Pillboxes

Australian Forces: 13½ x Squads, 3x Leaders, 3x LMG, 2x MMG, 3x PIAT, 3x 2" Mortars, & 2x Matilda II heavy tanks.

Q30 – The Tombe Diversion, 1 July 1943: The initial plan for the capture of Viru Harbour called for a diversionary attack by Lieutenant Brown's platoon on the small village of Tombe located on the east side of the harbour while the main body, under Lieutenant-Colonel Currin, would then attack the village of Tetemara on the west side of the harbour.

Game Length: 5½ Turns, **Board:** 0, **Estimated Playing Time:** 2 hours 24 minutes

Japanese Forces: 5x Squads, Crew, 2x Leaders, LMG, HMG, 50mm Mortar, Panjis, Foxholes, & Pillbox.

American Forces: 8x Squads, 3x Leaders, & 2x HMG. \$16
<http://www.lonecanuckpublishing.ca/Quick%206%20V.htm>

Matrix Games

Panzer Corps 2: Axis Operations 1944

We are delighted to announce that **Panzer Corps 2: Operations Axis 1944** is the first DLC to offer two entire campaigns that are completely separate and independent from one another.

In the historical campaign, prepare to face the brutal realities of the decline of the German Wehrmacht as it struggles to survive the Allied onslaught battering it from all directions.

In the ahistorical campaign, continue your success that has secured the Caucasus region for Germany as you defend your extensive conquests from both familiar and also totally new challenges.

To give players the most freedom of choice, both campaigns are immediately available for all players to begin.

There are no prerequisites or barriers to launching either campaign. Newly formed Panzer Corps or deeply imported forces have equal choice in which campaign path to pursue and explore.

Like all previous DLCs, **Panzer Corps 2: Axis Operations 1944** also adds 20 new scenarios and a new set of objectives, classified as Elite Objective. \$10

Panzer Corps 2: Axis Operations 1944 is now available now on the Slitherine store, Steam, Epic Games and GoG

<https://www.matrixgames.com/game/panzer-corps-2-axis-operations-1944>

Panzer Corps 2 is the ultimate Second World War strategy game! Enjoy the time-proven gameplay formula which has been appreciated by millions of players over the years, brought to a whole new level of refinement up to the latest technical standards. \$40

<https://www.matrixgames.com/game/panzer-corps-2/pc>

Multi-Man Publishing

The **Advanced Squad Leader Overlay Bundle** contains a re-printing of *every* overlay (on 34 cardstock sheets) issued by Avalon Hill or MMP *except*:

- Overlays from MMP's **Red Factories**
- Deluxe overlays (available in MMP's **Deluxe ASL**)
- Gavutu-Tanambogo overlays from Avalon Hill's **ASL Annual 93b** (re-released as a paper map in MMP's **Rising Sun**)
- Overlay E1 (escarpment) from Avalon Hill's **West of Alamein** (re-released as board 25e in MMP's **Hollow Legions 3rd Ed.**) \$48

<https://mmpgamers.com/asl-overlay-bundle-p-357>

This is a reprint of the 2015 printing (with a few minor errata corrections).

Hakkaa Päälle! (Advanced Squad Leader Module 14) provides the ASL player with the complete order of battle for the Finns, including every major vehicle, gun, and squad type that saw combat during World War II. Chapter H distills years of research into pages of detailed notes on the guns and vehicles involved. Included along with three new Finnish squad types are the revised Chapter A rules to handle them.

Finnish ordnance and armor throughout this period are represented from the single Landsverk armored car that was the only combat-worthy Finnish AFV at the start of the Winter War, through the end of the Lapland War, when Finnish armor included captured Russian AFVs and Sturmgeschuetz purchased from Germany. Modern tanks like the T-34/85 or StuG III G were in the distinct minority, however, and the Finnish player will often find himself equipped with obsolete tanks such as T-26s and T-28s when facing the enemy.

The Soviet Union was Finland's chief adversary, and **Hakkaa Päälle!** also contains new vehicles and Chapter H notes for the Russians. Fan-propelled sleds (aerosans, both armed and not), ad-hoc armed LANO trucks, early war versions of the T-26 (the two-turreted T-26 M31 and the flamethrower-armed OT-26, among others), up-armed T-28s, and the experimental SMK and T-100 tanks are all included. Additionally, a number of Lend-

Lease Vehicles (Lee, Matilda II, Valentine VIII, Churchill III, etc.) now see Russian counter form. To simulate the lackluster performance of the Russian forces during the Winter War, SSR-invoked rules for Russian Early War Doctrine are included.

Captured French tanks such as the 38H 735(f) and the 35-S 739(f) used by the Germans in Finland are included in German colors, along with similar German AFV counters whose availability to ASL players was previously limited.

Player aid dividers include the National Capabilities Chart with the new Finnish squad types and other updates, backed by the standard OBA flowchart. Also enclosed are new rules for Prepared Fire Zones and Light Woods, transforming the battlefield for mapboards old and new. The heavily wooded mapboard 52 completes the package.

Hakkaa Päälle! is not a complete game. Ownership of the Advanced Squad Leader Game System is required for play.

\$120

<https://mmpgamers.com/hakkaa-p%C3%A4%C3%A4lle-p-58>

Naval Warfare Simulations

Sells PC games and board games. <https://nws-software.com/>

Pendragon Games

In **15 Men** (on a dead man's chest) a group of dangerous old sea dogs will dispute the control of a sea vessel and of its precious treasury.

Who will have the better? The brave captain and his faithful companion or the mutineers?

15 Men is an intriguing game where the players will secretly play their roles, but the captain will try to keep control of the vessel with help of his guards and his faithful. During the game each player will try to corrupt some of the sailors that have not taken yet a side.

Once all the doubloons will be spent, then some of the pirates could be killed in a gunfight, then the team with more victory points will take control of the vessel... and for the other there will be just the trampoline and the sharks.

<https://pendragongamestudio.com/blog/project/15-men/>

Revolution Games

A Greater Victory (South Mountain 1862) features two small, quick playing scenarios (Fox's Gap and then the actions around Frosttown), along with a long scenario covering the full day's engagement. Each scenario has its own Fog-of-War table to more accurately reflect that particular phase of the battle.

The Order-of-Battle has not relied upon customary "paper strength," but a more accurate number of effectives for each regiment and brigade, so expect some surprises here.

Taking advantage of the proven Blind Swords system, **AGV** has been injected with abundant history while still offering players a plethora of choices as to where and how to deploy their troop formations. Being heavily outnumbered, the Confederates must conduct a skillful defense while the Union will have to effectively coordinate their powerful brigades over brutal terrain. With the climactic battle of Antietam just three days distant, casualties at South Mountain also count.

I want to point out that I've also focused the design to be an excellent solitaire study, made possible by the historically desperate position that DH Hill found himself—from forgotten rear guard to frontline army savior.

The single map (by Edmund Hudson) and counters (by Charlie Kibler) are truly excellent, and I also wanted to publicly thank Roger Miller from Revolution for his outstanding support of this project since its inception. It's been a lot of fun to work on, and there's much more to come! \$65/\$85 and \$55/\$70

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

Strategemata

Time Of Wars: Eastern Europe 1590 – 1660 is multiplayer card-driven game putting players in rulers' shoes of five superpowers in Eastern Europe – the Polish – Lithuanian Commonwealth, the Tsardom of Russia, the Ottoman Empire, the Kingdom of Sweden and the Holy Roman Empire. Minor states are also present – Denmark, Brandenburg, Moldova, Wallachia, Transylvania and Crimean Khanate. They can be a battleground of strong rivalry between players or source of internal problems.

The game covers the turn of XVI and XVII centuries. The period was rich in famous characters (rulers and commanders) and critical events, for example, the Time of Troubles in the Tsardom, the Thirty Years War in the Reich, Swedish "Deluge" in the Commonwealth. All these and much more are smoothly incorporated during gameplay.

The heart of the game are five decks of cards – one for each superpower. Every time a player uses a particular card he must make a tough decision – play the card as operational points or as event. The background of the choice is need of growth of his own state or weakening opponent's position.

During gameplay there is a lot of interaction between players. They can declare wars or make alliances as effect of secret negotiations. Won battles and wars are important, but players must take care about condition of their own states as well. In the game are shown factors like economy, domestic policy, military level, and religion. All of them can affect specified players' actions.

The game has a lot of options for each player and each state has its own problems and advantages. Despite this, the gameplay is extremely well balanced. Moreover, random factor is reduced to necessary minimum. Thanks to that, players feel that the fate of Eastern Europe is in their hands, and it depends on their decisions.

There are 5 scenarios. The main scenario is for 5 players. Four shorter scenarios are for 2 or 3 players. \$88

<http://strategemata.pl/en/40-time-of-wars-eastern-europe-1590-1660.html>

Taktyka I Strategia

Tikhvin 1941/42 In the Wb-95 System [Tests of a new game]

The game presents the defensive operation in Tichvin. The defense of Leningrad was one of the first Soviet operations to successfully defend against German troops.

<https://taktykaistrategia.pl/testy-nowej-gry-tikhvin-1941-42-w-systemie-wb-95/>

VUCA Simulations

Crossing the Line - Aachen 1944 - Reprint (2nd Edition) is an award-winning operational level simulation of the Battle for Aachen, which took place from September 12th to October 21st, 1944. The game is intended for two players but is suitable for solitaire and team play. \$74

https://vucasims.com/products/crossing-the-line-aachen-1944?pr_prod_strat=copurchase&pr_rec_id=71ecb4d1f&pr_rec_pid=4445725556780&pr_ref_pid=5817907216543&pr_s_eq=uniform

Chase of the Bismarck is played in turns, each representing nearly five hours of real time. In each turn, both players secretly move any or all ships and air units under their command on their own search board.

Each player may then call out zones in which he has enough search factors to locate his opponent's ships. This is the "operational part of the game."

The game ends if Bismarck is sunk, arrives at a friendly port, or the last turn of the game (evening of May 29th) has been played. \$127

[https://vucasims.com/products/the-chase-of-the-bismarck-operation-rheinubung-1941?](https://vucasims.com/products/the-chase-of-the-bismarck-operation-rheinubung-1941?pr_prod_strat=use_description&pr_rec_id=d247b7982&pr_rec_pid=6879537987743&pr_ref_pid=4445725556780&pr_seq=uniform)

[pr_prod_strat=use_description&pr_rec_id=d247b7982&pr_rec_pid=6879537987743&pr_ref_pid=4445725556780&pr_seq=uniform](https://vucasims.com/products/the-chase-of-the-bismarck-operation-rheinubung-1941?pr_prod_strat=use_description&pr_rec_id=d247b7982&pr_rec_pid=6879537987743&pr_ref_pid=4445725556780&pr_seq=uniform)

War Diary

Guadalcanal: The Battle for Henderson Field, 1942-1943, is now available!

Designed by noted designer Mike Nagel, the game is a true homage to the classic Avalon Hill title as the Japanese and American forces fight bitterly for command of this small island in the South Pacific. It was the first American offensive against Japan in the Pacific, and the prize was the airfield at Henderson Field.

This design features 352 die-cut unit counters; two 19" x 27" map sheets; one 16-page rulebook; two player aid cards; nine special event cards; and a die, all in an attractive box. There is no bookkeeping involved, as units are two-sided with reduced step-losses on the reverse, and the game features a very ingenious way of handling hidden movement. The introduction of special event cards adds realistic random events to the game, and unique victory conditions encourage players to consider the entire island and not concentrate solely on Henderson Field.

The game is available now on our website at: <http://www.wardiarymagazine.com/games.html>. Discounts are available for *War Diary* subscribers, and if you aren't currently a subscriber you can subscribe simultaneously with your game order to receive the discount! \$65

White Dog Games

Reminder: Some 25 solitaire games are available at: <https://www.whitedoggames.com/solitaire-games>

MAGAZINES

Against the Odds #58 **Clash of Carriers**, The Battle of the Philippine Sea.

Clash of Carriers, by designer Mark Stille, portrays this epic battle. The historical result saw the Japanese carrier force shattered, never to recover for the rest of the war. While this showdown is almost always treated as a one-sided affair, in this game players will have every opportunity to better the historical outcome or maybe even reverse history.

The Japanese player can use the superior range of his carrier- and land-based aircraft in coordinated waves to hit the US Navy while his fleet maneuvers out of US aircraft range. Historically, despite poor aircraft coordination, many Japanese aircraft broke through the US fighter screen to attack US carriers. What could better coordination accomplish?

The American player can opt for an offensive strategy with a number of task groups to try and inflict even more massive losses on the Japanese naval force instead of settling for defeating the Japanese air strikes. US submarines inflicted losses and tracked Japanese fleet movements.

Clash of Carriers uses the same game system as **Imperial Sunset** (in ATO #17) which stresses playability over complexity. Random activation allows air and naval forces to maneuver and attack.

Task group, submarine, and dummy task group counters maneuver on the map, adding uncertainty to enemy force loca-

tions. Detection plays an important role in the game but uses straightforward mechanics to enhance fog of war but not overwhelm other aspects of the game. Neither player will possess perfect knowledge of an enemy task group until the AA fires, bombs drop, and torpedoes launch.

Once found, air strikes and surface battles play out on tactical maps for speedy resolution. Anti-submarine warfare is equally smooth. Carriers, battleships, and cruisers are denoted by individual counters, while destroyers are represented in squadrons. Two to four counters are used to represent the various air groups on both sides.

The basic historical scenario offers the 1944 OBs, but what-if scenarios add optional surface and air forces and allow greater flexibility and coordination than performed in history.

All considered, the famous "Turkey Shoot" is not a given. <http://www.atomagazine.com/Details.cfm?ProdID=175>

Slingshot #341 contains:

Society of Ancients Conference

The Goths 2: From Alaric to Theoderic the Great by Michael Friedholm von Essen

Restoring New Rome - the strategy and military of the Byzantine Empire in the mid-1100s by David Harvey

Refighting Adrianople 378 AD with DBMM by Jens Peter Kutz

Legion II Fast Play Expansion by Philip Sabin

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

Strategy & Tactics #338

Russian Boots South: Conquest of Central Asia: The game system is based on the previously published S&T games: **They Died with Their Boots On**, Volumes 1 & 2, **Julian, and Sepoy Mutiny**. **Russian Boots** is a two-player wargame simulating the Russian conquest of Central Asia during the 1850s to 1890s. There are two opposing players: Russian Empire and Khanates. The Russian Empire player represents the theater command of an autocratic empire. The Khanate player represents the various independent kingdoms and tribes of the region, with the possibility of intervention from forces on the periphery. Victory conditions are asymmetrical, with the Russians trying to conquer Central Asia and the Khanates trying to prevent this. There are three scenarios, each representing a different situation. Each game turn (GT) represents from one to six years, depending on the pace of operations. Each hexagon on the map represents 80 to 90 kilometers (53 miles). Each Russian unit represents one or two battalion-sized grouping of companies or squadrons. Other units represent brigade or division-sized units, along with corresponding logistics, as well as groupings of tribesmen or other fighters ranging between 1,000 to 5,000 fighters. Generals represent key commanders, their staffs, and an elite guard. \$50

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST338>

Strategy & Tactics Quarterly #20 - Aircraft Carriers w/ Map Poster

Aircraft Carriers: Every age of naval warfare is dominated by one ship type, from ancient galleys through ships-of-the-line to dreadnought battleships. The middle of the 20th century was dominated by the aircraft carrier, and they remain a fixture in major navies to this day. The aircraft of the day were only good for observation, but in that role they gave a fleet eyes beyond the horizon for the first time in history. As aircraft became more powerful, the carrier challenged, then supplanted, the battleship as queen of the sea. Today carriers are in turn being challenged by long range missiles, nuclear attack submarines, and space-based platforms. \$20

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=STQ20>

Tactics and Strategy #45 Contains four games, I assume in English. Polish publication. PLN 49
<https://taktykaistrategiasklep.pl/produkt/taktyka-i-strategia-45/>

War Diary #20

Means To the End: The Arms and Ambition of Fascist Italy by Paul Comben

Ground Truth Vs. Fog of War: Converting Traditional Wargames into CDGs by John B. Firer

Eagles Of France: From History to Game by Michael Stultz

Understanding The Grand Narrative in Soviet Dawn by David Kennedy

The Day Was Ours: A Review by John D. Burt

Little Remembered Actions of The American Revolutionary War Which Helped Save The Cause by John Heim

On Gaming: The Two Major Grand Strategic Doctrines by Lewis Pulsipher

Pass In Review: Capsule Reviews by Hans Korting
<http://www.wardiarymagazine.com/current-and-upcoming-issues.html>



World at War #87

Netherlands East Indies: 1941 to 1942 is an operational wargame of the campaign in 1941-42 in which the Japanese seized control of the Dutch colonial empire in the South Pacific. **NEI** is a combined naval-air-land campaign, in which operational capabilities can be decisive. The game system shows the effects of various operations over the course of a scenario. Players conduct Actions which encompass discrete combat, logistical, intelligence, and other operations. A player can conduct one or more Actions per turn. All units in the game use a similar combat system. The system shows the interaction of naval, air, and land forces. At stake: the resources of the South Seas and the gateways to the Indian Ocean and Australia. \$50
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW87>

BOOKS

Putin's Wars, From Chechnya to Ukraine
 by Mark Galeotti

'The prolific military chronicler and analyst Mark Galeotti has produced exactly the right book at the right time.' - *The Times*

A new history of how Putin and his conflicts have inexorably reshaped Russia, including his devastating invasion of Ukraine.

Putin's Wars is a timely overview of the conflicts in which Russia has been involved since Vladimir Putin became prime minister and then president of Russia, from the First Chechen War to the two military incursions into Georgia, the annexation of Crimea and the eventual invasion of Ukraine itself. But it also looks more broadly at Putin's recreation of Russian military power and its expansion to include a range of new capabilities, from mercenaries to operatives in a relentless information war against Western powers. This is an engrossing strategic overview of the Russian military and the successes and failures on the battlefield. Thanks to Dr. Galeotti's wide-ranging contacts throughout Russia, it is also peppered with anecdotes of military life, personal snapshots of conflicts, and an extraordinary collection of first-hand accounts from serving and retired Russian officers.

Russia continues to dominate the news cycle throughout the Western world. There is no better time to understand how and why Putin has involved his armed forces in a variety of conflicts for over two decades. There is no author better placed to demystify the capabilities of the Russian military and give a glimpse into what the future may hold.

Putin's Wars is an engaging and important history of a reawakened Russian bear and how it currently operates both at home and abroad to ensure Russia is front and centre on the world stage. \$35/\$24.50

<https://ospreypublishing.com/us/putins-wars-9781472847546/>

The American Revolutionary War in the West edited by Stephen L. Kling, Jr.

The American Revolutionary War, while beginning in the Thirteen Colonies, quickly became a far-ranging war fought across the globe and eventually involved France and Spain. The war spilled into the areas west of the Thirteen Colonies and along the Mississippi River, and the resulting battles and attacks impacted the future development and expansion of the United States. The western areas also contained a rather unique collection of diverse groups and interest. These interests included French-heritage inhabitants living along the Mississippi River, the new Spanish owners of the Louisiana Territory, the British masters of the east side of the Mississippi River, the Americans who conquered much of the east side of the Mississippi River from the British, the Native Americans who were often (but not exclusively) allied with the British and were involved in almost every military action in the west, and both free and enslaved Blacks who participated in several conflicts (sometimes voluntarily and often involuntarily). Stephen L. Kling, Jr, co-author of *The Battle of St. Louis*, *The Attack on Cahokia*, and *The American Revolution in the West* and editor of the two-volume *Great Northern War Compendium* has brought together a diverse group of scholars and experts for a book covering the war in the west enriched with maps and artwork that will be useful and engaging to a wide audience of history lovers, military enthusiasts, students, teachers and scholars. \$50

<https://www.thgcpublishing.com/arww>

The Goths - 2: From Alaric to Theoderic the Great and Beyond £18.75

This is the second of two books which describe the Goths, their arms and armour, dress and equipment, army organisation, campaigns, battle tactics, and strategy.

The focus of this second volume is the Goths after their entry into the Roman Empire. The emphasis lies on the Goths themselves, the kingdoms they established, and their military history, rather than their part in the Late Empire's history.

From the fourth century onwards, the Goths crossed Europe from one end to the other. They were the first Germanic people to establish lasting kingdoms in core Roman territories such as Italy and Spain, the first to successfully create a synthesis of Germanic and Roman elements, and the first non-Mediterranean people in Europe to enjoy an independent intellectual literary culture. The Gothic writing system was a major source of inspiration for the Cyrillic alphabet. In the Crimea, the last independent Gothic state outlived the Byzantine Empire for 22 years. Their legacy lasted far longer than their kingdoms.

The Goths were not the first lance-armed heavy shock cavalry in Europe, but they became so noted for it that cavalry of the Gothic type achieved an increasingly dominant role in all surviving Romano-Germanic successor states. Without the Goths, the medieval knight as we know him, armed with spear and shield, would not have existed. £18.75

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

Sandhurst Wargames by Paddy Griffith

This includes four specially-designed and profusely-illustrated boardgames, featuring the Black Prince's campaigns (or 'war rides') in Aquitaine (1355 & 1356); the battle of Craonne (1814); British attempts to sink the Tirpitz in WW2, and the small unit combat on Pacific atolls that was observed by SLA Marshall. Game titles included are Aquitaine, Craonne, Fjord, and Men Against Fire. \$8
<https://www.nobleknight.com/P/360034116/Sandhurst-Wargames>

Ronin - Skirmish Wargames in the Age of the Samurai by Osprey

Set in an age of feuding samurai, wandering swordsmen, and fearless warrior monks, **Ronin** is a skirmish wargame that captures the flavor and excitement of such Akira Kurosawa films as Seven Samurai and Yojimbo. Whether they prefer the loyal samurai retainers of a feudal lord or a horde of desperate bandits, players choose from one of several factions and build forces to battle for dominance and survival in 16th-century Japan. They may also recruit swords-for-hire to supplement their forces – masterless ronin, martial arts masters and secretive ninja will lend their skills to any commander who can afford them. A full points system, incorporating a wide range of equipment and skills, allows for detailed customization of characters, while scenarios and a campaign system permit them to gain experience and develop over time. The fast-paced rules simulate the cut and thrust of hand-to-hand combat and require the player to make tactical decisions in the middle of a fight, immersing them in an era of war. \$18
<https://www.nobleknight.com/P/2147531924/Ronin---Skirmish-Wargames-in-the-Age-of-the-Samurai>

Top of Form

Razor 03 A Night Stalker's Wars by Alan C. Mack
 Pen and Sword 2022 \$35
<https://penandwordbooks.com/razor-03.html#.Y3aT-3bMJ9B>

"A truly extraordinary book by a phenomenal pilot and warrior. Alan Mack was in the thick of every sensitive, harrowing, high-stakes operation in the decade following 9/11. His account of combat from the cockpit of the world's most exceptional special ops aviation unit and of the toll it took on him and his family is forthright, riveting, raw, compelling, and inspirational. Readers will not be able to put Razor 3 down." - General David H. Petraeus, US Army (Ret.), former Commander of the Surge in Iraq, US Central Command, and Coalition Forces in Afghanistan, and former Director of the CIA. The attacks of September 11, 2001, prompted the creation of a robust and deadly special operations force -- Task Force Dagger. Alan C. Mack, Callsign Razor 03, led a team of MH-47E helicopters and armed MH-60s. Their two-fold mission – Personnel Recovery (PR) and Unconventional Warfare (UW) involved flying in terrain and weather previously not thought possible. If that wasn't enough, they pushed the flight envelope of their specially modified Chinooks to the limit.

Mack shares his behind-the-scenes perspective of the Horse Soldier's infill into Afghanistan. He discusses the hunt for Osama Bin Laden at Tora Bora and describes his shootdown during Operation Anaconda. Years later, he chased Bowe Bergdahl, rescued hostages in Iraq, and the U.S. Navy Seal 'Lone Survivor' from the Kunar Valley.

Mack's near-death experiences and frequent deployments not only affected him, but pushed his wife toward prescription opioids. Her developing addiction led to friction as he kept her secret and continued to deploy.

He lived by his unit's motto, Night Stalkers Don't Quit! He wouldn't quit on his unit – he couldn't quit on his family. His story of success, tragedy, and ultimate happiness is as old as warfare itself.

Wargames Rules of the English Civil War by Bayonet Publications

Miniatures rules for the English Civil War using 20mm figures. \$28
<https://www.nobleknight.com/P/2147580050/Wargames-Rules-of-the-English-Civil-War>

1967: Sword of Israel (Playbook edition)

In June 1967, Israeli forces struck first against the Egyptian, Syrian, and Jordanian forces massing on their borders for a final invasion of the Jewish state. For six days, battle raged along all fronts with the Israelis inflicting massive defeats on their Arab foes before the United Nations brokered a cease-fire agreement.

1967: Sword of Israel is a military history board game based on the battles of the 1967 Six-Day War, in which Israel held off and then defeated the combined armies of Egypt, Syria, and Jordan. There are fifty scenarios, portraying each of the important battles that took place in this war that set the course of modern history.

The game system is based on the very popular Panzer Grenadier system and will be instantly familiar to anyone who's played any of the games in that series. Units represent platoons of tanks and infantry, batteries of artillery and anti-tank or anti-aircraft guns, and flights of three to five helicopters or aircraft. The scenarios tell the story of the Six-Day War in our story-arc format, with historical background to put the action in context and battle games to tie the scenarios together. There are eight new maps, and 869 die-cut, silky-smooth playing pieces.

This game is packaged in Playbook format (a game within a book). It does not include dice or a box. \$100
<http://www.avalanchepress.com/game1967.php>

Soldier Emperor: Playbook Edition

Between 1803 and 1815, Napoleon Bonaparte lent his name to an entire age. Soldier Emperor covers the entire sweep of the Napoleonic Wars from 1803 to 1815, as fleets and armies clash from Ireland to Persia. Military, economic, and political factors come together in a game playable to completion in just a few hours.

Each player has armies and fleets. There are also a handful of generals and admirals to assist these in battle and in movement. The best are Napoleon, Nelson, and Wellington, standing head and shoulders above every other general. The worst is Austria's unhappy General Mack, along with the hapless Prince of Orange, Spain's arrogant Cuesta, and Napoleon's profligate brother Jerome.

Players have allies; some are set at the beginning of the game, other alliances are forged during the course of play. Everyone else is an enemy. No one is "neutral;" those are just enemies you haven't attacked yet.

The map is divided into land areas and sea zones. Armies move on land, fleets at sea. Each land area is rated for the amount of money and manpower it generates each turn. Manpower represents not just fresh recruits for your forces, but also the things made with human labor: food, uniforms, weapons, and so on. Money is, well, money. You expend manpower to rebuild your forces, and money to finance their actions. Thus you need to hang on to areas that generate these resources for you, and take them from the other guy.

You do that by defeating enemy armies and besieging enemy areas. Combat is conducted by rolling dice, one for each attack

factor. These hits must be sustained by enemy armies by reducing them in strength or eliminating them. A good general lets you roll more dice. Each area is rated for its garrison strength; to capture it, you have to defeat the garrison troops through siege (in addition to driving off any enemy armies there). The procedure here is very similar.



Throwing a twist into all of this is card play. The universe is loaded with random elements; life does not unfold as an orderly series of “phases.” After a short countdown to start the game, players can play cards at any time, in any order.

The cards are the centerpiece of the game, giving it its free-wheeling nature. Dysentery can strike. Generals can vacillate. Local militia can appear to help. Soldiers might run off to loot. Bridges get burned, snow falls early, the harvests are bad, the harvests are good. Royal marriages, minor country alliances, the rise of new leaders — all sorts of events take place during card play.

Soldier Emperor includes eight scenarios plus a campaign game covering the entire era. Play ends on a pre-determined turn or when a player has achieved his or her conditions for automatic victory, whichever comes first.

The game comes in Playbook format (that is, with a book and not a box). \$100

<http://www.avalanchePress.com/gameEmperor.php>

Second Great War at Sea: The Cruel Sea

Our Second Great War alternative history story arc posits a world in which Woodrow Wilson’s attempts to forge a compromise peace in late 1916 succeeded. That peace saved millions of lives, averted untold destruction averted, and allowed the great empires of Eastern Europe – Germany, Austria, Russia and Turkey – to survive for another generation. But not all accepted this new world order, and in August 1940 war returned to Europe.

The Cruel Sea is a truly massive expansion set, the core of the Second Great War at Sea. It features the ships, airships, helicopters, and airplanes of Imperial Germany, Republican France, and Imperial Russia.

There are 660 brand-new die-cut (and silky-smooth) pieces: 320 double-sized “long” pieces and 340 square ones.

There are also thirty new scenarios based on the battles waged during the first eight months of this war that never happened, in our popular story-arc format. **The Cruel Sea** isn’t playable by itself: you’ll need **Bismarck** and **Arctic Convoy** to enjoy all of the scenarios. \$80

<http://www.avalanchePress.com/gameCruelSea.php>

Tank Battle at Raseiniai, June 1941, A Campaign Study

Fire in the Steppe covers the massive tank battle at Brody-Dubno in June 1941, but other large-scale clashes raged as well in the opening days of the Axis invasion.

Tank Battle at Raseiniai is a Campaign Study (a short book of scenarios and history) based on the June 1941 tank battle at and around Raseiniai in Lithuania. The Soviet 3rd Mechanized Corps, assisted by 12th Mechanized Corps, counter-attacked the German 41st Motorized Corps in a series of large-scale armored clashes. This is a thing that really happened.

Tank Battle at Raseiniai adds 10 new scenarios to **Fire in the Steppe**, split into two chapters, each with a battle game to link the scenarios together. It requires **Fire in the Steppe, 1940: The Fall of France** and **Lithuania's Iron Wolves** to play all 10 scenarios. \$13

<http://www.avalanchePress.com/gameRaseiniai.php>

(Continued from page 11)

Alrishia XIV Grundstein! 1.4 1971

Alsace 1944 Vae Victis 59 2004

Alsace 1945 Avalanche Press 2005

Alternative Sekigahara Ad Technos 1983

Amateurs to Arms Clash of Arms 2012

Amazing Space Venture Sherco Games 2007

Ambush VictoryGms 1983

America Falling One Small Step 2018

America in Flames ADG 1998

America Triumphant Avalanche Press 2002

American Civil War S&T 310 2018

American Civil War S&T 43 1974

American Civil War ~The Eagle Games 2002

American Civil War, The S&T 93 1983

American Civil War, The TSR/SPI 1983

American Heritage Game of the Civil War MB 1961

American Megafauna SMG 1997

American Revolution Decision Games 2016

American Revolution S&T 270 2011

American Revolution SPI 1972

American Tank Ace 1944-1945 Compass Games 2021

American War of Independence Battle Collection 1 Two Buck Games 2015

American War of Independence Brandywine Two Buck Games 2015

American War of Independence Campaign Set 1 – The Northern Theatre Two Buck Games 2015

Americans at War PerryMoore 199x

America's Aces 3W 1994

Amerika Bomber Compass Games 2019

Amigos & Insurrectos Battles 11 2016

Amiraute JeuxDesert 198?

Amoeba Wars AvalonHill 1981

Among Nations Game Fix #9 1995

Amphipolis Vae Victis 119 2014

An Army At Dawn Avalanche Press 2015

An Attrition of Souls Compass Games 2020

An Infamous Traffic Hollandspiele 2016

An Loc Against The Odds Annual 2009 2009

An Undeniable Victory High Flying Dice 2018

An Unpleasant and Devastating Fight Sittang Bridge High Flying Dice 2021

Ancestral Home of the Lion FFG 2000

Ancient Civilizations of the Inner Sea GMT Games 2019

Ancient Conquest Excalibre 1975

Ancient Conquest Excalibre 2011

Ancient Conquest II Excalibre 1978

Ancients 3W 1994

Ancients 3W 1992

Ancients Good Ind. 1990

Ancients GoodIndust 1986

Ancients I 3W 1992

Ancients II 3W 1992

Ancients/Alexandria Game Fix #1 1994

Ancients/Thapsos Game Fix #1 1994

And They Cried Sancta Maria TCS Games 2009

Andean Abyss GMT Games 2012

Andersonville Panzerschrek 7 2001

Andromeda Foundation Battle Manual Taurus 1977

Andromeda Foundation Special Exten- AndromedaF

Angels One Five, Fighters v Bombers 2nd VPG

Angels Two-Zero World War II Air Combat FJGaming 2007

Angola Game Shop* 1979

Angola Ragnar Brothers 1988

Angola S&T 290 2015

To be continued