Game mechanics recreate the dilemmas and challenges inherent in grand-strategic warfare aimed at controlling an entire planet. The keynote is a system in which making moves switches rapidly back and forth between the players one "action" at a time. There are no long waits for your opponent to finish his move; both players are kept fully involved at all times.

In any order you want, you can: enter reinforcements; bring back into play previously eliminated units; move an army, air force, fleet or elite corps on the map via land, sea or air; launch a conventional attack or launch a nuclear attack.

Of course, if too many mushroom clouds appear, there's an increasing chance "nuclear winter" will engulf the Earth, in which case both players lose. Similarly, clandestine guerrilla forces of the underground "United Nations" resistance organization are constantly lurking, ready to fill any power vacuum left behind your front and raise their sky-blue flag of rebellion.

Triumph of the Will is designer Ty Bomba's second take on this topic – the first having been the now famous and infamous classic **Tomorrow the World,** published in 1989. This is a much more accessible, fast-playing, and exciting treatment of that nightmare scenario. $69 https://www.compassgames.com/preorders/triumph-of-the-will.html
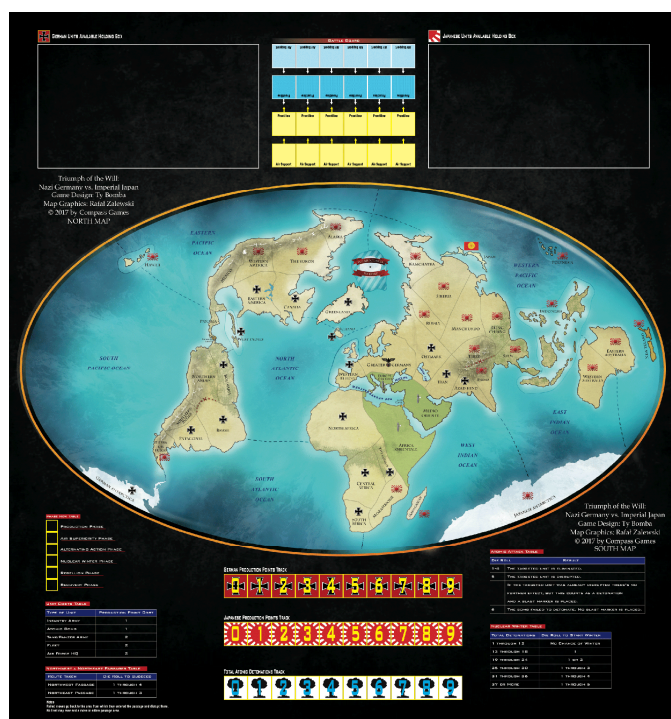
South China Sea (SCS) provides an integrated political-military simulation of near future contention and conflict around the South China Sea. Players take on the roles of China, the United States, Malaysia, the Philippines, and Vietnam. They simulate current political tensions through card play and structured negotiation keyed to real world events in an effort to "move the needle" to their side. Unfortunately, the cards with the greatest chance of moving that needle, such as Chinese Coast Guard and U.S. Freedom of Navigation Exercise, are also most likely to trigger armed conflict. If and when that happens, play transitions to traditional hex-and-counter format on a map scaled at 45 nautical miles (nmi) per hex and turns of 3-7 hours.

SCS is derived from **Breaking the Chains (BtC)**, but is definitely a different game. How do the two differ? **SCS** begins with political turns that can lead to victory without armed conflict. For armed conflict, **SCS** focuses more closely on the South China Sea (45 nmi per hex) rather than the larger southeast Asian region of **BtC** (70 nmi per hex) and uses smaller units such as air squadrons, ship pairs, and land battalions. Therefore, the **SCS** map shows more detail, but less territory. **SCS** employs streamlined versions of **BtC's** turn structure and strike mechanisms that expedite play by dispensing with numerous cycles and strike paths. **SCS** nodded to ergonomics by putting all scores on one side of each counter – less flipping. Most important, **SCS** allows naval units to move more than one hex in a single turn, but includes a mechanism, based on stealth, that enables the other side to "check" multi-hex moves to create a more dynamic, variable, and volatile environment. This last adjustment allows quick moves at a distance, but prevents close-in ships from "jumping" through the beaten zone of modern anti-ship cruise missiles (ASCM), 290 nmi in some cases. And, every turn has the option for a negotiations phase with some structure to enhance political play if desired. $79 https://www.compassgames.com/preorders/south-china-sea.html

Decision Games

Axis Empires: **Dai Senso! *** This game stretches from the border clashes at Marco Polo Bridge and Nomonhan to the titanic battles of Midway, Guadalcanal, and Leyte, to the firestorms of Tokyo, Hiroshima, and Nagasaki and everything in between. No game tells the story of World War II in Asia and the Pacific like **Dai Senso!**

Dai Senso! takes the playable, unpredictable and enjoyable **Krieg!** system used for World War II in Europe and adapts it to tell the story of Japan's struggle from a unique perspective. Most other Pacific wargames focus on the operational aspects of the 1941-45 war. **DS** starts in 1937 for a true strategic experience from the beginning of World War II in Asia. As the leader of imperial Japan, and seeking complete domination ("*hakko ichiu"),* will you strike at China or Russia or the British Empire or the United States? Whichever you choose, you must eventually face the grim struggle of total war. All of these options are literally in the cards that form the strategy for the major powers.

Best of all, **Dai Senso!** can be linked with its new European companion game, **Totaler Krieg!***,* to play the joint **Axis Empires** scenario, a global eye-opening look at all of World War II.

* **Dai Senso!** means Total War in Japanese. Total War refers to the moment in the game when play moves from Limited War with its combination of mobilization, maneuver, and diplo-

macy to Total War with its all-out warfare to achieve victory. $120   https://shop.decisiongames.com/ProductDetails.asp?ProductCode=1023

Diffraction Entertainment

Day of Infamy (DOI) is the TSWW game covering the day that lived in infamy forever—Pearl Harbor and the first 3 years of the North Pacific and Central Pacific war. With more than 1200 counters, 9 maps (several at 75 mile SSZ scale) and the usual TSWW horde of At Starts (Pearl Harbor, Midway, Operation M (north), the Allied counter offensive in the North Pacific, Guam, etc. etc. etc. this is the ideal introduction to the blue water naval system that is a core component to the TSWW game system.

With 11 maps, 2240 counters and the usual TSWW refinements including multiple modules and scenarios, DOI is the next release in the TSWW Game series, with massive fleet actions and a very special raid from Shangri La. $325
 http://www.nobleknight.com/Product DetailSearch.asp_Q_ProductID_E_2147667527_A_InventoryID_E_2148533852


GMT Games

Arquebus: Men of Iron Volume IV features 8 major battles: Fornovo, Cerignola, Agnadello, Ravenna, Marignano, Bicocca, Pavia, and Ceresole. These are all really great game-players, with all but two of them half-mappers playable in 3 hours or less. The other two are the 'tiny' page-sized (8" x 11") Cerignola and the big one-mapper, the major, final battle of Pavia. Pavia was a crushing defeat wherein France lost over 50% of its army and almost all of its nobility of command, including her king, Francis I, who was captured. But, Pavia is wonderful gameplay, with units all over the greatly detailed map, much maneuver and many tough decisions to make.

Arquebus uses the popular "Men of Iron" mechanics with much concentration on detail of weaponry, from the differences between closed formation and open, to the decline of the Swiss (pas d'argent? pas de Suisse), and the rise of the German Landsknecht, the major force in warfare of the era and, ironically, the best-dressed men in Europe. Landsknecht uniforms literally set the fashion trend at the time for the entire western world.

And to match this sartorial splendor will be the great visual look of **Arquebus**, from the colorful units to the splendid maps and helpful charts. Most the battles are good for solitaire play. $65   http://www.gmtgames.com/p-584-arquebus-men-of-iron-volume-iv.aspx

Enemy Coast Ahead: The Doolittle Raid uses the game format to explore this highly dramatic military episode. It is a solitaire game challenging the player to conduct a successful mission where the criteria for success is not purely military. The player must organize, equip, and train a squadron of B-25 medium "Mitchell" bombers to attack a distant and rather dangerous target. The game not only covers the raid from launch to landing, it extends the story on both ends. Threatened from the air and from the sea, the player must do his utmost to strike the Japanese capital, avenging the attack on Pearl Harbor, and then land his aircraft safely. If the raid goes poorly it may boost Japanese morale and deflate the mood in the United States. Getting the B-25s close enough to launch is vital, as is the recovery of aircraft and crewmen, but above all, the player's main dilemma will be secrecy. The risk is great. Failure could mean the loss of an entire squadron, or worse, the sinking of a precious aircraft carrier.
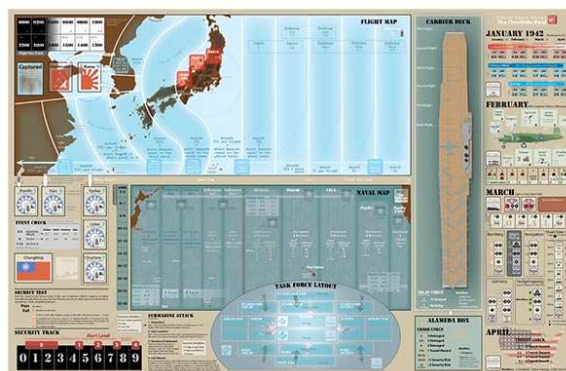
Much like chapters in a story, the game is organized in six narrative segments, chronologically arranged. Each poses its own set of challenges and prompts decisions that establish the environment and conditions of subsequent chapters. $60 http://www.gmtgames.com/p-567-enemy-coast-ahead-the-doolittle-raid.aspx

Holland '44 is a two-player game depicting the Allies' combined ground and airborne attack in the Netherlands during WWII, which was code named Operation Market-Garden.

The game starts with the airborne landings on September 17 and continues until September 23. The Allied player must rush his ground forces forward as fast as possible to relieve his beleaguered airborne divisions and capture a bridge across the Rhine.

Each day has three turns—two daylight turns representing 6 hours each and one night turn representing 12 hours. The total length of the game is 20 turns. A short scenario covering the first critical 10 turns is included.

The scale of the map is 2 kilometers per hex and covers the battlefield from the Belgium border to Arnhem. The map also includes the area where the British 8th Corps fought on the right flank of 30th Corps.

Most units in **Holland '44** are battalions, but some company size units are included.

Holland '44 uses a system very similar to **Ardennes '44**. It is basically a simple move-fight, I-go then u-go game. If you have played **Ardennes '44** or **Normandy '44,** you will have no trouble learning the game. Rules such as ZOC Bonds, Determined Defense, Extended Movement, and Traffic Markers all make their reappearance. Due to the terrain of the Netherlands, special attention was given to river crossings, bridge building, and fighting in the flat polder terrain. $55 http://www.gmtgames.com/p-600-holland-44-operation-market-garden.aspx

High Flying Dice Games

St. Clair's Folly, the Battle of Wabash River, Nov. 4, 1791. On the evening of 3 November, St. Clair's force established a camp on a high hill near the headwaters of the Wabash River. An Indian force consisting of around 1,000 warriors, led by Little Turtle and Blue Jacket, waited in the woods until dawn, when the men stacked their weapons and paraded to their morning meals.

Little Turtle directed the first attack at the militia, who fled across a stream without their weapons. The regulars immediately formed battle lines and fired a volley into the Indians, forcing them back.

Colonel William Darke ordered his battalion to fix bayonets and charge the main Indian position. Little Turtle's forces gave way and retreated to the woods, only to encircle Darke's battalion and destroy it.

After three hours of fighting, St. Clair called together the remaining officers and, faced with total annihilation, decided to attempt one last bayonet charge to get through the Indian line

and escape. Supplies and wounded were left in camp. Little Turtle's army allowed the bayonets to pass through, but this time the men ran for Fort Jefferson. They were pursued by Indians for about three miles before the latter broke off pursuit and returned to loot the camp. $12 http://www.hfdgames.com/scf.html
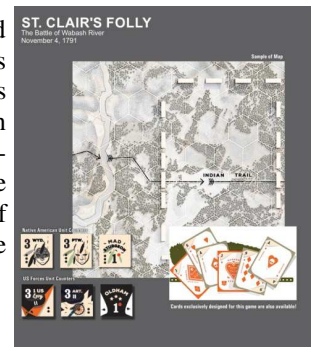

A Dark & Bloody Battleground, The Battle of Kekionga, October, 1790. On October 15, the vanguard of the U.S. forces reached Kekionga and found that the Miami had burned and abandoned their town.

Learning that the Miami warriors had returned to Kekionga, General Harmar sent an attacking force back to the Indian town on the morning of October 22. Two companies of U.S. forces, under the command of Colonel John Hardin, took position along the west bank of the St. Joseph river. Three companies, under the overall command of regular army major John Wyllys,

advanced across the ford of the Maumee River, hoping to entrap the Indians in Kekionga itself. The Miami warriors challenged the crossing, killing several men as they waded the ankle-deep Maumee River. In the corn fields and flood plain outside Kekionga, the main United States forces were destroyed and Major Wyllys and the cavalry commander, Major Fontaine, were killed by Little Turtle's warriors, who held the high ground to the north. By the end of the battle at midday, 183 United States soldiers had been killed and about the same number of Indians had been slain. The Miami Confederacy had held its town, and General Harmar's main force retreated to Fort Washington. $12 http://www.hfdgames.com/dabb.html
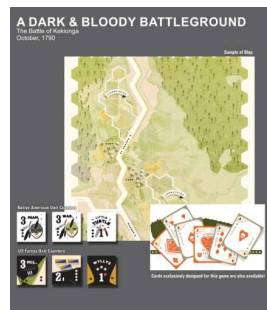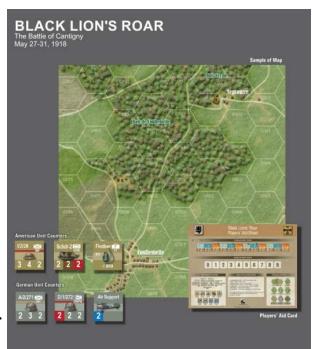
Black Lion's Roar, The Battle of Cantigny, May 1918, is a wargame simulation of the first major attack by United States forces during World War I.

During their spring offensive, the German 82nd Division captured the crucial crossroads of the town of Cantigny. The 1st US Infantry Division was rushed to the front and its 28th Infantry Regiment, nicknamed the "Black Lions", was ordered to retake and hold the town.

Although the Americans quickly retook the town from the disorganized and ill-prepared defenders, the Black Lions had to endure days of increasingly desperate and violent counter-attacks that decimated both sides.

The outcome of the battle would be a telling indicator of America's new role in the Great War. $21

http://www.hfdgames.com/blr.html