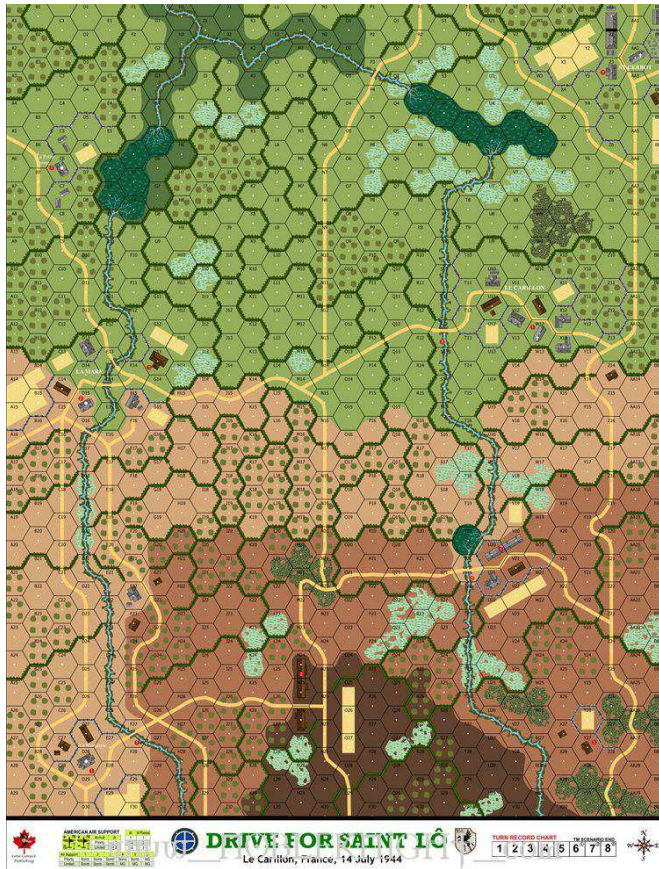


ing barrage. The Americans had hoped that the enormous amount of firepower, supplemented by fighter-bombers attacks would overwhelm the Germans. However, the Germans were well dug in and well protected, so that when the barrage advanced passed, the Germans came out of the bunkers, remanned their weapons, and waited for the Americans to come into view. A medium 7-turn.

DSL-4 La Mare-Le Carillon Nose: The American attack kicked off a 0800 hours; from the start, the advanced proved to be time-consuming with heavy casualties. The Germans, were using the terrain skillfully and to the best of their advantage by setting up defensive line after defensive line to effectively slow and in some places stop the Americans' advance. But as the afternoon waned, the Americans had managed to fight their way to top of the "Nose." One more push would surely be enough to capture the high feature. A medium 7½-turn scenario featuring.

DSL-5 The Drive for Saint-Lô: The BIG scenario of the module, for those who don't want to play the Tactical Mission (Campaign Game), this scenario covers the entire map. A large 10-turn scenario. \$25

http://www.nobleknight.com/ProductDetail_Search.asp_Q_ProductID_E_2147675727_A_InventoryID_E_2148572368



Matrix Games

On December 7, 1941, Japan launches multiple surprise attacks, causing devastation to Allied forces from Malaysia to Pearl Harbor. As the defense of Singapore hangs by a thread, the Japanese set their sights on Burma. Their main objective: sever the primary Allied resupply line to China, the Burma Road. With control of Burma and the Burma Road, Japan would then be poised to strike directly at British India.

Order of Battle: Burma Road is a new DLC for the Order of Battle series, bringing you in the thick of the action in the Burma campaign. Lead many new units and fight on an unfamiliar terrain to stop and repel the Japanese invasion.

As commander of British and Allied forces in this new Order of Battle historical campaign, it's up to you to muster your forces to defend the Malaysian Peninsula and prepare an army to fight in the dense Burmese jungles. Re-live unique historical battles and events through special scenarios that include, but are not limited to:

Providing an aerial umbrella for a British Naval Task Force.

Launching a pre-emptive strike into Thailand to challenge the Japanese advance.

Escorting battered Indian Army units safely across Burmese rivers.

Paving the way for the replacement to the Burma Road: the Ledo Road.

Throwing back the massive Japanese invasion of India at Imphal.

Suppressing an Indian revolt in Bombay by arresting its leader: Mahatma Gandhi!

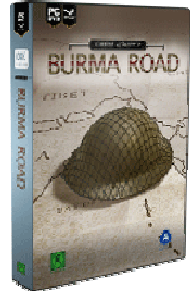
Expanded nations and units. Many new units for existing factions, as well as entire new armies for Thailand and British India!

Authentic scenarios built from real historical maps. Today's Myanmar was yesterday's Burma, and extra special care has been taken to accurately reflect the names and locations of the region as it was known during World War II.

New Campaign, Commanders, and Specializations. Encounter special Commanders including William Slim, leader of Britain's so-called "Forgotten Army." Fight alongside Brigadier Orde Wingate, mastermind behind the infamous Chindit operations, as you fight deep behind enemy Japanese lines to disrupt their command structure and supply lines. Re-take control of the skies over Burma with pilots such as Ace Elsdon. And earn even more special commanders through various campaign bonus objectives and missions!

Scenario list (13 scenarios): Operation Krohcol, Sinking of Task Force Z, Fall of Singapore, Kawkaik Pass, Sittang River, Rangoon Falls, Quit India Denied, Operation Cannibal, Operation Longcloth, Ledo Road, Imphal '44, Irrawaddy River, Race for Rangoon. \$15

<http://www.matrixgames.com/products/700/details/Order.of.Battle.Burma.Road>



Strategemata

Rzeszow - Lancut 1939 presents a battle for Rzeszów and Łańcut, which took place in September 1939. Players play the role of commander-in-chief of the Polish 10th Cavalry Brigade and the German 4th Light Division.

The rules are based on the "Great Battles of Small Units" system. Thanks to this, the author shows in a simple way the specificity of the fight between the large motorized units. An important factor of success is having the initiative, because taking advantageous positions before the opponent's troops can, makes it difficult for the other player to fulfill his task. Of course, in addition to mobility, the fire power of troops is also important. When both sides are having a fierce fight, the artillery fire, led by observers, may be crucial.

All these elements you will find in the game.

two boards of size 297x420 mm;

154 die-cut counters;

rules booklet in color (8 pages);
two scenario cards;
one player aid card 210 x 297 mm;
one player aid card 297 x 420 mm.



Important: Game doesn't include a deck of cards, which players have to supply.

Main features of the system are:

1. To resolve all of the procedures, players use traditional deck of 52 cards. Thanks to that, cards played at the beginning of the game, influence the final result, as the probability curve is quite different compared to die rolls.

2. During turn, only units of one side can be activated and the initiative is allotted to a player randomly. Chance of having the initiative changes with each turn. It encourages prudence in players and forces them to plan their moves as effectively as possible because it may be that during next turn there won't be any chance to correct potential mistakes.

3. Random events are involved into a gameplay (like snipers, change of orders etc.) and they can turn the table on players, at the same time bringing the chaotic reality of a battlefield to life.

4. Small modifications to the basic rules allow for depiction of single vehicles and guns that served as an support to combatants. \$23 <http://strategemata.pl/en/23-rzeszow-lancut-1939.html>

Tiny Battle Publishing

Operation Icarus On May 9, 1940, Great Britain issued a message to the leadership of Iceland, offering military defense of the island kingdom in exchange for permission for British troops to establish a base there, expelling existing German diplomats and forces, and preventing a German invasion of Britain from the north.

The Icelandic government declined, stating its neutrality. The following day, the British invaded without resistance at Reykjavik, and the rest is history. But what if German invasion forces had beaten the British to Iceland? Or had landed simultaneously or shortly after?

The Germans named their unrealized plan to invade Iceland "Unternehmen Ikarus," Operation Icarus. Tiny Battle Publishing's thrilling game of the same name revives this tenuous turning point in World War II, where British troops stood between Germany and the rest of the world, on 40,000 square miles of icy rock in the North Atlantic.

Iceland, a bleak, sparsely populated island of about 200,000 people, sat astride the northernmost maritime route between North America and Great Britain. From Icelandic bases, the Germans would have had a good shot at seriously disrupting maritime commerce along the North Atlantic. That having been said, the Germans would have been going against a far more powerful naval force than their own and would have had to rely heavily on stealth and luck to pull off such an invasion.

The conventional side of the equation was comprised of the German 163rd Infantry Division, supported by some light armor, a few extra guns, a few Luftwaffe reconnaissance aircraft with the range to make it, plus whatever bases they or their infiltrators might have been able to secure.

Opposing them were the British, licking their wounds from Norway but still the most powerful naval force in the Atlantic. They would have put up a desperate fight rather than allow their sea lanes to be horrendously impacted. For a number of reasons the two key objectives likely to be chosen by both sides were Reykjavik and Akureyri, hence the emphasis on these areas in the game.

Operation Icarus is a brigade-level tactical wargame featuring land, sea, and air units navigating Iceland, the ocean and sea surrounding it, and the skies above. \$30

<https://tinybattlepublishing.com/products/operation-icarus>



Vento Nuovo

Bloody Monday In June, 1812, Napoleon invaded Russia with over 500,000 troops, not so much to "conquer" anything but really intending to fight a big battle (like Austerlitz) and then dictate terms. Unfortunately, the Russian armies did not comply.

He finally got a big battle at Smolensk, which could be called a French victory...except the Russian armies just retreated. Now under the command of (recalled from retirement) Marshal Kutuzov, the army made a stand near the small village of Borodino, which had only marginal useful defensive terrain but was the best place to stop the French before Moscow.

After two days of skirmishing and probing, the major battle took place Monday, September 7. About 250,000 troops were involved and the two armies lost about 70,000 casualties. It was the single bloodiest day of the entire Napoleonic Wars period.

Using the game engine from **Moscow '41** (and not VNG's **Waterloo 200**) the game provides action and challenges, plus the joy of die rolling.

Unlike other VNG products, **Bloody Monday** uses large 20mm blocks and includes over 110, to provide enough detail and different unit types but still keep the game playable in one sitting. Colorful PVC stickers and "fog of war" give players everything they need. €80

[http://ventonuovo.ventonuovo.net/epages/15417.sf/en_US/?](http://ventonuovo.ventonuovo.net/epages/15417.sf/en_US/?ObjectPath=/Shops/15417/Products/1812KS)

[ObjectPath=/Shops/15417/Products/1812KS](http://ventonuovo.ventonuovo.net/epages/15417.sf/en_US/?ObjectPath=/Shops/15417/Products/1812KS)



Leningrad '41 begins right after the great tank battle at Raseiniai where the Germans met the heavy KV tanks for the first time, but the Soviets proved that lack of air cover could wreck major tank formations. The Germans have Riga and two bridgeheads over the Daugava River and are ready to invest the Baltic Republic and finish off Leningrad. To make the things even worse the Finns are advancing to recover land they lost in The Winter War, but will they go farther?

Leningrad not only had great symbolic value for morale in the USSR, but also had important factories and was the main base for the Soviet Baltic Fleet. What's more, the area to Murmansk is an important route for Lend Lease Aid. And all of these factors are reflected in the game!

Although based on a historical event, the two players can modify the course of the operations, with the German player trying to achieve a decisive victory before the winter comes, and the Soviet player playing a fighting withdrawal, while waiting for reinforcements and until ready to strike a decisive blow at the invaders.

The game is recommended for two players, but has excellent solitaire suitability. €80
http://ventonuovo.ventonuovo.net/epages/15417.sf/en_US/?ObjectPath=/Shops/15417/Products/112017

Wargame Vault

Cavalier is a set of miniature wargame rules for fighting large skirmishes from the age of pike and shot covering the period from the mid 16th century to the late 17th century.

The rules can be used to play battles from any of the many conflicts of this war-torn period such as the Italian Wars, the Thirty Years War, and the English Civil Wars.

The game has been designed with 28mm miniatures in mind, however there is the flexibility to use any scale with any system of basing. Games will usually involve small forces of 30 to 100 men or horse and can be played in a few hours.

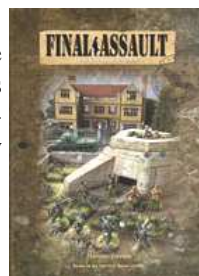
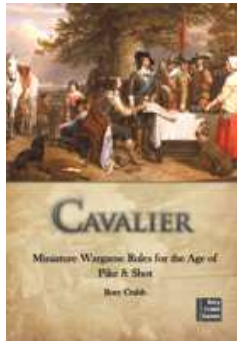
Standardized stats are included for unit types of the period giving players the flexibility to build any unit they wish be it fictional or historical. \$10

<https://www.wargamevault.com/product/220809/Cavalier--Wargame-Rules-for-the-Pike-and-Shot-era>

Final Assault allows players to field entire platoons of infantry and squadrons of tanks. The system relies on you comparing the roll of one or more d10 to a reference value (e.g. if the Tactical Value is 7, you'll need to roll 1-7 on the d10). The game stands out for its attention to historical detail, and highlights the differences between the various weapons of the period as regards their range and firepower. Players must pay attention because they can react to their opponent's moves, but despite this an average game will only last a couple of hours even if you use four or five vehicles and fifty infantry.

Of course, you can download here some free supplements: two Army Lists (Americans & British, Russians, and Germans), and another supplement with scenarios for friendly and tournament games. \$10

<https://www.wargamevault.com/product/220633/Final-Assault>



"Scenarios" is a series of expansions for **Final Assault**.

In this book you'll find a simple way of creating scenarios that you can use in friendly games as well as some guidelines for Tournaments, too.

This book covers five scenarios: The River, involving the protection of bridges to guarantee supply lines; The Village, where an enemy force has moved into the area; Break the Lines, the offensive is coming and you must find a gap in the enemy lines; Radio Station, you must silence the radio station that is observing for the enemy artillery, and Vanguard, where estimating the size of the enemy force is key to victory.

All of these scenarios are for the Late War period.

You will need a copy of **Final Assault** to play these scenarios. Free. http://www.wargamevault.com/product_info.php?products_id=220636&it=1&SRC=newsletter_freebies_thumb

Worthington Publishing

Hold The Line now available at hexwar.com for pc, mac, android, and ios. Playable on Steam.

Hold the Line covers battles fought during the American Revolution. This game is a careful conversion of the board game of the same name. Jump in and take command of the American or British forces during this pivotal moment in the history of nations!

Featuring an addictive "Action Point" system, you have a limited number of orders to dictate to your troops each turn. You must decide where to attack, who to rally, where to move and who to sacrifice to achieve your goals. Each scenario features unique objectives for both sides and can be played as either.

Replay the engagements of Commander-in-Chief George Washington and British General William Howe and see who has the strategic might to gain the upper hand for the control of the burgeoning United States of America.

Key Features:

13 unique scenarios playable as either the Americans or British

7 scenario tutorial teaching the main principles of gameplay

4 campaigns, play a series of scenarios in succession for a combined score

Faithful recreation of the original board game

Choose where to deploy your army

Bring in reinforcements when you need them.

PC and Mac - \$15; Android and iOS - \$8.

PC and Mac: <https://www.hexwar.com/downloads/hold-the-line/>



White Dog Games

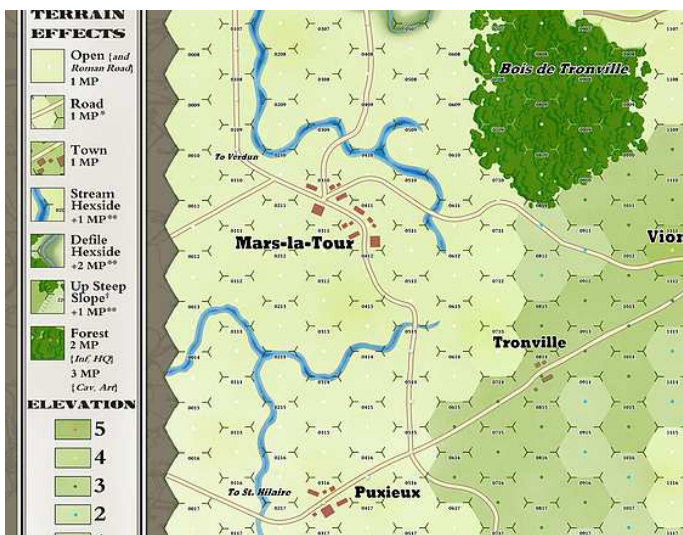
A Spoiled Victory is a solitaire game designed by Paul Fish and Hermann Luttmann that challenges the player with making decisions similar to what the British command was required to make during the evacuation at Dunkirk in May-June of 1940. Points are allocated each turn for defense of the perimeter, creation of evacuee units, and moving evacuees from the beaches to the safety of England. You cannot save them all, so you must pick who will stay and fight and who will escape to fight another day. The level of victory or defeat is measured by the number of troops and the amount of equipment that is saved through evacuation. \$45

<http://www.whitedoggames.com/dunkirk>



Designed by Hermann Luttmann and with game art by Dan Lamb, **Duel of Eagles II** centers on the battle of Mars-la-Tour, which was fought on August 16, 1870, and represents the pivotal battle of the Franco-Prussian War. In fact, many historians consider it to be one of the most important battles of European history, as it essentially sealed the fate of Napoleon III and his Second French Empire and confirmed the rise of Bismarck's German Empire. This new edition of the popular and acclaimed game includes expanded rules, two new scenarios for a total of three scenarios, and thick, laser-cut counters and markers. \$47

<http://www.whitedoggames.com/duel-of-eagles>



(Continued from page 11) *Solitaire Games*

The German fighters found us in Zone 4. They circled to attack, but the escorts kept them at bay. In Zone 5 a group of fighters broke through the escorts. Two Bf-109s attacked from the front, but one was shot down by an escorting fighter. The second one began his run, and I could see bright sparkles coming from his nose and wings as he rapidly approached. I scrunched down in my seat as bright yellow streaks passed over the top of Sweet Sue. I remember hearing a couple of loud bangs like someone hit the side of the plane with a sledge hammer, then I heard the rattling roar as our top turret and nose guns returned fire. I scanned the controls but all looked normal. I glanced at General Dixon. He was calmly holding the controls steady as the 109, streaming smoke passed overhead close enough that I could see the bullet riddled canopy and his bloody face behind the wind screen. Don Jennings in the top turret was yelling in the intercom, "I GOT HIM! ... I GOT HIM!" I could hear empty brass 50 caliber shell casings hitting the deck behind me as the turret rotated to face our 6 o'clock and Jennings kept firing. Rex King our tail gunner picked the wounded 109 up as it passed overhead and rolled over into a dive. "Scratch one Kraut!" He screamed into the intercom.

Then it was bedlam! Rusty Gates in the ball turret began firing on a Ju-88 C-6 that was attacking from 9 o'clock low. He put a long burst into the 88 and with the pilot dead at the controls watched the big twin-engine fighter roll over and make a fiery death plunge to the water below. Being in the ball turret he had a great view and followed it all the way to the water.

While more German fighters continued the attacks all the way to the target, the fighter escort kept them at bay. We crossed over the coast and turned onto our bomb run. For as important a target at Kiel the flak was only light and none came close to us on our way into the target. The target was hazy and only slightly obscured. Our bombardier Kelly Landers had no problem lining up and did better than our first mission. Landers was on target with 30% of our bomb load.

We hit more light flak on the way out. None was close and the fighters only chased us a little way out to sea. None broke through the escorts to attack us. It was a jubilant flight home. Don Jennings in the top turret was claiming a Me-109 and Rusty Gates in the ball turret was claiming a Ju-88 C-6. Landing was uneventful and the crew received an "ATTA-BOY" from General Dixon!

Related data on page 22.

Until Next Time, Happy Gaming!



The Kommandeur

Mission Number: 002	Date: 8 May 1943	Group: 800 th BG (H)	Target: (Zone 8) Shipping Yards at Kiel
Formation: Combat Box	Weather (Take Off): Good	Weather (Landing): Good	Notes: 817 th BS stands down

Assignments:

High Cell (825 th Sq.)		Middle Cell (815 th Sq.)		Low Cell (816 th Sq.)	
7	Lock 'em Up	1	Sweet Sue	13	Phantom of the Opera
8	Chicken Coop	2	Lethal Dose	14	General Lee
9	Miss Morgan	3	9 Count	15	Heavens to Betsy
10	Sugar's Blues	4	Errant Knight	16	Lucky Liz
11	Lofty Idol's	5	Archangel	17	Lil De-Icer
12	Boomerang	6	Wilderness Spirit	18	Miss Behavin'

Red = Tail End Charlie for Cell +1 Me-109 (6Lo) if fighters attack

Yellow = Cell Leaders, +1 Me-109 at (12Le) if fighters attack

Allied Fighter Cover to and from Target

Zones 2-5: Good

Zones 6-8: Fair

German Fighter Resistance in Zones

Zone	To Target	Zone	Heading Home
2	Moderate (-2/W)	2	None (-2/W)
3	None (-1/W)	3	None (-1/W)
4	Moderate (-1/W)	4	None (-1/W)
5	Moderate (-1/W)	5	None (-1/W)
6	Heavy (-1/W)	6	None (-1/W)
7	Light (-1/W)	7	Heavy (-1/W)
8 (Target Zone)	Moderate (0/G)	8	Heavy (0/G)

Weather by Zone

Zone	To Target	Zone	Heading Home
2	Haze (No Contrails)	2	Haze (Contrails)
3	100% CC (No Contrails)	3	Clear (No Contrails)
4	50% CC (Contrails)	4	Haze (No Contrails)
5	Haze (No Contrails)	5	100% CC (No Contrails)
6	50% CC (No Contrails)	6	100% CC (No Contrails)
7	Haze (Contrails)	7	50% CC (No Contrails)
8 (Target Zone)	Haze (No Contrails)	8	Haze (No Contrails)
Contrails	Mission Recalls Zone 3 to Target		

German Flak Over Target

Inbound to Target -- Heavy

Outbound from Target -- Light

Target Visibility

Slightly Obscured

NOTE: If you use Evasive Actions, are Out of Formation or Disrupted you will need to individually roll for FLAK and your Bomb Run.



Figure 1 – Aerial view of the target area at Kiel