

## From Your President Bob Best

Today is Tuesday July 31, 2018. Looking out my den window as I write this, I see that the sky has a real yellow-ish, smoky pall about it. Fires seem to be burning all over California and the winds carry the smoke and ash far and wide. We are very lucky though, as a few weeks ago we had fire almost on our doorstep. Thanks to a favorable wind and the heroic efforts of our fire fighters the blaze which burned 250+ acres was contained with no homes lost. The photo shows one of CalFire's super-tanker aircraft dropping a load of fire retardant about 500 yards from my home. We were very lucky.



I had a copy of Kerry Anderson's game **Smoke Jumpers** out and was ready to play it on my game table. I quickly put it away, not wanting to tempt the Gods any further!

### What Has Your Executive Committee Been Working On?

The Executive Committee has been having an ongoing discussion that started with recruiting new members and has gradually moved into the question of AHIKS having a presence on Facebook. Here are some thoughts on that.

Over the last 52 years, AHIKS has changed the way it does business several times. Many of these changes came about because of social change in the gaming community or because of technological change. For example, AHIKS used to print up and mail paper copies of our newsletter to each member. This was a tremendous undertaking and entailed a lot of work by a number of dedicated volunteers to meet the every-two-month printing schedule.

With the advent of the internet and a great new wonder called email, it was decided that our editor and officers would no longer need to get the draft *K* to the printer, get the right number of copies printed, then type up the address labels, stamp each envelop and then get them all to the post office to mail. Whew! I remember those days and it makes me tired just thinking about all the work we used to do to mail out the print *Ks* every two months!

With the coming of email, we could create a digital copy of the newsletter, attach it to an email, and send it to each member. What a work and timesaver! There were a number of side

benefits too, as we no longer had to collect dues. With email there was no postage, paper, labels, and other printing supplies that had to be purchased and with no longer charging dues we didn't have to spend time chasing down members who had not paid their yearly dues and cull out the ones who did not renew. Yes, AHIKS has moved forward as things have changed in the gaming world.

As most of you know, AHIKS maintains a Facebook group for our members. To join the AHIKS Facebook group you must be a member of AHIKS first and then give your AHIKS ID Number to the Facebook group moderator to have your membership in the Facebook group approved.

Part of the AHIKS Facebook group's function is recruiting new members for AHIKS. Recently, it was learned that a number of prospective new members who asked to join our AHIKS Facebook group did not continue the membership process when they were referred to our membership application form at the AHIKS website at [www.ahiks.com](http://www.ahiks.com).

It was also determined that a number of prospective members referred by the AHIKS Facebook group went to the website and completed the membership application, but they felt they did not receive a timely reply acknowledging their application, so they did not complete the membership application verification process. Completing the application process requires the prospective new member to respond to an email sent by the Secretary before receiving their ID number.

We looked into why this was happening. One thing we found was that the AHIKS membership application form asks for a considerable amount of personal information that in today's world most people would not put into an unknown (to them) website because of the risk of identity theft. For those of you who have not looked recently, the AHIKS application form asks for: First Name, Middle Initial, Last Name, Age, Street Address, City, State, Zip Code, Country, Home Phone Number, Other Phone (cell, etc.) and Email Address! (It seems the only thing we do not ask for is your Social Security Number!)

If you think about it, all that information was pretty much required back when we were mailing out paper newsletters and collecting yearly dues before the advent of the internet. But in today's world that is just not prudent to give out that type of personal information. So, as I write this our Secretary is looking into coming up with a new membership application form that reflects the times we live in and asks only for information we truly need here at AHIKS. This should alleviate some of the fears held by potential new members in supplying factual information to us.

A second issue that was discussed was the amount of time it took to get back to the potential new member after he submitted his request to join AHIKS. On Facebook, people asking to join a group get a yes or no in one to two days at the longest. It is just part of the culture of Facebook and the people who use Facebook know this. I believe that many of the people who felt they were ignored by us either did not know that they were

applying to a game group outside of the Facebook AHIKS gaming group or if they did know, they were thinking that applications would be processed in the same amount of time as a Facebook group membership request.

The Executive Committee discussion turned to the timeliness issues. It was decided that a disclaimer would be added to the application form at the AHIKS website telling applicants that they should expect 5 days to two weeks to process their application and that they should be expecting an email address verification that they would have to reply to before the application could be completed. Our Webmaster, Tom Thorsen, has added these disclaimers to the application form at the website.

The discussion then turned to Facebook itself.

Let me offer this opinion about AHIKS. One of the big drawbacks of AHIKS is that we were never able to provide the membership with a means to know who the other members of AHIKS are or an easy way for one member to contact another member. We only had the newsletter that was published six times a year. We could not publish a membership roster because our bylaws prohibited us from sharing membership information. So members looking for social interaction with fellow gamers were left pretty much in the dark as to who else was a member of AHIKS and how to find them if they were looking for members to socialize with.

Now, along comes Facebook and all of that has changed practically overnight. Gamers are flocking to Facebook in droves. A gamer can find all the social interaction he can handle on Facebook. There are gaming groups for just about anything a gamer is looking for. A gamer can locate other gamers who share their interests. This is not lost on the game companies either. Just about every known game company has a Facebook group page and links to their company website. Gamers can also contact game developers and designers and ask questions about current or old games. The gamer can interact with them anytime he wants. Facebook has provided a place for gamers to interact socially with other gamers, and the gamers are loving it. The gaming community on Facebook would not be growing like it is if the majority of the gamers did NOT want to socialize.

So, Facebook is GREAT for providing a place where gamers can socialize. That was what it was designed to do and it does it well; so well in fact that thousands of gamers go there at all hours of the day and night to meet up and hangout with other gamers. That's just a fact!

There is one thing Facebook is very poor at, though, and that is actually being able to use the Facebook platform to play games. Facebook is not structured for that. But, this is where AHIKS with our forum and game matching services really excels. Gamers on Facebook are looking for opponents and places to play games and AHIKS has that.

The question then becomes, is it time for AHIKS to change itself once again to benefit from the current gaming community's love affair with Facebook? And, if we change, how should we proceed?

Here is how one gaming group is taking advantage of the gaming community's new found interest in Facebook. Wargaming DropZone is a game group similar to AHIKS. They have a website and a forum already, and now they established a Facebook group just as AHIKS has done. Here is the mission statement for their Facebook group.

*The MWFDropZone is a satellite destination for the main Wargaming DropZone forum, located at [www.wargamingdropzone.com](http://www.wargamingdropzone.com).*

*The purpose of this facebook group is to draw in new members to the main forum. The site was newly formed in the fall of 2017. Its genesis was from the old Military Wargaming Forum, brought to a bigger and more robust scale at the Wargaming DropZone. We are a community, who enjoy the amazing hobby of wargaming for the intense excitement these games provide, as well as their extraordinary ability to touch base with history through the exploration of playing scenarios encompassing actual historical or simulated battles. The main forum, away and separate from this Facebook group, needs your support and participation. We offer you a place to talk wargame... play wargame... and live wargame. Stop by the Wargaming DropZone today, and see what you're missing!*

There is some concern that an AHIKS presence on Facebook will cause AHIKS to shift its focus away from our current website operation and the services we offer to our members. Others feel that our current operation and game playing will continue as it always has for all of our members and give us a leg up on recruiting new members.

For sure, Facebook is a recruiting paradise for gaming groups because potential new members cannot find the services on Facebook that AHIKS offers. It seems that more new members means greater gaming opportunities for all of us and a continued viability for our AHIKS gaming society going into the future.

The Executive Committee is still discussing this issue, and we would like to hear what you, our members, have to say about this. Give the Executive Committee some input on how you think AHIKS should proceed to keep viable in the gaming community in the next several years. We want to hear from you.

So, until next time... Happy Gaming!

## From the Editor

My plea for information on upcoming conventions elicited the usual influx of...nothing. So either there is no other information on conventions, or lips are sealed.

How many balloons does it take to sell a car? The car lots around here are surrounded by a string of balloons and one has a giant, air-filled gorilla. They must sell cars.

This position of Editor is an interesting one. *The Kommandeur* has no backlog of articles. Until the deadline, I have no idea of how many articles I have or how long they are. The general membership rarely contributes anything; not all of the officers have something to say. So the resulting issue is as much a surprise to me as it is to you. Pictures take some time because the ones sent to me are 5 MB at least, and I try to keep the entire newsletter under that.

Not much on the WBC in this issue. Jeff Miller was the only member attending or the only member attending who took time to write something. I found Graeme Dandy's article on the Origins convention very interesting.

## Vice President's Chair Kenneth Oates

Recently a conversation within the officer corps of AHIKS centered on our presence on Facebook. The genesis of this discussion revolved around response time to/from new applicants to AHIKS. As I listened to the various viewpoints I began thinking about several issues being tossed around. This started as a recruiting discussion, but it has developed into one fundamentally asking the question of which way do we go now. The more I listened, I was reminded of a classic article from the *Avalon Hill General* of years ago, "Bringing Us All Together" by Patrick Carroll (Volume 25, Number 5). From what I can tell, that article was written before 1990, and our discussion hints that these concepts probably still hold true. In fact the original article concludes that every gamer is made up of a little of each type. Remembering this was all before the Internet, PBEM, and definitely Facebook, I wondered if the descriptions are still valid. I have drawn up a very simplified chart to visually show what the author said, for comparison. In my opinion, the article still describes fairly accurately the type of gamers we are. (I self-diagnosed myself as a 40% nonfiction Dreamer, probably slow in play but fanatic about those games which draw my interest; an average Competitor player ( 35%); and finally an occasional gamer exhibiting some Socializer (25%) tendencies). Consider where your style of play falls (and your opponents, whether from Facebook or not), and realize that it probably overlaps all three to varying degrees.

The central question raised was the observation that our membership numbers seem to keep growing, but there seem to be few who want to game. Game requests are posted in several places, including our website and the AHIKS Facebook (FB) group. The requests posted on FB get filled quickly; it is an exposure thing. And a speed thing. Remember when you had to consider mail time in days (and weeks!)? Now it is next to in-

stantaneous. Most of our new member applications originate from FB, and very few new members request IDs and passwords for the AHIKS website, as could be expected if their introduction to AHIKS was FB.

Which leads to the next observation: that new members reflect the pool of potential members or, as one person put it, the FB culture. There is an inherent ease of contact there, on many fronts, not just gaming, so it is the 21st century's equivalent of the town square. A new applicant will naturally be drawn there for their gaming contacts (they may or may not know about the AHIKS website, which makes the Guide and timely welcome important. The FB crowd expects a quick response). It is a one-stop destination for hobby (community) information (what is new, what is being played, what to stay away from...), the exchange of ideas, and finding opponents. The AHIKS website never developed as our social watering hole and neither did our Consimworld page. They are on country roads; magnificent scenery, but little traffic.

The other major point was reliability in opponents. I do not think we have done any research on how new members, recruited through FB, stack up against pre-FB members, but my guess is that reliability will be similar over time. In this I am of the opinion that Mr. Carroll was correct and remains correct in his assessment of the nature of participants in our hobby. We are just more visible to the public now than in the past. Today's average new member just expects quicker response, that is his life experience. Our game request process will by natural selection weed out those who are not engaged at some level.

Here is a synopsis of the types of gamers and what motivated them through the prism of 1990.

The officer corps invites your input and comments.

*Kenneth*

Competitor	Socializer	Dreamer
The competitor is playing the game to win, seeing it as a challenge to his intellect to play the best of his ability. This player analyzes the game, its map, units, rules, victory conditions to develop a winning strategy.	The Socializer uses the game as an excuse to get people together socially.	The Dreamer revels in the chrome the Competitor discards. The more detailed it is, the better he likes it. He plays to lose himself in the simulation. Falls into two subcategories: Fiction and Nonfiction
Dedication Levels		
<b>Expertise Level</b> Novice Average Player Expert	Occasional Gamer Regular Gamer Avid Gamer	Dabbler Involved Fanatic
Speed of Play		
Fast	Play for fun; games may not be finished	Slow

## Origins 2018 Experience (Columbus, Ohio, June 13 to 17)

by Graeme Dandy

I've been a member of AHIKS for many years and have always enjoyed reading *The K*, but, up to this point, I have never contributed an article. As I recently went to Origins for the first time, I thought that my experience there could be of interest to some AHIKS members. I have been to WBC three times (in 2000, 2002, and 2015), however the travel distance from Australia has limited my attendance at US game conventions. This year I had a couple of business meetings in Chicago in June that fitted in with the timing of Origins, so I decided to go.

Before attending, I hadn't realised the differences between WBC and Origins. Whereas WBC has a tournament in every game offered, Origins has many games offered purely for the playing experience or to enable players to learn and/or check out new games. Secondly, Origins includes role playing games and miniatures as well as boardgames, with many of the boardgames being Eurogames. Finally, the number of registrations at Origins is around 17,000 compared to around 2,000 at the WBC.



There was at least one full sized model at Origins.  
Can anyone identify this light tank?

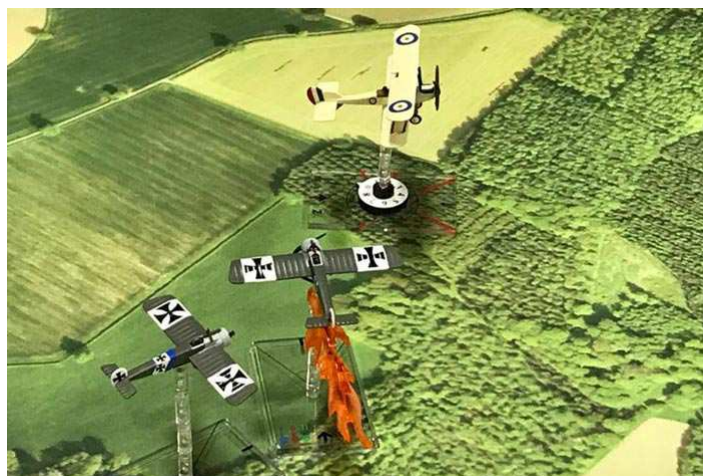
I pre-registered for a number of boardgames at Origins (**Kingmaker**, **Powergrid**, **Union Pacific**, and **Eurorails**) and only selected games that I had played before. If I were going again, I would try some new games.

However, the highlight for me was playing five games of **Wings of Glory**. For those who haven't played **WOG** it provides rules for WWI miniature planes as well as the models themselves. A WW2 version also exists. I hadn't played **WOG** before, but the rules are easy to learn for anyone who has played **Richthofen's War**, **Blue Max**, or **Knights of the Air**. The aesthetic element of playing with colorful miniatures is a real bonus. Of course, for those of us used to playing on a hexagonal grid, the imprecision of moving in continuous space can be a challenge, but, in practice, it doesn't seem to cause too many problems. In **WOG** each aircraft has a set of movement cards that represent its speed and maneuverability. For example a Fokker D.V can do really tight turns that a Halberstadt CL.II can't. Each turn, all players select 3 cards for their next 3 movement phases and place them face down. Then everyone turns over their first card and plots their movement by placing the card itself in front of the base of their plane and moving the

plane according to the trace on the card. If any enemy aircraft is in your firing range and arc after all planes have moved, you can then fire at it. After fire (if any) everyone reveals their second card and plots their movement, and so on.

Fire is resolved by drawing damage cards (1 card for long range and 2 for close range). These show the damage points (0 to 5) and special damage, such as plane on fire, rudder jammed, pilot wounded, engine damage, or plane explodes (a devastating result that seems to happen way too often). They can also indicate jammed guns for the firing aircraft. The aircraft can carry out some fancy maneuvers such as an Immelman turn, Split S or overdrive.

I will describe a few of the scenarios that I played. The first involved combat between 5 Fokker Eindeckers and 4 DeHavilland 2s that were escorting 2 BE2cs on a photorecon mission. My Fokker caught fire early on as a result of enemy fire, but I managed to survive the whole scenario and even shot down a BE2c with my first shot.



My Fokker Eindecker on fire about to deliver the fatal shot to a British BE2c

Another scenario involved a squadron of 6 Fokker D.VIIs that were tasked with shooting down 2 out of 4 British barrage balloons. The balloons were supporting wires blocking the airspace so as to prevent German bombers getting through to bomb strategic targets. The balloons were defended by 5 British SE5a fighters. This time I flew a Fokker D.VII. The Fokker D.VII is an amazingly maneuverable plane as it can do a tight turn in either direction. It can also "hang on its propeller" and plot two stall moves in succession as well as being able to climb quickly. In this scenario, the Germans shot down one



The line of British barrage balloons (left) and our squadron of Fokker D.VIIs preparing to attack (right).

balloon and damaged a second one but didn't manage to destroy it before time ran out. I was shot down on the very last turn.

There was also an invitational scenario that involved 20 players. Each person started with an early model Entente or German plane. If you are shot down, you get a later model plane and re-enter the fray. Finally, if shot down a second time you receive a late model plane. You get three lives in total. You gain points for shooting down enemy aircraft and you lose points for being shot down. I managed to survive the 3 hours of the game with my original plane and only 1 damage point (out of the 12 points needed to be shot down)! The overall winner shot down 3 enemy planes without being shot down.

As a result of playing in these games I received around \$20 in vouchers that I put towards the purchase of six of the **WOG** aircraft. I also managed to buy a copy of the GMT game **War Galley**, which I have been chasing for some years as it is out of print.

There were quite a few games of **WW2 WOG** played, and I observed an interesting one that had American F4F Wildcats pitted against Japanese Zeros.

There were a lot of other miniatures being played including ancient armies (e.g. Romans versus Celts) as well as naval battles involving sailing ships (**Sails of Glory**) or WW2 carriers, battleships, and cruisers.



**Sails of Glory miniatures in action**

I also noted quite a few games of **Axis and Allies** being played (including the naval miniatures version).

The only other "wargame" that I played was **Kingmaker**. I haven't played it for around 20 years, but always enjoyed playing it. Having said that, I have never finished a game of **Kingmaker**. This time, five of us relived the Wars of the Roses in Merry England. After 3.5 hours we decided to call it a night, as some of us had other games to go to. We took a vote on who should win. The winner was Hugh who had control of both Henry VI and Margaret of Anjou as the leading royals of the House of Lancaster as well as holding the office of Chancellor of England. Jessie was the other main contender as he controlled Richard of York (who had also been crowned King) as well as his oldest son Edward, Earl of March. It was a very enjoyable game with many (mainly indecisive) battles and sieges.



**The Wars of the Roses proceed at a leisurely pace in England.**

I also played **Union Pacific** and made the finals. The finals were played on two boards of four players each, with two games being played on each board. I won on my board, but the guy who won on the other board won by a greater margin and so took the trophy.

Overall, Origins was a great experience that I enjoyed thoroughly. All the gamers were very friendly and all games were played in very good spirit. I would certainly consider going again if I happen to be in the USA at the right time.



## 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.

1926 Eric Burden, Streator IL  
 1927 Charles Sander, Millbrook, AL  
 1928 Ted Castronova, Bloomington, IN  
 1929 Dan Edwards, El Centro, CA  
 1930 Kevin Conway, Silver Spring, MD

## Book Reviews by Tom Oleson

### **The Emperor's Codes**

by Michael Smith, 1952.

This fascinating book examines the relationship between code-breaking and important events of WW2. Primary focus is on Japan, but there are many references to the ETO. The Germans shared a lot of secrets pertinent to their war with Japanese visitors.

The British author was himself a code-breaker, working at the famous Bletchley Park, concerning which many books have been written, and at least one film made; TV series too.

I call this must-reading for students of WW2, and the details about how codes are broken has general interest as well.

Especially at the start of the war, messages decoded were not always believed by decision makers. Just two examples where ignoring them had bad consequences were the fall of Hong Kong and Singapore.

Relations between American and UK code-breakers were often conflictive. The Brits complained that Americans did not fully share either methods or results. They blamed this on professional envy, since we were late-comers to code-breaking. There were also personality conflicts. Sometimes the British even referred to Americans as "the enemy," although often there was productive work together. Other problems were the sheer volume of messages to decode, some times in the thousands, and poor security by foreign nationals (mostly Indians) working for the code-breakers in Asia. They were surprised to find in a stall fruit wrapped in top secret documents. The aide told to destroy them reasoned they would be of more use that way.

The Axis did or tried to do many things the Allies did. Germany tried to develop a nuclear bomb and had a few 4-engine bombers with which they pondered bombing NYC. It is reasonable to assume that they also realized the benefit of reading Allied messages, but I have never come across references to any such effort. Have you?

### **Tigers Over China**

by Thomas Tullis, 2001, 87 pages

This book is about the American volunteers who flew for China August 1941 to July 1942.

Wish I had my money back on this one.

The nose configuration of the P40 fighters they flew lent itself to painting eyes and gaping toothy mouth, hence, flying tigers. Most of the content is pictures of the various fighters, with very detailed analysis of the minor variations in painting the mouth, and some related decals on the flanks of the plane.

### **Rabaul 1943-44, reducing Japan's great island fortress**

by Mark Lardas, 2018, 96 pages.

A book I read recently about the war in New Guinea got me interested in this related topic. Well worthwhile, if the subject interests you. I read books like this because of my interest in our hobby, wargaming, so naturally I reflect on how the campaign discussed would translate into a game. A campaign like this was so different from the ETO, that I wish I knew more about games on the subject to see how designers have coped with the challenge.

### **Hitler's Army—Soldiers, Nazis, & War in the Third Reich**

by Omer Bartov, 1991, 238 pages

I have read many books on the history of WW2, especially in Europe, but this is the first one with detailed reporting on how the German public regarded the war, mostly with fear, even when things were going well.

Lots of interesting data about the rival OOBs at the start of the war. The German military were inferior both in numbers and the quality of most of their weapons, tanks included. Only the Luftwaffe was superior. If of interest to you...

### **War at the End of the World**

by James Duffy 2016

Books about the ETO hold no surprises for me, as I have read so many. My knowledge of the Pacific is much less, so this narrative of the war for New Guinea had page-turning appeal.

The high-water mark of the Japanese advance into the SW Pacific came 9/16/42 when Japanese soldiers who had struggled thru the jungle to reach the summit of the last mountain barrier to Port Moresby on the South coast of New Guinea, saw the town in the distance. But they were starving and out of ammunition, as it had proved impossible to supply them over the jungle from their base on the North coast. The jungle had proven more of an enemy than feeble resistance by Australians.

A few months earlier there was almost no opposition to their advance. Most of Australia's army was in Africa fighting Germans. Churchill tried to prevent return of several divisions to Australia, but failed. Australia was defenseless. The Japanese navy wanted to invade and could have, but the army refused, correctly warning that they were over-extended. As Americans and Australians pushed them back point by point along the northern coast, that became obvious. Although the ETO always had precedence, American naval and especially air reinforcements quickly seized the initiative.

Great detail about every battle, authenticated by numerous footnotes on every page.

Books like this are tragic, as one reads of hundreds dying over some god-forsaken speck of jungle. Reading along, something occurred to me which later I discovered also occurred to the American high command. Why struggle to reconquer New Guinea as a base for invasion of the Philippines when that was redundant to going directly to Japan? MacArthur successfully argued that it was necessary on moral grounds—thousands of American prisoners and the Philippine people.

Flaws—as I read along, I wondered how much of New Guinea the Japanese controlled. All of the North coast. None of the SE, but how about the SW? I would have appreciated a map of the entire island showing their maximum control.

This book has the dubious distinction of the worst maps I have ever seen. I am no longer surprised by maps which ignore key points mentioned in the text. There is a map of the tortuous route followed by the Japanese who struck overland from Buna, their base on the North coast. Many intermediate points mentioned, none shown on the map. They wanted to invade, but arriving American reinforcements made it too dangerous.

Most maps understandably show islands. These maps are all a rectangle of light grey. Ocean, light grey. Islands, same light grey. The coast line which you have to see to make it understandable, a nearly imperceptible narrow white line.

When you ponder all that Japan did in WWII, their current passive world role is notable.

I always ask if there is a game on this campaign, and Rich Berg always identifies it!



## Open Match Requests from Duncan Rice

Adv Squad Leader MMP  
Adv Squad Leader Starter Kits 1&2  
Anzio 7ed AH

### Arab Israeli Wars AH

Ardennes '44 by GMT  
Battle Cry Milton Bradley  
Battles for the Ardennes

### Battle of the Bulge AH

Barbarossa to Berlin GMT  
Bitter Woods by CG or L2  
Blitzkrieg '75 AH  
Case Blue by MMP  
Chancellorsville  
Circle of Fire ATO  
The Civil War AH  
The Civil War VG  
Conflict of Heroes AG  
DDay 77 AH  
DDay

Dien Bien Phu: Final Gamble

Legion Wargames

East Front Series by GMT  
Flying Colors GMT  
France 1940 Vae Victis  
Frederick the Great SPI  
Gettysburg 64 AH  
Great Game by Legion Wargames  
Holland '44 GMT

### Imperium Romanum

Kriegspiel AH  
The Korean War VG  
A House Divided GDW

### Panzer Blitz AH

### Panzer Leader AH

### Richthofen's War AH

Russia Besieged L2  
Second Fleet VG

Siege of Constantinople S&T #66

Silver Bayonet GMT  
Stalingrad 2ed AH  
Storm Over Arnhem MMP  
Storm Over Dien Bien Phu MMP  
Storm Over Stalingrad MMP  
Sweden Fights on GMT

Tactics II AH  
Tank on Tank LnL  
Third Fleet VG

Trireme AH  
Tunisia II MMP  
Turning Point Stalingrad AH  
War of the Suns MMP  
Warriors of God MMP

Charles Mock 1873 E  
Michael Plummer 1919  
Mark Bayliss 1666 EP

### Scott McAninch 1718 PE

Rob Franze 1921 VNX  
Axel Van Looy 1909  
Thomas Ten Eyck 0826  
PE

### Rene Charbonneau

Andrew Patience 1646  
Rob Franze 1921 VNX  
Jeff Bullard 1901 PLV  
Rob Franze 1921 VNX  
Greg Thornton 1538  
Rudy Quiroz 1915 SEV  
Axel Van Looy 1909  
Andrew Patience 1646  
Lourens te Beer 1908 EL  
Roger Greezicki 1865 P  
Greg Thornton 1897

Andrew Patience 1646

Rob Franze 1921 VNX  
Graeme Dandy 916 EV  
Andrew Patience 1646  
Andrew Patience 1646  
Roger Greezicki 1865 P  
Andrew Patience 1646  
Rudy Quiroz 1915 SEV

### Rene Charbonneau

Robert Lentz 1895 EPX  
Paul Koenig 1577  
Graeme Dandy 916 ECV

### Scott McAninch 1718 PE

### Scott McAninch 1718 PE

### Scott McAninch 1718 PE

Mike Paul 1578  
Thomas Ten Eyck 0826  
PE

Richard Passow 1453  
EPLX

Rudy Quiroz 1915 SEV  
Roger Greezicki 1865 P  
Andrew Patience 1646  
Andrew Patience 1646 V  
Andrew Patience 1646  
Richard Passow 1453  
EPLX

Robert Lentz 1895 EPX  
Duncan Rice 1394 V  
Thomas Ten Eyck 0826  
PE

Mark Bayliss EP  
Lourens te Beer 1908 VL  
Andrew Patience 1646  
Jeff Miller 1303  
Jeff Miller 1303

### Match Coordinator

To accept one of the listed matches or have a new match listed, email to: DUNCANR@TELUS.NET

### Match Codes

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

## Multiplayer Games

If you are interested in playing any of the following games, contact Jeff Miller (address on page 12).

Advanced Third Reich AH - Rene  
Crown of Roses GMT – Mike Kettman (1067) V  
Diplomacy – Jim Williams [1276]  
Dune – Jeff Miller [1303] V  
Empires of the Middle Ages – Mike Kettman (1067) V  
Gunslinger AH - Matt Scheffrahn 1844 VMG  
Here I Stand GMT – Jeff Miller, [1303] V  
Here I Stand GMT – Robert Robles, [1788] V  
Here I Stand GMT – Mike Kettman [1607] V  
Kremlin AH – Jeff Miller [1303] V

## The Cabinet War Rooms

(A.K.A. The Match Coordinator's Office)  
by Duncan Rice

I have removed many match requests that were more than a year old. Please examine the list, and, if you have been removed, place a new-request if you want any of yours to stay current. The match requests in **red** are new, and you have the greatest chance of a successful match with these. If you are requesting a new match, or have one on the list, please (oh pretty please) provide me with as much information as possible. It makes it quicker and easier to provide service for you.

The **Breakout Normandy** tournament is in a bit of a holding pattern while Jeff Miller is away at the WBC. Two matches are underway and two more are to be played. Jeff Miller and Steve Andriakos are currently tied with two wins each.

The **Storm Over Arnhem** tournament has had its initial matches made. There are four participants in a round robin format. Three players have sent set ups and I will be mashing them this week after I read the rules to ensure we have things correct.

To close I'll offer you a picture of the game I have set up in the staff room at work. It's a pleasant distraction. Alas, this round ended with pestilence wiping out Rome, and the Emperor dying in a failed defence of Illyria.



## Treasury Notes

Brian Stretcher



### Even More on Intrusions, Excursions, and Other Diversions

I am trying desperately here not to be too repetitious, but alas, I still find myself crushed for time on the gaming front. This issue Omar had to remind me that my column was overdue. No excuses, I simply forgot. Between client crises, family crises, and youth soccer crises (yes, more crap has come up since last issue), my personal fun time gets sucked away all too often. To complicate matters, my one and only computer, which contained all of my Vassal files and moves, completely lost its keyboard function a few weeks ago, and so I had to get a new one and migrate all of my game and document files there. Plus, I had to wrestle with my phone for a couple of weeks because the battery was draining so fast that it had to be recharged twice a day. I discovered that the location feature on some apps were running in the background and draining my battery, including the Disney World app that I used earlier this year for a family vacation (a very nice app prior to and during a trip, but Disney does not need to know your location while you're driving to and from Virginia four months after the fact). I deleted the app. And, while it can be fun for Facebook to know your location, it too drains your battery when it runs in the background all the time. So I turned off that function, as well as data roaming when I am out of service, which I am frequently here in Western NC. Battery is back to normal, with a charge necessary only once every couple of days or so, depending on how much I use it. My Verizon has a very nice diagnostic utility that can check on the apps running in the background and what you can do to adjust battery drain.

Anyway, back up to speed on my technology and game moves, for the most part. Now only the usual crises to deal with.

### But the Production Spiral Continues to Crank Out New Units

One thing that I do enjoy that takes very little time is buying new games. As I may have mentioned before, this is a relatively new thing for me, at least with regard to buying what I want, when I want. Not too long ago, I used to catch considerable flak from my lovely bride for purchasing new games, considering the number I already had in my collection, the time I had available, and the fact that we had two children in private school, etc., etc.. Therefore, my game purchases for about 20 years during the '90s and '00s were relatively restrained, and it probably wasn't until 2010 or so that I even had a game published in the 2000s. So I had a lot of catching up to do. Although there is still the time-available issue, there are no financial concerns, and I no longer feel the *need* to hide my purchases from my lovely bride, even if I still sorta do; I still prefer if they arrive on the doorstep on a day when I get home from the office first, even if there is no longer any significant commentary from Her Royal Majesty. I know that I am not the only wargamer to hide his purchases from his significant other, and you know who you are. The King is now allowed his toys, and it takes far less time to order new ones than to play with them! I get far more grief over the 30 or so Saturdays a year I commit to running the local youth soccer league.

**Here I Stand** arrived promptly from GMT a few days after I sent out my last column, and I have managed to get through the rules and skim through the playbook. Jeff Miller is looking for enough players to start a game, and I am definitely interested so long as the pace is somewhat forgiving and the other players are willing to put up with a newbie. If you are interested, check out the contact information in the Opponents Wanted section of this issue. It takes six players for a game, and there are ways to play by Vassal.

I took advantage of a flash sale by GMT on the 4<sup>th</sup> of July and ordered **Liberty or Death** at half price, a COIN series game on the American Revolution. I find it hard to resist half-price sales on titles that are of interest, even if a good chunk of the savings is eaten up in shipping. Nevertheless, for a total of about \$60 I received a beautiful 700-lb Mercedes of a game. I look forward to plowing through the rules on this one.

I also found the time to preorder the reprint of **Bismark** from Avalanche Press, at both a significant discount and with free shipping. That free shipping is almost as good of an incentive as half price, considering the shipping costs for games these days. This game will feature the new 2<sup>nd</sup> edition of the **Second World War at Sea** game series. I have heard comments of late from the interweb about the unreliability of getting preorders from Avalanche, but I have yet to have any issues. My general concerns about this particular publisher is their lack of diversity. They are locked into a handful of game series as their premier products, and as we all know sales of each module or subsequent title necessarily drop off. Their email blast sound just a bit desperate at times. I hope they stay around, though, as I generally have enjoyed their titles, and I have the significant **South Pacific** and **The Mediterranean Ultimate Edition** on longer-term preorders. It has been worth being a member of their Gold Club, with its 20 to 30% discount and many free shipping offers. So long as they deliver.

**Nightfighter Ace** should be shipping on August 20 from Compass Games. This is a solitaire air mission game based on the **Hunters** and **Silent Victory** system. I hope my copy arrives before my wife and I take off for Glacier National Park that following Saturday. Usually their preorders arrive within two or three days of the ship date. I have similarly preordered **Pacific Tide**, a single map strategic game of WW2 in the Pacific between Japan and the Western Allies (China is abstracted out, as may be Indochina). I have yet to find a game on the war in the Pacific that I have been totally happy with, as they are either too large and/or complicated, too abstract (**Victory in the Pacific** is a lot of fun, though), or too clunky (as Tony Arena and I are finding out about GDW's **Pearl Harbor**). **Pacific Tide** is a card-driven game and although a two-player design, will have solitaire bots to play against, which seem to be all the rage these days. It's supposed to be out in September, although I expect that date to be pushed out a ways. But it would be a nice birthday present to me! I have been tempted to look at **Russia Besieged**, recently released by Compass in their usual Deluxe Edition format, because the Designer's Edition of **The Russian Campaign** from GMT keeps getting pushed back and back and back, now slated for release about a year from now. However, I know myself well enough that once I look, I will probably buy, so I have to resist that urge!

### The Lamps are Going Out: World War 1: Impressions

Jeff Miller and I are engaged in a Vassal match of Compass Game's relatively new release of **The Lamps are Going out:**



**World War 1**, or as we label all of the files, **TLAGO**. Here are some of my thoughts on the game, having played through most of a game solitaire and the current one to the beginning of 1916.

**TLAGO** is a single-map, strategic-level game of WWI in Europe. The map features areas instead of hexes, with some tracks to represent parts of the war with limited lines of communication, such as the Middle East and East Africa. Units are armies, with all armies being of equivalent value; an army is an army, although a couple of them have some special abilities or limitations. There are a handful of fleet counters, and the Germans of course have some U-boats. There are ample trench markers, heavy artillery units, and various other markers. Each side also has two sets of event cards and one set of Technology Cards, and a Player Aid card. The maps, counters and cards are very attractive and functional.

Turns are seasonal, starting with Summer, 1914. The player-order within a turn is somewhat asymmetrical, with the Germans moving first, then the Western Allies (Britain, France, and later Italy), then the Eastern Allies/USA (Russia, Serbia, Romania, Greece and the US), and then the Central Allies, which are Austria-Hungary, the Ottomans, and eventually Bulgaria. The asymmetry provides some interesting tactics, since armies move and attack in their own part of the turn, even if placed in the same area with their non-phasing allies.

The sequence within a player-turn is provided on the player aid card for convenient reference, but is fairly straightforward for each set of powers. First comes the event card draw, which can range from very nice to disappointing. New event cards are added to the deck each year, and most of the undrawn event cards carry over to the new year. A few played event cards are also returned to the deck in the new year. Event cards are drawn openly and require little decision for the most part, unlike a true card-driven game that gives you operation points or some such. They simply take effect immediately, or sometimes later in the turn during the production phase. But the event cards, none of which are cataclysmic, drive the game historically, providing for the entry of various powers, increasing the chance of US entry, Russian collapse, special offensives, historical personalities, and so forth, thus providing a lot of historical flavor to the game while pushing history without pre-determining the outcome. For example, there are two cards that provide for Italian entry in 1915, but they will not necessarily be drawn in 1915, and they might never be drawn, even though unlikely. There are similarly cards that trigger Russian collapse in 1917, but they might not be drawn either.

This is followed by army movement. The trick here is that one group of allies can move only two armies, artillery units, or tanks, although the Ottomans are allowed one free move in addition. It is not possible, therefore, to shift a lot of armies to another area, even if movement through controlled areas is unlimited; there are no movement factors to worry about here. Supply is rudimentary and is of little concern so long as an army can trace back to a home area.

The Western Allies and Germans then have an opportunity to move their fleets. There is only one place they can go to trigger any sort of combat, that being the North Sea. The Allies have three fleets to the German's two. If the Allies hold the North Sea box after combat, Germany is considered blockaded. If the High Seas Fleet holds the box, the blockade is broken, and Germany gets an extra production point at the end of the turn. There are some other uses of fleets based on the event cards and for amphibious assaults by the Allies, but they only

move in and out of the North Sea box.

Following fleet movement is fleet combat. Very simple: roll one die for each unspent fleet. A 1 is a hit, a 2 is two hits. Everything else misses. One hit causes a fleet to be spent and can be distributed among available fleets. A fleet is destroyed if it is already spent and it takes another hit. The Germans can force the Grand Fleet out of the North Sea if they have more fleets in the box than the Allies, fresh or spent. If equal, the player with the most fresh fleets wins. Ties go to whoever held the box to start with. It is difficult but not impossible for the Germans to break the blockade.

The Western Allies are allowed to move one unit per turn by sea from friendly port to port, or to make an amphibious assault. The Central Powers have no army movement by sea.

Next comes ground combat. Ground combat is pretty simple. Armies attack and defend individually. Armies are either Fresh (face up) or Spent (face down). Only fresh armies can attack. Spent armies can defend, but only if there are no other fresh armies in the area. At the basic level, each army rolls one die to attack, and one to defend. Artillery allows you to roll more than one die. There may be modifiers, good or bad, for terrain or events, and some events might allow extra dice or the chance to reroll on a loss. But, essentially, to win an attack, the attacker has to roll equal to or higher than the defender. "Winning" an attack requires both attacker and defender to be spent. If an attacking army loses the roll, then the defending army is not spent. If trenches are present in a defending area, those must be breached before the enemy armies there can be attacked; winning an attack against a trench marker breaches the trench and the attacking army is not spent. If an attacker wins the first combat, he gets to place a "Big Push" marker, earning a +1 modifier in each attack so long as he continues to win attacks from the same area.

In order to take an enemy-occupied area, therefore, it is necessary to have more attacking armies than there are defending armies. Because, if all of the defending armies are spent and an attacking army wins an attack against a spent army, all of the spent armies have to retreat out of the area and the attacker must advance. There are some exceptions to the retreat rule in home production areas, whereby the defender can declare "They shall not pass!" and risk losing an army permanently to hold the area. You can see if there are a lot of attacking and defending armies, the attacker has to have at least a few more armies than the defender to have any chance of taking the area. The more rolls made, the more likely the defender will win a combat or two, even with good modifiers. But, it is very easy to get into an attack only to decide to send in yet one more army, then one more, then one more in order to try to spend all of the defenders and take the area. A lot of historical flavor in a fairly simple combat system.

One has to attack an empty enemy controlled area in order to move in. The empty area has a preset die roll compared to the attackers die or dice. That preset defense roll depends on whether the area was originally under enemy or friendly control, but the attacking army will be spent no matter what, even if it wins. Sort of like an intrinsic defense. But, the rule prevents a couple of armies from sweeping through vast empty spaces.

After combat, comes the production phase. Each country gets production points based on the number of friendly production centers they hold. British production can be reduced by U-boat attacks which occur during the Western Allied production

*(Continued on page 10)*

phase, by rolling on a table. U-boats may be in restricted or unrestricted warfare mode, which comes with pros and cons, the biggest con being earlier US entry if the U-boats continue to operate in unrestricted warfare mode. For example, if the U-boats are in the Unrestricted box when the Lusitania event card is drawn, the US entry marker moves ahead 2 levels instead of 1. The US enters when the entry track reaches 8. Most events move it up, but there are a couple that move it down. There are two U-boat counters, each of which might reduce British production by 1 if they are fresh. In the German turn, the Germans roll for U-boat attrition. A bad roll and the U-boat is spent.

Production points are spent to refresh spent armies, fleets, and U-boats, as well as build new armies and trench markers. It costs 1 point to refresh an army, fleet, or U-boat, two points to build a new army, and three to build a new fleet. Trenches cost 1 for the Germans, 2 for everyone else. While the Germans typically have 12 production points to start with, and the British have a base of 7, some of the others, including Russia, are pretty poor. The Ottomans and Italians, for example, get but 1 point per turn. A-H gets 3, and France and Russia 4 each, although an event pushes Russia to 5. If a country loses a production center, he loses those points, although the enemy does not gain them. Fortunately, a country can loan "down" to powers with lesser production, although even then it is limited. Thus, France cannot loan to Britain, and a country cannot receive more loaned points than it can produce. The British cannot loan to Russia unless the proper path can be traced through Turkey.

After production, both the Western Allies and Germany get to draw one or more technology cards. These cards generally enhance combat abilities of units, or allow the introduction of new units. However, they have to be drawn in sequence in order to be put into play, and there are several categories: artillery and air, for example. If you don't draw the lowest unplayed level, you don't get to keep it. For example, the first artillery card for either side is A1, Heavy Artillery, which allows the players to put artillery units into play. If you draw A2 before you draw A1, then you have to put the A2 card back in the deck. Some event cards allow a player to draw more than one tech card in a turn. As the war progresses, the technology on both sides will slowly improve. But it can be painfully slow.

Finally comes the Regroup phase. Here the Germans and Western Allies determine air superiority, if technology allows. Then the artillery markers used in the turn are set to their unfired side.

Victory can be automatic. Central Powers win if they control Paris at the end of the next Western Allied combat phase. Similarly, the Triple Entente wins if Berlin is Allied controlled at the end of the next German combat phase. Otherwise, victory is determined by points. You get one VP per enemy home area and each enemy square production center controlled by your alliance (some production centers are outside their home countries). Only 4 VP can be scored by the CP for all of Russia, Russian surrender or collapse, however, regardless of areas controlled. The CP player gets 1 VP if the US never enters. If the East Africa track only contains one army, then the side owning that army gets a VP (there is a fun little sideshow in East Africa with Lettow-Vorbeck's army against the BEAEF). The CP get a point if Greece joins the Entente and the CP controls Greece, closes Salonika, or Greece stays neutral the entire game. If the CP scores at least 7 VP higher than the Entente, they win by securing a better than historic result. Otherwise the Entente wins.

**How TLAGO plays:** I have played through most of a game solitaire, and I have a game in progress with Jeff Miller at the moment, having reach the German turn of Spring, 1916. It is a lot of fun either way! Although there is no bot to play against, there is nothing held secretly to prevent solitaire play. Jeff and I have both experienced runs of offensive luck and poor attacks right out of the chute. The game plays smoothly by Vassal, with limited number of back-and-forth mailings per turn for a decision to be made by the other player. It happens sometimes, when a unit with special abilities might be called upon to defend, or when there is more than one retreat option. But, many turns can be played straight through without any interruptions, and since combat on one end of the map probably has little to do with the situation on the other, it is possible to sequence one's moves to keep interruptions to a minimum.

The fun, as I've already described, largely rests on that "one more unit" approach to attacking, and deciding what one must do compared to what one wants to do with the ability to move only two units. At the beginning of the game, for example, the Germans have only two armies in the east against Russia out of nine total, and two of those are spent to start the game; three are in Hannover ready to march through Belgium and there are four in the Rhine opposite the bulk of the French forces in Verdun. The Rhine area is not adjacent to Belgium, and the BEF is in Belgium along with the Belgian Army. Behind Belgium is the Somme, which holds a single fresh French army, and the golden objective of Paris behind that with one spent army. So at the beginning of turn 1, the Germans have to decide if they want to shift units from the Rhine to Hannover to assist the march through Belgium, and/or send one to the East (they are only allowed to shift one east on turn 1) and start work on the Russians right away. The balance in the West is tight on the first turn, and if the Germans don't get into the Somme on turn 1 they probably never will.

Similarly, as the war progresses and the Western Allies have the opportunity to make transfers or assaults in the Med, who gets the one reinforcement or should there be an amphibious assault? Or, do we need to move Italians? If the British have a unit on a beachhead at Gallipoli and the Allies draw the Salonika event, do you use your one sea move to send the army to Greece and get the free trench marker, or does it go to reinforce the BH? If the Ottomans are on the brink of collapse, do the Austrians move to assist or prepare their own defenses, or do they stay in Russia to try and push Russia out of the war?

The other interesting aspect is the asymmetry of play. While you can stack Germans and Austrians together, and there is often good reason to do so, they cannot attack an area together at the same time because their turns don't occur at the same time. Same with the British and the Greeks, for example. The Russians will take their turn after the Germans do, so what the Austrians can do is soften up Russian defenses for the German turn that immediately follows. There is also a lot of attacking for the purpose of spoiling the other side's offensive opportunities. For example, in the West the Germans take their turn. They may attack in the West simply to prevent the Allies from making a coordinated mass attack in the immediately following Allied turn, since the Germans will have the opportunity to refit before the Allies can attack and refit. And the Western Allies can return the favor. Since production points cannot be saved, it is desirable to attack in order to spend opposing units if you cannot spend those production points elsewhere.

Most games should flow with a relatively close proximity to history. The event and technology cards will vary that proximity, however. For example, as of 1916 I have yet to draw an Italian entry event card. There are two of those that are added to the event deck in 1915, so the chance of drawing one or the other is pretty good over four turns, since there are only some seven cards in play for 1915. But there is no guarantee of Italian entry in 1915, and even though they will still be in the event deck in 1916, there will still be no guarantee one will be drawn. The same can be said for other neutral entry cards and even US entry. The wrong sequence and the US might never enter. Conversely, they could enter at the end of 1916. Thus, variability is significant, although confined. Italy and Romania will not join the CP, for example.

The same can be said for the technology cards. Both Jeff and I have struggled with our tech draws. At this point in the game, the Allies have drawn both Q-ship tech cards, but nothing else. The CP have drawn artillery and counterbattery fire only. These probably have less of an overall effect on play than the event cards, but not having heavy artillery when your opponent does makes things a little difficult.

As in most WW1 games, the Central Powers typically have to decide how to divide their effort between east and west. The more they commit to the east, the faster Russia's position will erode, and they can be defeated militarily by losing both St. Petersburg and Moscow, even before the collapse cards come into play in 1917. But, too much and the Western Allies can make life difficult. Jeff has pretty much had his way with my Russians and has maintained a significant commitment to Russia with both the Germans and Austrians. However, as a result, the British and French kicked the Germans out of Belgium. Western Allied strategy has to be to tax the total CP resources, so in part to keep the Russians in the game as long as possible by putting a drag on the Germans to prop up their allies everywhere else. Trying to take Hannover would prove difficult, what with two trenches there and the ability to sacrifice armies permanently to hold it, but it still has to be defended heavily. The British have taken Jerusalem and Baghdad and have an army outside of Gallipoli. With Bulgaria still neutral, there can be no assistance for the Ottomans. A British army briefly advanced into Serbia from Greece, but was kicked out by Austrians and heavy artillery recalled from Ukraine, which was sort of the point. There is a fine balancing act to be played by both sides, with frequent adjustments required due to fate from both dice and cards.

Comments from various postings I have read about the game have been generally favorable. The biggest concerns seem to be over re-playability, specifically addressing the usual Allied strategy of taking opportunities to move here and there to put pressure on various German allies. I'm not sure I agree, since the only other choice would be to commit everything to the west and live or die on an effort to enter Germany. That might work, it might not. There are only so many different overall strategies one can employ in WW1 if the game is to reasonably model history. The game does not provide for strategies to invade a bunch of neutral countries, for example, so in some ways the game limits gross variations from history. In the old SPI **World War One** game, for example, as the CP I used to frequently invade Romania prior to their actual entry so as to eliminate the Romanian army before it could actually deploy, worth the victory points to violate their neutrality. In **TLAGO**

one cannot do that, since you can't invade neutrals prior to entry, period. There should be ample variability from the event and tech draws, however. Other complaints claim that the event draw renders the game *too* ahistorical, because some events are never drawn. In other words, some people are never happy.

The only issues I have with the game are quibbles. For a relatively simple game, there are a number of exceptions in the rules that are easy to miss on a first playing. And, the explanation on a number of event cards are lacking on the cards themselves. This issue was largely fixed by the errata and FAQ, but even more so with a written explanation of all cards that can be downloaded from the Compass Games' website. A few of them are confusing or do not include all of the effects. Most of the errata has to do with the cards, there are only a little errata on the game system. Overall, it plays pretty clean.

The Vassal module plays well. Moving the event cards from the discard pile to the new year's event deck is a bit of a pain, because there isn't anywhere to put discarded cards other than the discard pile that holds all of the future years' cards. There isn't enough space on the map to store discarded cards along with the face up cards that are needed for reference. One of the early Vassal modules left out an important tech card, but that has been fixed, and an extra event card was similarly removed. None of this would be an issue in FTF play.

There is apparently a second edition in the works, I think primarily to be issued with a mounted map. The paper map is pretty thin, and I think paper maps are rapidly falling into disfavor as we get older and, apparently, wealthier and more picky. You can find **TLAGO** in the preorder section on the Compass website, but not in the regular game section. I do not know if the current version is still available or not.

As far as one-map strategic games of WW1 go, this one is probably the best I have ever played. Even though it might be considered blasphemy by some, I like it a lot more than **Paths of Glory**, which I find offers players WAY too many decisions and results in significantly ahistorical play as a result (it is too easy and necessary to select the high operation points over the significant event), even if it is only moderately more complex than **TLAGO**. It has events that drive but do not guarantee history, some fleet and U-boat action, play in Africa and the Middle East without gross abstraction, and decisions made during play feel right for a WW1 game (also a problem with **PoG**). The only thing lacking is a general system of tracking general demoralization of the powers, although those sorts of events do show up late in the game. It is pretty much all there, in an easy to use and fun format.

Now, if you'll excuse me, I have one more army to throw in to try to break through the enemy lines. "Over the top, boys!"

### Treasurer's Report

Only passive income since last time; I did receive a donation very recently, but it has yet to be posted.

<b>Total balance 5-30-18:</b>	<b>\$ 8,596.25</b>
<b>Dividend 5-31-18:</b>	<b>1.10</b>
<b>Dividend 6-30-18:</b>	<b>1.06</b>
<b>Total balance 7-30-18:</b>	<b>\$ 8,598.41</b>

Until next time!

# Upcoming Events

Aug. 16-20, San Jose, CA  
WORLDCON 76  
<http://www.worldcon76.org/>

Aug. 24-26, Bellevue, WA  
DRAGONFLIGHT GAMECON  
<http://dragonflight.org/>

Aug. 24-26, La Crosse, WI  
COULEE CON  
<https://tabletop.events/conventions/coulee-con-2018>

Aug. 30-Sept. 2, Toronto, Ontario  
FAN EXPO CANADA  
<https://www.fanexpocanada.com/en/home.html>

Aug. 31-Sept. 3, Seattle, Washington  
PAX WEST  
<http://west.paxsite.com/>

Sept. 29, Houston, Texas  
GAME THEORY EXPO  
<https://gametheoryevents.com/>

Oct. 5-7, Vancouver, BC  
VCON 42  
<https://vcon.ca/>

Oct. 6, Bethlehem, PA  
GAMESTAR  
<http://www.steelstacks.org/event/6068/gamestar---a-tabletop-gaming-convention/>

Oct. 12-14, Vancouver, British Columbia  
SHUX (THE SHUT UP & SIT DOWN BOARD GAME CONVENTION)  
<https://www.shutupandsitdown.com/shux18/>

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

*As AHIKS strives to keep costs and dues down, there is something you can do to help. Our Perpetual Fund, started by Bruce Monnin and Frederick Kraus, can always use more donations. The interest from the Fund helps the Society. A few dollars from you could help AHIKS become totally self sustaining. Give it some thought. Send Brian Stretcher a couple of dollars. Especially since there are no dues this year.*

Brian Stretcher, 117 Camellia Trail, Brevard, NC 28712

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### **PUBLICATION DEADLINES**

Articles will be accepted at any time, though submission of an article does not guarantee its publication. News items will be accepted if received in sufficient time to allow production schedules to be met.  
**Deadline for next issue: September 30, 2018.**

### **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.

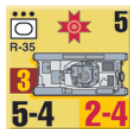
## Game News

### Avalanche Press

**Panzer Grenadier: Armata Romana.** At the moment German troops launched their surprise invasion of the Soviet Union in June 1941, Romanian dictator Ion Antonescu declared a “holy war” against the Communist regime. A half-million Romanian soldiers participated in these early campaigns, fighting fierce battles in Bessarabia, at Odessa, and in the Crimea.

**Armata Romana** is an expansion for our **Panzer Grenadier: Fire in the Steppe** game, featuring 98 die-cut, mounted pieces displaying the Royal Romanian Army – the Armata Romana – in its own special color scheme. There are also 20 scenarios, and three “battle games” that link them together.

**Armata Romana** is not a complete game; everything you need to play all 20 scenarios (and the battle games) are included in the book and the boxed game **Fire in the Steppe**. No other books or games are required to play any of the scenarios. \$25  
<http://www.avalancheexpress.com/gameArmataRomana.php>



**Panzer Grenadier: Fire in the Steppe: Battles in Ukraine, 1941** is a complete Panzer Grenadier game based on the early battles of Operation Barbarossa in Ukraine: the huge tank battles around Brody and Dubno. There are 42 scenarios based on these battles, organized into “battle games” that allow you to play the scenarios in sequence toward your army’s operational goals. *Plus* a solitaire campaign game!

**Fire in the Steppe** includes 562 playing pieces, most of which originally appeared in our old out-of-print **Eastern Front** game. There are eight heavy cardstock maps: new versions of those which appeared in **Eastern Front**, with completely new artwork by Guy Riessen so they match up nicely with those from games like **Broken Axis** and **Burning Tigers**. \$90  
<http://www.avalancheexpress.com/gameFireSteppe.php>

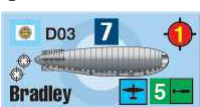


**Second Great War at Sea: Tropic of Capricorn** is a complete boxed game in the Second World War at Sea series, bringing our alternative-history Second Great War story arc to the shores of South America. Argentina, assisted by Chile and Britain, faces off against Brazil in a naval war in the South Atlantic.

**Tropic of Capricorn** includes one 22x34-inch operational map, the same “Rio de Janeiro” map included in our old **Cone of Fire** game (which will soon go permanently out of print). It covers the most important politically- and economically-important stretches of the Argentine and Brazilian coastlines including Buenos Aires and Rio de Janeiro.

**Tropic of Capricorn** also has 180 new silky-smooth and die-cut playing pieces: 100 “long” ship pieces and 80 standard-sized ones representing small warships and aircraft as well as task force and flight markers. These represent the fleets of Argentina, Brazil, Britain, and Chile, though not exactly as they appeared in our reality.

Each of these fleets has undergone the expansion and reconstruction allowed by strong economic growth and relative political stability - without a German economic collapse to fuel it, the Great Depression is no more than a world-wide recession. Political and especially economic ties have aligned the Latin powers with their European partners: Argentina with Italy, Chile with Britain, and Brazil with the Central Powers of Imperial Germany and Austria-Hungary.



**Tropic of Capricorn** tells the story of the Second Great War in South American waters in our popular story-arc format: there are 24 scenarios, tied together with a narrative of the wider events they represent. The Second Great War setting was designed to maximize battleship action, and **Tropic of Capricorn** delivers.

**Tropic of Capricorn** is one of the first two new games to include the Second Edition rules for Second World War at Sea: they’re even easier to play with, with more options plus full-color play aids. \$60  
<http://www.avalancheexpress.com/gameTropic.php>



### Compass Games

**Lebensraum! The War For Europe 1941-1945** is a grand strategic, moderate complexity game of the war between Nazi Germany and the Allied Nations, starting with the German invasion of the USSR in late June of 1941, through to the final battles for Berlin in 1945. The game includes both East and West Fronts and can be played in a number of small (3 to 13) turn historical scenarios starting with Barbarossa in the East and Italy in the West, or in campaigns for each front individually, or a combined East and West front campaign.

The game focuses on the Army group level, with players controlling subordinate armies as their main combat formations. Leadership is a major component of the game, with each player having a pool of named and rated leaders available. Airpower, naval support, partisans, production centers, and transportation networks are all featured. Turns are quarterly.

This game is a new edition of the Simulations Canada games of **Lebensraum** and **West Front**. The two games have been updated to include all known errata, some small additions, and have been combined into one game, but can be played as separate scenarios. With fresh new artwork this large, strategic level game now has new life breathed into it. Designer: Stephen Newberg. \$90

<https://www.compassgames.com/preorders/lebensraum-the-war-for-europe-1941-1945.html>



**Nightfighter Ace, Air Defense Over Germany, 1943-44** is a solitaire, tactical level game which places you in command of a German Nightfighter during World War II. Each turn consists

of several days, during which a combat mission will be flown from one of many bases in Europe, attempting to intercept incoming British Bombers. **Nightfighter Ace** is based on the popular, action-packed **Hunters** game system by Gregory M. Smith with a strong narrative around the pilot as you look to increase your prestige, earn skills, and rise in rank through promotion and receive awards.

The objective of the game is to conduct numerous sorties in the role of a German nightfighter pilot and rack up kills. Pilots may use the experience gained to improve their odds of success by purchasing Major and Minor skills. As their prestige increases, they may request a transfer to other nightfighter bases in an attempt to get "closer to the action" or request a newer type of nightfighter. Awards and ace status help to narrate the player's eventual goal – to become the top nightfighter ace of the war.

The system is packed with rich technical detail but without the complexity, to capture the key historical facets of the night bombing campaign over Germany. In terms of nightfighters alone, there are 32 nightfighter models available to pilot.

For each nightfighter, you will be tracking the date of availability, speed, area of operations based on originating base, individual weapon systems, electronic systems, damage, and crew status.

This game is highly accessible to those familiar with **The Hunters** or **Silent Victory** designed by Gregory M. Smith (published by Consim Press). The game system lends itself very well to capturing the tense air defense over Germany. While **Nightfighter Ace** is designed as a solitaire gaming experience, additional options for play are provided for both multiplayer cooperative and competitive gaming sessions. \$90  
<https://www.compassgames.com/preorders/nightfighter-ace.html>



**Russia Besieged, Deluxe Edition** The time is June 22, 1941. Over 3 million German troops are poised on the Russian border preparing to launch Operation Barbarossa! What was supposed to be a quick campaign ended up marking the beginning of the end of Nazi Germany.

From Award Winning designer, Art Lupinacci, **Russia Besieged** covers the entire German campaign in the east from 1941 to the bitter end, in 1945. One of the finest Army/Corps

level games on the market, **Russia Besieged Deluxe** edition has been overhauled from years of experience and nuances discovered in Tournament play, to bring you a richly detailed, east front experience you expect to see from this classic wargame.

Two large maps cover the territory from Berlin to Archangel to Astrakhan down to Bucharest, all to accommodate 5/8" counters! Rich in design features, the game simulates unit breakdowns, surrounded cities, blitzkrieg attacks, a double impulse movement and attack system, two impulse turns, and multi-weather turns.

As the German player, you experience many of the challenges experienced by the German commanders on the Eastern Front. Do you channel your forces to Leningrad? Push for Moscow? Or go for the oil rich regions of the Caucasus Mountains? All a tough call as each looks attainable, if you only had another couple of units more on the map!

Early victories quickly change to difficult advances to the point where you make that fateful decision to go on the strategic withdrawal to fend off defeat. Or not! Sudden Death Victory conditions can be met at any time during the struggle.

As the Russian player, the first year of the war is a nail-biter! German troops pour deep into Russia as you husband your forces to blunt the most dangerous attacks, giving up ground grudgingly as you pray for the early onset of winter. Snow brings respite and fresh forces. But, the relief is short lived as the warm weather of 1942 brings new challenges. A rejuvenated German Army, a shadow of the initial invasion force, is still a force to be reckoned with! Unable to attack everywhere, the German will marshal his panzers and push where he feels success will bring decisive victory.

**Russia Besieged** is a multi-layered game experience that includes not only pushing counters on the map, players must also take into account their side's War Economy. The Russian player must deal with production of troops and oil to rebuild depleted forces while the German is on a constant struggle with replacement points to rebuild a proper mix of units to defeat the Red Horde! \$90

<https://www.compassgames.com/preorders/russia-besieged-deluxe-edition.html>

**Prelude To Rebellion - Mobilization & Unrest In Lower Canada.** The Patriots of Lower Canada became notorious for uprisings in 1837-1838 that prompted a bloody crackdown by the colonial authority. The battles that resulted from this escalating violence left quite a mark on the imagination and history of a modern-day nation unused to armed conflict on its soil.

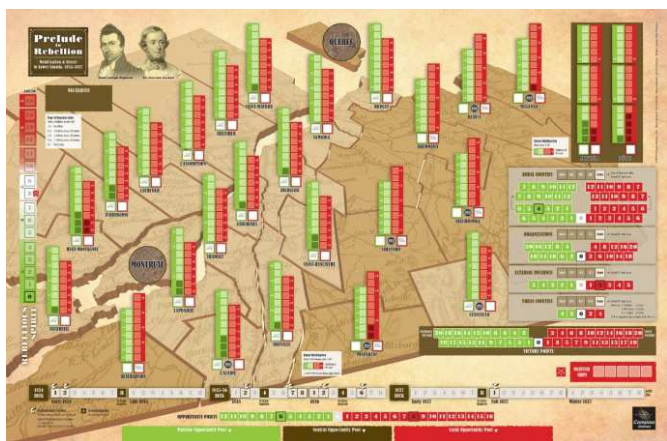
But most Quebecers today know little about what led to these events. In the years before the rebellion, the demands for greater power for elected officials and for recognition of the Canadians' rights were at the heart of an ideological struggle between the Patriots and a coalition loyal to the system in place under the British crown.

**Prelude to Rebellion** depicts this conflict of ideas as a card-driven game using key events from 1834 to 1837. In CDG-typical hand management, you will be torn between using each card's activity points or event while doing your best to defuse your opponent's cards. The gist of the game is that you will strive to mobilize the people of the various counties of Lower Canada and rally them to your point of view. In addition to Montréal and Québec (considered urban counties), 24 rural counties, each biased towards a faction, are represented on the board. Every county has a number of mobilization boxes, each costing a number of activity points to put a cube in it. Whoever has the most cubes in a county is said to control it.

After building up a sufficient amount of support in a county, you will try to create organizations (a grouping of leaders) in them. The more cubes in the county and the more activity points you dedicate to this action, the greater your chance of success. A fixed amount of opportunity points per turn allow you to mitigate the whims of the dice but also allow you to purchase helpful events from the 'Opportunity pool', where a few cards as well as key events of the conflict are put into at the start of every turn. Spend too many points to 'shave' a die roll and you might not be able to purchase a helpful card from the pool. Likewise, spend all your points to purchase cards and your next die rolls will be all the more stressful.

This is not a wargame: the game ends when the fighting begins! Actually, both sides need to prepare for a war which might in fact never break out. The 'Rebellious spirit' track measures how close things are to get out of hand. The higher it gets, the more ugly and violent the conflict becomes. Just like in real life, the Patriots might run out of time as some hot-headed leaders plunge the colony into a direct confrontation with the British army. People are fed up and the clock is ticking: if results don't start showing up, Lower Canadians might be tempted to take up arms, seeing how successful their Southern neighbors were 50 years before! \$100

<https://www.compassgames.com/preorders/prelude-to-rebellion-mobilization-unrest-in-lower-canada.html>



## Decision Games

**World War I Deluxe Edition.** This update of the *S&T* #294 issue game will include a Mounted Game Board, and an update of the counters and rules.

**World War I** originated in a combustible mix of dynastic ambition, nationalism, and misplaced confidence in a short war. Europe was an armed camp with mass armies formed by conscription and national reserves. Antagonism, fear, and suspicion drove nations into a lacework of alliances. Sarajevo provided the spark that set it off, and in a matter of days the continent was at war, with empires in the balance.

The map covers the entire war zone in Europe (36 miles per hex) and the Middle East (at a slightly larger scale). Terrain includes key cities, certain cultural and religious sites, primary railroads, and sea zones connecting it all. Counters represent field armies, with some specialized corps and a few markers. Six month turns keep the game playable, while multiple movement and attack phases allow for operational nuance.

Mobilization Points are used to build new units, absorb combat losses, and purchase campaign markers allowing additional activity in chosen sectors. They are always in short sup-

ply, increasingly so as economies shrink over the course of the war. Neutrals, wooed by diplomacy, may bring fresh strength.

The main scenario covers the entire war from 1914-1918 in ten turns, while short scenarios handle the opening phase of the war (two turns) and the final great battles (four turns). Options include free setup in 1914 and an extension of the war into 1919. Victory comes from wearing down an opponent, either by capturing essential locations or by exhausting mobilization points. In the game as in the war, battle is sometimes necessary for its own sake. \$60

<https://shop.decisiongames.com/ProductDetails.asp?ProductCode=3002>



## Funagain Games

**Battleborn Legacy** is a fantasy strategy war game for 2-4 players that takes roughly 120 to 180 minutes to play. Players acquire resources necessary to build powerful armies, accomplish quests, and discover rare magic as they attempt to earn enough victory points to win the game.

Put your skilled artisans to work to build a strong economy and then unleash legions led by powerful heroes to vanquish your foes. Never underestimate roaming undead armies and always be on guard as the deadly dragon may strike at the most unfavorable time.

Players begin the game by choosing a hero and a race alliance. This can be accomplished randomly, in turn order or by blind bid. Once the selections are made, players will place their stronghold, hero and starting army on one of their race alliance territories, then in reverse order players will place their race lord on another alliance territory in a different province.

There are 7 turns and if a player hasn't earned enough victory points through expansion, questing, killing other heroes or slaying the dragon the final cataclysm destroys the world and all players are defeated. \$35

[https://www.funagain.com/control/product?product\\_id=037841&trk\\_msg=JED6BQ2ERO04R4K2VE62B6RQ84&trk\\_contact=S8GPJFQDLTMJA348T2SMK48LQC&trk\\_sid=02TKRLDS5EV51HQ9VHS8T9U05K&utm\\_source=Listrak&utm\\_medium=Email&utm\\_term=https%3a%2f%2fwww.funagain.com%2fcontrol%2fproduct%3fproduct\\_id%3d037841&utm\\_campaign=New+Featured+and+Hard+to+Find+Games+at+Funagain!](https://www.funagain.com/control/product?product_id=037841&trk_msg=JED6BQ2ERO04R4K2VE62B6RQ84&trk_contact=S8GPJFQDLTMJA348T2SMK48LQC&trk_sid=02TKRLDS5EV51HQ9VHS8T9U05K&utm_source=Listrak&utm_medium=Email&utm_term=https%3a%2f%2fwww.funagain.com%2fcontrol%2fproduct%3fproduct_id%3d037841&utm_campaign=New+Featured+and+Hard+to+Find+Games+at+Funagain!)







Several miles inland, a gifted Turkish Officer, Mustafa Kemal, was reviewing his regiment after night maneuvers above Ari Burnu. Kemal's quick and furious counter-attack saved the day for the Ottomans, and set him on the path to become the founder of modern Turkey.

Further south, at Cape Helles, the Lancashire Fusiliers won six Victoria Crosses "before breakfast" as they ripped through the barbed wire on the beach. The invaders never reached even their first day's objectives, although the Turks only avoided defeat by a hair's breadth. With a different plan, they might have thrown the invaders back into the sea.

**Gallipoli 1915: Churchill's Greatest Gamble** realistically covers the first three days of the campaign, a time of wild maneuver, of decisive attacks parried by the timely arrival of reinforcements, and the onset of trench warfare. Speed – but not reckless haste – is the key to success.

The map covers the entire peninsula from north of Anzac Cove to Cape Helles, based on the 1922 British Ordnance Survey. Players can choose to land at the historical beaches, or create their own plans.

The game system emphasizes command and control. Players command by Brigade and Regiment. To be successful, a player must plan for the eventual exhaustion of their troops, rotating them out of line to rest and recover stragglers. The result is an accurate modeling of the tempo of these battles. Infantry combat is ranged rifle and MG fire, culminating in close assault. Artillery is powerful but ultimately limited. Shrapnel from the standard field guns is deadly against troops in the open, but only the rare howitzers firing high-angle HE can deal with trenches. \$105

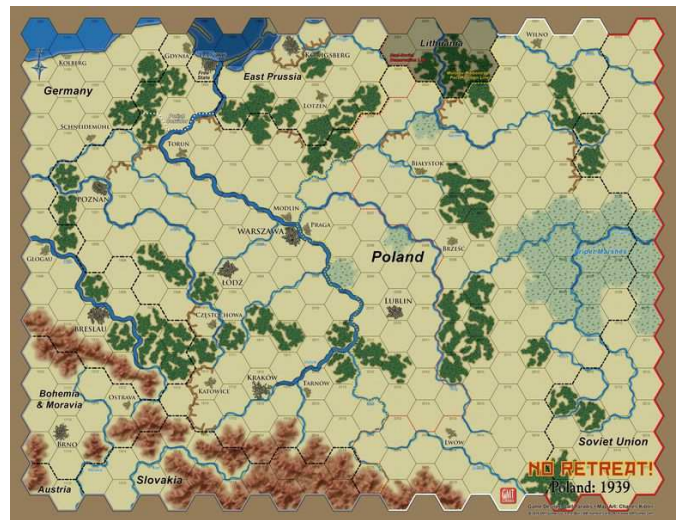
<https://www.gmtgames.com/p-505-gallipoli-1915-churchills-greatest-gamble.aspx>



**No Retreat 3: The Polish And French Fronts.** Following on the success of **No Retreat!** where the Russian Front of World War II beckons, and then taking the action to the African Front, game designer Carl Paradis and his trusty developer Alan Enrich have teamed up yet again to present the third chapter in this game series.

The "Phony War" ended in May of 1940 as the German Army unleashed blitzkrieg attacks into Holland, Belgium, and Luxembourg in preparation for their audacious plan to invade France. Dubbed "Case Yellow" (Fall Gelb), it relied on a surprise attack with armored forces through the Ardennes Forest that the French had deemed impenetrable. A German staff study proved otherwise, and their panzers were pushed through this broken wooded terrain with deft speed, catching the Allies by surprise with their appearance.

In **No Retreat 3**, players command the Allied (French and British) or German forces, operating them in accordance to one of several historical plans (represented by Plan cards). Maneuvering forces over hexes that are approximately 30 kilometers across, over turns that represent 4 days of real time each, the vaunted **No Retreat** series card-assisted game systems are there to create on-map puzzles around each hex, unit and battle as the tense engagements rage back-and-forth and nothing is entirely predictable. \$60 <https://www.gmtgames.com/p-465-no-retreat-3-the-french-and-polish-fronts.aspx>



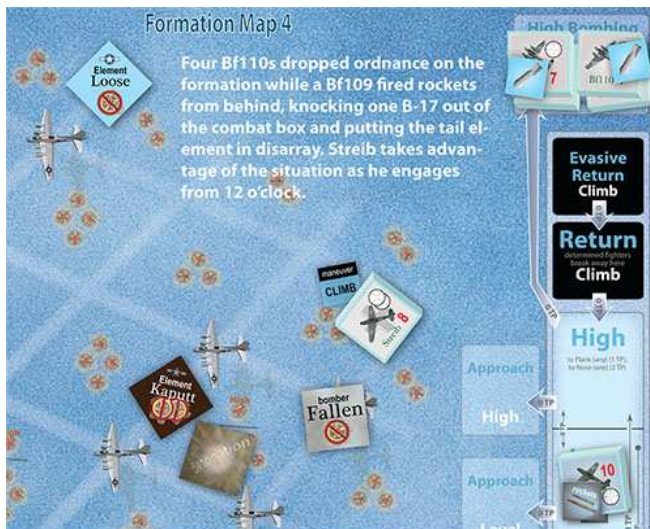
**Skies Above the Reich** is a solitaire game depicting a Luftwaffe squadron of Bf109s struggling to deter and destroy the relentless daylight raids over Germany during World War Two. The player's individual aircraft, each represented by a stickered block, must confront the mighty "combat box" formation of the United States Army Air Force, a deadly terrain of B-17 Flying Fortresses. The game is a broad strokes depiction that presents the arc of the desperate air war. Stretching from late 1942 to early 1945, **Skies Above the Reich** follows that trajectory in a series of missions strung together to make a campaign. Each mission will take a half hour or more to play, while a campaign can last anywhere between 6 to 60 missions.

You select pilots and "attachments," such as gun pods, rockets, or added armor. You may also augment your attack with auxiliary aircraft such as Ju88s, Fw190s, or later in the war, jet propelled Me262s, the answer to the deadly P-51 escort fighter. Time in a mission is limited, so you must do your best to wreck the bomber formation as quickly as possible, while bringing home as many pilots as you can in order to muster a force for the next mission.

The mission is played on a formation map that depicts as many as twenty-one B-17 bombers in a tight array. The game comes with two double-sided map boards (four maps in all) that as a set chronicle the development and increasing lethality of

the bomber formation. Each map is a bigger and more lethal terrain than its predecessor. \$89

<https://www.gmtgames.com/p-571-skies-above-the-reich.aspx>

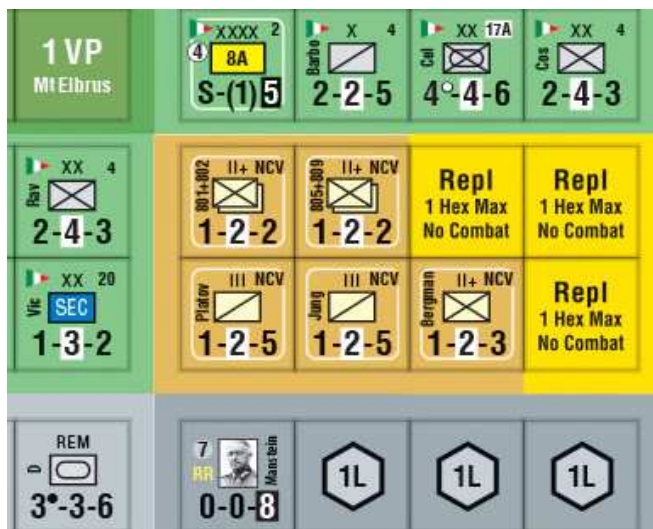


**Stalingrad '42** is a division-level game on the Axis 1942 summer offensive towards Stalingrad and the Caucasus. Historically, this epic struggle lasted for 6 months and saw the Axis armies reach the Volga and the Caucasus Mountains. But Soviet resistance stiffened and final victory eluded the German army at Stalingrad and in the Caucasus. The ensuing November Soviet offensive trapped the Wehrmacht's largest army (the 6<sup>th</sup>) at Stalingrad and marked the beginning of the end for Axis fortunes in WW2.

**Stalingrad '42** uses the same scale and nearly all the rules of **Ukraine '43**. Many modifications have been made to improve the system and to show crucial features of the campaign. New rules include leaders, elite panzer divisions, planned operations, hidden Soviet buildup, and Army/Front offensive support.

With three maps and low unit density, the game delivers a grand view of the campaign, where decisions about movement and direction of attack have lasting effects that propel or curtail your future strategic plans. The effect is like watching a story unfold and noticing a growing emotional involvement with your forces and plans. In the end, whether in victory or defeat, players of **Stalingrad '42** will enjoy an epic gaming experience. \$75/\$52

<https://www.gmtgames.com/p-715-stalingrad-42.aspx>

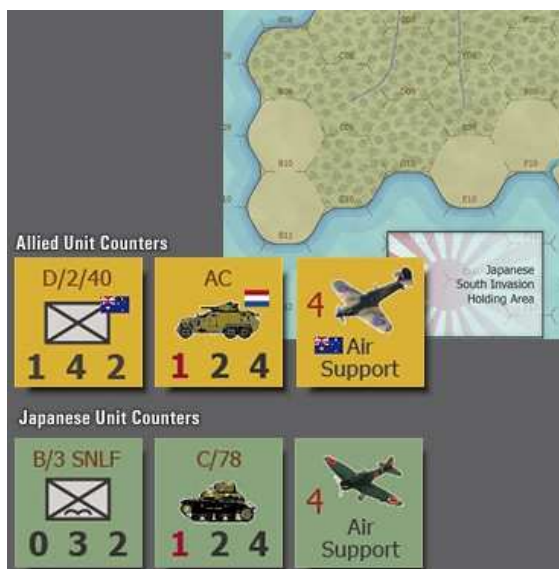


## High Flying Dice Games

**Whole Sad Story, The Battle for West Timor 1942** A Japanese attack at East and West Timor, despite Portugal's official neutrality, was anticipated by the Allies. Soon after the start of the war, Sparrow Force, comprised mostly of Australian troops as well as some from the Dutch East Indies and Great Britain, occupied East and West Timor and began preparing defensive works.

To take and secure the colony, and most importantly its airfield at Penfui, the Japanese planned an amphibious assault supported by an ambitious paratrooper assault by the 1st and 3rd SNLF (Special Naval Landing Force) Battalions. The fight for West Timor resulted in a confused and bitterly fought battle that ultimately resulted in the destruction and capture of most of Sparrow Force, one of the largest and most tragic defeats in Australia's military history.

The Japanese paratrooper force, however, was savaged in the fighting, with nearly half of their number killed, seriously wounded or missing. Those that survived were dispersed throughout the Pacific and never performed another combat jump in the war. \$15 <http://www.hfdgames.com/wss.html>



**Crossing Fate, The Battle of Issus, November 333 BC** is an introductory level wargame of the Battle of Issus that was fought by the forces of Darius the Great, King of Persia, and Alexander the Great of Macedon along with his Greek Allies. To insure the security of the Macedonian hegemony, and to wrest control of the Persian Empire's territories bordering on the Aegean and Mediterranean, Alexander launched an invasion of Anatolia.

The first major battle was fought against the Persian satraps of Anatolia at the Granicus river. Alexander's forces garnered a decisive victory, and, in response, Darius traveled west to personally organize his troops for a showdown with the Macedonian interloper. The two sides met along the Pinarus river that flows into the Gulf of Issus. The fates of two empires were about to collide. \$12 <http://www.hfdgames.com/issus.html>



**Viva La Muerte!, The Battle of Brunete, July, 1937.** The first half of 1937 was an almost complete series of disasters for the Republican cause in the north and west of Spain. Only in the territories leading to Madrid and to the south were the Nationalists thwarted, but at an increasingly bloody cost. The Soviet Union sent massive amounts of weaponry and equipment, while volunteers poured in from throughout Europe, the US, and Canada to support the Republican cause.

The leadership of the Republican military decided to launch a counter-attack against the Nationalists that were deployed directly west of Madrid. The plan was to attack from the Republican held northern salient to take the crucial town of Brunete, and the main highway leading to Madrid to its south. Success here would compel the fascists to withdraw from the territory closest to the national capitol, and give the Republicans a badly needed victory. One of the largest battles of the war to date was about to unfold. \$15

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



The **Brave and Noble Fights Expansion #2** is the third and final installment of campaigns and battles involving the Chinese before the turn of the 19th century. The battle for Formosa was the final large-scale campaign associated with the Sino-Japanese War of 1894-95. The island was ceded to Japan in April 1895 by the Treaty of Shimonoseki which ended the war, but the island proclaimed its independence from China and formed a republic in May 1895 following Japan's victory.

*“The Chinese troops equipped with good weapons or bad, without drill, and unskilled in foreign tactics, protected by magnificent forts with big modern guns, or behind mud walls with jingals, conducted themselves always with scarcely a redeeming feature. Their forces never advanced to make an attack unless they were confident that their position permitted of an easy retreat and that they greatly outnumbered their opponents. I know of hardly a single instance where, in the clearing, they have held their own against an approaching force, under anywhere near equal conditions. It is a usual manoeuvre for the Chinese to draw themselves up in mighty splendour on some open plot of ground in full view of the enemy, and should the latter advance towards them, to commence to fire off every available firearm, although they may be entirely out of range. This continues until the enemy has advanced sufficiently near to make his bullets felt in the Chinese ranks, and then there is a*

*scatter and a scramble for a safer position, where their forces rally again to repeat the same tactics as before”* – American correspondent James Davidson’s report on the war in Formosa. \$12  
<http://www.hfdgames.com/bnf2.html>



## Hollandspiele

**The Lost Provinces.** The shocking defeat of France in 1940 created a unique opportunity for Thailand to regain territory it had lost decades before. When Vichy France refused to give it back, fascist leader Plaek Phibunsongkhram launched a blitzkrieg attack in January 1941. The fighting stopped eighteen days later, and with Japanese mediation, Thailand won back her lost provinces.

This obscure conflict is the subject of designer John Gorkowski’s **The Lost Provinces**. This is a simple, small, and solo-able game that can be played in an evening with new wargamers and grognards alike. It often utilizes traditional mechanisms but with twists and nuances that make them fresh again. For example, combat strengths are compared, to arrive at odds ratios, but those ratios are expressed via a die roll modifier rather than a column on a CRT, which results in greater uncertainty about how a given battle might turn out.

The attacking Thai forces use army, artillery, and air power to bear in along three separate thrust lines. The French forces are more concentrated and have the advantage of defending along interior lines. They’ll have to know when to retreat and when to make the Thai player fight for every hex. \$35  
<https://hollandspiele.com/products/the-lost-provinces>



**The Big Push** is a WWI card game from designer Renaud Verlaque (**Age of Napoleon**). Players attempt to make breakthroughs (and prevent their opponents from doing the same) with limited resources and even more limited information. Bluff and deception factor highly, and both players must make strategic decisions about the entire front before zooming in to contest specific areas with dynamic back-and-forth, tit-for-tat card play.

The game is simple enough to teach and to play in under two hours, yet still has everything you’d expect in a strategic game on this topic: naval blockades, drains on German manpower from the Eastern Front, the entry of the US, deadly gas attacks, new and innovative technologies and tactics, and political pressure urging you to make attacks you’re not quite ready to make.

Both players must balance risk and reward in an uncertain and hostile landscape. **The Big Push** is a fast-playing and competitive strategic card game layered with tactical nuance. \$45  
<https://hollandspiele.com/products/the-big-push>



## Legion Wargames

**Maori Wars, The New Zealand Land Wars, 1845 - 1872** is a simulation of the principal uprisings that took place between 1845 and 1872 due to British colonial incursions into native Maori lands on the North Island of New Zealand. Conflict involved the destruction of numerous villages, pas (strongly fortified villages that featured intricate trench-works), and colonial settlements. The war introduced the British to a wily well-armed enemy whose defense works and strategy of ambush surprised and stymied them. As scenarios progress so does the extent of the conflict. More British regulars, native born Australian troops and New Zealand militia enter and are allied with increasingly more tribes who tend to change sides at the most inopportune times (those supporting the British came to be known as Queenites).

Historical scenarios feature low counter density, quick play time (under two hours), and features a novel bush-raiding rule that allows the Maori player to move units temporarily off the map and then back in a location of his choice. As the British player gains experience he learns to track these tribes. At which point he enters and battles these units in the bush. Maori resistance is dependent on village support so as fortified villages fall to British control, resistance melts away. Random battle dispatches reflect historical circumstances. Events such as: Seek Peace, New Religion, and Concerned Tribes force players to deal with new and developing crises. The English may build forts but are penalized for fort-building as they historically caused local uprisings. Canoes and gunboats allow rapid transport and in the case of gunboats waterborne artillery support. Standard British artillery and cavalry are introduced but play only a minor supporting role. Terrain and knowledge of the terrain is the Maori's secret weapon. Relative troop strength is designed to allow the possibility of historical outcomes not the proportionate historical strength. The overwhelming British superiority of men and firepower made the successes of the Maori forces all the more remarkable. \$60/\$45  
[http://www.legionwargames.com/legion\\_MWS.html](http://www.legionwargames.com/legion_MWS.html)



**Decisive Victory 1918, Volume One, Soissons, July 18 - 23** is a series of three games that when combined will cover the entire Allied offensive in July of 1918 known as the Second Battle of the Marne. It is significant for a number of reasons; it was the first time that the French army used a large-scale attack with tanks supported by a surprise (i.e. not pre-registered) artillery bombardment, similar to the British attack the previous year at Cambrai, and it was the first time that full-size US divisions went on the offensive incorporated in the French army. It was not known at the time, although suspected by many, that this battle was the death-knell of the German army.

This simulation illustrates the main features of late WWI combat. If the campaigns of 1918 were a far cry from the static trench warfare which had characterized the previous years, defense still retained absolute tactical advantage over the offense. Even with the element of complete surprise and greater numbers of troops and equipment facing a tired enemy, the French army was unable to maintain the pace of the advance attained on the first two days. This was not through any lack of competent commanders: not only could the defender always bring in reinforcements in men and equipment faster than the attacker, but the attacker's speed, maneuverability, and ability to operate autonomously were still limited. It was very difficult, after the enemy's frontline was breached, to maintain any prolonged advance once the troops had progressed beyond friendly artillery cover and outpaced their logistical services. In addition, a few resolute defenders huddled around a handful of machine guns could inflict grievous casualties and delay vastly superior numbers. As general Mangin, commander of the French 10th Army portrayed in the game, used to say: "*Whatever you do, you lose a lot of men*". To adequately reflect these key aspects of late WWI warfare, the design incorporates elements and mechanisms that depart from the more standard hex & counter systems.

The game features mandatory attacks into multiple hexes, very rigid ZOC and severe restrictions on disengagement and advance after combat. "Threat zones" extend beyond the standard 1-hex ZOCs and represent limited knowledge of the enemy's positions, thus preventing unrealistic infiltration through narrow gaps in the frontline. \$48  
[http://www.legionwargames.com/legion\\_DVS.html](http://www.legionwargames.com/legion_DVS.html)

## Lost Battalion Games

**Task Forces at War** is a diceless, two-player, introductory card game designed to be easy to learn and quick to play. It is an ideal game for a parent to use to introduce children to the fascinating hobby of wargames or to use to expose a non-gamer to the joys of historical gaming.

The game is based on World War Two (1939-1945) naval combat, when fleets combined battleship firepower with bombing strikes from aircraft carriers. Ships are sunk for victory points. Playing time is thirty minutes to one hour. \$8  
<http://www.lostbattaliongames.com/p-14-task-forces-at-war.aspx>

## Matrix Games

**Tigers on the Hunt: Normandy** contains 2 campaigns and 6 different battles, for a total of 8 challenging scenarios!

The scenarios feature many historical tactical situations from the Normandy Landing, ranging from the heroic deeds of the 6th Company C of 2nd Ranger Battalion at Pointe de la Per-



territorial division between the two sides is based on major cities (chosen randomly) rather than on whole states.

Game mechanics recreate the inescapable dilemmas of fratricidal struggle inherent at the start of every civil war. The key-note centers around the fact one military has suddenly become two. That means things previously taken for granted--chain of command, supply, political loyalties, etc.--have become uncertain. Nothing can be depended on; for instance, movement allowances among the same type of units may vary by as much as a factor of 12.

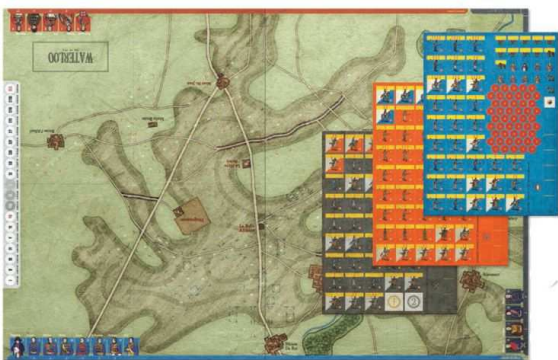
Play moves rapidly back and forth during each turn, one "action" at a time, in any order the players choose: enter reinforcements from off-map areas; regroup previously devastated units; move a friendly force; attempt to subvert an enemy force to defect to your side; launch a conventional, cyber or WMD attack; move your capital or attempt an airpower surge. In the end, victory hinges on the balance between control of key terrain and accumulated demoralization within the factions. \$80  
<https://www.nobleknight.com/P/2147727040/America-Falling>  
[http://ossgamescart.com/index.php?main\\_page=product\\_info&cPath=4&products\\_id=102](http://ossgamescart.com/index.php?main_page=product_info&cPath=4&products_id=102)

## Pendragon Game Studio

**Waterloo: Enemy Mistakes** is a strategic wargame on the last battle of Napoleon in occasion of the bicentenary of the Battle of Waterloo.

The game recreates the clash between the British line-up (helped along by the Prussian army) and the French one. The players identify themselves with the Commanders of the armies; with two players, one leads the Duke of Wellington in opposition to Napoleon Bonaparte. To complete the main scenario there will be, eventually, a third player representing the field marshal Gebhard Leberecht von Blücher, leader of the Prussian army.

The Game uses an overall mechanic of pushing counters over the board without them being placed on specific places in an organized grid. \$42; €60  
<http://www.pendragongamestudio.com/blog/project/waterloo-enemy-mistakes/>



## Phalanx

**Hannibal & Hamilcar: Rome vs. Carthage** is a 20th anniversary edition of the classic **Hannibal: Rome vs. Carthage**, an asymmetrical card-driven game for 2 players set in the time of the epic struggle between ancient Rome and Carthage. It presents a conflict between two superpowers of antiquity from the classical Clausewitzian perspective, according to which a power only reverts to military operations when there is no other way to achieve political dominance.

**Hannibal** was designed by the world-renowned Mark Simonitch. This 20th Anniversary Edition of the game includes new scenarios and variants. Certain game mechanics have been streamlined, while producing exactly the same game results as the golden classic. **Hannibal** has won numerous awards (including the Golden Geek Best 2-Player Board Game Award and the Golden Geek Best Wargame Award), and is currently ranked 11th in BoardGameGeek.com's Wargame rankings. \$78  
[https://boardgamegeek.com/boardgame/227460/hannibal-hamilcar?utm\\_source=BoardGameGeek%20Newsletter&utm\\_campaign=fb46f70859-EMAIL\\_CAMPAIGN\\_2018\\_01\\_25&utm\\_medium=email&utm\\_term=0\\_23873ccd5d-fb46f70859-99234077&mc\\_cid=fb46f70859&mc\\_eid=0cd38aa307](https://boardgamegeek.com/boardgame/227460/hannibal-hamilcar?utm_source=BoardGameGeek%20Newsletter&utm_campaign=fb46f70859-EMAIL_CAMPAIGN_2018_01_25&utm_medium=email&utm_term=0_23873ccd5d-fb46f70859-99234077&mc_cid=fb46f70859&mc_eid=0cd38aa307)



## Vento Nuovo Games

**Stalingrad: Inferno on the Volga** recreates one of the most bloody and epic battles of World War II. Four different game modes are provided, including a complete solitaire system that challenges the player to overcome a tenacious Soviet (AI) defense.

The battle became a clash of wills between Hitler and Stalin, who each threw vast amounts of men and material into a deadly struggle, the outcome of which helped bring about the defeat of the Third Reich.

**Inferno's** map has been created from an assortment of contemporary air reconnaissance photographs. It depicts in vivid detail both the city itself as well as its outlying regions. This is Stalin's eponymous city as it was on August 23, 1942 – just before the full fury of the German assault was about to be unleashed. From Latoshinka to Kuporosnoye, the map follows some 30 km of the Volga, and extends to the west as far as Gumrak Airfield, Orlovka, and Aleksandrovka.

Stickered blocks represent regiments for the Germans (along with some assault battalions) and brigades/divisions for the Soviets. The game covers the battle from August 23 to November 20 and will take 30 to 60 minutes to complete. The unit blocks act to provide both fog-of-war and the simple tracking of formation strength. Cards for both sides add further historical depth as well as the chance of the unforeseen affecting key moments in the battle. €90

[https://ventonuovo.ventonuovo.net/pages/15417.sf/en\\_US/?ObjectPath=/Shops/15417/Products/S01](https://ventonuovo.ventonuovo.net/pages/15417.sf/en_US/?ObjectPath=/Shops/15417/Products/S01)



## White Dog Games

**The Last Stand** is an introductory-level, solitaire game of the first day of the battle of The Little Bighorn which took place on June 25-26, 1876 between the U.S. Seventh Cavalry and Native American Warriors of several tribal nations gathered at the Little Bighorn River. The Player controls the Cavalry side and solitaire rules control the Warrior side. The game can also be played as a two-player game. \$40  
<http://www.whitedoggames.com/the-last-stand>

### MAGAZINES

*Battles* #12 is apparently available. The game is **Night Drop 2, Pegasus Bridge**. €30  
<http://www.battlesmagazine.com/eshop/index.php>

*CounterFact* # 8 **1941: What If? An Alternative History Wargame of a Second Winter War** is a low-to-intermediate complexity two-player alternative history wargame that's also easily adaptable to solitaire play. It allows you to investigate the parameters inherent in the situation in Central Eastern Europe, at the end of 1940, had the Bulgarians decided to ally with the Soviets instead of the Germans, which historically they considered doing. The result would've been the Second War's eastern front erupting half a year prior to its historic start date under both natural and man-made conditions vastly different than pertained at that later date.

Each hex represents 45 miles (73 km) from side to opposite side. Each turn represents a half a month of real time. Each unit of maneuver represents an army or corps or *ad hoc* equivalent of those sizes of units. \$32 [http://ossgamescart.com/index.php?main\\_page=product\\_info&cPath=5&products\\_id=108](http://ossgamescart.com/index.php?main_page=product_info&cPath=5&products_id=108)



*Modern War* #37 **Putin Moves South** is an operational-strategic level two-player wargame covering a hypothetical struggle between Russia and a coalition of opposing states to gain control of Central Asia, encompassing the area from the Russian frontier to the Persian Gulf. Combatants include, Russian, NATO, Chinese, Iranian, and various Central Asian States including the Persian Gulf countries.

The game system models the situation at the highest strategic level. Using a variation of Ty Bomba's **Putin's War** (*MW* #29). Units represent operational task forces of corps size; Special Forces; airpower, and cyberwar. The game system models operations in a vast theater with limited infrastructure and with coalition forces that all have divergent political aims. \$40  
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW37>



### Slingshot #318

Battle Day 2018 - by Richard Lockwood  
 Paraitakene Using Warrior - by Dave Beatty  
 Wargaming the Wings: Eumenes' Right - by Chris Hahn  
 Wargaming the Wings: Eumenes' Left - by Chris Hahn

Not-so-simple Campaigning with Greeks - by David Kay  
 Real Spartans with Armati - by Matthew Bennett  
 Arsuf with Commands & Colours - by Harry Ryder  
 Kinging it in Ulster - Part 1 - by Mick Hession  
 Tarrington Tourney DBA Scramble - by Martin Smith  
<http://www.soa.org.uk/joomla/>

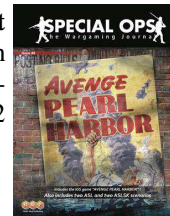


*Special Ops* #8 has nine articles, two ASL scenarios, two ASLSK scenarios, and the game **Avenge Pearl Harbor**. Featured articles cover Operation Mercury (GTS), It Never Snows (SCS), card play in Avenge Pearl Harbor, Russian setup in Red Barricades (ASL), Dean Essig's design intent behind the various Gamers series of games, Fallschirmjaeger (SCS), tips for playing the Battalion Combat Series (BCS), and designer's notes for last issue's game Autumn For Barbarossa (SCS).

**Avenge Pearl Harbor** was originally published in Game Journal #60 as **Storm Over the Japanese Homeland** and allows players to simulate Operation DOWNFALL, the hypothetical invasion of Japan in November 1945.

The game uses the same basic system as **What Price Glory?** Operational cards are used on both attack and defense. Game components include one 22" x 34" map, 200 counters, and 32 cards. \$32

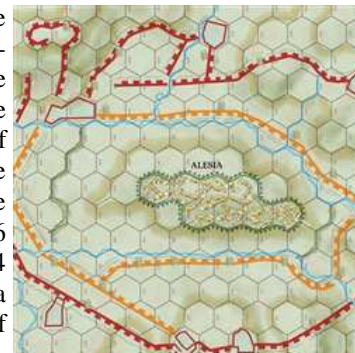
<http://www.multimanpublishing.com/Products/tabid/58/ProductID/360/Default.aspx>



### Strategy & Tactics #312

**Alesia** is a two-player game of the epic battle between Roman and Gallic forces in 52 BC. The battle pitted two of the great leaders of that era against each other: Julius Caesar and Vercingetorix. This began as a Roman siege of the Gallic fortress at Alesia, and concluded with a decisive battle. The game system emphasizes command control. Players pick command markers to generate actions, modeling the chaos of the original battle. The Gallic objective is to break out of Alesia and link up with the relief army coming in from off the map. The Roman's (caught in the middle) objective is to defeat the Gauls and eliminate Vercingetorix. There are two players in the game: Roman and Gauls. The game consists of three Days of Battle. Within each day, there will be several turns based on the command markers. There are 176 5/8 inch counters, with a 22x34 inch map depicting the area around the fortified village of Alesia and the Roman fortifications and towers surrounding the village. \$40

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST312>



*World at War #61 Peaks of the Caucasus* simulates the German offensive in the southern Soviet Union in 1942, and the ensuing Soviet counteroffensive. The German objective was initially the Caucasus oilfields, but the campaign turned into a struggle for the city of Stalingrad on the Volga. The game uses a variant of the "Boots system" to model higher echelon command-control and logistics, and their impact on the theater of operations. The map is divided into two sectors: Stalingrad and the Caucasus. Various Command markers will activate a player's forces on one or the other (and sometimes both) Fronts. Effectively, the player is in command of theater forces and must operate within historically based high command interference in operations.

Each game turn represents one month of operations. Each hex is about 100 kilometers across. Most ground units represent two to six divisions. The game scenarios start in July after the first phase of the German Fall Blau (Plan Blue) offensive, which commenced on 28 June 1942, at the point where Army Group South was divided into Army Groups A and B. \$40

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW61>



## BOOKS

*Masada: Epic Last Stand in the Desert* (Battlegame book Volume 4) is a solitaire simulation of the great Roman siege of Masada in A.D. 73. *Masada* is more of an "experience" game, in that it places you in the role of a bystander, watching the events of the siege unfold. Though the odds are heavily stacked in favor of the Romans, nothing in life (or in games) is a sure thing. *Masada* is a fully revised version of the design first appearing in *Panzerschreck*, and contains in its 58 pages sufficient maps and rosters to play several games, plus short historical background articles and illustrations. \$13

[http://minden\\_games.homestead.com/Battlegames.html](http://minden_games.homestead.com/Battlegames.html)



## Multiplayer Coordinator

Jeff Miller

Looks like we are about to kick off a multiplayer game of **Here I Stand!** Only game I know of where one player can score points for getting his wife pregnant. ☺ ☺

While multiplayer games do take a bit longer to play via email, it is certainly worth the time invested. How often can you get a lot of players around the table for a game that takes a while to play? So take a look at what's on the list and drop me a note on one of the listed titles or one that you would like to play.

Planning ahead to get a game rolling helps – after all, sooner than you think it will be fall/winter and you can't be outside during the lazy summer days. Of course in my case it's mostly rainy summer days.

Just came back from another WBC and am slowly catching up around home. More importantly I am working on catching up on sleep!

Played **WS & IM, 878 Vikings, History of the World, Transamerica, 1775, Stone Age, Pirates Cove, Battleline**, and learned a few others.

The **WS & IM** fleet action was a lot of fun. The GM setup one with the Russian fleet being surprised by a dawn attack by a Swedish fleet.

The Swedes were too cautious however and sailed far away from the Russian fort and went through the shoals casting the lead to avoid running aground. All of which gave the Russians a chance to get their sails up, up anchor, load their guns, and sail into a better location under the guns of the fort. Especially important for the very lightly armed frigates! The Swedes finally closed and were shot to ribbons by newly anchored Russian fleet aided by the 3 batteries of the fort.

Sadly half the damage that my 100 gun SOL was from the gun's exploding and kicking off crew by doing so. Apparently the Russian equipment was not the best in those days – or they just used too much gunpowder in loading the cannon!

I also picked up the SPW series on WWI – two from the auction store and the last three from Decision Games which had a 20% discount on them due to it being 100 years 1919-2018. And, no shipping charges. ☺

There is a Vassal module for the series, so if anyone wants a game, drop me a note!

Okay that's long enough!

Hope everyone enjoys the rest of the summer!



Hanging on Jeff's wall!





Intercontinental Wargaming Society



Jeff's photos from WBC. Can you name the game?