



## From Your President Bob Best

**T**oday is Monday September 30, 2019. This is the fifth issue of *The K* for 2019. The year is almost over, and we only have one more issue left before we make a selection on the **Fassio Award** for the **Best Article for 2019**. If you have not yet submitted anything to Omar for publication, time is running short. There is a \$50 cash prize and a plaque commemorating your writing skills for "bragging rights" just waiting for you to win. Step up and make it yours!

July and August continued to be busy and eventful for me here at the "Best Casa." My wife Sue (also an AHIKS member) and I celebrated our 50th Wedding Anniversary in August! We had a great family gathering, and our kids hosted a fun dinner party for us at Thomas Keller's French Laundry Restaurant in the Napa Valley. The French Laundry is one of 15 Michelin Three-Star Restaurants in the United States. Reservations are hard to get, and it's been on our bucket list for awhile. It was quite an event and we had a fantastic time! Since then Sue and I have been busy with several trips to our other home in Nevada and visiting fun places in the Sierra Nevada mountains. We've had a myriad of projects that have kept us both busy, leaving very little gaming time unfortunately.

Not all was lost, though. Several new games have found their way onto my gaming shelf including; MMP's **Front Toward Enemy**, DVG's **Wild Blue Yonder**, and **Warfighter - The WWII Tactical Combat Card Game, 2nd Edition**. (I have the 1st edition and thought that the 2nd edition was an upgrade, but alas I found out the 2nd edition merely has different cover art to satisfy a dispute with the artist of the 1st edition. So don't waste your money "upgrading" if you haven't already done so.) I also acquired DVG's **Warfighter WWII Pacific** upgrade card decks **Japan #1 and #2** and **US Marines #3 and #4** so I can now add the USMC Pacific actions to my solo gaming experience.

Another new game addition is Compass Game's **Combat!** As I mentioned last time there was promised a corrected counter sheet by Compass Games. Well, as promised by CG, I now have the corrected counter sheets for the game in hand. Unfortunately, because of personal projects, summer travels, and hosting family for our 50th wedding anniversary, all of the above games are still in their shrink wrap! :( I am really hoping to get some time to start playing these new games as we head into the fall. One of the personal projects I have talked about here before that is keeping me busy is a new game design I have been working on with Steve Dixon. If you like solitaire air war games like Legion Wargames' **B-29 Superfortress** and **Target For Today!** then you should also like our latest game **Target For Tonight!**



This game shifts the action from the USAAF's daylight bombing campaign in Europe to the RAF's night bombing campaign against Third Reich. The player can choose to fly the four-engine Avro Lancaster, Short Stirling, Handley-Page Halifax heavy bomber, or the twin-engine Vickers Wellington during the mission. Twelve campaigns are provided, each a series of individual missions to form the player's operational tour of duty. Just as it was in real life, the objective of the game for the player is to survive his operational tour of duty with the RAF. The game covers the period from 1942 through 1945 when the British decided to use night area bombing against German target cities, and the Germans developed a cutting-edge night fighter defense system. Play testers have said that the game is a real nail-biter as the bomber attempts to elude the night fighters, searchlights, and anti-aircraft guns that have locked on to your bomber as you attempt to bomb your target.

Just as in **Target For Today!**, there is a squadron game where you can control a bombing squadron and follow their progress at the mission level or at the tour of duty level. For players owning **B-29 Superfortress** and **Target For Today!** there are rules linking the three games so that you can fly the British bombers in the Pacific campaign in attacks against Japan in **B-29 Superfortress** or fly you can fly them in daylight bombing missions in **Target For Today!** The rules also allow the player to fly the B-29, the B-17, and the B-24 in the night bombing role in Europe in **Target For Tonight!** Legion Wargames is moving the **Target For Tonight!** project forward, and it should see production by year's end.

### Around AHIKS

I would like to welcome our newest members that have joined since last issue. We welcome new member Michael Parsons #1960 and Douglas King #1961 to our wargaming ranks, and we hope you both have an enjoyable experience here at AHIKS! Welcome aboard!

### AHIKS games that I am playing

My SPI game of **Chinese Farm** that I am playing with Bill Klitzke continues. I am in the process of making my turn 2 move and hope to get it sent out after we publish this issue.

Omar DeWitt and I continue playing our Victory Point game of **Arduous Beginning**. It is the Soviet Turn 4, and I am still considering my strategic position for my move. The Soviets are in a really precarious position, and German Panzers have broken through the lines in a couple of places. It looks bad for the Russians!

As I mentioned, life has stayed busy for me with personal projects and adventures that have taken much of my free time in the last few months. I have not had the time to devote to gaming that I would like to have had, but maybe with fall coming on things will slow down a bit and I can get into some of those "shrink wrapped" games on my shelf. I sure hope so!

So, until next time... Happy Gaming!

## Vice President's Chair

Kenneth Oates

Hope everyone's summer was enjoyable. Fall (officially) is just around the corner as I write this, which means school has started again, final push for income by most businesses, and college and professional football games on the television on weekends. It also means that there is just one more opportunity to enter this year's Fassio Award. Unlike the lottery, it costs nothing, except the time to write and send. I am sure that there was something interesting which could be of interest to the membership if it concerns gaming. I know there were interesting matches this year, so where are the after-action reports? Didn't anyone acquire a new game lately, or even an old one taken down off the shelf and dusted off they want to tell (or warn) the Society members about? Even a lesson in basic statistical probability would be a good topic. Remember, with an electronic format there really is no limit on length.

The announcement of Richard Berg's passing was met with widespread sadness. Although I have several of his games, I have nowhere near all of them. Of all the tributes, and a real peek into Richard the man (or rather as I should say the Pope), I would refer you to Gene Billingsley's farewell to his friend at [HTTP://WWW.INSIDEGMT.COM/2019/08/FAREWELL-MY-FRIEND-R-I-P-RICHARD-H-BERG/](http://www.insidegmt.com/2019/08/FAREWELL-MY-FRIEND-R-I-P-RICHARD-H-BERG/). As a prolific game designer, he had few peers. He will be missed.

In this issue, I will also be able to check off one of my 2019 New Year's gaming resolutions! Amazingly, I am making slow and steady progress in achieving them. I plan to provide full details of all the gaming resolutions, including my scorecard, in a future issue.

Enjoy the gaming!

*Kenneth*

### 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.

1960 Michael Parsons, Rochford, UK  
1961 Douglass King, Homestead, FL

*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

## Panzerblitz PBEM Tournament Update

from Art Dohrman

The **Panzerblitz** tournament is in full swing, with ten players.

Eighteen games have been completed, with another nine currently in progress. And they're not all **Panzerblitz**; of the twenty seven total games nine of them are **Panzer Leader**. The diversity of scenarios available is one of the big attractions (to me at least) of this game system; twelve distinct scenarios, from the basic games as well as later-developed situations, are included in the total number of games.

The tournament group play will continue at least through the end of 2019 (and possibly longer, depending on the wishes of the participants), to be followed by single elimination semifinals and final. Anyone interested in participating, even at this stage, should contact me at

ART.DOHRMAN@GMAIL.COM.

## Book Review

### 1941, The Year Germany Lost the War

by Andrew Nagorski

©2019 Simon & Schuster

381 pages, photographs

\$30 Amazon used: \$11 to \$16

Reviewed by Omar DeWitt

For some reason I was extremely interested in this book. It shows how one man can create havoc.

Why did Germany lose the war in 1941?

1. Germany did not have the industrial resources to go to war. Hitler understood this, but his logic was: if it is bad now, it will be worse later; we attack now.
2. Germany had a fantastic advantage when it attacked Russia because of Stalin's unwavering belief that Hitler would not attack. Germany, of course, botched it. Many of the people living in Russia were delighted to see a reprieve from Russia's harsh rule. However, Germans were told these people were sub-human and were treated as such. So instead of fighting for Germany, they fought against Germany.
3. Hitler was ecstatic when his armies drove into Russia, obliterating vast armies. Where to attack next? So, instead of capturing Moscow, he had the armies surround the Kiev area. One man directing the entire Barbarossa campaign!
4. The entire invasion should have been over before snow fell, so the armies had no winter clothing.

I would rate the book very highly.



# Peloponnesian War v 2.0

by Kenneth Oates

*"Wars spring from unseen and generally insignificant causes, the first outbreak being often but an explosion of anger. Therefore, do not take lightly the perils of war." Thucydides*

Recently there was an online conversation regarding publication of new editions of games previously in print, or even still on game-store shelves. Some of the comments contended that the games were released "before their time," they were simply not ready, either in development of rules, play testing, map, components, etc. Another more cynical conclusion was that the real reason is that production is rushed routinely, and second editions are created for enhanced corporate profits!

But what if it has been 27 years between editions? The original publisher no longer exists? All copies have (hopefully) long since been sold? Do these conclusions still hold true? Being of a skeptical nature to begin with, I was afforded the opportunity recently to find out for myself.

Two years ago (November of 2017) I was in an ancients and solitaire cycle and pulled the VG version of **Peloponnesian War** off the shelf. I did not want all of the paper charts cluttering up the limited space on my gaming table, so what had started out as a Saturday gaming session became a project as I adapted them to a computer spreadsheet. Then I played the Archidamian War Scenario and thoroughly enjoyed getting back into the system. For those unfamiliar with the game, it has a unique mechanism of a mandatory switching sides if the human player is being successful. This has never been duplicated. And then it was announced in the spring of 2018 that an enhanced version was to be published.

Here is what I looked at, comparisons of the original and brand-new Mark Herman design of **Peloponnesian War** by Victory Games (1991) and GMT (2019), respectively. Lucky me, I have both. This will of necessity be a high altitude overview, and I will not pursue such rabbit hole trivia as punctuation changes and minor word revisions.

## What the Game is About

**Peloponnesian War** simulates the 27-year war between Sparta and Athens (431-404 BC). It portrays military, economic, and strategic will of the Greek city states to dominate in this struggle. Designed as a solitaire game, it is notable for a unique approach to the opponent challenge. As the player, you play both sides, the player competing against himself. Success eventually forces the player to change sides and recover the losing side's fortunes whereas if the system is ahead the player must continue with that side to reverse the specter of defeat. Victory is achieved not by control or unit losses but by how long the war drags on and the player's performance. Remember, war is a political act with a political purpose.

## What Has Stayed the Same?

As stated above, what made the original unique was the possibility/probability of the player changing sides. This has, I am happy to announce, been retained! Players of the Victory Games' edition will find no problem when playing the new edition; yet, they will find new nuances to explore and retain their interest. The game sequence, consisting of phases, remains as in the first (1991) edition.

## What Has Been Enhanced/Expanded?

**Rules:** First let's look at the rules as they were rewritten. The original two-color rulebook, which also included the scenarios, was 23 pages. The 2019 edition contains 23; however, the scenarios are now in their own Playbook. Both are in full color. The example game is exactly the same; however, rules references to it were eliminated in edition 2.

The rules retain the same meanings, form, and in most cases sentences as the first edition and are presented in the same order overall with minor exceptions. They are more concise, eliminating nonessential words. With this editing effort, several rules clarified the intent of the game designer. Overall, the few rules tweaks in this edition add more detail and chrome to the game.

The Political Phase rules show this streamlining effort. In the Event rules (formerly Random Event). The rule plays the same. For the Delian League Rebellion to occur, an alternative trigger is the loss of 4 or more Delian League Naval Strength Points (SPs) during the previous turn.

In the Operations Phase, there is a modification stating unless it controls the space or it is the objective, neither side can use Byzantium or Naupactus in determining the shortest route to another space (in addition to Argos and Syracuse as in the original rules).

Continuing Operations auguries check rolls, now incorporating one of two die roll modifiers (drm), depending if it is the player or non-player.

Some changes enhance the political aspects of the game. A good example is The Cause Rebellion procedure now adds a drm for the nonplayer under the Rebellion Strategy. The effect would make it easier for "interference" in internal politics of the Player by the Non-Player, adding more tension.

The neutrals rules have also received attention. Added to the list of Argos and Syracuse are Macedon and Persia, and they become "coalition" neutrals and have their SPs placed on the map according to the scenario when they become active.

Rules were also rearranged, as in the case of those for land combat. Altogether they make the rules easier to navigate. Specifically, those drms pertaining to Sparta were grouped together at the beginning. Another tweak eliminated modifying the effect of losing the combat if the winner had a 3 or greater in Hoplites.

As this game includes the economic impact of control, Revenue Collection rules are important in both editions. Control by the Delian League of Corinth and Thebes reduces the revenue collected by Sparta each turn by 200 talents each in the new edition (one of Thucydides' "perils of war").

There are other minor bookkeeping upgrades in the game, some not changing the rule but moving it where it is performed.

And, much to my delight, an index has been included, which was not present in the 1991 edition. My opinion is that this should be a requirement for all games, as it makes referencing a rule much easier, leaving more game time to play. This somewhat makes up for the missing link from the rules to the play example paragraphs of the earlier edition.

**Scenarios:** As stated earlier, the scenarios are contained in their own full-color, 48 page Playbook in the second edition. The basic scenarios (Peloponnesian War [minor revisions], Archidamian War, Decelean War [minor revisions], Fall of Athens, and two player game) remain unchanged. The second edition adds First Peloponnesian War, and Fall of Sparta (two-

player only) scenarios. The Playbook contains a detailed example of play in full color. First Peloponnesian War has its own leader counters and Event Table. The two-player game was also given an increased post combat movement priority update.

**Player Aids:** The player aids that come with both editions are functional, and impart information providing background to the struggle. The format and style remain for the most part unchanged, the enhancement being the enhanced quality of the print stock and table layout.

**Player Aid Summary:** Exhibits enhanced production quality, printed on cardstock, otherwise no change.

**Gazetteer:** Always thought this was a nice touch; I am not an expert on ancient Greek geography by any stretch of the imagination, and at times in other games I could find it more than useful. Of course, I could make them myself. It is the same list, although there are some slight differences in coordinates due to the different map footprint.

**Strategy Matrixes:** These were and are the heart of the artificial intelligence. No change in information, the enhancement is in the material. First edition was printed on paper, the new version is printed on counter sheet thick stock (!). Therefore, there is no need to laminate. Color coded.

**Victory Point Record Sheet:** No change between the two editions. Comes as a pad.

**Post Combat Movement Table:** Another example of enhanced quality, printed on cardstock, otherwise no change.

**Random Event Table:** Again an example of how in nearly three decades the bar for component quality has been raised. Printed on cardstock, there were several revisions, and the layout was improved. One thing in the first edition not carried over into the second consistently is how many times an event can occur. Demagogue for Hire event went through the slimming process similar to the rules; some of the intent is lost.

**Counters:** Probably in no other area has our hobby seen a paradigm shift than in counter graphics and what gamers expect. Not that the 1991 counters are all that bad, it is just the standard bar is full color thirty years later. The 1991 1/2" counters had icons for the various combat types: Leader, Hoplite, Cavalry, Naval, and function markers; however, they were generally black silhouettes with a color background to differentiate the sides.

A comment was made online that the original sometimes did not have enough counters. As the person who wrote this was not specific in this, I do not know if this meant military units or game markers or counters in general. There was (and is) a deliberate limit for the Hoplite, Cavalry, and Naval counters.

The second edition counters and markers received the full makeover treatment from Kurt Miller and Mark Simonitch, including growing to 5/8" and quite simply are gorgeous; not perfect like the Mona Lisa, but still, very pleasing eye candy. Rather than try to describe the differences, this is one area where the 1,000 word rule can be applied to contrast the two editions. Two new contestants, the Thebans and Persians, both received specific counters. Leaders for the first and second war are provided and identified. Note that other than color, the counter information remains the same.

## 1991



## 2019



The only quibble I have is with the Spartan Cavalry, and the icon is a little small to identify that it is the cavalry. What gives it away are the four feet.

**Note for counter clippers:** There are no corners to clip; the counters are mounted individually on the sheets and have rounded corners.

**Map:** This is at once different but the same. It also received a makeover treatment at the hand of Mark Mahaffey, yet retained the look and functionality of the original. Both are nice maps. Very evocative of the era in both cases. GMT has done Classical Greece several times, so producing a high quality point to point map was not a stretch. The new map is just more polished. Enhancements include it being mounted, pictures (very tiny—I first thought they were small islands) in the sea areas portraying mermaids, Poseidon, sea monsters, and a border framing the fabric-like map. There are only minor changes (neutral spaces are now yellow) to the format, similar to the update philosophy applied to the rules. One distracting thing to me was the mixed style of labeling, handwritten (and slanted) of areas versus modern fonts for spaces/cities. There was also no consistency of labeling the cities, as in the first edition (under the space). The label is placed below, beside, above, one side or the other of the symbol in the second edition.

**Conclusion:** And we have reached the end of the story. Was the first edition release "rushed"? Since it took 27 years for the second to appear, the answer is obviously "no" (there *are* grammatical mistakes in the first edition rules). There *is* errata, but it is minimal. Of course, the original publisher is long gone, so "corporate profits" do not play a part.

**Bottom line,** should this be in your library? I think this is an unqualified yes, and here is why, subjective as it may be. The quality of the product was greatly enhanced (some counters are really noticeably mis-cut in my copy of the original). The rewrite of the rules was minimal, mainly softening the "rules law" style of 30 years ago. The new scenarios and participants add value. The mounted map alone is a good reason for acquisition. That this was brought up to current standards, reached a positive vote, and was released in less than a year speaks volumes about it. And, finally, it is unique in gaming, both in subject and in mechanics. All we need now is some brave soul to set up a tournament similar to **The Hunters**.



## Open Match Requests from Duncan Rice

1914 AH	John Trosky 1554 CVS
Advanced Third Reich AH	Michael Mitchell 1086
Bloody Hell HFDG J	ay Unnerstall 1264 EPS
Breakout Normandy L2/AH	Art Dohrman 1551 VF
D-Day '61 by AH	Richard Passow 1453 EPLX
Conflict of Heroes AG	Lourens te Beer 1908 EL
To Green Fields Beyond SPI	John Trosky 1554 CVS
Jutland AH	John Trosky 1554 CVSL
The Longest Day AH	Max Chee ELV
Midway AH	Edson Ramos 1954 E
Mortain Counterattack DG	Jay Unnerstall 1264 EPS
Panzer Blitz AH	Douglas King 1961 E
Panzer Leader AH	Brian Nickel 1797 V
Red Winter GMT	Chuck Leonard 711 VE
Rock of the Marne MMP	John Trosky 1554 CVL
Russian Campaign AH	Jim Dowrey 1951
Russian Front AH	Michael Mitchel 1086 VA
Soldiers SPI	John Trosky 1554 CVS
Stalingrad AH	George Phillies 697 VZX
Tank on Tank LnL	Duncan Rice 1394 V
Titan AH	Jim Dowrey 1951
Waterloo AH	Omar DeWitt 44 V

### Match Coordinator

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

Crown of Roses GMT	Mike Kettman (1067) V
Dune	Jeff Miller [1303] V
Empire in Arms	Kevin Conway [1930] V
Empire in Arms	Andrew Patience [274]
Empire in Arms	Thomas Scarborough [1345]
Empire in Arms	Mike Kettman [1067] V
Empires of Middle Ages	Mike Kettman (1067) V
Fire in the Lake	Jeff Miller, [1303] V
Fire in the Lake	Art Dohrman, [ ] V
Gunslinger AH	Matt Scheffrahn [1844] VMG
Kremlin AH	Jeff Miller [1303] V

## From Duncan Rice

You might notice the Opponents Wanted List is much shorter this issue. The Match Coordinator has cleared out any listing more than one year old. Requests from a few people who have not communicated effectively have also been removed. Please take a look and let me know if you have any changes or additions to the list. The service relies on good communication.

I'll be attending BottosCon in November. Last year we had a few AHIKS members attend and it was great to see them. I'll be focussing on block games and have **Hammer of the Scots** by Columbia Games and **F.A.B. Sicily** by GMT booked. If you haven't already, take a look at Columbia Games. They have some fantastic block games with fog of war. They also make excellent introductory games, such as **The War of 1812** and **Napoleon: The Waterloo Campaign, 1815**. You can teach and play either of these in an afternoon. They are simple enough for a beginner and for teaching, yet pose interesting puzzles of strategy. I also encourage people to try attending a convention. They are excellent places to play monster games and multiplayer games. I have taken the opportunity to play the grand scenario of **It Never Snows** by MMP and many multiplayer games of **A Distant Plain** by GMT and even **Firefly** by Gale Force Nine. I think BottosCon has about 140 attendees over its three days this year. I am always happy to plan some vacation time around it.

A final note and a picture. I am tending to fall behind on MC duties because of family and work. I hope to correct this soon as life falls back into a pleasant rhythm. Also, the MC office will be closed from October 16<sup>th</sup> to 26<sup>th</sup> because yours truly will be out of town. And a picture of one of my favourite Columbia Games block games for you, **Rommel in the Desert**. It's not historically accurate once you begin moving pieces and rolling dice. But it is a beautiful system and a very fun game. I love playing it head to head and usually have a grudge match with Peter Collins, of AHIKS, when we meet at BottosCon yearly.

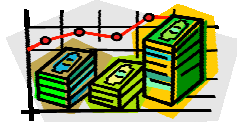


Rommel in the Desert



## Treasury Notes

Brian Stretcher



### It's always something...

I write this the evening its due, of course. Seems these K deadlines sneak up on me each and every time. Jeff Miller and I have at least gone so far to send an email about the multiplayer Vassal article we intend to write, but, alas, it remains undone. Therefore, I offer you the usual meandering thoughts.

Jeff and I did finish our first game of **The Lamps are Going Out: World War One**, Compass Games' single-map, army level game of the war in Europe, 1914 through 1918. This is a fine game, I must say. It has all of the elements I look for in a WWI game, including naval forces (abstracted, but present), US entry, Russian Revolution, neutral entry, a host of events, national morale, and technology development, mostly through the play of cards, coupled with success on the map. Mechanically the game is pretty simple to play, but fairly complex in terms of strategy, especially as each set of powers (Germany, Western Allies, Eastern Allies, and Central Allies) can only move two armies per quarterly turn to a different area. This makes it very difficult to shift forces quickly. The combat system is pretty simple as well, with armies rolling comparative dice: attacking armies are always "spent," meaning they cannot attack again in the same turn, but if the defender rolls the high die, the defending army is not spent. An attacker can force the defender to retreat if all of the defenders are spent and the attacker wins a final battle. There are ways to modify the dice with artillery and airpower, and trenches can add to the defense as well. As I said, everything one might expect in a WWI game. (As an aside, I don't understand how one company can produce an endless series of titles covering the same topic, that being strategic-level WWI games. The new entry on the Compass preorder list is a WWI version in the **Pacific Tide** line of games. I don't see how they can do it, essentially competing with themselves).

Jeff's Central Powers won an automatic victory in the fall of 1917 by taking Paris, so the game was an overall embarrassment for my Entente Powers. It did not help, in the least, that over some 13 turns, Jeff pulled every possible technological advance (11 of them, if I recall) to the Entente's two. You have to pull them in sequence, so the odds of picking all of them, even over the full 16 turns of the game isn't particularly high. So, while the Entente managed only to draw up to level 2 Q ships, the Central Powers ran the spectrum: U-boats, artillery, aircraft, and counterbattery. With all those technological advantages, it becomes both easier to attack and defend.

Plus, his timing on event cards was good too. The British had taken Gallipoli and British forces had cleared the Ottomans from the Middle East. The Ottomans were surrounded in Anatolia, and one turn from elimination. At the exact right moment, the Bulgarians entered the war and, with the help of the Austro-Hungarians, ran the table with the attack dice and cleared three British Armies from Gallipoli, forcing a naval evacuation (elimination, but not permanent elimination). I never really recovered from that. True, my Russians did have some successes and destroyed an AH force in the Ukraine, but with continued technology advances and ever-winning attack dice, Paris fell to Stosstruppen backed by massive artillery late in 1917, with no possibility of Allied recapture.

A fun game nevertheless. The technology cards, hopefully, were at the extreme ends, with one side having very few successful draws and the other a lot, but that variation should keep the game fresh upon replays, along with the event pulls, not all of which will be drawn. There is no strategy card draws to complicate things, so there are not the unending choices offered by

other card-driven games like **Paths of Glory**. We shall see if Mr. Miller's luck holds for game two as I take over the Central Powers.

### New Arrival...better late than never!

The newest entry in the **Second World War at Sea Series** (SWWAS) arrived on my doorstep on my 58<sup>th</sup> birthday. I had pre-ordered the game some 15 months before, in June of 2018. As it was a second edition and not a completely new game, and the emails kept telling us that the game was just about ready to ship, 15 months seems like an awful long time. But, Avalanche Press did finally deliver, and shipping was free, so I cannot complain too much about the copy of **Bismarck** that finally arrived. However, no more pre-orders until the next two pre-orders get here, those being **South Pacific** and the newly retitled **The Wine Dark Sea**, formerly known as **The Mediterranean Ultimate Edition**, part of the **Great War at Sea Series** (GWAS), which have been on preorder a lot longer than that, almost as long as GMT's updated **Russian Campaign**. They are promised for the holidays, the only question is: what year.

The game looks good, in a familiar format. The new edition has some full color displays as well as the usual nicely produced counters. I have not yet read through the rules to examine the changes, but I did skim through the scenario book, with some 28 battle scenarios and 17 Operational Scenarios. For those of you who may not be familiar with the series, fleets and air formations are maneuvered in zones (hexagonal brick pattern) on the operational map, and when contact is made, combat is resolved on a large-hexagonal tactical map. Most of the scenarios are historical, with some "what-ifs" thrown in, as Dr. Benninghof likes to do. The scenarios are laid out in a narrative fashion, making interesting historical reading even without playing them. But, they could be played out in order for a very interesting study of the campaign.

From a production standpoint, the only thing I am disappointed in is the box, which is a generic box with a game-specific cover sleeve. I understand why they do that, and it does help keep costs down, but frankly I would rather pay a little more for a nicer box such as those that come with most GMT games, or a happy medium like Compass Games (and why would you title a game "Bismarck" but feature a painting of the HMS Hood on the cover??). The maps are a little thin and the rules are a basic black-and-white. Again, you don't really need to have full-color rules to play wargames, but production values have changed over the past decade, and we old-codgers come to expect certain features for the money we pay. A little color goes a long way to maintaining interest.

But, a solid effort. I do wish AP would support their games with Vassal or even Cyberboard modules more than they do. These games work to play that way, and, as I have mentioned before, without having that sort of support I am not likely to actually play a game with an opponent. That means my interest in AP games is eventually going to fade unless they make some improvements there, and my guess is that I won't be the only one. I am hoping to be able to actually play **Bismarck** against an opponent one day.

### Treasurer's Report

All quiet on the front. Only routine shelling.

<b>Total balance 7-30-19:</b>	<b>\$ 8,297.64</b>
<b>Dividend 7-31-19:</b>	<b>1.76</b>
<b>Dividend 8-31-19:</b>	<b>1.76</b>
<b>Total balance 9-29-19:</b>	<b>\$ 8,301.16</b>

Until next time!

## Stalingrad for Beginners, Part 2

by George Phillis

George has generously allowed me to print from his book. This book (and many more) is available from many sources, including Amazon. Although you may be a **Stalingrad** player of many years, I think you will find something interesting here. George and I just finished a game. My Germans barely got off the start line. (O.D.)

*Continued from Vol. 54, No. 4*

Taking these in order we have a simple table, showing how many attack factors the German has, at most, if he can only attack with a certain number of units. If the German has taken losses, or the needed units are in the wrong part of the map, the largest possible German attack will be weaker than listed here.

1 unit - 8 attack factors  
 2 units - 16 attack factors  
 3 units - 24 attack factors  
 4 units - 32 attack factors  
 5 units - 39 attack factors  
 6 units - 46 attack factors  
 7 units - 52 attack factors  
 8 units - 58 attack factors  
 9 units - 64 attack factors

These units are trying to attack a doubled Russian unit. Russian units do not come in arbitrary sizes. There are Russian units with defense factors of 3, 6, 7, 9, and 10, which double to 6, 12, 14, 18, and 20. Defense factors of 6 and 7 come with 4-speed units and 6-speed units, but a 4-6-x has the same defense factor if it is a 4-6-4 or a 4-6-6.

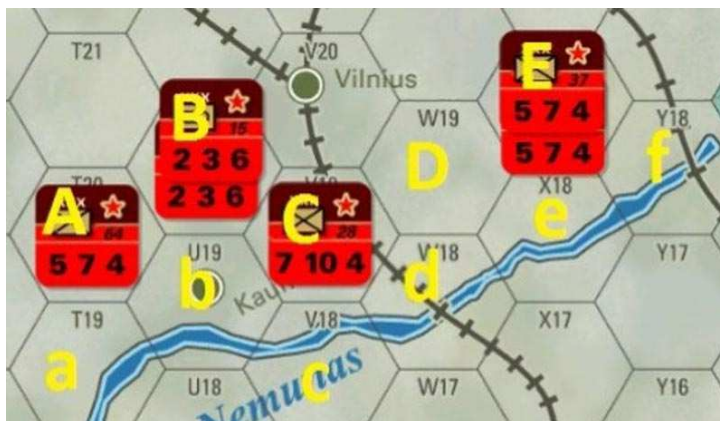
The following table is the same as the above table, except that I have inserted (indent, boldface) Russian unit types at various places. Any attack listed above a Russian unit cannot be made at 3-1. For example, the 2-3-6 is listed between the 2-unit line and the 3-unit line. The 2-3-6, doubled, has a defense factor of 6. A German attack made with 1 or 2 units can include a maximum of 16 attack factors. The German therefore cannot attack a doubled 2-3-6 at 3-1 if he can only use two units in the attack. However, a German attack made with three units can include 24 attack factors. With three units, the German can attack a doubled 2-3-6 at 3-1, indeed, at 4-1.

Here is the table of maximum German attacks, with possible Russian defensive units interspersed.

1 unit - 8 attack factors  
 2 units - 16 attack factors  
 2-3-6  
 3 units - 24 attack factors  
 4 units - 32 attack factors  
 4-6-x  
 5 units - 39 attack factors  
 5-7-x  
 6 units - 46 attack factors  
 7 units - 52 attack factors  
 6-9-6  
 8 units - 58 attack factors  
 7-10-4  
 9 units - 64 attack factors

To compress this table, to attack a doubled 2-3-6 at 3-1, the German needs three units. To attack a doubled 4-6-x at 3-1, the German needs five units. To attack a doubled 5-7-4 at 3-1, the German needs six units. To attack a doubled 6-9-6 at 3-1, the German needs 8 units. Finally, to attack a doubled 7-10-4 at 3-1, the German needs 9 units.

We now consider two examples of Russian defenses.



**Figure 85. A solid Russian defense.**

Here in Figure 85 we see a solid Russian defense. The Germans are approaching from the bottom of the Figure. Why is this a solid defense?

The Russian 5-7-4 at A can be attacked from a and from b. An attack from two squares can be made by six units, enough for a 3-1, except that square b is also adjacent to the two 2-3-6s on B and the 7-10-4 on C. The Germans can soak-off on the 7-10-4 by attacking it from c. However, the only square from which they can attack the 2-3-6s on B is square b. That attack requires one of the six German units on a and b, leaving only five units on a and b to attack the 5-7-4 on A. An attack on a doubled 5-7-4 with five German units cannot be made at odds better than 2-1; the Germans simply cannot get enough combat factors into five units to make the attack on the 5-7-4 at 3-1.

The 2-3-6s on B can only be attacked from square b. The German units on b are also next to the Russian units on A and C, but the Germans could soak-off against those Russian units from a and c. As a result, all three German units on b are available to attack the two 2-3-6s on B. The maximum number of German units in an attack from one square is three. However, the German has no way to attack either or both of the 2-3-6s at 3-1. If the German attacks both 2-3-6s at once, the 2-3-6s have (after the river doubles them) a total defense factor of 12. With three units, the German can attack with no more than 24 attack factors, a 24-12 being a 2-1. If the German soaks off on one of the 2-3-6s, and attacks the other 2-3-6 at higher odds, the soak-off and the attack must both come from b. One German unit makes the soak-off on one 2-3-6, leaving the other two German units to attack the other 2-3-6. No matter which way the German arranges things, two German units attacking a doubled 2-3-6 can obtain odds no better than 16-6 or 2-1.

The 7-10-4 can be attacked from b, c, and d. That's three squares, so the attack appears to have as many as nine German units in it. However, the German units on b are also adjacent to Russian units on A and B. The German can soak-off against the 5-7-4s on A by attacking from square a, but the 2-3-6s on B can only be attacked from b. That soak-off attack demands the full attention of one of the nine German units on squares b, c, and d. As a result, the Germans can only use 8 units to attack the 7-10-4. With 8 units, the German can attack the 7-10-4 with no more than 58 combat factors, for a 58-20 or 2-1.

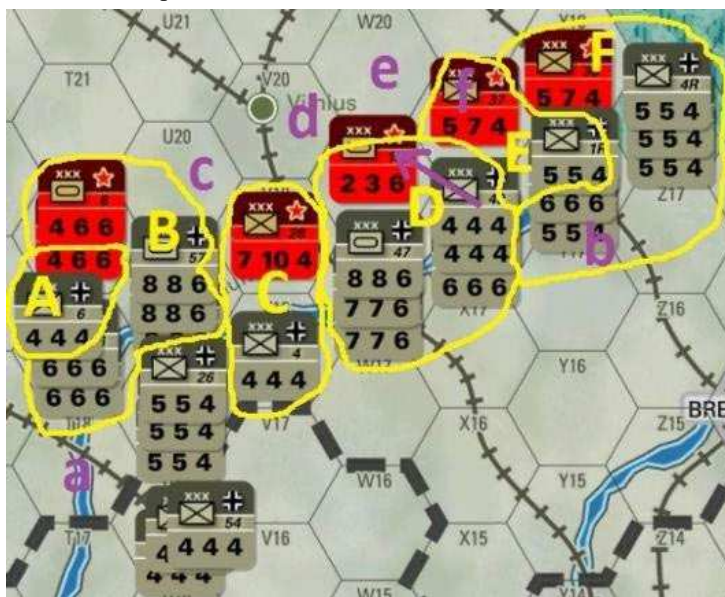
D is vacant, so the German cannot attack it. The opposite of vacant is perhaps 'occupying squares that you did not need to occupy, but that are doubled on defense' for which the sobri-

quet accelerating unit has been invented. An accelerating unit is like a delaying unit, only backwards in its consequences. We'll see an example in the next Figure.

Continuing with Figure 85, two 5-7-4s are defending on E. The Germans can attack E from squares e and f. If there were only one 5-7-4 on E, the Germans could attack it at 46-14 or 3-1. However, there are two 5-7-4s holding the position. Once again, a single German attack on both of them leads to a low-odds battle (46-28 or 1-1). If the German soaks off on one 5-7-4, and tries for a high-odds attack on the other 5-7-4, he must use one unit for the soak-off, in which case he has only five units left on e and f for the high-odds attack. The best odds he can obtain with the five units is a 39-14 or 2-1.

The Russian defense of the Nemunas in Figure 85 is 3-1-proof. The German player can attack someplace else, or attack the displayed position at low odds, but he cannot make a 3-1 attack against this part of the Russian's defenses.

We now consider an alternative set of Russian positions and the attack upon them.



**Figure 86 A Russian line that is not 3-1-proof. Battles are labeled by capital letters in yellow. Interesting squares are labeled by small letters in violet.**

Why is Figure 86 not at all a solid defense?

In this Figure, the Russians have failed to establish a 3-1-proof defensive line. Consider an exemplary set of German attacks. Battle A is a 4-12 (1-3) soak-off. Battle B shows that two 6-6-6s and three 8-8-6s can make a 36-12 (or 3-1) from two squares against a 4-6-6, while using only five units in the attack. The German 8-8-6s are next to Russian 7-10-4, so the German must attack the 7-10-4. Battle C is the mandatory 4-20 (1-5) soak-off on the 7-10-4. Battle D is a 36-6 (6-1) on the 2-3-6. After combat, German units advance (violet arrow) onto W19. Battle E is a 5-14 (1-3) soak-off. Battle F is a 26-7 or 3-1 attack, the Russian 5-7-4 not being doubled because Z18 (the square with the three 5-5-4s) is not a river square. There is an extra unit in attack F to increase the cost to the Russians in soak-offs if they try to counter-attack to hold the river.

After attack A, the German units remain on the river squares. If nothing had happened upstream on the Nemunas, the Russians might consider a counterattack to hold the river line. A Russian unit at location a (T18) would block retreat after combat for the 6-6-6s and keep the 8-8-6s from going very far from their current location. To discourage this move, the Germans put full stacks of units on U17 and U18, so that Russian units attacking from square a would also have to soak-off

against the six doubled German units, an extremely expensive proposition for rather little gain.

After combat, one or more German units is advanced (violet arrow) to W19, the square previously occupied by the 2-3-6. The 2-3-6 acted as an accelerating unit. Its presence made it possible for the Germans to enter W19, which they otherwise would have been unable to enter. Once the Germans enter W19, the 7-10-4 is pinned in place. It has German units adjacent to it on opposite sides of its square. The movement and Zone of Control rules then indicate that the 7-10-4 has no legal moves. It must remain where it is. The 8-8-6 and two 7-7-6s remain on W18; the 7-10-4 and no other Russian unit will be able to attack them, so the 7-10-4 will be obliged to attack the three German tank corps at 7-22 (1-4), or worse if the Russians do not attack the other German units next to the 7-10-4. Unless the Russians can destroy the German stack on U19 or the German stack on W19, the 7-10-4 has no retreat, and will be eliminated by combat.

Stanley Hoffman is to be credited with introducing a counting trick, armored factors, for determining how much force a German player can put in how many units. One starts with 4-4-4s. Each stack of three 4-4-4s in an attack is worth 12 attack factors. Sometimes one unit in a stack is needed for a soak-off, which shrinks the main attack by 4 combat factors. A German 4-4-x has zero armored factors, but a 5-5-4 has one armored factor, a 6-6-6 has two, a 7-7-6 has three, and an 8-8-6 has four armored factors. Armored factors are useful for computing how many units you need to make an attack. A 4-6-4 holding two squares of front line, doubled behind a river, needs 36 factors for a 3-1. Two stacks of 4-4-4s deliver 24 factors, so you need an additional 12 factors of armored factors, e.g., three 8-8-6s instead of three 4-4-4s, to make the attack.

## Chapter 23 - Holes are Bad

Every so often, a Russian player will manage to leave a hole in her line. Sometimes this happens because weather and attrition leave the Russian player with no way to fill a gap. Sometimes Russian players make mistakes. What should the German do when he is presented with a gap in the opposing lines? It is always tempting to march units through the hole and send them charging after Leningrad, Moscow, and Stalingrad. While tempting, there is a far more damaging alternative. It is often far more effective to send units through a hole and use them to attack the Russian position from the rear. Such units can undouble Russian river lines and pin Russian units in place where they must on their turn attack German units at suicidal odds.

The German player can also leave holes in his line. Under the right conditions, these holes are just as devastating. Several examples are presented in Chapter 24, which discusses the mass 1-2 strategy. We consider here a hole in the Russian lines.



**Figure 87 A Russian starting position featuring a hole (blue arrow, upper right of Figure).**



Here is an exotic Russian starting position, featuring along the coast of the Black Sea a hole in the Russian position. The German line of exploitation is indicated by the blue arrow near PP13, upper right hand corner of the Figure. As is often the case, German ability to exploit the hole is limited by the available units near the hole. There is one legal starting position (“A” on the map) that is five squares from the railroad to Odessa. There are three legal starting spaces (“B” on the map) that are six squares from the railroad. Readers may wonder why the Russian started a unit on NN13 rather than NN14; the latter location would have filled the hole in the Russian lines.

Careful attention to detail lets the German player exploit his position.



**Figure 88 The hole exploited! Exploiting the hole in the Russian lines.**

The German had three units starting at OO12. In Figure 88, these three units are labelled “A”. The 8-8-6 at KK15 takes the stack of three 5-7-4s on KK14 in the rear, undoubling the one 5-7-4 that it and the German infantry attack at 4-1. A 5-5-4 soaks off on the other two Russian 5-7-4s at 1-6. One 5-7-4 dies. On their turn, the other two 5-7-4s cannot move, must attack, and because they are on a river line must face defenders that are doubled because of terrain. They are then eliminated, attacking at low odds while having no retreat. A second 8-8-6 moved to EE13 and attacked the two 4-6-4s on EE12 from the rear, undoubling them. The seven German units neighboring EE12 make a 3-1 on the two 4-6-4s on EE12, eliminating them. The final unit starting on A moves to HH14; it is positioned as shown to keep the now-isolated 4-6-4 on JJ12 from getting into any mischief. Other German units move to FF14 and EE17, sealing this side of the penetration away from the Russians. In addition to the units visible in the Figure, the German player moves 4-4-6s adjacent to Kiev on all three rail lines, and places armor on HH20.

The Russian has lost all but one of her units south of the CC file. The Germans have broken the line of the Dnepr. The Russians could try a counterattack near Kiev, but have no way to keep the Germans from advancing through Dnepropetrovsk. Indeed, the Germans can reach Kursk and Kharkov before the Russians do, and then roll up a Russian counterattack on Kiev by attacking out of the east. The Russian position is hopeless.

## Chapter 24 - Mass Low-Odds Attacks Do Not Work

Once upon a time, many years ago, a player who shall remain nameless realized that his German play had become stereotyped. He advanced a square or two each turn through the spaces between various rivers, and finally ran out of time or units before taking the three Russian replacement cities.

But he had an idea.

I didn’t say it was a good idea. But it was an idea.

On the first turn or two of the game, he would use the entire German army to launch vast numbers of relatively low-odds attacks. Yes, he would take some losses. However, some of his attacks would succeed. He would break across river lines, cost the Russians the use of key units, etc., and so disrupt the Russian defenses that he would be able to win.

There were actually three of these nameless folks.

The first German player proposed launching large numbers of 1-2 attacks.

The second German player noticed that at 1-2 only a roll of “1” allowed the German to take the position, but if you instead made the attacks at 1-1 a “1” or a “3” let you take the position, while a “1” or a “2” removed the defending Russian from the board. He proposed making large numbers of 1-1 attacks, all on the first turn.

The third German player, playing in the period when Exchange was computed using the Defense Factor of the defenders, observed that at 1-1 an Exchange destroyed both sides. After an Exchange in a 1-1 attack, the Russian player could on her move re-occupy the vacant defensive position. His solution was the ‘Mass Reinforced 1-1 Strategy’, in which the Germans threw an extra unit into each 1-1 that they made. Thus, if the German attacked a doubled 4-6-4, instead of attacking with three 4-4-4s for the 1-1, he would attack with four 4-4-4s. In the event of an Exchange, using the exchange at defense rule, the Russian would lose the 4-6-4, the Germans would lose three 4-4-4s, but the reinforcement, the extra 4-4-4, could advance and occupy the position. (Under modern conditions, using the Exchange at Attack rule, reinforcement is unnecessary. If three 4-4-4s attack a doubled 4-6-4 and roll an Exchange in their 1-1, the Russian loses the 4-6-4, the German loses only two of the 4-4-4s, and the third 4-4-4 gets to move forward and occupy the square.)

Presumably, out there someplace are Russian players against whom these tactics actually worked. I have never seen the strategy used successfully, so I have no idea on how this could possibly happen barring absurd amounts of luck. The normal outcome of making mass 1-2s or 1-1s is not positive.

We consider an example. The example is to be credited to another nameless author, not named to avoid embarrassing him, who set up this German move not because he thought it was a good idea, but because he thought that people should have a material example of how bad mass 1-2 attacks are.

Here is a Russian defense in Finland, and the German attack on it. The Russians have set up a purely defensive position, strong enough to contain the Finns but not to attack into Finland. The German player makes four 1-2s. He rolls two A Elims and two A Back 2s. His luck will improve on the central front. In the A Back 2s, the Russian player won the battles, so she decides how to retreat the German units. With malice afore-



**Figure 89 Mass 1-2s in Finland.**

thought she retreats all three of them to I32.

Here we see the German attack in the center. The German manages a 7-1 on the one exposed 2-3-6, and eight 1-2 attacks. In the South, the German manages to make another five 1-2s.

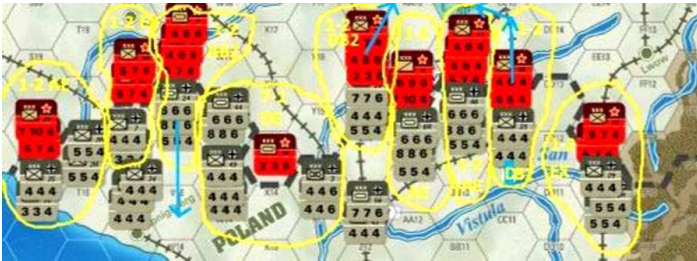


Figure 90 German Mass 1-2 Strategy, Central Front.

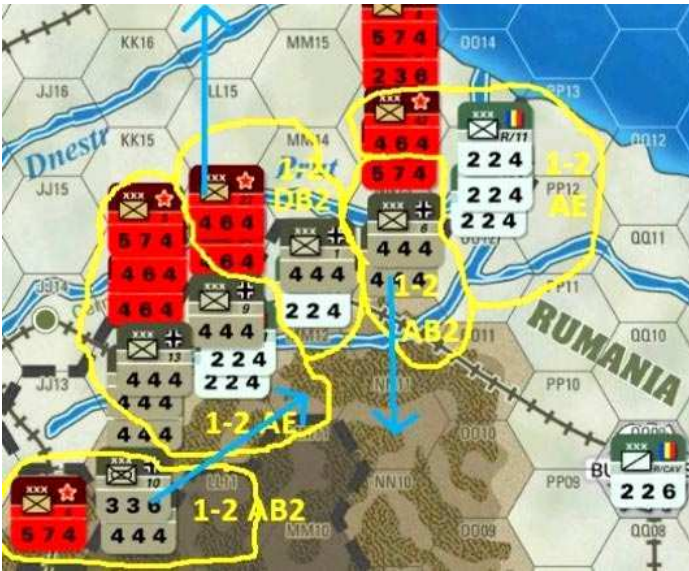


Figure 91 German Mass 2-1 Strategy, Southern Front.

Between all these thirteen attacks on the Central and Southern Fronts, the German rolls five Attacker Elims, three Attacker Back 2s, three D Back 2s, and two Exchanges. That is not quite average luck, but it is pretty close. Indeed, the German actually had five favorable combat results out of 13 attacks, a bit better than the more typical four positive results. Three times, the German player gets to retreat Russian units, and does so as indicated (blue arrows). Three times, the Russian gets to retreat German units, also as indicated by blue arrows. The Germans at V17 have very few choices of retreat route, while the Germans at KK12 have none. The Germans at KK12 were lucky that their attack was rolled first. If the attack on NN13 had been rolled first, the Russian could have retreated those retreating units onto MM12, so that one of the German units attacking on KK12 would have been attacking with no available retreat.

The acute reader will note that the German player has slipped one over on the Russian. Some of the German units on the KK and LL files could not have reached their indicated attack positions. Why not? Ask yourself where the Russian units on the Southern front might have started. Units on MM13 could have started far to the Southwest and moved by rail to their attack positions. Units on NN11 could have advanced no farther than MM12, where they would have had to stop because they were moving through mountains. No unit starting on OO11 or points to the south or west could get beyond MM12 (stopped by rough terrain) or MM13 (stopped by enemy zone of control) to the KK or LL files. No, the eight units seen on the KK and LL files had only two legal starting positions, namely LL12 and

MM12. That's two starting squares, holding a maximum under the stacking rules of six units, and the positions shown here indicate where eight of those six units went. Apparently the Russians failed to notice. Alternatively, they wisely bit their tongues.

What does the board look like after the German combat is over?



Figure 92 Mass 1-2 Strategy, Central Front, German Attacks Resolved.

The strategy could be said to have worked. It's blown hole after hole in the Russian line. German units on Z16 are adjacent to multiple Russian delaying positions, are doubled on defense if attacked from Brest-Litovsk, and block the Russian units on the AA and BB files from moving to the defense of the Nemanas. There are no remaining defenses of the San river, Lwow, or for that matter Kiev.



Figure 93 Mass 1-2 Strategy, Southern Front, German Attacks Resolved.

In the South, the German player has successfully occupied MM13, thus forcing the Russians back to the line of the Prut River. If the situation in Finland is less favorable, the defenders of Finland were doomed to begin with. On occasion, through these attacks the Germans will take a Russian unit with them.

Unfortunately for the Germans, there is one more image to show. That image shows the dead piles.



Figure 94 The dead piles.

The Russian lost four 5-7-4s that would otherwise still be on the board, leaving her with only 29 units on the board. To do this, the German player lost 109 combat factors. At this rate, the German can eliminate the entire Russian Army by losing another 600 or so combat factors. Unfortunately for the German player, his entire army only has 265 attack factors, 18 of which do not appear in the game until the next game year. To carry out the needed set of attacks, the German will have to lose his entire army. Three times.

Even more unfortunately for the German player, it is not the German turn. It is now the Russian turn.

The German, of course, might hope that the Russian will fall back behind the Nemunas river and rush her units near Brest-Litovsk back through Kiev and then forward through Smolensk, meaning all those units will be out of the war for several turns. While German losses are severe, such a Russian response will mean that the German attack is now a half-dozen turns ahead of schedule in the north.

His Russian opponent, however, has mastered three-digit arithmetic. The Germans started with 247 combat (attack and defense) factors, and has lost 109 of them, dropping him to 138 combat factors. The Russian player has lost 22 attack factors and 31 defense factors, reducing her to 136 attack factors and 189 defense factors. On attack, her army is now almost as powerful as the German army. On defense, her army outnumbers the Germans by 51 defense factors, not quite a 3-2 advantage, not to mention that many of her units can arrange to be doubled on defense.

Germans using the mass low-odds attack scheme ought to consider examining where retreats may create holes in the German lines. Some German players become annoyed when Russian counterattacks involve Russian units on both sides of the same river, attacking German units parked on the river. If after the Russian attack there are surviving German units that need to counterattack, the neighboring Russian units are all doubled on defense.

The German player here did not worry about holes. He did, as he promised, create a superb example of what mass low-odds attacks can do for the German player. A Russian facing this circumstance may wish to look carefully at more exotic opportunities. Perhaps your German opponent will be the one to break the known all-time record for two-complete-turn German losses (including units pinned and forced to attack at 1-3 or worse whilst lacking a retreat). That record is 203 German attack factors destroyed in the first two complete turns of the game. The German here will not end quite so spectacularly.

Nonetheless, the Russian player uses her turn to even up the odds. There is of course a temptation to capture Sofia and invade Greece (the 2-3-6 can do this), make a 3-1 or more on Bucharest and capture it, and recapture MM13 by attacking

the 2-2-4 from LL13 and NN13, soaking off against two 4-4-4s and the 3-3-6. This temptation is rejected. Instead, the Russian notes that the German has only 23 combat factors in Rumania, so he can't make a 2-1 on a doubled 4-6-4. The Russian sets up a defense line on the Prut, and shifts the bulk of her army North.

The Russian moves one unit to Finland, leading to these attacks:



Figure 95 Russian attacks in the North.

The Russian player with malice aforethought retreated the German units to the shores of Lake Ladoga, where they are required to defend with no retreat. The 3-3-4 is attacked at 17-3, this being an attack at 5-1 with no retreat. The 3-3-4 is eliminated. One of the 5-7s attacks the two 4-4-4s at 1-2, with no retreat for the defender; on an Exchange or D Back 2, the two 4-4-6s are both eliminated.

*To be continued...*

# Upcoming Events

Oct. 11-13, Framingham, Massachusetts  
ARMOUR CON

<https://www.armorcon.net/>

Oct. 17-20, Prague, Czech Republic  
FOR GAMES

<http://forgames.cz/en/>

Oct. 24-27, Essen, Germany  
ESSEN SPIEL 2019

<https://www.spiel-messe.com/en/>

November 8-11, Cromwell, CT  
COMPASS GAMES EXPO 2019

<https://www.compassgames.com/preorders/expo2019.html>

Nov. 23-24, Chicago, IL  
ChiTAG 2019

<https://www.chitag.com/>

Jan. 17-19, 2020, Lisle, Illinois  
POLAR VORTEX GAME CONVENTION

<https://tabletop.events/conventions/polar-vortex-2020>

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

## From the Editor

Many thanks to Kenneth Oates for his excellent game review of the **Peloponnesian War**. Well done and very interesting.

George Phillis needs commendation for helping when I lost his **Stalingrad** piece.

It has been my goal to keep the size of *The Kommandeur* below 3 megabytes. As a result, I have to put each picture into Adobe Elements and lower the size, since photographs I receive range above 5 megabytes each, and illustrations I copy can be as large. This takes a lot of time.

I would like to know how large I can make *The Kommandeur* so that you, the membership, and easily handle it. I know that simply asking you will not work because you will not reply. If any one of you has a suggestion, I would like to hear it. While I am waiting, I think I will just increase the size until I get complaints.

No input concerning the lack of conventions was received, so that article is small.

The annual Albuquerque balloon fiesta is in full swing. Yesterday and today (Oct. 7, 8) had excellent weather: sun, light winds. Sue and I can see the balloon park from our windows, at some distance. Yesterday, the balloon Mr. Fish crash landed when it ran out of heating gas. No one was hurt. The balloons are all very colorful, and some of the special shapes are quite amazing.

You will notice, with pleasure, that I have not once mentioned my plastic tank model.

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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: November 30, 2019.**

### **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

### Acies

**Moravian Sun** covers the masterpiece battle fought and won by Napoleon against the hopes of the III Coalition. At the sunset of December 2, 1805, the map of Europe was redrawn for many years to come, and the art of war had a new Master. The game system *Vive la France - Empire* rules is the ideal prosecution of two already published games, *Massena at Loano* and *Wise Bayonets*. €43  
<http://www.aciesedizioni.it/Giochi/Austerlitz-eng.htm>



### Avalanche Press

**Second World War at Sea: Eastern Fleet, Second Edition** Following their victory at Pearl Harbor, the Imperial Japanese Navy's First Air Fleet moved through the American, Dutch, and British colonies of South and East Asia. Having taken the mighty British naval base at Singapore, the next move was to enter the Indian Ocean and challenge the Royal Navy there.

**Eastern Fleet** is a boxed game in the Second World War at Sea series covering these campaigns. Scenarios range from the Japanese invasions of Burma and the Andaman Islands through the massive carrier raids to the planned but never executed invasion of Ceylon. The Japanese often have overwhelming superiority in the air, which the British must counter with guile while trying to lure the enemy into range of his slow but powerful battleships.

Pieces represent the ships and aircraft that took part in the campaign. The Japanese fleet is built around its five powerful fleet carriers with their deckloads of Zero fighters, Val dive bombers, and Kate torpedo bombers, all wielded by expert pilots and crews. They are supported by four fast battle cruisers, fast but lightly protected heavy cruisers, and big destroyers armed with the awesome Long Lance torpedo.

The Royal Navy is outnumbered and outgunned in the air, with three fleet carriers — all of them smaller than their Japanese counterparts — and one nearly useless light carrier. The British do have four old and painfully slow R-class battleships and the much more useful Warspite, newly rebuilt in an American shipyard. British cruisers are vastly inferior to those of the Japanese in both numbers and capability, as is the case with the British, Australian, and Dutch destroyers.

But this is the Royal Navy, with a tradition of victory and a secret base on which it can fall back in the middle of the supposedly empty Indian Ocean. The British cannot be counted out until their last warship is sunk.

**Eastern Fleet** includes 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. \$65

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

**Panzer Grenadier: La Campagne de Tunisie** Designer Philippe Léonard (**1940: The Fall of France**) tells this story in a series of 12 Panzer Grenadier scenarios, as the French fight the Americans, the Germans, the British, and the Italians (but not all at the same time). Initially resisting the American and British invaders, the French see things differently after the Germans toss aside the German-French Armistice of 1940 and occupy all of France. The French—including troops from Morocco, Algeria, and Tunisia—then fight against the Germans and

Italians, providing a major component of the British First Army in northern Tunisia.

**La Campagne de Tunisie** includes 88 new playing pieces with some additional units for the German, American, British, and Italian armies, but mostly the eclectic troops and weapons of the Army of Africa. There are Moroccan Goumiers, tough mountain tribesmen from Morocco who love to fight but are just as interested in looting. Camel cavalry. Obsolescent limited-production French tanks. And for the first time in Panzer Grenadier, the French Foreign Legion. Plus, you get a set of 12 scenarios (that's more than some publishers will give you in what they call a "complete" boxed game).

**La Campagne de Tunisie** is a supplement for **Panzer Grenadier: An Army at Dawn**. It is not a complete game: ownership of **An Army at Dawn** and **Conquest of Ethiopia** (and only **An Army at Dawn** and **Conquest of Ethiopia**) is necessary to play all of the 12 scenarios included. **La Campagne de Tunisie** also includes 88 silky-smooth, die-cut-and-mounted playing pieces. \$25

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

#### **Panzer Grenadier: Conquest of Ethiopia**

*Every man must report for war. Those who do not will be killed.*

- Emperor Haile Selassie, mobilization decree, September 1935

Without the formality of a declaration of war, in October 1935 Italian armies stormed into Ethiopia from both north and south. Badly outgunned and outnumbered, the Imperial Ethiopian Army resisted for six months before its final collapse. Italian forces deployed tanks, aircraft, and poison gas against the Ethiopian levies, who fought back with suicidal courage and little else.

**Conquest of Ethiopia** is a complete boxed game in the Panzer Grenadier series based on these battles. You do not need any other game to play any of its 40 scenarios. Design is by Lorenzo Striuli and Ottavio Ricchi, authors of our *Fronte Russo* supplement.

The Italian invaders rely heavily on colonial troops, long-service professionals recruited in Eritrea, Somalia, and Libya. They also have Blackshirts, Carabinieri, elite Alpini mountain troops, tanks, and a great deal of air power. And the Italian advantages continue: motor transport, much more artillery, and armored cars.

Ethiopia's defenders include the elite Imperial Guard, and a number of regular battalions that are fairly good troops armed with modern weapons. Beyond that, things get a pretty bad for the Ethiopians pretty quickly. There are three distinct Ethiopian forces at play: the Imperial Regulars, the Imperial Levies (local forces loyal to the throne), and Provincial Levies (local forces loyal to their own leaders, usually a Ras or Duke). None of the levies are very well-armed.

The game includes eight semi-rigid mapboards, with art by Guy Riessen. The maps are fully compatible with all others in the Panzer Grenadier series (and those from Panzer Grenadier (Modern) and Infantry Attacks, too). Plus 517 playing pieces: silky-smooth die-cut pieces and 40 scenarios. \$100

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

**Remember the Maine: The Spanish-American Naval War of 1898** When the American battleship *Maine* exploded in Havana's harbor, U.S. president William McKinley demanded that Spain withdraw from Cuba and ordered the U.S. Navy to blockade the Caribbean island. Spain declared war two days later, sending an ill-equipped fleet to the Caribbean to back up its four-centuries-old claim.

The fighting lasted less than four months, with Spain suffering a smashing defeat. It would take three-quarters of a century for Spanish democracy and constitutionalism to recover from the "Disaster of '98." The United States, meanwhile, had entered the world stage as a Great Power, completely changing the outlook of Americans both at home and abroad.

**Remember the Maine** is a complete boxed game in the Great War at Sea game series, based on the Spanish-American naval war in the Caribbean Sea. There are 45 (yes, forty-five!) scenarios covering all the battles and operations that took place, and many that could have taken place. There are also battle scenarios for the actions in the Philippines. All the pieces necessary to play the game are present: a 34 x 22-inch map of the central Caribbean basin, a 24 x 24-inch tactical map, 100 "long" double-sized ship pieces and 80 standard-sized pieces, all of them die-cut and silky-smooth. \$60

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

## Avalon Digital

**Battles For Spain** represents Four Battles of the Spanish Civil War, battles of Ebro, Teruel, Guadalajara, and Merida or La Serena. Players can play as Nationalists or Republican.

Unit size is battalion for infantry and cavalry, company or battalion for armoured cars or tanks, batteries for artillery, and squadron for aircraft. In each battle, there is an attacker and a defender. The objective for the attacker is to do as history was or better, and for the defender to avoid the historical defeat or to do a successful counterattack to achieve better results than the historical ones. €25

<https://avalon-digital.com/en/dlc/battles-spain>



## Clash of Arms Games

**Jena!—Napoleon Conquers Prussia** Five scenarios span the opening engagement at Saalfeld through the French victories of Jena and Auerstædt. The Campaign Game opens with the French exiting the mountains of Franconia and Thuringia in a drive on Leipzig, hoping to knock the Saxons out of the opposing alliance. Their cavalry probes ahead. They have no idea where the Prussians are, or their Russian allies. At the same moment Brunswick directs three Prussian armies to drive across the supposed French line of communications. As flank guards skirmish, the veil is lifted. Both sides find their armies abreast one another heading in the opposite directions! It is a race to see which army can adapt to the new circumstance quickest. Napoleon has the edge, and it is what separates warfare of the 18th and 19th centuries from one another—La Batallion Carre!

With **Jena**, like its predecessor **L'Armée du Nord**, players can come to full grip with the game in less than 12 pages of rules. The playing surface varies by scenario and can be one, two, or three 34" x 22" maps in size. **Jena** also includes 1 and 1/2 sheets of the most elegant playing pieces today. \$38/\$44 <https://www.nobleknight.com/P/2147765933/Jena---Napoleon-Conquers-Prussia>

## Compass Games

**Blue Water Navy** covers the war at sea, air, close-ashore, and low-earth orbit from the Kola Peninsula in Northern Russia to the Mediterranean Sea and West over the Atlantic Ocean to the United States and Cuba. The game models the full order of battle that could be expected in 1980's wartime, from multi-regiment Soviet Tu-22 Backfire bombers to multiple US carrier groups. \$100

<https://www.compassgames.com/blue-water-navy.html>



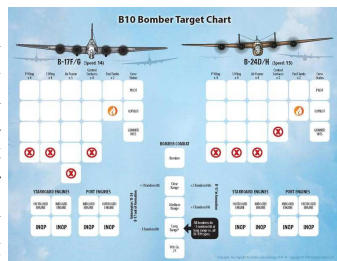
**Once We Moved Like The Wind** covers these central conflicts of the American South West. The game is played as a series of turns, each of which follows a sequence of play that begins with determining how bad a provocation results in conflict for the turn. The provocation level determines the forces each player will have for the turn and their general placement on the map. Next the Apache player moves the Apache forces and then the Army player moves the US and Mexican forces. Combat may then occur between opposing player forces that share a location. After any combat is resolved, victory points are counted up, and the player with the most for the turn earns one increase in victory level on the Victory Track. Play then repeats for the next turn to the end of the game when the player with the higher level on the Victory track is the winner.

Central to the game is that the playing pieces are all wooden blocks with the information about each particular piece only on one side and hence hidden during play from the opposing player until action occurs which must reveal particular blocks. And not all of these blocks are actually opposing forces. For the Apache player in particular, many playing pieces each turn will represent rumors of Apache actions and forces which the Army player must chase down to determine if they are real or false. Similarly, for the Apache player, not knowing which Army pieces represent which forces means not knowing if an opposing group is small enough to attack and win, or is in reality a force big enough to hand out a devastating defeat. \$65

<https://www.kickstarter.com/projects/compassgames/once-we-moved-like-the-wind>



**Interceptor Ace: Daylight Air Defense Over Germany, 1943-44** is a solitaire, tactical level game which places you in command of a German fighter 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 American bombers. **Interceptor Ace** is based on the popular, action-packed **Nightfighter Ace** 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. \$75/\$99 <https://www.compassgames.com/preorders/interceptor-ace-daylight-air-defense-over-germany-1943-44.html>



**Ostkrieg: WW II Eastern Front** is a compact, strategic-level game covering the struggle on the Eastern Front during World War II by game designer, Mitchell Ledford. This game utilizes a unique and fast-paced, card-driven combat/build system first introduced in **Pacific Tide**, revolving around ground and air operations. While extremely competitive as a two-player game, **Ostkrieg** can be enjoyed again and again in solitaire play format with its unique, "personality" driven bot system.

Despite the strategic level of the game, there are operational and even tactical nuances, including Axis Minor Restrictions, as players must decide when and how to commit their ground and air forces. The card-based combat/build system is a different take on the "normal" event/operations points driven systems. Separate card decks are provided for the Axis and Russian player. Each year, the players receive that year's cards for free, but must use build points to repurchase older cards. This will cause the player a few agonizing moments, as he typically cannot afford to re-buy every card he needs (or thinks he needs). Players must also decide which aspect of cards to use – many have multiple but exclusive uses (such as, "Do A or do B") and these uses sometimes give very different results based on operational or strategic needs at the time. To help ensure a tense and dynamic game, the system forces players to make many choices and decisions throughout play.

As a bonus for solo players, **Ostkrieg** features a solitaire assistant – commonly known as a "bot" – which gives guidance to the player for either side during solitaire play. The assistant acts differently based on the "personality" it's been given...aggressive, defensive, or balanced. All game cards have a rating which the assistants will prioritize differently for play. \$46/\$65 <https://www.compassgames.com/ostkrieg-germany-versus-russia-1941-45.html>



## Critical Hit

**Hot Stove 5 - Hell Hath no Fury** These are all new never before published scenarios and are not the same scenarios found in **ATS Hot Stove 5**. If you are regular ASLer you own all the gear you need to play! Ownership of all the ASLRB and Nationalities providing Russian, German, American, French, and British are required. Ownership of each preceding ASL Comp Hot Stove is needed to play the following Hot Stove Sets.

Includes the following 4 scenarios:

Chain of Command - Salerno Italy, September 12th 1943

Along the Highway - Ormoc Leyte, December 10th 1944

The Turkey Knob - Iwo Jima, February 25th 1945

Left Alone - Les Mesni-Patry Normandy, July 12th 1944

\$40/35

<https://www.nobleknight.com/P/2147766176/Hot-Stove-5---Hell-Hath-no-Fury>

### Hot Stove 6 - Brave Men to the Front

Victory at Vanderfort - Les Rosiers France, June 15th 1944

Picked off at Hill 112 - Epercy Normandy, July 10th 1944

After D-Day - Montmartin-Encaignes France, June 11th 1944

The Butcher's Bill - Near Roncey France, July 29th 1944

\$35/\$40

<https://www.nobleknight.com/P/2147766192/Hot-Stove-6---Brave-Men-to-the-Front>

## Cry Havoc Fan (Historic-One)

**Operation Rosselsprung** Not much information on the game. (OD) \$38/\$45

<https://www.nobleknight.com/P/2147766517/Operation-Rosselsprung>



## Decision Games

**Heroes of Telemark: Commando Raids in Norway, 1942-43.** The Third Reich was racing to develop an atomic bomb, the critical heavy water being provided by the Norwegian county of Telemark. Britain's Special Operations Executive (SOE) waged a long campaign of sabotage to delay the German program as long as possible.

This is a solitaire game in the Raider series. Cards generate missions targeting parts of the German heavy water complex. You recruit SOE agents, British commando teams, and Norwegian resistance forces, along with various types of weapons and equipment.

Event cards generate German forces and a wide range of actions, including the possibility of a Gestapo raid. You must overcome them all to accomplish your mission. \$15 <https://shop.decisiongames.com/ProductDetails.asp?ProductCode=1732>



Telemark map



Lawrence map

**Lawrence of Arabia: The Arab Revolt 1917-18.** Arabia had simmered for centuries under the heavy hand of Ottoman occupation. With the Turks distracted by World War I, the Arabs erupted in revolt. The British sent encouragement, weapons, and liaison officers. One of these was T. E. Lawrence.

This solitaire game in the Raider series puts you in command of Arab and British forces. The game system runs the opposing Ottomans. Cards generate four different campaigns, such as crossing the desert to seize the critical port of Aqaba. Combat is fast and furious as raiders sweep into towns or sometimes run into ambushes.

Special game units include aircraft, armored cars, a German expeditionary corps, and Lawrence's elite mercenary bodyguard. The map covers the Hejaz and Palestine, where the campaign was fought. You can also travel to Cairo to plead for additional resources that you may need to accomplish your mission. \$15 <https://shop.decisiongames.com/ProductDetails.asp?ProductCode=1731>

**The Conquest of Gaul, 58-52 BC** March with Julius Caesar and his legions in the conquest of Gaul, 58-52 BC. This is a two-player game. One commands the Romans, the other the Gauls as well as allied Britannic and Germanic tribes. The game pieces include: legions, auxiliaries, fleets, and tribal war bands. The map stretches from the Roman frontier across the three parts of Gaul to the Rhine, as well as across the Northern Sea into Britannia.

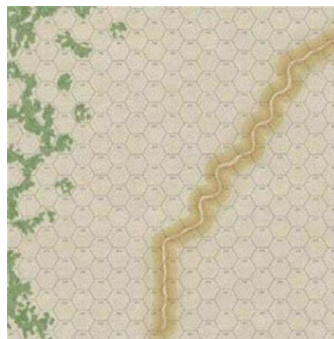
In **Caesar's War** each player has a unique deck of Campaign Cards. They generate recruits for the armies, movement abilities, special combat bonuses, and historic events. Some of the Roman cards include: Legions on the March, Unrest in the Ranks, and British Campaign. Some of the Gallic cards include: Helvetian Migration, German Invasion, and Uprising of Gallic Tribes.

Combat is resolved using a quasi-tactical procedure. Each side has unique advantages, with Roman discipline pitted against Gallic ferocity. There are special rules for camps, sieges, morale, and great leaders such as Vercingetorix and Caesar himself. Having the right commander at the right battle can mean the difference between laurels and disaster. \$15

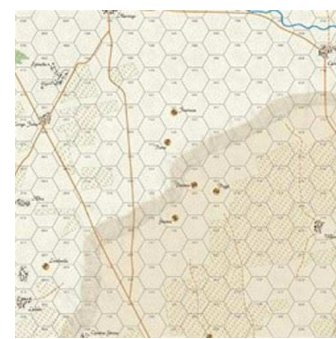
<https://shop.decisiongames.com/ProductDetails.asp?ProductCode=1701>

**Chalons: The Fate of Europe** Throughout the mid-5th century AD, Attila's Huns terrorized Europe. The skill of the Hun horsemen, particularly their accuracy with the composite bow while mounted, made them a veritable shock army. They continued to bring victory after victory to Attila, making him the master of Central Europe. After years of conquest, oppression and extortion, however, Attila's recent invasion of Western Europe would be challenged: a remnant Roman army, under the command of Flavius Aetius, was sent to stop him on a field known as the Catalaunian Plain, near the village of Chalons. The Battle of Chalons would decide the fate of Europe. Chalons utilizes the tried-and-true Battles of the Ancient World system, providing a simple yet accurate portrayal of ancient warfare. The combat system is intuitive, including all the details that characterized warfare in the era of sword and shield. Various units may simply be swordsmen, while others may be archers or javelin throwers, horsemen, etc. The system

includes rules for leaders, charges, melee, diversionary attacks, demoralization, and more. A group of barbarians, for example, may be ordered to charge an enemy phalanx that had already hurled their javelins. As the barbarians near the phalanx, however, they may be ambushed by enemy ballistas hidden behind the ranks and waiting to disrupt just such a charge. In **Chalons** the traditional design of the classic Combat Results Table emphasizes playability while also simulating the true strictures of ancient warfare. Famous leaders, such as Attila, also influence combat, replicating the importance of their presence during battle. Winning will depend on deployment, maneuver, and opportunity, as well as the strengths and weaknesses of each particular army. \$25 <https://shop.decisiongames.com/ProductDetails.asp?ProductCode=1601>



Chalons map



Marengo map

**Marengo: Morning Defeat, Afternoon Victory** After crossing the Alps in 1800 and advancing into northern Italy, Napoleon overextended his army in an attempt to ambush a portion of the Austrian army. Misreading the situation, the hunter became the hunted when the main Austrian army in Italy, over 30,000 soldiers with 100 cannon, advanced against Napoleon's 18,000 troops and dozen cannon on the Marengo plain. Perceiving the danger, Napoleon urgently summoned his reserves and wayward detachments, bringing his strength up to near parity with the Austrians. It was just enough to forge victory from a potential disaster. **Marengo** utilizes the all-new **Musket & Saber** combat system, which provides a simple yet accurate portrayal of Napoleonic warfare. The combat system is intuitive, including all the details that characterized battle during the Napoleonic era while also simulating the unique aspects of 19th century warfare. Units can become weakened and rout; attackers can pursue, and the fortunes of war can intervene at any time. Cavalry can rip open enemy lines and shred fleeing units, while reserves must be ready to plug holes or secure the line of retreat. A new Combat Results Table emphasizes playability while also simulating the lethality of musket and bayonet engagements of that era. Leaders accelerate the action, replicating the importance of their presence during battle. Supply trains and headquarters help armies function smoothly, forcing players to protect their logistical base. Winning a battle will depend on deployment, maneuver and massing firepower, as well as understanding the strengths and weaknesses of each particular army. \$25 <https://shop.decisiongames.com/ProductDetails.asp?ProductCode=1602>

## Funagain Games

### Days of Ire: Budapest 1956

It's 1956, and waves of protest in Poland are once again showing cracks of the Eastern European communist bloc. Emboldened by these signs, students and intellectuals in Budapest, the Hungarian capital, organize a protest of previously unseen magnitudes. As the communist leadership sweeps in to kill the movement in its tracks a violent response is provoked, thus sparking the Revolution of the 23rd of October.



One player takes charge of the Soviet forces trying to shape the headlines to his liking and uses the militia and snipers of the State Protection Authority to stop the revolutionaries at all cost. The other player(s) (from 1-3 opponents) co-operatively play as the ringleaders of the revolutionary forces collecting resources (represented as icons on their cards) and recruiting other fighters to ensure the revolution's events end up in favor of their side, while fighting off tanks and soldiers in this exciting, historically inspired card-driven game.

**Days of Ire: Budapest 1956** is played over seven days — the last week of October 1956. The Soviet commander plays headline cards at the beginning of every turn, gathering Command Points and triggering effects that sometimes help, sometimes hinder, the revolutionary effort. This card-play, reminiscent of well-known card-driven wargames (CDG) such as **Twilight Struggle** or **Labyrinth: War on Terror**, is what drives the tempo and the strategic thrust of the game. The other player(s) form the revolutionary side. They collect cards and fighters for two reasons: to resolve events for boosts to their side, and to fight off militia, snipers, and Soviet tanks in a drastic fight for survival. They have to manage their positions while spreading across Budapest, carefully dividing their actions as a team and always keeping an eye on their morale lest they run out of cards. This team-playing aspect — reminiscent of highly successful cooperative games such as **Pandemic** — guarantees ease of access to players who would otherwise be more intimidated by a traditional CDG.

If any of the revolutionary ringleaders suffer too many wounds, or if they fail to resolve enough events by the end of the game, history changes and the revolution falls. But if they keep the streets of Budapest free from oppression, the revolution lives on, to fight another day.

Historical Note: In real life, the revolution succeeded, and Hungary was free for less than a week. On the 4th of November, the Soviet forces quickly recaptured the country, but that is a subject for a different game. \$65/\$59  
[https://www.funagain.com/control/product\\_id=037380&mc\\_cid=097dd9d85e&mc\\_eid=534611a4ed](https://www.funagain.com/control/product_id=037380&mc_cid=097dd9d85e&mc_eid=534611a4ed)

**Nights of Fire: Battle for Budapest** is the second game in a duology adapting the events of the 1956 Hungarian Revolution for modern board game form. Following the Hungarian success in part one, this game starts as the Red Army arrives at the edge of the capital and pushes into the heart of the city, bent on retribution, destruction, and ruthless pursuit of control. For the players in charge of the Hungarian defense, there is no time left for organizing and sedition. This is a hopeless war of survival, plain and simple.

Combining card and action management mechanisms of modern euro games with the theme and feel of a classic block wargame, players can experience the rush of a true no-win scenario, and see how long they can keep the flame of the revolution going under the pressure of the unstoppable march of the Soviet military machine.

The game can be played by up to two revolutionary players against either a live or an automated opponent. \$65/59  
<https://www.mighty-boards.com/>



**In the Name of Odin** is a strategy game for 2-5 players, each with a claim to become the new Jarl. You are all brave warriors, shrewd traders, and bold explorers, but only one of you will become the new Jarl to rule in the name of Odin!

During the game, each player expends action cards to construct new buildings in their village, gather companions, recruit famous Vikings, and build longships that will carry them to fame and glory. \$20/\$50  
<https://www.funagain.com/>  
 \$40 @ <https://www.nobleknight.com/P/2147662406/In-the-Name-of-Odin>



**Teotihuacan: City of Gods** Travel back in time to the greatest city in Mesoamerica. Witness the glory and the twilight of the powerful pre-Columbian civilization. Strategize, accrue wealth, gain the favor of the gods, and become the builder of the magnificent Pyramid of the Sun.

In **Teotihuacan: City of Gods**, each player commands a force of worker dice, which grow in strength with every move. On your turn, you move a worker around a modular board, always choosing one of two areas of the location tile you land on: one offering you an action (and a worker upgrade), the other providing you with a powerful bonus (but without an upgrade).

While managing their workforce and resources, players develop new technologies, climb the steps of the three great temples, build houses for the inhabitants of the city, and raise the legendary and breath-taking Pyramid of the Sun in the center of the city.

Each game is played in three eras. As the city is rising to prominence, player efforts (and their ability to pay their workforce) are evaluated a total of three times. The player with the most fame is the winner! \$150 <https://www.nobleknight.com/P/2147738530/Teotihuacan---City-of-Gods>

## Grogard Simulations

**Incredible Courage at Elchingen (ICE)** is a small introductory game that pits Marshall Ney against the Austrian General Reisch. The situation is that the Austrians occupy a strong position on the north side of the Danube River in a position to threaten Napoleon's line of supply and communications. Napoleon orders the Marshall to take his Corps across the river and defeat the Austrians. A river crossing operation is very complex and should be done with care and adequate time and preparation. Ney does not have this, but he has something better, an Austrian opponent that is comfortable sitting in place and awaiting the enemy to come to him. The Marshall takes advantage of this and makes short work of the Austrians. Try your hand at this action and see if you can also be deserving of the title "Duke of Elchingen"!

The game features adjustable strengths (that help decide firepower and melee strength based on formations). Turns are 10 minutes of time. Troop replacements are generated by returning stragglers to the battle. A few special features are adjustable strengths, elite units, and Levels of Order (LoO). Units start with a certain amount of these LoO, and as they lose them their abilities are reduced. Movement of each division level formation is randomized through a Leadership factor for each commander at that level. This game is a perfect introductory game for the Incredible Courage system. The level of fidelity and the level of playability have been mixed extremely well. Players will need to analyze many differing factors to apply the

winning tactics to the battlefield. They will also be forced to consider contingencies since units will not always have the strength that they normally would. No gaming the combat system here by calculating the exact number of factors needed for a certain odds column. You will never know what the odds column will be until the combat is ready to be conducted. This battle will provide a challenge to both players. There is a short set of command rules. A Dispatch Rider system to send orders down to subordinate units (Corps to Division). And commanders don't always get the orders correctly, or they may be lost, or they may simply choose to ignore them. Another option is to have regimental ammunition shortages that can hit at the worst time, and they are more likely as the battle goes on.

Game play is excellent for solitaire play and moves along very quickly. The randomized movement allows for very interactive action, and you won't be sitting around waiting for the other player to finish. \$105

<http://www.grognardsims.com/incredible-courage.html>



## GMT Games

**Death Valley: Battles for the Shenandoah** is the seventh installment of the Great Battles of the American Civil War (GBACW) series, published by GMT Games. Eight full battles are included.

Three Battles of the Shenandoah Valley Campaign of 1862

Kernstown, March 23, 1862

Winchester, May 25, 1862

Cross Keys and Port Republic, June 8-9, 1862

Five Battles of the Shenandoah Valley Campaigns of 1864

New Market, May 15, 1864

2nd Kernstown, July 24, 1864

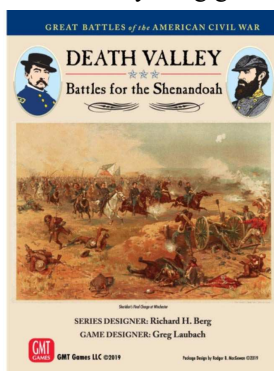
3rd Winchester, September 19, 1864

Fisher's Hill, September 22, 1864

Cedar Creek, October 19, 1864

The Great Battles of the American Civil War Series: This series is one of the hobby's longest-lived design concepts, springing from the legendary regimental level Gettysburg game – **Terrible Swift Sword** (SPI) – designed by Richard Berg in 1976. Under GMT, the rules system has remained stable, but has shown remarkable flexibility to allow each game to smoothly incorporate additional rules to reflect the historical battles. The series relies on interactive chit-pull mechanics to simulate the oftentimes-chaotic nature of the 19th Century battlefield at the regimental level.

Changes have been made to the series rules for **Death Valley** in order



to enhance their clarity and simulation value. Veteran players will find the revised rules to be very familiar, with the main differences being in the user-friendliness of the rulebook, as well as how the game "feels," especially for players versed in Civil War tactics.

**Death Valley: Battles for the Shenandoah** contains eight battle games with multiple scenarios. They range from division level contests on half sized maps to two map battles between armies. Experienced players will be able to play many of the scenarios in one sitting. The rules compare the development of the cavalry, and the changes in infantry and artillery organization and tactics in 1862 and 1864. \$89

<https://www.gmtgames.com/p-659-death-valley-battles-for-the-shenandoah.aspx>

**Ancient Civilizations of the Inner Sea** allows you to create or conquer the great civilizations of the ancient Mediterranean in a single night, alone or with up to five other players, and without having to roll a single die!

Build great Wonders to glorify a peaceful, thriving, commercial empire - or sack cities and conquer new lands as you spread your domain across the waters and around the shores of the Inner Sea. Start from humble beginnings in isolated settlements at the dawn of the Bronze Age or leap ahead to scenarios that put you in charge of the mighty civilizations of Troy, Egypt, Carthage, Mycenae, Minos, Phoenicia, Rome, Mauretania, Celt-Iberia, and the Gauls as they contend for supremacy and survival in numerous historical environments. \$60

<https://boardgamegeek.com/image/4941503/ancient-civilizations-inner-sea>



## High Flying Dice Games

**Breaking the Ice: The 1942 Great Lakes "Winter Fleet"**

Following the attack on Pearl Harbor the US was suddenly thrust into WW2. Every manufacturing concern was now faced with the daunting tasks of converting production facilities to wartime goods at levels never before seen during peacetime. The focus on the US steel industry was of particular concern, as nearly all weapons and wartime support derived from their factories and workers. This is a solitaire play game on the Great Lakes "Winter Fleet." The player will have to allocate valuable resources and deploy the car ferry ice breakers to support the ore fleet in the mission of delivering the most ore to the production ports as possible, with a minimal amount of damage to the fleet as possible. \$30/\$35 <http://www.hfdgames.com/bti.html>

**Depths of Courage vol. 10: Raid on New York** is a solitaire play game on the planned but never implemented Italian mini-sub and frogmen raid on New York Harbor in 1943. The Italian fleet submarine that was to ferry the mini-sub and frog-

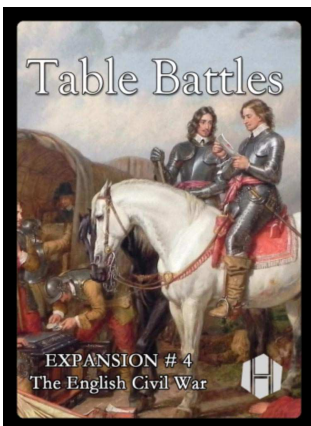
men, the Leonardo da Vinci, was sunk in the Bay of Biscay while training for the raid. It is one of the intriguing "what ifs" of WWII that board games are perfect for exploring to see if this was indeed feasible or fantasy. \$8  
<http://www.hfdgames.com/docny.html>

## Hollandspiele

### Table Battles Expansion No. 4: English Civil War

*His is an expansion.* You need **Table Battles** to play this game.

This fourth expansion to Table Battles is on a topic folks have been asking for since the base game was released: the English Civil War. The six battles in this set are Edgehill, both battles of Newbury, Naseby, Tippermuir, and Aldearn. New features of this set include some Absorb/Counterattack reactions that reduce hits by the number of dice on the card, and a Tactical Victory condition that allows a player to win by wearing down the opposition rather than routing them. \$20  
<https://hollandspiele.com/products/table-battles-expansion-no-4-english-civil-war>



**Siege of Izmail** recreates the 22 December 1790 assault on the Ottoman fortress by a Russian army led by the capable and dynamic Alexander Suvorov. This famous Russian victory against overwhelming odds inspired an unofficial national anthem, Let the Thunder of Victory Sound.

At its core, **Siege of Izmail** is a simple game utilizing a traditional move-combat turn structure that gets you right into the action. There are however some unique wrinkles that adeptly capture the drama of a fortress assault. Occupying the walls allows the Ottoman Units to spread out via Detached Troop markers, each of which may have the higher combat value of a full unit. Fixed artillery positions printed on map may be fired at the approaching enemy. Nuanced Zone of Control conditions mandate some combats but not others. Optional leader rules provide challenges and benefits for both players.

Created for the 2018 Board Game Geek Wargame Print and Play Contest, **Siege of Izmail** decisively swept the awards (including Best Game, Best Artwork, and Best New Designer), and it's easy to see why: it is elegant, exciting, and appealing, executed with care and attention to detail. \$35  
<https://hollandspiele.com/products/siege-of-izmail>



## Lock 'n Load Publishing

**We Stand Alone – Battles of Easy Company** is an expansion module for Lock 'n Load Tactical: Heroes of Normandy. Formed in 1942, and after almost two years of rigorous training, Easy Company, 2nd Battalion, 506th Parachute Infantry Regiment, 101st Airborne Division, dropped into Normandy, France, on D-Day, June 6, 1944. By the end of the war, Easy Company was known as one of the best small units in the European Theater of Operations. The men of Easy Company have been immortalized in the book and mini-series Band of Brothers; now their story is played out in the dynamic medium of the Lock 'n Load Tactical system.

The **We Stand Alone** expansion module contains 15 scenarios, covering battles from the daring assaults on Brecourt Manor and Carentan, in Normandy, to the desperate defense of Hell's Highway and The Island, during Operation Market Garden, to the frigid foxholes of Bastogne and Noville, during the Battle of the Bulge. The scenarios can be played individually or in three five-scenario campaigns. Thirteen of the 15 scenarios are new designs, with two revised scenarios, plus a Brecourt Manor variant. Three new maps, including winterized and revised maps, bring the dramatic landscape of these battles to life: Entrenched German artillery positions in Normandy, an elevated dike and a watchful windmill in Holland, and chilly cratered forests of the Ardennes provide the setting.

Requirements: To play this game, you must own Lock 'n Load Tactical – **Heroes of Normandy** and **Heroes of Normandy** X-Maps or 4K X-Maps. \$30  
<https://store.lnlpublishing.com/we-stand-alone-battles-of-easy-company>

**A Feat of Arms** is an expansion module for Lock 'n Load Tactical: Heroes of the Falklands. Play 12 scenarios on six new X-Maps, including a new Port Stanley map for a revised take on Operation Rosario, the initial Argentine invasion. Other new terrain includes rugged hills—for new battles on Mt. Harriet, Wireless Ridge, and Sapper Hill—and a grass airfield, for the SAS's audacious raid on Pebble Island and the ferocious final action of the Battle of Goose Green. Across the islands, the bold British Paras and Royal Marines fought well-armed Argentine Army conscripts and Marines defending vital terrain and counterattacking upon lost ground. The conditions were harsh, with most of the fighting done at night, among minefields and under heavy mortar and artillery fire. \$30  
<https://store.lnlpublishing.com/a-feat-of-arms>  
 Requirements: To play, you must own Lock 'n Load Tactical – **Heroes of the Falklands**.

## Lone Canuck Publishing

**Race for the Meuse** A Tactical Mission (TM) Pack with 1x Tactical Mission (a.k.a. Campaign Game) + 5 Scenario played on a historically based (24½" x 35" with standard ASL 7/8" hexes) map of the Sure River Valley; between the villages of Wisembach and Bodange, located 3-kilometers west of the Belgian-Luxembourg border.

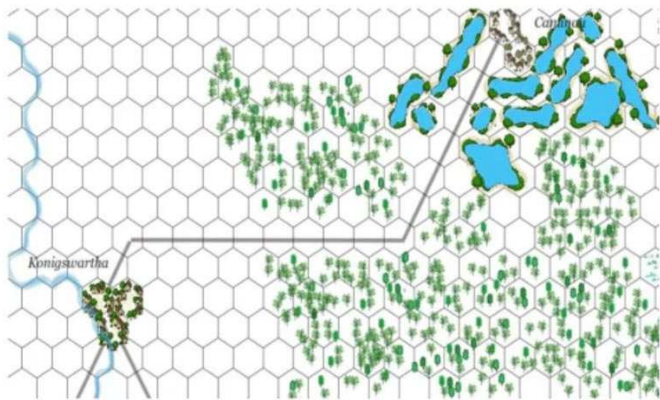
In the early morning hours of 10 May 1940, a single code word "Danzig" was transmitted to German forces, and at 04:30 hours German panzers rumbled westward across the border into the Low Countries, heralding the start of the Blitzkrieg in the West. Without encountering significant obstacles, the reconnaissance elements of the 1.Panzerdivision raced across Luxembourg, crossing the 50 kilometers, even before the inhabitants were awake, and reaching the Belgian frontier at Martelange at 07:45 hours. The German plan foresaw an attack on Martelange by Marschgruppe Voraus – a motorcycle company supported by armoured cars - then an attack on Bodange by the entire Advance Guard.

This TM revolves around the efforts of the Belgian 5th Company, 1er Regiment de Chasseurs Ardennais' valiant attempt to slow the Germans' race for the Meuse River. This TM is compatible with MMP's ASL™ System and modifiable to be used with other miniature wargaming systems. \$30  
<http://www.lonecanuckpublishing.ca/Race%20for%20the%20Meuse.htm>



## Marshal Enterprises

**La Bataille De Bautzen 1813** is now ready to be ordered. The game will be shipped October 3. Order one of the 400 numbered games at [Labataille.me](http://Labataille.me). Seven maps; three games; over 1100 counters and a 180-page booklet from the cloud with rules; scenarios; historical commentary and complete OBs. Price is \$190 plus shipping.  
<https://labataille.me/games-for-sale?olsPage=products%2Flabataille-de-bautzen-1813>



## Microgame Design Group

**Live Free or Die** is an alternate history simulation of battles associated with a Communist invasion of continental USA. **Live Free or Die** is a game set consisting of three independent games:

Asian Invasion captures the Peoples' Asian Alliance landings in California;

Remember the Alamo covers the Organization of Central American States drive into Texas; and

Southern Discomfort focuses on a Warsaw Pact invasion of Florida, Georgia.

The Basic Game focuses on ground combat, providing a quick, entertaining game. The Advanced Game introduces air and naval units as well as additional specialized units like cruise missiles, laser defenses, and political troops. And be-

ware, there are rules for nuclear, biological, and chemical warfare!

The three 11"x17" map boards represent battle grounds in California, Florida, Georgia, and Texas. The 480 1/2" counters (die-cut and back-printed) show brigade and divisional level forces of the US, the Warsaw Pact (Soviet Union, East Germany, Poland, and Czechoslovakia), the People's Asian Alliance (China, North Korea, and Viet Nam), and the Organization of Central American States (Cuba, Mexico, and Nicaragua). \$40  
<http://microgamedesigngroup.com/LFOD.html>



## Minden Games

Minden products are increasingly being made available for purchase through Amazon.com (and Amazon.co.uk in Britain), professionally printed in book format. Simply log in to Amazon, and search for our titles in the usual fashion. You can order these Minden items directly from Amazon in your home country, the same way you would with any other Amazon purchase.

## Multi-Man Publishing

**ASL Action Pack #10** features two new 8" x 22" maps (board 69 and board 70) of largely open countryside with a small village, and 8 scenarios which use them.

Best Think Again (Russians vs Germans, June 1941, Saudinikai, Russia)

Show Of Force (Germans vs Russians, March 1943, Graiworon, Ukraine)

Operation Kutuzov (Russians vs Germans, July 1943, Otrada, Russia)

Food Fight (Russian Partisans vs Ukrainian Partisans, April 1944, Hrabivka, Ukraine)

Strike Up The Band (Germans vs Americans, August 1944, Lesquern, France)

Last Laurels (Russians vs Germans, October 1944, Mihaly, Hungary)

Bare Foot Beating (Chinese vs Japanese, November 1944, Momauk, Burma)

Coal In Their Stockings (Americans vs Germans, December 1944, Foy-Notre-Dame, Belgium)

**Action Pack #10** is not a complete product and assumes the buyer owns the core **Advanced Squad Leader** game system. \$20

<http://www.multimanpublishing.com/tabid/58/CategoryID/4/ProductID/279/Default.aspx>

**ASL Starter Kit Module #4 PTO** brings ASLSK to the Pacific Theater of Operations (PTO), and adds the Japanese and the United States Marine Corps to the ASLSK lineup. **ASLSK #4** is a self-contained ASL module that gives players the opportunity to start playing **Advanced Squad Leader** almost immediately.

**ASLSK #4** expands on the themes of previous Starter Kits by providing new counters and updated rules featuring a new

concept to Starter Kit – PTO. At the heart of this module are the rules for using the Japanese Imperial forces who fought amongst the jungle and island atolls of the Pacific in terrain completely different from the European Theater of Operations and with tactics different than their European counterparts. In addition to the step-reducing Japanese infantry and new rules for familiar looking terrain, simplified rules for Banzai, concealment, and hand-to-hand close combat are introduced. Neither components nor experience with earlier Starter Kits is necessary to play.

The eight scenarios and three mapboards cover actions between the U.S. forces (Marines and Army) that opposed the Imperial Japanese Army on the islands of the Pacific and in the exotic China-Burma-India theater. From Guadalcanal to Myitkiyina to the big island of Luzon in the Philippines, these forces fought to the death from 1942 to 1945. \$65

<http://www.multimanpublishing.com/tabid/59/ProductID/368/Default.aspx>

## Revolution Games

**Kernstown** is a game simulating the fighting on March 23, 1862, and July 24, 1864, around Kernstown. The game is specifically designated to be a playable regimental-scale simulation of these two conflicts and some scenarios can be completed in a long evening. This is the fourth ACW game published by Revolution Games which features the "Blind Swords" chit-pull system. This mechanic emphasizes the three "FOWs" of military conflict: fog-of-war, friction-of-war, and fortunes-of-war. With each chit pull, players will be challenged to make tough decisions based on their assessment of the situation at that moment. \$55/\$65

<http://www.nobleknight.com/P/2147766885/Kernstown>



## Stronghold Games

**The Fog of War** is a two-player grand strategic game covering the European theater of World War II from 1940 to 1944. One player plays the Axis forces, and the other the Allies.

The game does not have units that move around a map; instead the game focuses on the planning and intelligence aspects of the war. Each player has a deck of cards that represent the army, navy, and other assets of their nations. A map shows the 28 land and sea provinces over which the players are battling.

You defend a province by placing cards face down on the map. If you wish to attack a province, you must plan an "operation" to do so by creating one on your operation wheel. The wheel is a unique way of forcing players to commit to operations in advance, while giving opportunities for intelligence gathering and bluffing. An operation consists of a province card that shows the target of the operation, plus one or more cards to conduct the attack. All these cards are placed face down, so

your opponent does not know the target of the operation or the strength of the cards that are taking part. Each turn, the dial on the operation wheel is rotated by one position. This controls when an operation can be launched and any attack or defense bonuses that apply.

In addition to combat forces for attack or defense, you may also spend Intel tokens to look at your opponent's operations and defenses. \$60/\$20

[https://funagain.com/collections/games-by-stronghold/products/fog-of-war?mc\\_cid=72873698ca&mc\\_eid=534611a4ed](https://funagain.com/collections/games-by-stronghold/products/fog-of-war?mc_cid=72873698ca&mc_eid=534611a4ed)

## Strategemata

**The Last Vikings** recreates events of two battles - at Kliszów in 1702 and at Fraustadt in 1706. In both cases the Swedish army was a winner. Of course, on board a result could be different.

Basic rules are similar to the 2016 game **Bloody Fields of Mollwitz**. The distinctive features of this system are the activation of army parts and resolution of fire and melee based on the morale of the involved units.

Using game elements, players can check if events could go in another way. What would happen, if the Polish army were fully engaged in the Battle at Kliszów? What would happen if Russians received at Fraustadt more support from Saxon cavalry? \$60

<http://strategemata.pl/en/25-the-last-vikings.html>

Södra Skan.



## Tiny Battle Publishing

**Donetsk -Battle for the Airport** is a rebadging of the game originally found in Flying Pig Games' *Yaah!* #9. **Donetsk** is a squad-level tactical game that simulates the battles for the Donetsk Airport in the Ukraine 2014-2015. You will control squads, RPG and machine gun teams, BTRs, T-64 tanks, snipers and more, as you attempt to gain control of the airport. The game comes with four scenarios, 88 sharp-looking die-cut counters, and a beautifully illustrated game map. Ryan writes excellent designer notes that will educate those who were unaware of the Russian-backed separatist's war with the Ukraine. \$28 <https://tinybattlepublishing.com/products/donetsk-battle-for-the-airport>



**Okinawa!** is a two-player game recreating the land, sea, and air struggle for the possession of the Japanese island of Okinawa, from April to June 1945. Seen as the last steppingstone for the final jump toward Japan, the battle was important for both sides. The US had to prove it could overcome enemy resistance,

securing airfields, and, after the bloodbath on Iwo Jima, keeping their casualties low. The Japanese had the chance to test their new air tactics relying on simultaneous strikes from multiple groups of Kamikaze and conventional strike aircraft escorted by fighters. They also had a full Army on the island, backed with one of the highest concentrations of Japanese artillery even seen during the Pacific War. They had to hold part of the island or inflict a level of casualties on US forces to cast enough doubts on their ability to later sustain a larger operation on Kyushu and then Honshu. Stakes were high on both sides.

The game covers the land battle for possession of Okinawa (focusing on the more military relevant southern part), and the concomitant air and naval struggle around it. On land you have Marine and Army regiments, tanks and amphibious tanks, Japanese forces that run the gamut between highly experienced machine gun battalions to raw conscripts. At sea carriers, battleships, Navy and Marine air groups, Japanese Kamikazes, and even Yamato's last sorties. Even the Commonwealth makes an appearance with Task Force 57, the British Pacific Fleet.

In addition to the campaign, shorter scenarios are included as introductions to the game system, as well as highlighting critical moments of the epic struggle. \$28  
<https://tinybattlepublishing.com/products/okinawa>



## White Dog Games

**Nubia!** The name conjures up two images: exotic and black. It has always been so. To the ancient Egyptians, who knew it as Kush, the land of Nubia was a fairy-tale world of wealthy Black kings and exotic wild animals at the south end of the Nile, a vital trading partner and a stubborn military rival. By the Middle Ages, the African kingdoms of Nubia had followed the Egyptians into Christianity, and the land of the Upper Nile (from its source down to Aswan) was ruled by an alliance of three Christian Nubian kings. The “Baqt,” a peace treaty signed as early as 641 AD, preserved an uneasy truce on the Nile. While the Arab armies of Islamic aggression invaded and conquered everything else in sight, Nubia remained an island of peace in a sea of violent jihad. But in 1171, dynastic disputes in Arab-occupied Egypt spilled over into medieval Nubia – setting the stage for its violent decline and fall (1172-1504).

**Nubia** is a solitaire strategy game based on that conflict, designed by R. Ben Madison. In the game, you play the Samet or Prime Minister of medieval Nubia, advising the Uru (King)

on how best to save your Black, literate, Christian civilization from pagan plunder and Muslim defilement. \$44

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

**Lines of Battle** is an exciting new game system by David Kershaw that simulates Napoleonic battles at the tactical level. **Albuera 1811** is the first game in a planned series of Lines of Battle Games. A two-player game with units that represent the Spanish, English, French, and Portuguese forces at the battle, **Albuera 1811** is played on an area map. Units are infantry, cavalry, and artillery with markers for leaders, square formations, and limbered/unlimbered artillery. Games formats are boxed, folio (plastic-bag), and print-and-play. A Vassal module of the game is available with a purchased game upon request. \$59 <http://www.whitedoggames.com/albuera>

**They Fell Like Stones: Isandlwana** is a solitaire, tactical simulation of the January 22, 1879, battle. You control the British Imperial forces and solitaire rules govern the Zulu side. As the Imperial commander, you must array your forces as best you can to meet the Zulu attack. Several scenarios are available including the use of Glyn's Detachment, which historically was sent off on a wild-goose chase, dividing the Imperial forces. <http://www.whitedoggames.com/isandlwana>

## MAGAZINES

*1914: Dispatches*, the Oregon ConSim Journal is the award winning support magazine for the historical simulations designed and produced by Oregon ConSim Games. The Journal's purpose is to expand the depth and playability of these games by providing accurate historical articles, engaging new scenarios, game analysis, player's notes, and play aids.

The debut issue of the Journal focuses on the Eastern Front during 1914 by expanding on the WWI simulation game **1914 Twilight in the East** (GMT, October 2007). During this game's design a great deal of research material was accumulated that was not incorporated due to space (and time) limitations. The Journal allows some of this material to be brought to light, more thoroughly covering the fascinating 1914 time period. The centerpiece of the publication is a collection of three well-researched historical articles that are paired with new scenarios allowing the subject to be accurately simulated.

The time period October–November 1914 contained two distinct campaigns that culminated in very large battles fought in Russian Poland: The Battle of Ivangorod and Battles of Lodz and Krakau. These battles are the topics chosen for two of the scenarios found in the journal. The first, “The Battle of Ivangorod,” is a small introductory scenario that covers the time period 22–26 October when the Austro-Hungarian First Army unsuccessfully fought to clear the Russians from their Vistula River bridgeheads at Ivangorod and Koziencie.

Following the Battle of Ivangorod, in early November the German high command acted to regain the operational initiative and protect Germany from the ravages of invasion. Using their excellent railroad network to transfer large bodies of troops, they launched an offensive to penetrate deep into the main Russian forces' flank and rear. The epic operation is the subject of the Journal's second scenario, “The Battles of Lodz and Krakau.” This expert scenario, intended for veteran players, is huge, requiring all five maps and almost the entire counter mix.

A well-known military axiom states: mistakes made in the deployment of troops at the start of operations cannot be righted in the course of the whole campaign. At the outset of WWI this was true for all fronts but nowhere was it more pertinent than on the Eastern Front. The Journal's third article, “Austria-Hungary's Botched Deployment in 1914” concentrates on that nation's botched initial strategic deployment.

The game strategy article "Playing Both Sides in Galicia" details successful opening moves on the Galician front. Based on years of gameplay experience by the designer, the article presents a corps-by-corps breakdown of Austro-Hungarian and Russian armies and offers tested solutions for the challenges they face.

Rounding out the contents are two enhanced, professionally produced Player Aid Cards designed to speed combat resolution in **1914, Twilight in the East**. \$25  
<http://www.consimgames.com/products/ocj1/>

*Against the Odds* #51 includes **Almost a Miracle!**, which uses our successful "Tarleton's Quarter!" as a game engine starting point to bring the Northern "half" of the American Revolution into play.

Will the British be able to impose "the King's Peace" on the northern colonies or will the revolution survive to birth a new nation?

The map and victory conditions for **Almost a Miracle!** show players why battles took place in key areas but also lets players explore those seemingly odd tertiary campaigns, like Halifax, Fort Pitt, and Quebec.

Designer David Jones forces both sides to deal with their own challenges. The British consistently failed to "live off the land" and had to buy or ship food to sustain their armies, while the Continentals struggled with purchasing power and transportation.

The game handles battles in both large and small scale, as both were critical to the war's outcome, with a system that models 18th Century combat and how it differed from later times, where morale, readiness, leadership, and mere chance all could be "the" critical factor at one time or another, and disease and desertion could be an army's biggest killer.

Special rules cover the short enlistments of the Continentals, the uncertainty of French support and entry, prisoner exchanges, and the variable support of Loyalists and Native Americans.

Both sides faced challenges they did not expect, and both sides contributed nearly as much to their own failures as they achieved in victory.

The game will provide insights into how narrowly the Americans succeeded and how close the British came to their own victory. <http://www.atomagazine.com/Details.cfm?ProdID=157&category=9>



*Modern War* #44 **Desert One War** is an operational level two player game covering US and allied intervention in the Persian Gulf during the 1970s and 1980s. The game has several scenarios. Two scenarios cover a US invasion of Iran in the aftermath of the Iranian Hostage Crisis of 1979-81. A third scenario covers an Oil War situation, where the US leads a NATO effort to seize Persian Gulf oilfields in response to an oil embargo.

The game system models ground, air, and amphibious operations. For the Allies, the central game system is Air



Transport Points (ATP). The opposing Opposition Forces (OPFOR) have a better logistical situation since they can rely on local supply. But many of their military units are erratic in performance. This is modeled by untried units and other game functions. Each hex represents 60 kilometers from side to side. Each turn of play represents anything from three days of intense combat to ten days of refitting. Ground units represent regiments, brigades, divisions, and groups of irregulars. \$40  
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW44>

*Slingshot* 325, July/August 2019

Containing articles on

**The Berrovieri** - by *Duncan Head*

**Telamon in 28mm with DBMM** - by *Bob Robertson*

**Nestrocque!** - by *Anthony Clipsom*

**Not a Boy Left Alive: the Attack on the English Baggage at Agincourt** - by *Anthony Clipsom*

**Wargaming Cannae** - by *Chris Hahn*

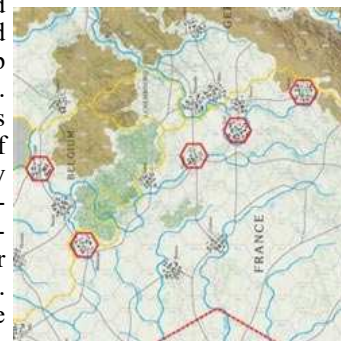
**Recruiting Agamemnon's Army** - by *Gavin Pearson*

**Building the Paduan Pavesari** - by *Duncan Head*

**How Manoeuvrable were Infantry?** - by *Justin Swanton*

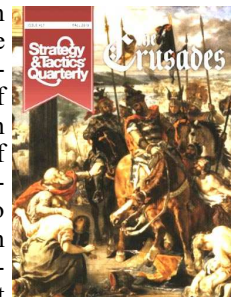
**Slingshot Book & Game Reviews**

*Strategy & Tactics* #319 contains **Schlieffen's War**, a strategic-level two-player wargame of low-intermediate complexity that covers the first six weeks of fighting on World War I's western front in 1914. The game's sub-systems are crafted to present a supreme-commander's-eye-view of the war: it is therefore almost fully strategic in its perspective, with only the most pastel of operational undertones added to enhance historical tone and texture. Each hex on the map represents 16 miles (26 km). Each full turn of play represents four days of real time. Units of maneuver are corps, with army HQ also being represented. Static fortresses also play an important role in play. One player commands the German forces. The other player commands the Entente forces (Belgian, British, and French) which are allied with each other, in opposition to the Germans. \$40



<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST319>

*Strategy & Tactics Quarterly* #7 **The Crusades**: Europe was nearing the peak of the High Middle Ages in the late eleventh century. A growing population supported not only rapid expansion of arable land, but the growth of cities that in turn fostered trade and the arts. The continent began looking outward, nowhere more so than the Levant, where Islamic expansion had subsumed much of Classical Antiquity. In a bid to unify squabbling dynasties, Pope Urban II announced a Crusade to recapture the Holy Land. It was the first of more than a dozen calls that would span four centuries, sending expeditions of knights errant to the corners of the Mediterranean and Baltic worlds. In addition to massive cultural changes, the wars had an enormous impact on the conduct of warfare. Joseph Miranda covers that impact



in the context of the period's battles and campaigns. The magazine is richly illustrated with maps, diagrams, weapons, and images of people and events. \$15

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=STQ7>

*World at War* #68 **France 1940** is a two player game that allows players to examine the strategic possibilities inherent in the campaign that occurred within France and the Low Countries in that year. A second scenario allows for an alternative history examination of the opportunity the French had in September 1939 if they had kept their promise to launch a major offensive into Germany within a week after that nation invaded Poland. Each game turn of the 1940 scenario represents 3.5 days. Aside from the West Wall and Maginot Line fortifications, all units in the 1939 scenario are divisions, while all units in the 1940 scenario are corps. In the 1939 scenario each turn represents two days and in the 1940 scenario each turn represents 3.5 days. Each hex on the map represents 16 miles (26 km) from side to opposite side. \$40



<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=WW68>

*Yaah! Magazine* #13 This is a preorder; the magazine and game will ship this fall.

Here comes lucky number thirteen. *Yaah!* #13 that is. This issue comes jammed with the usual number of entertaining articles, a damn fine game, and, wait for it... scenarios and variants are back.



First up is **The Battle of Hue!** A solitaire game designed by Jay Ward and based on his popular *Tiny Battle* Publishing title, **The Battle for Ramadi**. **The Battle for Hue!** allows gamers to control the forces of the United States and their allies as they battle to wrest control of Hue from the North Vietnamese Army and their Viet Cong friends. \$40/\$35 <https://flyingpiggames.com/products/yaah-magazine-issue-13>



## BOOKS

“Afrika 1944” is a supplement for the Panzer Grenadier system based on the potential battles of such a campaign. This module is not playable by itself, but requires ownership of our **An Army at Dawn**, **Elsenborn Ridge**, and **Liberation 1944** games (and only those games). There are 24 all-new scenarios included.

There are 88 new German pieces in the desert scheme, originally included in our long out-of-print **DAK '44**. They include Tiger, Tiger II, and Panther tanks, Hetzer tank destroyers, Wespe self-propelled artillery plus the anti-tank guns, mortars and rocket launchers of Germany's 1944 arsenal. Plus 42 more, giving the Royal Italian Army modern, German-designed tanks. The scenarios are completely new, organized in our story-arc format with two battle games to link them together. \$30

<http://www.avalancheppress.com/gameDAK44.php>



“They Shall Not Pass” is a full-sized book about the battle and a complete historical game on the subject including everything you need to play except dice.

The book covers the armies that fought at Verdun and the course of the battle. It has strategy tips for playing the game, and shows how the game relates to history.

The game is a quick-playing simulation by William Sariego covering the crucial first 10 days of the battle. Artillery bombardment and assault combat take place separately. Elite troops have numerous advantages, and morale is a vital component of the game. Game pieces represent regiments and a handful of battalions. Units are rated for morale, attack, defense and movement. \$35 <http://www.avalancheppress.com/gameShallNotPass.php>



★★

