

Game News

Avalanche Press

Horn of Africa takes players to this little-known theatre of the Second World War, the battles between the Royal Navy's Red Sea Force and the Regia Marina's Red Sea Flotilla during the East African Campaign of 1940-1941. Ten battle and 15 operational scenarios depict the major actions of the campaign, along with a number of hypothetical situations that examine possible British intervention in the Second Italo-Abyssinian War of 1935-1936, as well as the use of ships on both sides not historically available but which with better preparation in the 1930s or even on the eve of war could have been present.

Horn of Africa is a complete game in the Second World War at Sea series. There are 40 "long" ship pieces and 60 square pieces representing small warships, transports, aircraft, and markers needed for play. These include the complete Red Sea Flotilla and Red Sea Force, plus some unusual ships planned but never built (or never re-built) by both the Royal Navy and the Regia Marina. \$45

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

Panzer Grenadier: Leyte 1944 includes 88 new die-cut, silky-smooth playing pieces with additional U.S. Army, Imperial Japanese Army, and Special Naval Landing Force pieces: Japanese paratroopers, American paratroopers, flame-throwing Sherman tanks, and more. \$30

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

Second Great War at Sea: Tropical Storm. The Second Great War at Sea: Tropic of Capricorn told the story of a war that never happened: a naval conflict between Argentina, Chile, and Brazil breaking out in 1940 as part of the world-wide Second Great War. **Tropical Storm** picks up the story, as a German squadron arrives to aid the Brazilians and the naval war continues.

The Second Great War is our alternative-history setting, in which American President Woodrow Wilson's attempt to mediate an end to the fighting succeeds, leaving the great empires intact to fight again a generation later. War spreads around the globe, eventually engulfing the empires' South American allies.

Like all the other Second Great War at Sea games and books, **Tropical Storm** uses the rules from Second World War at Sea and is fully compatible with that series' historical games.

Tropical Storm includes a map (covering Argentina's central coast) and 80 new die-cut, silky smooth playing pieces (60 "long" ship pieces and 20 standard-sized square ones). Thirty new scenarios move the story along and put even more hot battleship action on your gaming table. \$35

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

Compass Games

Jacobite Rising is our first standalone game for Commands & Colors Tricorne (ownership of Tricorne is NOT required) and features 13 battle scenarios by Richard Borg. Mounted game board, terrain tiles, blocks, command and combat cards, stickers and large, molded dice are all included. You will find many new and interesting play concepts which brings new experiences and challenges covering the world of the Highland Clans in the time of the Jacobite Risings. \$75/\$99

<https://www.compassgames.com/commands-colors-tricorne-jacobite-rising.html>

Assault Artillery (AA) recounts the Battle of La Malmaison, 23-27 October 1917, in which the French employed their Artillerie Spéciale (tank force) and creeping barrage to capture Pignon, Vaudesson, and the coveted Chemin des Dames ridge. The French victory confirmed their recovery from the mutinies spawned by the disastrous Nivelles Offensive fought over some of the same ground six months earlier.

In a six-day preliminary bombardment, French guns, with a three to one advantage, silenced most of their German counterparts and smothered German rear areas with dense gas to impeded German reinforcements. At 0515 on October 23, (zero hour) six divisions of the French XI, XIV, and XXI corps attacked on a 7.5-mile wide front. French infantry advanced in the predawn twilight behind an elaborate creeping barrage with 63 Schneider and Saint-Chamond tanks in support. Twenty-seven of the 63 tanks bogged before reaching the front line. A combination of German fire and mud stopped 15 more in no man's land. Twenty-one French tanks (1/3rd of the starting total) actually made it to the German second position. The French 38th Division captured Fort de Malmaison and XXI Corps took Allemant and Vaudesson. From 24 to 25 October, XXI and XIV corps advanced while I Cavalry Corps came forward to exploit a hoped-for German collapse.

With specialized "eingreif" companies sprinkled all along the front, the Germans launched numerous local counterattacks. However, the French wave was inexorable. Still, the German 7th Army retired from the Chemin-des-Dames to the north bank of the Ailette in good order.

By October 26, the French had gained 3.5 miles in some places at a cost of only 12,000 casualties, far fewer than Germany's 38,000 and a significant improvement over the 30,000 French losses suffered in the same area during April's Nivelles Offensive. The French also bagged about 11,500 German prisoners. The Artillerie Spéciale proved its worth by smothering numerous German machine gun posts.

AA is the third volume in the Red Poppies Campaign (RPC) system for gaming World War I battles. Ownership of previous volumes, **The Battles for Ypres** and/or **Last Laurels at Limanowa**, is NOT required to play **AA**; everything you need to play **AA** is in this box. \$52

<https://www.compassgames.com/red-poppies-campaigns-volume-3-assault-artillery-la-malmaison.html>

Critical Hit

Cambrai 4 - Highlanders Ground (ATS edition)

Printed trench networks, rattling tanks of the earliest vintage ... Highlanders ... This is a GWATS Module and includes special rules and 8 scenarios set on the historical map provided. Ownership of the ATS Rulebook 2014, plus GWATS 1 and Cambrai 1 is required. \$65/\$90

<https://www.nobleknight.com/P/2147834529/Cambrai-4---Highlanders-Ground-ATS-edition>

Decision Games

Lucky Forward: The Lorraine Campaign This GOSS series game presents Third Army's fall 1944 offensive to just before the Germans launch their Ardennes Offensive further north. The battles of Metz, Fort Driant, and the German counteroffensive attempt against Patton using the new German Panzer Brigades are included. Smaller scenarios allow players to game smaller periods of time in each of the four months making up the campaign. Variant counters are included for an optional airborne operation. The game maps mate to **Wacht am Rhein** (2012), allowing more options for both simulations. Five maps, 12 counter sheets. \$220 <https://shop.decisiongames.com/ProductDetails.asp?ProductCode=1034>



Europa Simulazioni

Custoza, Fields of Doom In July 1848, the battle between the Piedmontese Army under King Carlo Alberto and the Austro-Hungarian Army under Field Marshall Radetzky signed the turning point of the First Independence War, and the defeat of the Piedmontese dream of an Italian Crusade against Austro-Hungary.

In 1866, on 24th of June (the recurrence of Solferino), a far bigger, but inconclusive, battle was fought between the new Italian Kingdom Army under Vittorio Emanuele II, son of Carlo Alberto, and the Austro-Hungarian Army of South led by Archduke Albrecht. The battle started as a meeting engagement, ending in a massive fighting. It was a crushing defeat of the Italian colours, but the Third Independence War gave Veneto to the Kingdom of Italy, because of its alliance with Prussia, who was winning the Austro-Prussian war of 1866. €54
http://italianwars.net/games/custoza_fields_of_doom

Fast Play Wargames

The 2nd battle of El Alamein is a simplified simulation of the mid 1942 battle in the desert of Egypt that marks the start of the counterattack that would see the Afrika Korps destroyed in a few short months. It would also turn General Montgomery into a household name to rival his enemy Rommel.

Advanced and optional rules based on historical events are included for more experienced players looking for a deeper and more complicated game. \$15
<https://www.nobleknight.com/P/2147834920/2nd-Battle-of-el-Alamein>

War of 1812 - Andrew Jackson's War is the final of three low-complexity wargame sets covering the major battles of the war between Imperial Great Britain and the young republic of the United States of America.

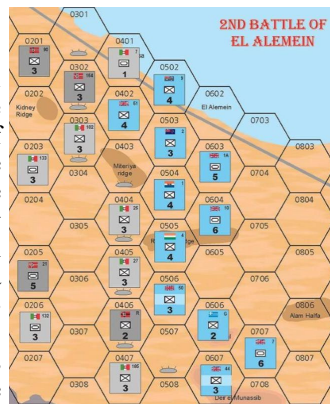
This set contains everything needed to play the 12 scenarios for the Red Stick Creek War and the New Orleans campaign. \$35

<https://www.nobleknight.com/P/2147835422/War-of-1812-Scenario-Set-3---Andrew-Jacksons-War>

Lee at Gettysburg The battle of Gettysburg is the most famous of America's blood soaked 4-year-long Civil War. Although the historical battle took place over 3 days, the game should take no more than an hour to complete.

Lee at Gettysburg is the first of a series of small introductory level Civil War board wargames that gradually build in complexity. They are intended to serve as an introduction for younger players while still providing a quick and fun little game for more experienced players. \$15

<https://www.nobleknight.com/P/2147834917/Lee-at-Gettysburg>



GMT Games

Beneath the Med is a solitaire tactical-level game placing you in command of an Italian submarine during WWII. This is the fourth game in the **The Hunters** series and covers one of the largest fleets of submarines in the world at the time. You command one of many submarine models available starting in 1940 and look to successfully complete patrols until the armistice in September 1943. Not only is this a standalone game, but fans of **The Hunters** will enjoy having the capability to complete Italian careers in one of the many interesting classes of Italian submarine.

While your mission is to destroy as much Allied shipping and as many Capital ships as possible, players will find it extremely challenging to survive until the Armistice.

Beneath the Med is purposely designed to deliver a brisk yet intensive gaming experience that forces many decisions upon you as you take command of the major Italian submarine classes. All the major classes are accounted for, with every level of detail, including period of service, armaments, crew make-up, damage capacity, and more. Fans of **The Hunters** will enjoy the same nail-biting game system but will be challenged by the thick Allied air cover and the problematic fire control systems of the Italian boats.

Ten Italian submarine classes are profiled and available for you to choose from. Patrol zones reflect the period during the war at sea and will shift as the war progresses. All stages of the U-Boat campaign are represented; difficult missions include mine-laying, commando delivery, and the extremely dangerous harbor penetration missions.

The major Italian classes are represented and accurately profiled for the patrols you will undertake during the war: \$52
<https://www.gmtgames.com/p-697-beneath-the-med.aspx>

The Battle of Rhode Island, August 29, 1778 On the night of August 28-29, 1778, the American Army under Major General John Sullivan pulled out of its siege lines around British-held Newport, Rhode Island, and began an evacuation northward off of Aquidneck Island in Narragansett Bay. The withdrawal was precipitated by (1) the departure of the French Fleet and its land forces under Comte d'Estaing after the "Great Storm" several days earlier shattered both the French and British fleets and (2) by expiring enlistments of militia units in the American Army. Major General, the Baron Robert Pigot, commander of His Majesty's forces in Newport, sortied on the morning of the 29th in hot pursuit of what he expected to be a strung out American army in disarray. Instead his British and Hessian columns first encountered stout delaying forces under Colonels Livingston and Laurens and next a main American line extending 2-miles across the Island, from shore to shore, on good prepared ground that protected the ferry crossing to the mainland. It was a hot fight that ended in a tactical draw although both sides claimed strategic victory; Sullivan because he was able to get his army off the island and Pigot because he held the battlefield and the city of Newport. Perhaps this quote from Major General Nathanael Greene best sums up the fighting prowess of these post-Valley Forge Americans, many of whom were veterans of Monmouth Courthouse fought earlier that summer. "To behold our fellows chasing the Hessians off the field of battle afforded a pleasure which you can better conceive than I describe."

The Battle of Rhode Island is volume 9 in GMT's Battles of the American Revolution series by designer Mark S. Miklos. The map board depicts the northern half of the island including the fortified American positions around Butt's Hill. There are 64 American, British, and Hessian combat units and leaders giving the game a counter density comparable to **Saratoga** in the series. Although the tactical situation is somewhat straightforward, Americans retreating and British pursuing primarily up

two main roads, the nuanced play and game texture is like that found in all the games of the BoAR series.

To ensure replay-ability, each player has a unique deck of 26 Opportunity Cards that either enhance his side or diminish the enemy. Cards are drawn at-start and occasionally throughout play as governed by the turn track. There are also mechanisms for card draw tied to accumulated casualties or the possession of terrain objectives. Players may also spend Momentum to purchase additional cards.

The cards themselves may provide DRMs, adjustments to Army Morale, leader replacements, tactics advantages, step losses or step recovery, and additional units introduced into play among other outcomes. There is also the possibility of the game being extended one game turn into "night" wherein the British launch a surprise night attack.

There are only a handful of Exclusive Rules to provide chrome including a squadron of British warships which may conduct off-shore bombardment. Players familiar with the core game system will be off and running in no time.

As a bonus, volume 9 will include a second scenario; **The Battle of Newport**. This hypothetical scenario features a second map board depicting the southern half of the island, the city of Newport and the British defensive works that surrounded it, as well as the American siege lines. The French army is presumed to have stayed on the island to cooperate in a direct assault upon the town. It will make for a fascinating "what-if" study of the first attempt at cooperation in the war by Franco-American forces. \$59

<https://www.gmtgames.com/p-634-the-battle-of-rhode-island.aspx>

Hexasim

A Matter of Honor Long before it became the site of Charles Lindbergh's landing after his first air crossing of the Atlantic Ocean and later of a renowned international Airshow, the town of Le Bourget, in the outskirts of Paris, was the scene of a bloody battle between the French Army and the Prussian forces besieging Paris in October 1870, during the Franco-Prussian War.

A Matter of Honor is an action-packed two-player tactical board game using a simple but effective area impulse activation system. The game captures the dramatic intensity of the Battle of Le Bourget and its desperate house to house fighting. Added chromes include random event cards featuring historical events players may use to influence the outcome of the battle. Units are companies of elite Prussian Guards, facing determined French Regulars and National Guardsmen in a fight to the finish and for a matter of honor. €39

<https://www.hexasim.com/en/2990-A-Matter-of-Honor.html>

High Flying Dice Games

No Pasaran, The Battle of La Coruna Road, January 3-16, 1937 \$16

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

Lances and Steel, The Battle of Mokra, September 1, 1939 \$21

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

Long Hard Road, The Battle of Dubno, June 1941 \$21

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

Solitaire Games: <http://www.hfdgames.com/solo.html>

Hollandspiele

White Eagle Defiant The German invasion of Poland commenced on September 1, 1939 and was over by October 6. Though short, it was by no means the foregone conclusion trumpeted by Nazi propaganda. Poland's resistance was brave and stubborn; they made their enemies pay for every inch.

This is the topic of the second game from designers Ryan Heilman and Dave Shaw. Their first, **Brave Little Belgium**, delighted gamers with its streamlined approach to chit-pull and point-to-point wargaming, securing it a Charles S. Roberts nomination. Since its publication, we've often heard from new wargamers for whom it served as their introduction to the hobby. If **Brave Little Belgium** was your first wargame, **White Eagle Defiant** could be your second. It builds on the slick foundations of its predecessor while introducing additional complexity and nuance, such as specialized unit types and pincer attacks. The strategic situation and victory conditions are also a bit more varied, forcing players to attack and to defend on multiple fronts. You must choose your battles carefully and be flexible and responsive to an ever-evolving situation on the ground. \$45

<https://hollandspiele.com/products/white-eagle-defiant>

Stilicho: Last of the Romans is the long-anticipated follow-up to designer Robert DeLeskie's popular and challenging solitaire game **Wars of Marcus Aurelius**. The brain-boiling card angst and nail-biting combats that made that game so compelling are back, along with some new wrinkles that make for a more challenging and nuanced decision space. For example, the Surge mechanism that caused so many gamers to invent new curse words is now more nefarious, with each enemy card having specific surge effects. Rome's enemies sometimes bump into each other, resulting in enemy-on-enemy battles. Regions might go into revolt, garrisons might defect to the banner of the pretender Constantine III, and the wily courtier Olympius might turn the emperor Honorius against you.

No wonder the historical Stilicho only lasted until turn 3! If you want to win, you'll have to last much longer than that, all while taking on tougher and more resilient enemies than poor Marcus had to face, and with less resources at your disposal. \$50

<https://hollandspiele.com/products/stilicho-last-of-the-romans>

Matrix Games

Red Storm is available now and is the third and final DLC in the Soviet Trilogy for Order of Battle: World War II franchise. The new expansion covers the battles of the Red Army from 1943 to 1945.

The campaign begins with the fierce tank battle near Prokhorovka during Operation Citadel which was the last grand German summer offensive on the Eastern Front in mid-1943. The failure of Operation Citadel led the Red Army to be almost always on the offensive after. The ultimate goal of this campaign, therefore, is defeating the Third Reich in the Battle of Berlin.

You will now be able to purchase light Ba-64 armored cars, devastating BM-31 Katyusha rocket launchers, or hard-hitting 100 mm anti-tank guns. Improve your air forces with the agile Yak-3, the heavily armed Yak-9T, and the more advanced Yak-



9U as well as the improved medium Tu-2 and heavy Yer-2 bombers.

It is not just the allies getting new equipment, however, as the enemy is also fielding brand new equipment: the Germans now deploy their deadly 8.8cm Pak 43 as well as the nimble Pzkw II Luchs and new He-162 jet fighters in 1945. Their Hungarian allies will also field Turan tanks, Zrinyi SP guns as well as the BF-109 and Me-210 aircraft. \$15

<https://www.matrixgames.com/news/order-of-battle-red-storm-out-now>

Combat Mission Shock Force 2 is set in a hypothetical modern-day (2008) Syrian conflict. The game's 3D graphics engine takes advantage of Battlefront's vast experience in 3D wargames, giving an unprecedented level of realism and detail – so much that the game is used in several professional military environments for training and analysis purposes. Players can assign orders to their units, either in real time or with the innovative turn-based WeGo system, as **Shock Force 2** focuses on tactical platoon-level action.

The game features a single-player campaign, several pre-made scenarios and multiplayer (Hotseat or PBEM). The DLCs add the US Marines, the British Forces, and the NATO armies (German, Dutch and Canadian). \$60

<https://www.matrixgames.com/news/combat-mission-shock-force-2-is-now-available>

Multi-Man Publishing

Last Stand: The Battle for Moscow, 1941-42 Masahiro Yamazaki, the designer of the MMP games **Red Star Rising** and **Stalingrad Pocket**, has designed his greatest game on this great conflict: **Last Stand: The Battle for Moscow 1941-1942**. Using all the tricks in his designer's bag, Mas has made this titanic struggle playable but without sacrificing a great sense of history. Offering 3 scenarios to show different aspects of the campaign, and a unique way of showing the plight of the Soviet morale as a nation faces possible complete military defeat, all in a manageable size, **Last Stand** is a game that has no competitor. \$49

<https://www.multimanpublishing.com/tabid/59/ProductID/96/Default.aspx>

Ariete: The Battle of Bir el Gubi, Libya The Tactical Combat Series (TCS) contains realistic, playable games of specific World War II actions. The game system was designed to handle two roughly regiment-sized forces, in battles lasting a day or two.

The system's emphasis is on command and combined-arms effects, with a relatively simple set of combat and movement systems. The combat command rules impose realistic limits on the player's ability to rapidly change missions, without burdening a player with cumbersome detail.

TCS was about to be retired, but we believe there may be demand to support smaller print runs, in a ziplock format. We intend to print one game to evaluate demand for TCS. The series may continue if it is to be economically viable. \$36

<https://www.multimanpublishing.com/Products/tabid/58/ProductID/358/Default.aspx>

Osprey Publishing

Undaunted: North Africa, A Sequel to the WWII Deck-building Game. The North African Campaign has begun. Take control of the British Army's Long Range Desert Group and operate behind enemy lines or command the formidable Italian forces opposing them. In this sequel to **Undaunted: Normandy**, players will once again lead their sides through a varied series of missions. As casualties mount, wounded units leave the players' decks, forcing them to adapt in the face of changing tactical circumstances. Use your cards to strengthen your

forces, deploy vehicles to advance rapidly across the battlefield, and seize the initiative as you determine the outcome of the North African Theatre. \$40

<https://ospreypublishing.com/undaunted-north-africa>

Pacific Rim Publishing

Across the Pacific The Imperial Japanese Forces start out as prepared as they are ever going to be — ships, troops, aircraft all at the ready — enough scarce oil on hand to form the task forces needed to evict the Western Powers from southeast Asia and the Pacific Ocean. Before the war begins, the Japanese select their long-term goals — will they attack the United States or bypass Pearl Harbor and the Philippines in order to concentrate on knocking Imperial Britain, the Netherlands, and China out of the war first? As months pass, the Japanese forces must balance strategic posture with the need for vital resources in order to maintain mobility in defense against the enemy.

The Allied Forces begin the struggle scattered across the Pacific Basin and weak in weapons. Strength must be gathered and sent out to bulwark faltering places in the front lines and seek out weak spots where enemy forces may be brought to battle. US, British, Dutch, Indian, Australian, Soviet, New Zealand, French, Burmese, and Chinese Forces grow in power. All of the industry, stubborn resolve, and resources the Allied forces possess must be focused in combat against a skillful and courageous enemy.

Across the Pacific portrays the entire Pacific War in five-month turns with units that range from armies to regiments, air fleets to destroyer flotillas. The game system is interactive so that each player is involved at every moment of play. The heart of the game's mechanics is a series of strategic and tactical phases — 5 per player per turn — that are sequenced by a chit draw so that each player will know his and his opponent's possible actions, but not the order in which they will be undertaken.

Across the Pacific provides a manageable and fast-paced wargame that has a high level of detail and operational flavor while retaining the strategic scope of the ebb and flow of the Pacific War. \$90

<https://justplain.com/ACROSS-THE-PACIFIC-PRP-005.htm>

Red Sash Games

Army of the Rhine is the fourteenth volume in Red Sash Games' Lace Wars series. This game is the last in a set of four dealing with the War of the Grand Alliance (1688-1697). This war, sometimes called the War of the League of Augsburg or the Nine Years' War, was the second of the three great wars of Louis XIV. As a young man he waged the Dutch War to expand France's borders. That was a war of aggression. As an old man he fought the War of the Spanish Succession to put his grandson on the throne of Spain. Despite the King's ultimate aim, that was a defensive war. The War of the Grand Alliance was Louis' war of middle age — a war of grinding attrition involving nearly a million men. There was not even supposed to be a war, only a demonstration of France's power. France was engaged in a long process of securing her eastern and northeastern frontiers. Louis felt his prestige was on the line when some of his German neighbors — specifically the Elector Palatine and the good burghers of Cologne — refused to give him what he wanted. A strong message needed to be sent. Also, by taking military action the French would put heart into the Turks, who were fighting a losing battle against the forces of the Holy League; keeping the Ottoman Empire in the game would ensure the Holy Roman Emperor could not support the minor powers who were the real object of King Louis' wrath. But, things did not go as planned. The French tried the 'shock and awe' approach and only succeeded in making the Germans angry. The Rhine

front was vital for several reasons. The valuable territories of Alsace and Lorraine were recent French acquisitions which the Empire wanted back. Also, the Moselle River gave access to the French heartland and needed to be secured. On the other hand, the German lands along the Rhine were some of the wealthiest in the Empire and greatly at risk from French incursions. And yet, no major battle was fought on this frontier in all the ten years of war, and after 1689 no major sieges were conducted, either. But the theatre remains an interesting one because it showcases the routine of war in the closing decades of the 17th Century. The generals who commanded here were skilled veterans who either got their start under Turenne and the Great Condé, or fighting the Turks under the banner of the Empire. They knew their business. In consequence, neither side could gain enough of an advantage to risk the chaos of a big battle. This was a war of maneuver and attrition. The French made it their aim to subsist at German expense whenever possible. To protect their own lands from the same treatment, they laid waste vast tracts of land along the German side of the Rhine, forcing their enemies to base themselves far from the river. Both sides also made extensive use of the spade, constructing fortified lines tens of kilometers long, in a foreshadowing of the trenches of the Great War.

In **Army of the Rhine**, you will have a chance to change history – and even if you cannot, perhaps you can win enough glory to write your name in the history books. The Rhine Valley is far from the eyes of both Sun King and Emperor, but you will be pitted against a worthy opponent – Frank versus Teuton, yet again. As the French, will you pursue an offensive or a defensive strategy? Although Versailles is far away, you bear a heavy burden of responsibility. The Sun King will not be pleased to hear that Alsace has been pillaged, or that the Württembergers have failed to pay the Contributions he demanded last year. Will you then risk battle? You may also be forced to play nursemaid to the Dauphin, the King's eldest son. He is a good man, and brave, but not exactly the sharpest tool in the shed. If his reputation needs patching up, expect to be ordered to lay siege to some massive fortress. On the other hand, if Versailles decides to pursue diplomacy, you will have to secure and 'rationalize' the frontier. As the Allied commander you lead a motley collection of troops. They are nearly all German, but that means very little. \$295

<https://redsashgames.com/lace-wars-series-games/army-of-the-rhine.html>

Sisu: Battles for Suursaari Island 1942 & 1944 Suursaari, also known as Högland, Gogland, or 'the Great Island,' is a large island in the Gulf of Finland. In 1942 and again in 1944 it was the focal point of a battle. The island is centrally located, perfect for dominating sea lanes leading to Leningrad or those crossing between Finland and Estonia. Float planes, or ski planes in winter, could use it as a base; strings of minefields could be monitored from it; coastal guns emplaced on it could engage passing ships. Immediately before World War II the island belonged to the Finns. It was a rustic vacation destination, complete with casino. The Russians acquired the island without a fight during the Winter War of 1939/40. In the winter of 1942, the Finns took it back from the Russians. In September 1944 the Germans tried and failed to take it from the Finns. This game comprises two scenarios covering these battles, using a common set of rules.

Scale is 300 meters across a given hex. Contour lines are 20 meter intervals. Since the 1942 battle took place in winter and the 1944 battle took place in summer, each scenario uses its own map. The military units are sections (squads), platoons, and companies. Other counters represent batteries of artillery and mortars, naval craft, individual commanders, and bunkers. Each player's military forces must maneuver across the game board, attacking the opposing force with direct and indirect fire,

airstrikes, naval gunnery, and fighting hand-to-hand. One player is the Defender and the other is the Attacker. The Attacker must achieve his objectives before time runs out. The longer the game goes on, the more objectives he must achieve to win. Turns are one hour. Special rules include snow storms, the Finns attacking across the ice in winter, German naval landings using barges and assault boats, naval gunfire by flak barges and a destroyer squadron, airstrikes, variable visibility due to terrain, weather, and time of day, antitank guns that can fire HE in an indirect role, and much more.

In the 1942 scenario the Finns attack across the ice in a blinding snowstorm against a reinforced Soviet battalion of half-frozen men, some of whom nevertheless resisted for 3 days. In the 1944 scenario the Germans fail in their attempt to bluff the Finns into handing over the island peacefully, land a motley force including worn-out infantry, coastal artillery personnel, 88 mm flak guns with no ammunition, and 580 men of Marine-Artillerie-Abteilung 531. The 531st was no sedentary coastal garrison, but a special commando unit whose men took part in the very first battle of the war, the assault on the Westerplatte at Danzig on 1 September 1939. The Finns defeat them all, just in time to hand the island over to the Soviets as part of the Armistice agreement. \$75

<https://redsashgames.com/non-series-items/sisu-battles-for-suursaari.html>

Revolution Games

Fury at Midway was originally published in Japanese by Bonsai Game as "Midway: Turning the Tide in the Pacific." Changes in this Revolution Games version include making it a two map game, one for each player, which makes for an increased degree of hidden information regarding air strikes, damage, and combat air patrol. Four additional event cards were added to better cover the range of historical events of the battle. Anti-aircraft fire was reduced and rules for hitting the wrong carrier force were introduced. The map areas were expanded a hex row and the counter art was redone.

The game system is primarily one of air operations. When to strike and with what planes is the primary question of the game. This is balanced by how you defend your own fleet and the island of Midway for the Americans or the invasion fleet for the Japanese. The Japanese have to either take Midway or win the carrier battle to win the game and having two objectives really challenges the Japanese player to make a good plan while the American situation is simpler but his forces are not as well trained and errors in navigation, strike coordination, escort, etc. can take a toll. Surface forces are not shown in the game except in their effects in AAA, bombardment, or the slight chance of an abstract night surface battle. This is a simple yet pretty accurate version of Midway that was a lot of fun during testing. \$39 <http://www.revolutiongames.us/>

Taktyka I Strategia

San Marino 1944 (WB-95) On September 12, another Allied offensive was launched, targeting Rimini and San Marino. The Germans knew full well that the loss of Rimini would lead the Allies into the Po valley, and they did everything to slow down and stop this attack on the coast. But the Allies also attacked the San Marino direction - right through the hills. They also used armored divisions, which were expected rather on the coastal plains. 85 PLN



Nordwind 1945 (WB-95) The German offensive in Alsace, in early 1945, was the Wehrmacht's last attempt to take over a strategic initiative on the Western Front. After the defeat in the Ardennes, their last forces were thrown into the fight. The attack ended in defeat and the loss of the entire Kolmar bridgehead. The losses were so great that it was only a matter of time before the entire German front collapsed on the Rhine.
<https://taktykaistrategiasklep.pl/produkt/nordwind-1945/>

THGC Publishing

French and Indian War Game is a stylized game of the portion of the Seven Years' War fought in North America commonly known as the French and Indian War. The game is not intended to be an exact simulation or recreation of historical events but is designed to be a challenging game that captures some of the flavor of the history surrounding these events.
<https://www.thgcpublishing.com/french-and-indian-war-game>

VentoNuovo Games

Black Swan is the new block wargame covering WWII in Europe from 1939 to 1945. It is a game for 2-5 players with great solitaire suitability.

As in all other block games, both the Fog of War and Unit strength reduction/increase by rotation drive gameplay in **Black Swan**, as a player cannot know the identity or the strength of an enemy block until it is revealed in combat.

Black Swan is a historical game with some fixed starting points, but the outcome is completely unpredictable, and despite the historical result, the Axis Side (Germany and Italy) can defeat the Allied Side (France, Great Britain, US, and the Soviet Union).

Developed with a system of wooden blocks and cubes and played out over an astonishing 125x87 cm (49"x34") full laminated multicolor mapboard, the only paper component in the box is the rules manual. In total, more than 500 wooden/sticker components have been created by the best Italian artisanal industry. Wooden parts are painted "A buratto", a technique usually adopted for painting car parts and accessories. €110
https://ventonuovo.ventonuovo.net/epages/15417.sf/en_US/?ObjectPath=/Shops/15417/Categories



White Dog Games...

Has a number of solitaire games you can check out at: <https://www.whitedoggames.com/solitaire-games>

MAGAZINES

Against the Odds #52 contains **Operation Ichi-Go**. In mid-1944, despite their rapidly deteriorating position, the Japanese launched a massive offensive in China. They had three objectives:

Open a land and rail route across China to their southern conquests in Indochina and the Dutch East Indies (and bypass the US submarine blockade along the Chinese seacoast)

Eliminate all the US bomber bases in China from which B-29s were targeting the home islands

At a minimum, severely degrade Nationalist Chinese capabilities and best case, maybe even knock the Nationalists out of the war.

Operation Ichi-Go ("Number One") was the largest ground offensive in Japanese history, with 500,000 troops, 800 tanks and massive logistics and artillery support. They used their tanks in armored divisions – the only time in the war they deployed such concentrations.

Ironically, Japanese armies reached the goals that they set, but US airpower prevented them from using their land route to any great extent, and US victories in the Pacific gave the US plenty of other airbases to attack the Japanese mainland.

However, the offensive made a huge difference to postwar Asia. The Nationalists lost important territory, including scarce industrial capacity and rice-growing areas vital to their economy. They also lost military prestige and an enormous number of troops, perhaps as many as 750,000 casualties, weakening their ability to fight the Communists. And, fatally, in order to do the offensive, the Japanese emptied Manchuria, leaving defenses against the Soviets there very weak, and from areas in China where they had been containing Communist guerrillas, creating a vacuum that the Communists quickly filled.

A "what if" option allows for the exploration of the potentials of a massive US invasion on the Chinese coast (Operation "Causeway"), one of the many approaches the US considered before finally deciding to invade the Philippines instead.

There is also a separate set of full solitaire game rules inside (designed by Steven Cunliffe) where the active player (as Japan) competes against the Nationalist Chinese side run by the game system.

The game features nine monthly turns; units of maneuver are IJA (and US) divisions, with individual Chinese units varying in organizational size from divisions up to army groups. Most Chinese units are "untried" and only reveal their true value at the moment of combat. \$40

<http://www.atomagazine.com/Details.cfm?ProdID=158>

Battles Magazine #14 contains 1936 "Miracle of November" Storm Over Madrid €31

<https://battlesmagazine.com/eshop/index.php>



The Compleat Battletechnology all 21 regular issues plus both Special Issues —

BattleTechnology: The Early Years

Battle Technology: The Lost Issues

\$200 postpaid

<https://justplain.com/main.sc>

Modern War #49 contains a two-player alternative history wargame intended to investigate the operational parameters that would have been in place during the first four days of fighting in that border area of West Germany had the Soviet Union decided to try to attack sometime in the early 1980s. It was during that timeframe the Warsaw Pact achieved a possible decisive “correlation of forces” between their militaries and those of the West.

This game is the second volume of the 7DR (Seven Days to the Rhine) Series. Each single-volume game uses the same system and will be playable alone or mated to other games in the series. Each hexagon on the map represents 2.5 miles (four kilometers) from side to opposite side. The Warsaw Pact is in regiments, while the units of maneuver on the NATO side are battalions. Air power and electronic warfare counters and rules abstractly represent, the effects of one side or the other gaining temporary superiority within those sub-realms of conflict. Each day of real time consists of one nighttime and two daylight turns. \$40

<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=MW49>

Obscure Battles This is not a magazine, but it includes many, many battles described very well. Check it out.
<http://obscurebattles.blogspot.com/>

Panzerschreck #17 is an 88-page full-color, 6" x 9" format magazine containing three complete issue games—land, sea, and air—in addition to wargaming articles and brief reviews. **Battle Over Dunkirk** is a two-player WW2 aerial combat card game, and part of the Battle over Britain game series. It contains 16-page instructions, Dogfight Display, Reference Card, 32 rated warplanes (9 French, 9 British, 4 German, 2 Belgian plane types), campaign game, and four scenarios covering the 1940 Battle for France, and Dunkirk. Standard and optional rules included. **Der Tag**, 1916, is a solitaire, strategic level game simulating the North Sea campaign between the British and German navies. Comes with 17-page rules, set of Action Cards, small map, 60 British ship counters, 34 German ship counters (2nd generation BB, BB, BC, B, and AC types), game tables, and game markers. Standard and optional rules included. You pick the side you wish to play, and the game system handles the other side. **Napoleon In Italy** 2nd ed. is an operational level wargame for two players simulating the 1796 campaign between Austrian and French forces. Includes 12-page instructions, game map, set of counters, roster sheets, and game tables. Articles in this issue include thumbnail reviews of **The Longest Trench** (UGG), **Sarajevo 28 June 1914** (Lamaca), **War-game Vault**, **Civil War** (Avalon Hill), **Enemy Coast Ahead: Doolittle Raid** (GMT), **Wing Leader: Supremacy 1943-45** (GMT), **Red Factories** (MMP), and general articles including **Game Ratings: Too Clever by Half?**, **Retro 5th ed. Variant Game Marker Set**, **Synopsis of Games Published in Panzerschreck 1998-2020**, plus the usual editorial pieces included in each issue.

Game components are provided in the pages of the issue and must be scanned and printed. Alternatively, you can order physical game components separately from Minden (components are in color, on thick card, and must be cut before play).

Panzerschreck #17 stands in the long line of issues of this award-winning magazine, providing games of strategy that are high in playability and historicity. Available both in book format, and PDF format. If you've been a fan of *Panzerschreck*, you will no doubt be very pleased with this new issue. If you are new to it, check out what you've been missing. *Panzerschreck* aims to recapture the feel of the golden age of wargaming. We're very pleased with this edition and are confident you will be as well. Editor & Designer: Gary Graber. \$14
http://minden_games.homestead.com/Specials3.html

Strategy & Tactics #324 **Fight The Fall: Faesulae A.D. 405 & Tricamerum A.D. 533** is a two-player wargame system that simulates the battles that occurred during the era AD 376 to 560, roughly the time from when the Goths crossed the Danube to the Byzantine reconquest of the west.

The game system emphasizes command control, leaders and unique tactics. Players pick command markers to generate actions, modeling the chaos of the battlefield. The objective is to gain victory in battle, usually by destroying enemy units and morale. Each hex represents an area about 100 yards across. Each unit represents from 400 to 2,000 men. This game includes two scenarios:

Faesulae AD 405: Gothic chieftain Radagaisus vs. the Roman warlord Flavius Stilicho.

Tricamerum AD 533: Flavius Belisarius vs. Gelimer (King of the Vandals), mid-December AD 533 west of Carthage. \$40
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=ST324>

Strategy & Tactics Quarterly #11 - Thirty Years' War—Violent Birth of Modern Europe. Modern Europe is the product of the gradual evolution of political, economic, and social institutions, interspersed with cataclysmic events as the old order resisted change. The early seventeenth century saw one of the worst. The Thirty Years' War of 1618-1648 tore through central Europe, depopulating large tracts of Germany, while subsidiary fights erupted on the high seas, in the Americas, and in the Far East. It melded the last of the Catholic-Protestant wars and the first stirrings of nationalism to ongoing dynastic struggles for European hegemony. Joseph Miranda brings his incisive writing to bear on this complicated story, aided by a profusion of colorful maps, to identify its major threads. \$20
<http://shop.strategyandtacticspress.com/ProductDetails.asp?ProductCode=STQ11>

War Diary #15

Four Roads To Paris by John Burt

Liddell Hart And the Fall Of France by John Burt

The Sage Weather Variant by Michael Sage

A Brief History Of 22nd Panzer Division By Antonio Munoz

A Wing And A Prayer By Curtis Milbourn

Closing The Line: Aachen 1944 By Hans Korting

An Interview With Tim Tow: Director, Charles Roberts

Awards by Roy Matheson

<http://www.wardiarymagazine.com/current-issue.html>

World at War #74 **Munich War 1938** is a two player operational level simulation of a hypothetical World War II in Europe that began in the fall of 1938. The assumption is that the British and French governments did not back down at the September 1938 Munich conference when Hitler demanded the Sudetenland from Czechoslovakia and instead went to war with the Third Reich. The ensuing conflict finds the powers partially prepared for war. The objective is for each alliance to seize a position from which it can then dominate Europe in the ensuing war. In **Munich War** one player commands the Axis, control-

ling Germany and the countries aligned with Berlin. The other is the Allied player, who controls the anti-German forces. Each hex on the map represents 65 kilometers or 40 miles. Units are at the corps and army level. Each game turn represents one week of operations with the game covering the first two months of the war. \$40

<http://shop.strategyandtactics.com/ProductDetails.asp?ProductCode=WW74>



YAAH! Magazine #14 comes with a spiffy new, man-to-man solitaire game from one of the best solitaire designers in the industry, Gottardo Zancani. Titled **Rattenkrieg**, the game simulates up close and personal combat in Stalingrad, circa 1942. **Rattenkrieg** features a robust AI bot, and an innovative way, based on the actual size of the counter, to calculate to where a unit may move.

Of course, the gaming doesn't stop there. We have a complete **The Devil's to Pay** expansion with new counters! Find out what would have happened if either or both sides had additional troops the first day of Gettysburg. *Yaah!* #14 also includes a new solitaire scenario for '65 Squad Battles, another for Old School Tactical Vol 2, and an Armageddon War scenario to boot.

Articles? We've got your articles. There are pieces on numerous games, including **Blue Water Navy**, **Red Storm**, **Freedom Underground Railroad**, **Old School Tactical Vol 3**, **Long Cruel Woman**, **Radiation Dust**, **Interceptor Ace**, **U-Boot**, **The Devil's to Pay**, and the usual column by Peter Perla. Finally, there's a World War III short story by Mark Walker titled, "The Greatest Fear." Read along as two soldiers find out that neither the attacking Soviets nor a zombie horde is their greatest fear. €40

<https://www.hexasim.com/en/2989-Yaah-Magazine-Issue-14.html>

BOOKS

"Great War Atlas of 1920." War is only a continuation of politics by other means, as Clausewitz wrote, and history is ruled by geography, as Sun Tzu used to say.

This year we celebrate the 100th anniversary of the Battle of Warsaw 1920. It is also 100 years of struggle on the eastern frontiers of the Republic of Poland. In April 1920, the Polish offensive in Ukraine began, aimed at Kiev.

The struggle of Poles with the Soviets, ending with the suspension of arms signed on October 12, was presented in the new – "Great War Atlas of 1920." This is the first publishing house of this type in our country to present those events in this way. From the offensive in Ukraine, through the retreat of Polish troops, encirclement from the north of Warsaw, to the attack of the Polish Maneuver Group and the retreat of the Red Army to the east.

"The Great Atlas of War of 1920" is a work which, on the hundredth anniversary of the Polish-Soviet struggle, comprehensively presents a history that is so important not only for Poland, but also for Europe. 140 PLN
<https://taktykaistrategia.pl/blog/wielki-atlas-wojny-1920-roku/>

"The Battle of St. Louis, the Attack on Cahokia, and the American Revolutionary War in the West" by Stephen L. Kling, Jr., Kristine L. Sjostrom, and Marysia T. Lopez.

Compared to the events that occurred in the east, the American Revolutionary War in the west has received sparse attention despite its major impact on the geographical extent of the United States after the war. By 1779, the Americans, under George Rogers Clark, had wrested away most of the eastern side of the Mississippi River from the British. The same year, the Spanish, who controlled the western side of the Mississippi River, entered the war against the British. Orders were issued from the highest levels in Great Britain to sweep the Americans and Spanish from both sides of the Mississippi River. While coordinating several separate attacks, the centerpiece of the grand plan was the descent from the north by a huge British-led Native American contingent upon St. Louis and Cahokia, which suffered simultaneous attacks on May 26, 1780. This book covers not only those attacks and the entire British grand plan in detail, but also the Willing expedition; the Spanish conquests of Baton Rouge, Mobile, and Pensacola; the attack on the Arkansas Post; the final peace treaties; the Louisiana Purchase; the uniforms of the combatants; and a biography of Fernando de Leyba – the defender of St. Louis. \$50 on Amazon



HARLEY-FAIRFAX K-55 AIR-PAL TRAINER "You can't send those nineteen kids up in a crate like that!" banded the wags whenever a near score of student pilots filed aboard this controversial Army Air Corps ship in the late Thirties; and as the Senate hearing later confirmed, they were chillingly close to the truth. The 19 neophytes could be sent up, all right; it was a matter of how suddenly and how violently they came back down. Trouble started with the pilot and worked its way back to the man at the rear. Conceived as an economical flying trainer, the Air-Pal was so economical that it lacked any intercom system among instructor and pupils. No problem in a two- or even three-seater-but with 19 sets of controls? Elaborate prebriefings, hand signals, screaming—all were tried but all fell short of the desired result, unanimity of action, as in "Bank left!" Happily for all concerned, a further economy move halted production altogether only five months after it began. But those who flew or tried to fly her are not likely to ever forget this stillborn regent of the cloud lanes—memories shared by those on the ground lucky and sharp-eyed enough to catch a necessarily brief glimpse of an Air-Pal cartwheeling across the sky while 19 plucky, if somewhat perplexed students tried outguessing one another, their teacher, and fate itself.