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OP-ED
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Issue #38 places us back into World War I. The area is Eastern Africa where the Entente and the Central Powers are fighting with their African allies. John Gorkowski has designed Guns of the Askari as an interesting but challenging game for you to play about this underplayed theater of action. The game covers the land battles, naval engagements (between lake flotillas, with cruiser duels at sea) and finally hit and run guerrilla engagements of this side show theater of WWI. As the game progresses, the changing tactics of both sides are nicely reflected in the game. The supply system of native carriers is simply and accurately portrayed within the rules. There are four scenarios in the game ranging through the years of the conflict.

The 2012 Annual takes us to the Pacific Theater of early WWII with Paul Rohrbaugh’s game Forlorn Hopes. This game deals with the two month campaign by the Japanese in the Dutch East Indies. It uses the very well received air/sea/land operations system that was used in Paul’s earlier games Chennai’s First Flight and Operation Cartwheel. Players familiar with this system should have very little time learning and getting right into this game. Turns represent a week of time. Units represent the aerial and naval squadrons that fought or could have fought during the campaign. There is an Operational map and a Tactical Battle Board (where air battles are fought). The game has an introductory scenario (Battle of Java Sea) of two turns’ length and also the full campaign game of 8 turns. Can you as the Allied “ABDA” (American, British, Dutch and Australian) command hold off the Japanese better than your historical counterparts? or, as the Japanese, sweep through the Dutch East Indies in better time than your historical counterparts?

Issue #39 puts us into the cold mid-November of 1805 as Russian General Kutuzov launches his forces, along with the Austrians, to strike a blow against Field Marshall Mortier’s newly formed Corps that is spread out and advancing along the Danube River. Andy Nunez’s new game These Brave Fellows portrays this engagement at Dürenstein where the forces met in this mountainous area. Players familiar with this system should have very little time learning and getting right into this game. Turns represent a week of time. Units represent the aerial and naval squadrons that fought or could have fought during the campaign. The supply system of native carriers is simply and accurately portrayed within the rules. There are four scenarios in the game ranging through the years of the conflict.

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