Simulation Learning
Strategy Gaming Club

Summer 2014 Schedule

- 10:30am-4:45pm;
- Edgewater Library or Other Locations as Specified.

Sat, 14 Jun: Napoleon’s War: the 100 Days, and Axis & Allies: WWII Global
Sat, 28 Jun: Napoleon’s War: the 100 Days
Sat, 12 Jul: Mysteries & Detection

WORLD WAR I CENTENNIAL SERIES:
Sat., 28 Jun: Axis & Allies WW I
Sat, 26 Jul: Wings of War
Sat, 9 Aug: Jutland: Clash of Battle Fleets
Sat, 23 Aug: 1914: the Kaiser and the Marne!

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WARGAMES—in addition to the events posted above, Ian & I will occasionally run advanced simulations for our hard chargers. Notification will be sent to all in advance.

Eurogames—Mr. John Edwards frequently runs educational games of logic for the whole family.

Unless otherwise specified, all game images shown below are from the Boardgame Geek website: www.boardgamegeek.com.
Sat, 14 & 28 Jun: Battles of Napoleon’s Waterloo Campaign

On 14 Jun we simulated the Battle of Ligny, 15 June 1815 – a year and a day short of its bicentennial date. We used one of the games from the first box donated by Jeff Myers, our recent benefactor. At Ligny, Napoleon defeated the Prussians under Blücher, and almost won the Waterloo campaign at a stroke. In our battle, the Prussians prevailed in a long, costly fight.

You’ll be seeing these games again. The Napoleon’s War Series includes battles with individual game boards, plastic figures representing infantry, artillery, and cavalry with counters representing the special units, leaders, etc. The game uses a command action point (CAP) system.

The first game in the series, which Mr. Myers gave us, is Napoleon’s War: The 100 Days, which includes the four battles of Quatre Bras, Ligny, Wavre, and Waterloo and includes 120 plastic pieces in blue, red, and gray portraying the French, British, and Prussian armies.
The greatest conflict in world history. Five belligerent powers and alliances contend for world domination: the Axis, consisting of Germany and Italy together in Europe and North Africa, and Japan in the Asia-Pacific region, and the Allies: Great Britain and the then-Soviet Union, and the more distant but wealthy United States.

Can the Allies contain the initial onslaught of the well-prepared Axis aggressors long enough for the Allies' long-term economic power to prevail? We shall see!
This is not World War II. Progress during "The War to End All Wars" was measured by yards, not miles. The Italians were on the side of the Allies, while Turkey – then at the center of the Ottoman Empire – was one of the members of what was known as the Central Powers. Imperial Germany and the Austro-Hungarian Empire were the two other main Central Powers.

The major Allies, sometimes referred to as the Entente, consisted of the British Empire, France, Italy, the United States, and Imperial Russia. The alliance included other historical members, but they more or less fell under the command and control of one of these great powers. In fact, had General Pershing not insisted that its integrity be maintained, even the American army would have found itself as simply being replacements for French and British.

Axis & Allies: WWI 1914 puts players in charge of one of the major powers, each with its own infantry sculpt; other sculpts represent the artillery, tanks, aircraft, and naval line-up of either the Allies or the Central Powers.

As designer Larry Harris notes, "While playing this game, you will quickly realize that this is not World War II. There are no massive sweeps across continents with blitzing armored divisions and aircraft. Instead, there are a series of determined offensives resisted by equally determined armies dedicated to holding the line. You will find that your depleting resources of men and artillery must be deployed with great thought and efficiency. You will be fighting pretty much the way man has been fighting with each other for thousands of years – only this time the ability to kill your enemy, and for him to kill you, has become intolerably efficient."
Sat, 12 Jul: Mysteries & Detection: Clue, 221 Baker Street (Sherlock Holmes) and Mystery of the Abbey

221B Baker Street is the London address of the world’s most celebrated fictional detective, Sherlock Holmes, and his dedicated companion, Dr. Watson. In this game you start at 221B and travel through the streets and alleys of London picking up clues and attempting to solve the most intriguing cases Holmes and Watson have ever faced.

Each player assumes the role of Holmes and matches wits with the other players to determine who possesses the most skillful powers of deduction.

Mystery of the Abbey is a whodunit game with a twist. A monk has been murdered in a medieval French Abbey. Players maneuver their way through the Abbey examining clues and questioning each other to find out who is the culprit. A masterful game of deduction!
**Sat, 26 Jul: Wings of War and Glory**

*Wings of War* is a game series which merges card and board game mechanics to recreate aerial combat. The first series of *Wings of War* games focus on the "knights of the air" age, World War I, portraying the abilities of the fighting planes of this period.

Airplanes are represented by a single card which is used as a playing piece on any open surface; the players choose and play simultaneously movement cards to decide the actions of the airplane they control. Different planes use different decks of movement cards to represent their different maneuver capabilities, and different deck of "Fire" card are used to take into account their fighting effectiveness and to keep track of damage.

*Wings of War Airplane Packs* provide miniatures for the Wings of War system. Each Airplane Pack includes one pre-painted, pre-assembled 1/144 scale model plane with gaming base, the relative airplane card and its deck of Maneuver cards.
Grand Fleet is a war game on the naval struggle for control of the North Sea and British and German home waters during World War One. The game depicts this conflict at a strategic level, with most operational and tactical details represented by fast and easy-to-play systems. The intent of the game is to provide a broad overview of the historical events while being fun to play. Grand Fleet owes its original inspiration to Avalon Hill's War At Sea. The game borrows a number of concepts from this earlier game as a starting point, such as area movement, individual capital ships, battle line resolutions, and rolling sixes to hit, and then diverges significantly to reflect the World War One situation.
Sat, 23 Aug: 1914: the Kaiser and the Marne!

1914: Glory’s End is another item from the Jeff Myers donation. It is a classic adult wargame simulating World War I during the famous early campaign in the West, when the Germans launched their ‘Schlieffen Plan’ and advanced through Belgium toward Paris. Can the Allies halt this smashing attack by the greatest army of the age? Only if their strategic plan is better than the Kaiser’s!

We will run some adult wargaming ‘clinics’ or ‘workshops’ over the course of the summer to ensure the kids are ready for this one. When we run it, we’ll divide the gamers into German and Allied staffs, with high commanders giving direction and subordinate commanders handling their forces in the field (like we do for Civil War battles using Battle Cry).
And also – Weekday Clinics
(Dates Pending): Training in Adult Wargaming

STRIKE FORCE ONE

Strike Force One is a small, easy two-player game designed to introduce the concepts and mechanics of advanced war-games. These games recreate combat situations so that they can be studied and played. The same situation can be played many times in order to discover those strategies and tactics that work best. STRIKE FORCE ONE is played on a small map that represents an important section of West Germany at the height of the Cold War. What if that war had ‘gone hot’?
(Dates Pending): Training in Adult Wargaming

Napoleon at Waterloo

The Battle of Waterloo is perhaps the best known battle in history. The time is 18 June 1815. The Duke of Wellington’s armies are drawn to defend the road to Brussels. Napoleon’s superior French forces begin their assault. Can the British thin red line hold until the Prussian army arrives to fall upon Napoleon’s flanks?

A simple introductory wargame.