

# MMS

Conflict  
Simulation  
Theory and  
Technique



*We love them...*  
*We love them not...*



*The SPI Staff's Personal Picks for '76*



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# Opening Moves

*"SO WHAT IF IT'S ACCURATE— IS IT REALISTIC?"*

*Naturalism vs. Realism in Simulation Games*

One of the most loosely used terms in wargaming is "realism." Experts and amateurs alike laud a game for its realism or pan it for the lack thereof. Game advertising (including ours) toots about "authenticity," "historicity," and any number of other characteristics that can generally be thought of as realism. More often than not, what is truly being talked about is *naturalism*—not realism. Naturalism is a term I've borrowed from art history jargon. Naturalism (in art) is used to describe a representational painting in which all of the minute detail is painstakingly brushed in—usually to the detriment of the painting as a work of art. Realism transcends naturalism. A realistic painting may or may not have the intensity of detail found in its naturalistic counterpart—that is irrelevant. What matters is that the structural essence of the subject is brought into sharp focus and totally explored in a meaningful and enlightening manner. Put another way: naturalism captures the symptoms of truth; realism captures the substance of truth. Notwithstanding all its numbers and probabilistic tables, a wargame is closer to a work of art than a work of technology. As such, a simulation game is not the "object"—it is an abstraction of an aspect or aspects of the object. Just as in art, the level of abstraction is not directly related to the level of realism (strictly defined) found in a given game. The higher one goes into the levels of abstraction, the less *obviously* realistic the game will seem; the lower the level; the more *apparently* realistic the simulation will seem.

An example: SPI's *World War I* is a fairly abstract game. Many of you complained that such a "small" rendering of such a large subject could hardly be realistic. Yet, the game *is* much more realistic than it seems. Its simple procedures and systems are the antithesis of those found in *1914* (an older AH game about the Western Front). *1914* is widely regarded as a "realistic" game. In truth, it is simply more naturalistic than *WWI*. Both games are the work of the *same* designer (Jim Dunnigan). If anything, Jim knew *more* about the First World War when he designed *WWI* than when he designed *1914*. He had become a better and more sophisticated "artist" in his later work.

To take a huge and complicated subject and describe it well with a few strokes of the pen is an infinitely greater achievement than to detail to death a segment of that same subject. Games such as *WWI* are simple to play and look as if they are just as simple to design (after all, look at all that was *left out!*). Such

designs are, of course, not at all simple—they are the product of years of experience focused through a powerful talent. The problem with the *appreciation* of such games is that to adequately evaluate them, one must exercise a significant amount of critical ability. It helps a great deal if one is familiar with the subject of such simulations. Dave Isby, a staff member who is virtually a living textbook on World War I, greatly appreciates the realism of *World War I* (the game)...although he likes *1914*, as well!

But does the foregoing argument mean that *only* simple, elegant games are truly realistic while big, complex games are merely overgrown, superdetailed cases of terminal naturalism. Of course not. That would make this all too easy to follow. A game can be *both* naturalistic and realistic, and it can be both in varying proportions. It can also be neither (for examples, see any of the mass-marketed, quasi-wargames on the shelves of your local department store).

Complexity alone is not an accurate gauge of whether a game should be considered realistic, naturalistic, or a synthesis of both qualities. *World War 3*, for example, is a very complex game that is not very naturalistic; *Midway* is a simple game that is not realistic but nevertheless is somewhat naturalistic. And so it goes, in any number of combinations you can think of. It is *generally* true, however, that games set on a tactical scale tend to be more naturalistic than games on a strategic scale. Whether or not a given tactical game is also *realistic* depends upon the skill of the designer.

Am I saying that naturalism is to be despised and avoided? No—it can be used in measured doses to heighten the *atmosphere* of realism in a game that is genuinely realistic. Touches of naturalism can provide useful psychological skyhooks for players. If used correctly, it can enable the player to emotionally project himself into the game situation. For example, in *Patrol* the pictures of infantrymen on the counters are superfluous—all the necessary information is carried by the typography and the tables and charts. But the pictures are useful inasmuch as they are a good starting point for the player's psychological identification with his men.

Naturalism *is* to be despised when it replaces, and masquerades as realism. The quasi-tactical elements in the game *Bar-Lev*, for instance, seduce one into imagining that all these goings on are "realistic." But the game is well-received—which brings up the question: what do you really want? What does the typical wargamer perceive as most valuable: superficial naturalism; authentic realism—or some blend of the two?

My instincts tell me that, given the choice between a very naturalistic (but basically untrue) "simulation" game and a very realistic (but non-obvious) simulation game, most players would be seduced by the former and be lukewarm to the latter. Until the 1970's, we were all eating up the supposedly realistic, authentic, by-gosh, honest-to-Henry

wargames that all shared the same combat results table; suffered from comic-book orders of battle; and were played on maps that bore only a dubious relationship to the actual terrain. We were all very credulous—didn't it feel as though you were re-fighting the actual battle? We were unsophisticated then, and we are not entirely mature yet, in our approach to simulation gaming. This is not to say that we must force ourselves to be very sober and stifiy serious about our hobby. Rather, the point is that we must examine why we like games that sacrifice realism for the more toy-like attributes of naturalism. And perhaps that's it—"toy-like". Most naturalistic elements bear a striking resemblance to toys—silhouette-style counters; over-detailed terrain that has no effect on the game; Rube-Goldberg procedures that have very little effect on the main course of play; and so forth. To one degree or another, when we lean towards naturalism, we are regressing to playing with toys. Perhaps the most obvious examples of this can be found in miniatures wargaming. Now before all you miniatures-types start writing me angry letters, let me say that *I've* painted and used miniatures myself, and I've also built a fair number of AFV models, so I'm well aware of the legitimate satisfactions and values of military models. What I don't think is so valid, however, is the use of miniatures to actually conduct a *simulation*—particularly since miniatures often make such a big point of how "realistic" their style of gaming is. If one admits that the miniatures are there in the game purely for atmosphere and color, that's fine. But to insist that they somehow make a substantial contribution to realism (as opposed to naturalism) is self-deception at best. They make no more contribution to *simulation* than the *Patrol* unit-pictures.

It's important to remember, as a qualifier to my argument, that most gamers are playing simulations for their *entertainment* value. After all is said and done, if the game is not *enjoyable* as well as being realistic, one is going to lose the audience. But what we are striving for is *adult* entertainment, and in that context we should be able to distinguish between those elements we enjoy because of their *substance* and those that we enjoy for their toy-like qualities. Simulations are multi-faceted works: they are usually serious attempts at portraying reality; but they are also produced as games. This creates a natural tension between those features that serve realism and those that serve the game/toy-like requirement.

It may be unwise, therefore, to speak of simulation games as a single concept against which the various individual products should be measured. There is a spectrum (which has a three-dimensional quality to it) that includes games that are *not* realistic but have so much historical "decoration" that they *seem* realistic; and then there are those games that are realistic in a non-obvious way. Each of us should determine where our actual interests lie within that spectrum, keeping in mind that what we perceive as realism may truly be naturalism.

# Designer's Notes

## WORK IN PROGRESS

[Please don't order these games in advance of announcement of their availability in S&T].

### South Africa Game Rationale

Hypotheses:

In late 1977, Rhodesia becomes a black majority ruled nation vis a vis UN/British auspices after several years of intensifying guerilla war. The reservoir of ill-will generated by the war causes the majority of whites to flee, and the Rhodesian government falls to a Black marxist socialist group.

Nambia (Southwest Africa) becomes a matter of serious dispute between the Republic of South Africa (RSA) and the UN, because the RSA continues to rule the area despite UN rescission of the mandate originally bestowed by the League of Nations.

In the RSA, emerging young Black militants seek increased Black participation in all aspects of SA life, demanding the abolition of apartheid and calling for "one man, one vote". RSA Internal Security continues to crack down on these dissidents, eliminating all resistance except a tenacious underground movement. This movement seeks to establish control over the Black population using terrorism, etc. All chances for the establishment of moderate, responsible Black political parties wither in the cross fire between the RSA security police and the militant terrorists.

Assumptions:

1. SA economy. Practically all the unskilled labor and a growing percentage of the skilled labor necessary to the SA economy is black. The white population maintains a very high standard of living because of the relatively low wages of the black labor force. The black labor force is prohibited by law to organize and bargain for better wages and a larger share of the economic pie. Deprived of the vote, the blacks can't change the laws. Presently, the system works as it does because the blacks must work as they do essentially to eat. While no black is "forced" to accept a job, his alternative is at best a bare subsistence on "tribal" land. For many black workers, the standard of living is better than that of most non-SA blacks. However, the human social conditions are onerous. If the blacks ceased to labor under the present structure, the SA economy would collapse; but it is hard to imagine what would happen to the black population since they couldn't exist in the numbers they do without the income from their labor.

2. The rationale of apartheid holds that the whites and blacks are historically two

## OPERATIONAL ANALYSIS: CONQUISTADOR!

by David R. Grant

*Conquistador! threatens to join the exclusive ranks of the much played and discussed multi-player eco-political "war" games such as Russian Civil War and Diplomacy. In terms of intensity and density, I find much in Conq. that is similar in my own recent game, After the Holocaust. Although the rules and play are very different, the same kind of planning and dealing are necessary in both. But please, don't anyone send me a "link" variant article for MOVES.*

If you liked the financial challenge of Monopoly, but felt it lacked the combat element of the local branch of the mob; if you liked the player interaction of Pit, but were too sophisticated for its boisterousness; if you liked the combat of Chickamauga, but missed the feel of cold(?) cash; if you enjoyed the maneuvering of Chess, but missed that element provided by the spotted cube; if you like redoing history without the sweat, you will want to play *Conquistador*.

*Conquistador* is the economic-political-military simulation of the dawning (with all due apologies to the Vikings) of the Age of Exploration. It covers the efforts of European nations from 1492-1600 to discover, exploit, and gain control of the new world. The game system comes complete with the perverse vicissitudes of that era which accurately simulate its hazards, low life-expectancy, and potential for gold and glory.

A first glance at the attrition, combat, and political events tables may lead one to over-balance the effect of the die on the outcome. But, although one will probably not see victory over the system, through judicious use of his ducats, colonists, and exploring personnel he can amass more gold and glory than his opponents who have to put up with the same obstacles. *Conquistador*, therefore, becomes an exercise in how to minimize losses to the game system, outwit your opponents, and finish the marathon with the most victory points. The remainder of this article will be an analysis of just how to accomplish this feat.

### OFFERINGS TO THE GODS— BEATING THE ATTRITION TABLES

Although the European explorers were anything but pagan, the *Conquistador* game system seems to have taken a page from the priest's manuals of Tenochtitlan or Chichen Itza. With great regularity the attrition tables demand sacrifices of soldiers, colonists, or ships for living in certain areas or traveling by sea. Keeping on the low end of the land and naval attrition tables is one of the keys to success in *Conquistador*.

The *land attrition table* is probably a fairly accurate simulation of the life expectancy of Europeans in various parts of the new world.

Each area is assigned an attrition level, reflecting the difficulty of remaining alive there. Likewise, each type of terrain will either raise that level (in case of jungle or rough) or lower it (in case of a partial water hex). The attrition level ranges from 1 (a one-in-six chance of losing a colonist) to 5 (a one-in-six chance of not losing anything. Anything but a one removes some type of land unit).

A key to beating land attrition is to settle those areas low in attrition which also have other advantages (proximity to Europe, abundant resources, and available gold). A second key is when possible, to keep colonists and soldiers in partial sea, lake, or river hexes, thus reducing the attrition level and lowering overall losses. Stacking will also lower losses by reducing the number of hexes in which attrition is checked (be careful to stack no more than 5 colonists per hex as only 5 will collect resources). Rough hexes should be avoided except when mining for gold—a case in which the Spanish player can lower his attrition losses by keeping a conquistador present. It is extremely frustrating to discover gold only to lose your miners during the attrition segment. In a high attrition hex, two to three colonists should always be present to insure a continued production of gold in case the elements (attrition) get to one of them (and they probably will, if the natives don't gobble them up first).

*Naval attrition* is a whole new ball game. There is really no way to beat this table, as sailing (especially long voyages) is very hard on the constitution of Europeans. The best one can do is to minimize losses while realizing that, for most trips longer than three bounds, a player will have to toss a Jonah overboard to appease the attrition table. Even then it may ask for a whole ship. On any trip of seven bounds or more there is an automatic loss if the units called for are present in the expedition. It is wise to plan for losses. On any longer expedition, take an empty caravel (cheaper to build than a carrack) and an extra soldier unit to offer. Since colonist units cannot be purchased, one can only grin and bear those losses. Be sure to list the contents of each ship in case of losses.

One tool to lower attrition level (and bounds purchased) is to stop in the last hex of the area one bound short of your destination, disembark your land units, and during the land movement segment, use their movement allowance to move on to the next area. For instance, suppose one wants to settle the Deep South (4 bounds). By moving to hex 1719 in the transoceanic segment, the player lowers his bounds to 3 and the possibility of attrition losses by 1/3. The units are within 4 hexes of every Deep South hex. For every bound a trip

is lowered, from seven to four bounds, the probability of losses is lowered 16%.

### STRIKING IT RICH

Making your investments, expeditions, and settlements pay off is the object of the game. This demands a careful study of the best areas for settling.

The quickest way to strike it rich is by looting treasure cities (Cuzco, Tenochtitlan, and Chichen Itza) and mining for gold. Treasure cities can be looted as soon as the native level is reduced to zero. This means that enough soldier units must be transported to the area to insure lowering the native level (usually five detachments—20 ducats—are sufficient, giving a 5 in 6 chance of lowering and a 50% chance of lowering the level by two or more). Conquistadors are used to lower the die roll and increase native losses. The decision that has to be made is which city to go for. Chichen Itza and Tenochtitlan are both closer than Cuzco, but they produce less gold per turn. Chichen Itza is in an area with lower native and attrition levels than the other two and is in a partial sea hex (lowering attrition even further, but making it vulnerable to naval invasion). Cuzco puts out 100 ducats a turn and may be the best bet if opponents are elbowing one another over the two closer cities. Cuzco can best be reached through Rio del Plate.

Gold mines are scattered throughout the map. They maintain an advantage over the treasure cities in that there is less chance of depletion after mining begins. The factors to be weighed in deciding where to mine are: 1) distance in bounds and the consequent expense of transportation; 2) attrition level and risk of losing colonists; 3) the number of mines in the area or nearby, effecting the output-per-turn and the profitability of transportation. An area three or four bounds from Europe with an attrition level of 1 or 2, and with 2 or 3 mines in it is ideal (see Gold and Resources Chart). California is ideal in number of mines available and attrition level, but it would cost 28 ducats just to buy the bounds to get the gold to Europe, providing one beats the attrition tables. Perhaps the best thing to do for distant gold mining areas is to store the gold for several turns until enough is collected for profitable transportation. Be sure to guard it with soldier units.

Resources are the third way of striking it rich, and they become especially important after Turn 13 when the resource level triples. Certain areas (8 of them) have their resources doubled and are especially valuable. Of these areas, those which are closest to Europe and have a low attrition level are obvious targets since the life expectancy of colonists will be

longer and will provide more return for your ducat (see The Gold and Resource Chart for best targets).

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## GOLD AND RESOURCE CHART

### BEST AREAS FOR:

<i>Gold Mining</i>	<i>Resources</i>
1. Caribbean	1. Caribbean
2. Midwest Plateau	2. Rio del Plate
3. Panama	3. Atlantic Coast
4. Brazil	4. California
5. California	5. East Coast
6. Sonora	6. Deep South
	7. Great Lakes
	8. Brazil

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### SLUGGING IT OUT

There are four kinds of combat to deal with in *Conquistador*. *Native uprisings* and *native combat* are handled abstractly by the respective tables. As has already been mentioned, the best chance for success in native combat depends on having five soldier detachments in the area. The only way to avoid uprisings is by maintaining more soldier detachments than colonists in an area or by eliminating the natives. Spanish players can use minus-rated missionaries to help ward off uprisings, but it is usually cheaper in ducats to move in the soldiers, eliminate the native population, and then either move the soldiers on to another area to work on those natives, keep them around for protection, or refuse to maintain them and let them be eliminated.

*Naval combat* occurs when ships occupy the same hex and either player wants to start something. The combat strength points of soldier detachments can be added to the combat strength of ships. If one is expecting some naval action, he can double the strength by packing the ships with soldiers. This precaution may backfire and double losses (in ducats) if you lose a ship in combat or attrition. The only time ships should use soldiers for naval combat is when they are transporting them for later land use or when a naval invasion is planned. Naval combat should be avoided at less than 2-1 odds. 3-1 odds give a 100% chance of inflicting even or greater losses on the defender as well as a 33% chance of taking a prize ship. Attaining 3-1 odds can be expensive, perhaps more expensive than it is worth (to attack a three carrack expedition at 3-1 odds would cost 72 ducats just for ships or soldiers).

*Naval invasion* of ports can net a bag of gold if it is there. But such an operation can be super-expensive to effect, as offensive strength must be purchased in sufficient quantity to eliminate enemy ships in the hex and then defeat the land enemy that is doubled in strength. This tactic would best be saved for the turn in which a pile of gold is waiting for shipment, a port is foolishly left unguarded, or when eliminating a port would drastically hinder an opponent who has no explorers for

reestablishing the port that or the next turn (You might rent him one for a bundle). An important tactic, then, is to protect key ports with a galleon fleet (which cannot be attacked), several ships, or enough soldiers to make the invasion cost prohibitive.

*Land combat* is a little easier to handle. 2-1 odds will defeat any enemy and make him retreat. The only time higher odds would be desirable would be when losses would leave the attacker vulnerable for attack by a player in the same or next turn before he can get away with the loot. Land combat is valuable for profiting from the fruit of other players' mining labors, for crippling colonizing efforts, or for gaining political control of areas in the rock-em, sock-em end game. Key areas and hexes can be protected by a ring of soldier detachments, obliging the attacker to break through the protective screen before he can reach the valuable hex. The delay will give a player time to bring in reinforcements.

### SAVING DUCATS

*Investment vs. Return:* The one problem with the *Conquistador* system is that everything one does is expensive. Unwise planning will cost a player more than his expeditions return. A player can run up a high expense going 7-14 bounds round trip for 25 ducats of gold when he only breaks even by going a round trip total of ten bounds (accounting for maintenance costs). It is wiser to store gold for several turns and guard it with soldier units until transportation is profitable. Combat is also expensive, and the player must calculate whether his gains vis a vis his opponent's losses produce a favorable net gain. Through miscalculation he could win the war and bust his bank. In the end game, when players are vying for political control of an area, it may become profitable to spend money on a war. Each area is worth 150 Victory Points but will only bring a profit if no more than 75 ducats are spent to obtain it (one ducat is worth 2 VP). If the defender is the closest competitor, it may be worth 150 ducats (75 of yours and 75 of his) to take control of an area. If the German banker option is being used, great care must be taken or the German will win his technical victory by having a treasury larger than the total of any two other players.

*Galloping Maintenance:* The last phase of each game turn demands that players pay a fee for each colonist, soldier, missionary, and ship that he wants to keep in play for the next turn. Colonists should almost always be first to be maintained (except for Spanish missionaries which are first by the rules), since it is hard enough to keep them living despite attrition, and they can return up to 10 ducats each per turn in the later turns. One good attitude to take is that maintenance buys units at one quarter the cost. If units really are not needed for several turns, save the maintenance and rebuild later. Figure that what is saved on maintenance will be used for purchasing in later turns. Plan to use the land movement allowance of soldiers to get them from one area to another to save on transportation costs. It may take two turns to get there, but it's cheaper in ducats.

*Initiative:* Initiative is determined by the product of the monarch-multiplier and the treasury level. The advantage of initiative is particularly manifest when trying to get credit for discoveries as the first discoverer to reach Europe gets the credit. On all turns, initiative gives the player the advantage of being the first one to perform combat, and he is able to pick and choose his opponents. The player who ranks further down in the initiative sequence might be able to clean up on those who have decimated their ranks in their own turns. Thus, the last one to move may grab the gold.

*Gold vs. Resources:* At some point in the game a player may decide it will be more profitable to stop working gold mines and use his colonists to collect resources. This will be determined by the number of colonists in the area, the number of mines being worked, the resource level for that turn, whether or not the area has its resources doubled, and the costs of transporting the gold to Europe. The Resource vs. Gold chart shows when the mining should stop if only one mine is being worked in an area with doubled resources. If more than one mine is being worked, or resources are not doubled, the number of colonists needed per area to make the cessation of mining profitable is doubled.

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### RESOURCES VS. GOLD CHART

<i>Resource Level</i>	<i>Colonists</i>		<i>Resource Output</i>
	<i>Needed in area*</i>	<i>Turn</i>	
1	12	1	24 duc.
2	6	7	24 duc.
3	4	13	24 duc.
4	3	17	24 duc.
5	3	20	30 duc.

\* resources doubled in area

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*Exploring:* Victory points achieved for various discoveries usually take a back seat to more profitable ventures. The discoveries of smaller value (North, South, and Central America, Rio del Plate, Hudson Bay, St. Lawrence, Great Lakes) can usually be picked up while settling those areas. The two river expeditions (Mississippi and Amazon) can be profitable if one has soldier units close to that area to use. Discovery of the Pacific and Circumnavigation are more risky. Remember that a discovery's respective worth in victory points should be converted to ducats (divide by two) and compared to the expense demanded to achieve discovery. For example, circumnavigation looks valuable since it is worth 175 VPs. Converted to ducats it is worth 87½. The 30 bounds for the trip will cost 60 ducats. Since attrition demands two rolls at 9+, one must plan to take 5 caravels (20 ducats) and 2 explorers just in case he rolls 2 fives (eliminating four ships) or a two, eliminating an explorer. And surely one of those rolls will be a six—wiping out the whole thing as you watch your 80 ducats go down the

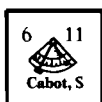
drain. At best the trip is worth a net gain of  $7\frac{1}{2}$  ducats; at worst, a loss of 80. Discovery just for discovery's sake is usually an unwise investment.

**Random Political Events:** These contingencies yield colonists, taxes, and more troubles than blessings.

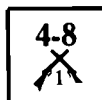
#### UNITS USED BY ALL



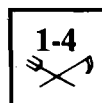
**Ships:** *Caravels* are cheaper than other ships and are stronger on defense than on offense. They have the disadvantage of very limited cargo space, carrying only five ducats of gold, plus one colonist or soldier detachment. Caravels are ideal for expeditions limited to discovery where cargo capacity is not important, or to accompany other expeditions for attrition or combat fodder. *Carracks* cost twice as much as caravels to purchase and maintain, but they have the advantages of defense, and they can carry twice the colonists or soldiers (2) and five times the amount of gold. *Galleon fleets* are five times costlier to build and maintain than carracks, but have the advantages of: 1) unlimited cargo space for gold; 2) immunity to attrition; 3) immunity to attack; and 4) impregnability in protecting ports from naval invasion. Their disadvantages are: 1) high building and maintenance cost; 2) inability to transport land units; and 3) confinement to use solely in the Atlantic.



**Explorers** are historical persons whose advantages are: 1) ability to effect landing at hexes that are not friendly ports, thus opening up new areas to colonies or reopening areas that have lost the colonies through combat or attrition; 2) rental capability, useful in raising ducats; and 3) ability to garner discovery credits. Their weaknesses are: 1) susceptibility to elimination by attrition or combat; 2) rapid mortality rate; and 3) potential for being captured and ransomed.



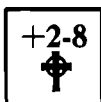
**Soldiers** can be used for combat, transporting gold, discovering gold (although they cannot mine it), and looting treasure cities. Their movement allowance of 8 makes them quite mobile. They cost one ducat per turn to maintain.



**Colonists** are the productive units in the game. They establish ports, mine, and can transport gold. They collect resources and are

required for gaining political control of areas. They have a defense strength of 1. Their disadvantage is that they cost two ducats per turn to maintain, which means that, for half the game, they barely return their own maintenance cost in resources.

#### STRATEGY FOR EACH NATION

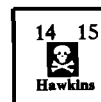


**Spain** has the advantage of two special units, missionaries and conquistadors. *Missionaries* are of two kinds, rated on the two differing philosophies in the Catholic Church on how to convert the natives. The plus-rated missionaries are useful in combat against natives, but help trigger uprisings. Minus-rated missionaries can help avoid uprisings, but have no effect on native combat. One disadvantage is that missionaries *must* be maintained. To avoid excess missionaries, consider marching them from an area where natives have been converted (eliminated) to an area that is currently being settled.



**Conquistadors** are the hardy Spanish land explorers who are able to accomplish near superhuman feats. They are useful in land combat to lower Spanish losses and increase enemy losses. They raise native losses when involved in combat against natives (or prevent loss of soldier units). They are especially useful for lowering land attrition losses in mine hexes located in the rough. In the last two game turns, they should be used in land combat to gain political control over areas.

With a view toward these units and the extra explorers in the first turns, the Spanish player should aim for as many treasure cities and areas rich in gold mines as possible. He should budget his initial treasury level over three turns as that is probably how long it will take to prime a treasure city for looting. He may need to borrow from France (especially if the wrong random political event strikes) or trade an extra explorer for some needed ducats. He should mine like crazy until at least turn 13 and hope that treasure cities and mines are not depleted. Thereafter he should consider moving in with ports and settlements on the areas with doubled resources, planning how to gain political control in the late game turns. Converting emphasis from gold to resources on turn 13-14 also prevents English privateers from cleaning up on unprotected ports. Of course, if the treasure cities have not been depleted, he will want to continue his looting pleasures.



**England** has the services of special units called *privateers* at turn 14. They have the

advantages of 1) immunity to attrition; 2) ability to influence the odds to their advantage in naval combat; 3) taking as prizes any losses suffered by their opponent; 4) capability to serve as explorers and be rented as such. Their disadvantage is that they carry soldiers who may disembark only for naval invasions. Privateers can well be used to decimate an opponents' ports and fleets, to capture ships carrying gold (if anyone is so unwise as to leave ships in the new world carrying gold), or to strangle opponents' efforts by attacking their colonist-carrying expeditions. A lack of explorers from turn 3-5 hinders English early game efforts. With good fortune he can get one of the treasure cities. He should try to solidify at least two ports on turn 2 with his two explorers, creating bases for potential expansion into adjacent areas. He, too, should budget his initial treasury level over the first three turns to allow for developing gold and transporting it to Europe. His privateers in the late game should pay off in the tussle for political control points by hindering enemy armies in transit.

**France** has an initial advantage of a high treasury level that can pay off by making loans (if the German banker is not playing) or by providing financing for voyages of discovery which will pay off in victory points. His financial condition might also pay off in the early game by providing an army large enough to take a treasure city away from Spain or England when they are too financially weak to prevent it. He might be able to move in on California with colonists while the other players are moving in on the closer mines. In the later game his lack of explorers will leave him hampered for opening new areas unless he can rent an explorer or two or settle by land movement.

**Portugal** is blessed with lots of explorers, but bothered by a low initial treasury level and the fact that his explorers run out in game turn 11. Since he cannot use the extra explorers without ducats, he can either try to borrow funds, rent out his explorers, or trade them to England or France in turn for use of an explorer for turn 13 or later. Trading off two or three explorers this way may help Portugal maintain his presence in the late game. Otherwise he will have to be content with building some strong ports in the early game and using them for expansion later overland. If finances permit, he may become aggressive against other players and cut them down to his size.

**German banker** is an abstract player whose efforts are only financial and diplomatic. He can win by canny investing and by renting his explorers (Spain is a primary target for them). When this option is used, he is the only player who can make loans. Since his ducats are tripled (as opposed to doubled for other players) for victory points, he must keep in mind that what he loans in the later turns is worth more to him than the opponents. His investments can take several forms: 1) Strict loans which yield repayment of the principal and interest per game turn; 2) Investments which yield repayment of the principal and a

[continued on page 29]

## OPERATIONAL ANALYSIS:

**FREDERICK THE GREAT****The Campaigns of the Soldier-King 1756-1759**

by Roy Schelper

*A fine work [a Frank Davis special], Frederick the Great is nevertheless an underappreciated game. I now enjoin you to play this subtle and unusual simulation before we again meet in these pages. Or perhaps Mr. Schelper can convince you...*

*Frederick the Great* is a unique simulation of the first four years of the Seven Years War between Prussia, Hanover, and the British (the Allies) and the Coalition, consisting of Austria, France, Russia, Sweden, and the Holy Roman Empire. The parentage of this game is hard to trace. Some of the elements derive from previous simulations while others made their debut in this game. It is a fascinating game that presents numerous challenges to both players.

The rules give the first indication that this is not a run-of-the-mill war game, and that it will offer the player some unusual twists. Combat units are of the "change" variety seen in a number of other simulations. They possess no innate movement capability, relying upon the leader units for movement. Even the leaders have no fixed movement capability, using a system in which each leader undertaking movement makes a separate die roll each force march phase and one die roll per nationality during each march phase. The result of these rolls is added to the initiative rating of each leader, giving a total which is that leader's movement allowance for that phase. One interesting feature is the mixed sequence of play which allows the non-phasing player to force march immediately after the phasing player's movement. This innovation coupled with the fact that combat takes place between units in the same hex, means that players can often decline combat, which was a common practice during the period represented. Attrition can occur as a result of force marches, during Winter game-turns, and whenever units are out of supply during the respective Supply Attrition phases. Allied lines of supply are six hexes while those of the Coalition are five. Balancing this Allied advantage, however, is the fact that Austrian units only have a ZOC that can cut supply lines. Fortifications and sieges are an important part of the game, with sieges handled in a fairly abstract manner. The game also contains provisions for prisoners, prisoner exchange, winter quarters, surrender, and "Honors of War." Perhaps one of the most interesting features is that force composition is secret until a force is committed to battle. All of these features combined make one of the more intriguing games around.

The victory conditions reflect both the enormous value of fortresses during the period and the strategic limitations of the Allies in terms of numbers. Each fortress is worth five victory points to whoever controls it except Magdeburg, Dresden, Vienna, Prague, and Breslau, each of which is worth ten VP's, reflecting the historic importance of these fortresses. To determine the victor at the end of each scenario, total the value of fortresses controlled by each player minus the number of strength points lost (Allied casualties over fifteen SP's count double), and subtract the smaller number from the larger to determine the level of victory.

The graphics are both good and bad. The counters are bright and easy to read. The charts and tables are clear and well organized. The board, alas, is very drab. However, the board does not detract from the game; rather it slightly diminishes the luster of an excellent simulation.

**THE SCENARIOS****I. The 1756 Scenario—Frederick Attacks**

Despite the fact that this is the Prussian blitzkrieg scenario, the Coalition Player can stop the Prussians. The initial strengths are roughly equal. The Prussians have 39 SP's, 7 of which are tied down as fortress garrisons, while the Coalition has 41 SP's (32 for the Austrians and 9 for the Empire) with 8 SP's as garrisons. Neither side receives any reinforcements.

The main Prussian advantage lies with their vastly superior leaders, and the major drawback of their situation is the brevity of the scenario (ten turns).

The primary Coalition strengths are the Austrian zones of control, the terrain, and the shortness of the scenario. The major defect in the Coalition position is the Imperial army, which is atrociously led and which must surrender if the "Honors of War" are denied them.

The Prussian Player has the burden of the attack and must accomplish a great deal in a short time in order to win. In essence, there are two objectives, the conquest of Saxony and the defense of Silesia. First, he must take Torgau, which is the stepping stone to Dresden—the primary objective of the scenario whose possession almost guarantees victory. In order to achieve this result, the Prussian must demoralize the Saxon army. Additionally, he must protect Silesia against any Austrian incursion.

To insure the conquest of Saxony, two Prussian forces should operate there. One should concentrate on the capture of Torgau initially, while the second attempts to bring

the Saxons to battle. Once Torgau has been secured, the attack on Dresden should begin without delay. There will be an enormous Austrian pressure upon Prussian supply lines and it may be necessary to fight a battle to adequately protect the rear.

You should stay alert in Silesia and protect it with a sufficient force, because the loss of a fortress in Silesia can offset any gains in Saxony. Keep this force in rough terrain, and don't be tempted to invade Moravia. This is not to say that you should not threaten to invade or take advantage of any Austrian mistakes, but victory is to be won in Saxony, so bear that in mind.

There is one final note for the Prussian Player, and that is to beware of excessive casualties. Restrain your impulses to fight just to have a battle. Heavy casualties will rob you of a victory if you are not careful. There are three occasions when battle is in order. They are: 1) an opportunity to annihilate the Saxons presents itself, 2) if the Austrians risk a battle outside of Dresden, and 3) if pressure on the supply line to Torgau is excessive.

The Coalition Player has a very difficult situation to contend with in this scenario. He must fight tooth and nail to retain as much as possible of Saxony, especially Dresden, while keeping the Prussians off balance in Silesia.

The key to Saxony is Dresden, and it should be garrisoned by Austrian troops and an Austrian leader, if possible. Furthermore, there should be an Austrian army in the field to harass the line of approach to Dresden. Additionally, a third force should cover the eastern passes, protecting Moravia, and threatening Silesia. Unfortunately, the Saxon army, hampered by miserable leadership, represents more of a liability than a strength. Nonetheless, it can be utilized. Take it out of Dresden and place it one of the western passes south of Leipzig. From this position it can be used to threaten the Prussian lines and, as an "army in being," distract the Prussian Player from his real objective. Extreme caution should be used with this army, though, because it will not survive a battle.

The main advantage of the Coalition is time—which is short for the Allies, calling for the Coalition Player to play a delaying action. Sluggish Austrian movement will lose the scenario, as will all-out attacks, but judicious retreats, feints, and raids, mixed with a tenacious defense of Dresden can leave the Prussians frustrated and give the victory to the Coalition Player.

**II. The 1757 Scenario—The Coalition Responds**

This scenario, representing the Coalition's response to Frederick's pre-emptive attack, is a tense one that will challenge both sides.

Initial forces are as follows: The Allied Player has 87 SP's (69 Prussian and 18 Hanoverian) with 14 Prussian and 3 Hanoverian SP's tied down in fortresses, leaving a force of 70 SP's in the field. Facing them are 104 Coalition SP's (58 Austrian, 39 French, 6 Swedish, and 1 Imperial), of which 5 Austrian, 10 French, 1 Swedish, and 1 Imperial SP are garrison troops, leaving 87 SP's in the field. The Coalition receives large reinforcements on Game-Turn 8, consisting of 22 Russian, 10 French, and 8 Imperial SP's, while there are no Allied reinforcements.

The Allies have two major advantages, their superior leadership (at least for the Prussians) and their interior lines. The first advantage enables them to challenge the usually larger forces of the Coalition with some hope of success, while the second allows them to strike the widely separated enemy forces and, to a certain extent, neutralize the superior numbers of their opponent.

On the other side of the ledger, the major Allied weaknesses are the inept leadership of the Hanoverians (Leader #1 is the Duke of Cumberland who won only the battle of Culloden during his entire career) and the numerical inferiority of the Allies. The first of these deficits means that the Prussians will probably be forced to intervene in the west to protect Magdeburg, and the second implies that the Allies will be stretched thin, especially during the latter half of the scenario.

The Coalition has one major advantage—superior numbers on all three of the major fronts. This enables them to play a somewhat looser game than the Allies in regard to casualties, permitting them to launch simultaneous offensives in the Rhineland, Saxony/Silesia, and Brandenburg/East Prussia. Additionally, in the Rhineland they possess leadership equal to the Hanoverians, which creates the potential for major gains.

The weaknesses of the Coalition are the converse of the Allied strengths, i.e., long exterior lines and poor leadership, except in the case noted above. However, their numbers can go a long way in compensating for these problems.

The Allies must stay alert in this scenario, because pressure will be intense in all theaters and it will mount toward the end of the game, and Frederick (Prussian Leader #1) can only be in so many places at once. It is imperative that you avoid futile marches, because you will otherwise find that losses due to force march attrition will be high, and you will accomplish nothing. Frederick is the only Allied leader who can afford to risk battle, given the demoralization rules, with the Russians and French presenting the best targets for the Soldier-King.

Careful use of the Hanoverians is strongly recommended. Harass the French rear, but avoid battle. If it becomes necessary to bring in Frederick, go for the throat and demoralize at least one French army, destroying any depots around.

The Saxony/Silesia front presents problems for the Allies. Silesia is particularly vulnerable to a strong Austrian attack. A sizable force should cover Silesia while another defends Saxony. Stay out of trouble unless Dresden or one of the Silesian forts is in danger or Frederick is around. When Frederick is present, and an opportunity presents itself, an attack on Prince Charles (Austrian Leader #1) should be considered.

In the north, an assault on Swedish Pomerania is in order during the early part of the game. It is an easy target, and later in the scenario you will not be able to attack, because other theaters will need the men.

Flexibility in the early part of the game is necessary for the Coalition Player. Harass the Prussians in the south while launching an offensive in the west. Stay away from Frederick; but if you have a chance to attack any of the other Allied commanders, you should consider it, provided excessive casualties can be avoided. Once the Russians begin their advance from Königsberg, put on the pressure on all major fronts. Force the Prussians to force march all over the board. Go for either Dresden or Glatz (Glatz is preferable to Schweidnitz, because they are worth the same amount of victory points, and Glatz is easier to defend in case of any Prussian attempts to lift the siege.) Grab all you can from the Hanoverians, since this will be one more place that Frederick will have to march to. The Russians, who have little time and a long way to march, should take Königsberg, and make an attempt at taking Colberg. They should fight only if they are facing a leader other than Frederick, but they will likely be forced to fight him to protect their extended supply lines.

The other two members of the Coalition, the Holy Roman Empire and Sweden, can do little. The Swedes should sit in Stralsund, unless by some miracle the Russians take Stettin, while the Imperial forces should act as a last-ditch reserve in Bohemia and try to stay out of harm's way.

Generally, the Coalition can and should risk battle against anyone except Frederick, to force the Allies to lose over 15 SP's, which means that limited attrition is an integral part of the Coalition strategy.

### III. The 1758 Scenario— The Situation Stabilizes

The numbers get more lop-sided in this scenario, but both sides have improved leaders. Initial forces are as follows: The Allies have 81 SP's initially (67 Prussian and 14 Hanoverian) with 13 Prussian and 4 Hanoverian SP's on garrison duty, leaving 64 SP's in the field. The Coalition forces total 129 SP's (52 Austrian, 31 French, 11 Imperial, 5 Swedish, and 30 Russian), including 6 Austrian, 10 French, 1 Imperial, 1 Swedish, and 1 Russian SP garrisoning the forts, which leaves 110 SP's in the field, and gives the Coalition a 1.7:1 superiority ratio.

Reinforcements are equal, with the Hanoverians and the French each receiving 8 SP's.

Allied advantages are identical to those of the previous scenario, except that they have been improved by the retirement of the Hanoverian Leader #1, and his replacement by the Hanoverian Leader #2, Prince Ferdinand of Brunswick, plus an enlarged Hanoverian contingent. This allows the Allied Player to go on the offensive in the west, eliminating one trouble spot for Frederick.

The Prussian numerical weakness worsens in this scenario, despite the increased Hanoverian force, which makes it necessary for the Allies to exploit their strengths to the fullest.

In this scenario the major Coalition advantage, superior numbers, has been improved. Another Coalition strength derives from the fact that both the Imperial and Russian armies begin the game on the map, enabling major advances to be undertaken from the onset of the scenario. Furthermore, Austrian leadership has been improved by the retirement of Leader #1, Prince Charles of Lorraine.

Coalition weaknesses are the most critical in the west where the French are totally outclassed in terms of leadership, and in Swedish Pomerania, where the Swedes are weaker than ever. However, in the south and east, the increase in forces greatly diminishes Coalition weaknesses, strengthening overall position in this scenario *vis a vis* the previous one.

These changes in force and deployment create an entirely different situation for the Allied Player. In the Rhineland, the Hanoverians can play aggressively, seeking the demoralization of the French forces and, with luck, seizing a fortress or two. In any event, the Hanoverians should be able to fight the French to a standstill. In the south, the Prussians should retake Schweidnitz promptly, defending the siege with a large force. Once the fortress has been retaken they should, as in the 1757 scenario, protect Silesia and Saxony with a sizable force in each province. A short, sharp campaign in Swedish Pomerania is advisable, provided it can be terminated before the Russians get too close to Colberg. As in the historical campaign, the Russians present the best target for attack by Frederick because of their extended supply lines. A good tactic is to force march behind them, cutting their lines, and then attack them. This operation, if successful, can delay the Russians for a good many turns, enabling Frederick to race south to counter the Austrians or launch an offensive in Bohemia or Moravia. Due to the increased efficiency of the Hanoverians, the Prussians should hold their own in this scenario.

The Coalition Player must also make some changes in his play. First of all, instead of the all-out French offensive of 1757, the French must fight a careful campaign aimed at keeping the Hanoverians at arm's length while maintaining at least one army capable of action. The goal of the French should be to reduce the Hanoverian forces—without absorbing undue casualties—to the point where they can not besiege French fortresses. The Russians should fix their primary



objective as the fortress of Colberg. Do not be tempted by the idea of a march south to aid the Austrians in Silesia, because this will cause you nothing but grief. Avoid facing Frederick, if possible, but consider attacking the Prussians if they try to screen Colberg with a force under any other leader. Once Colberg has fallen, move on Stettin or Kustrin. In the south, the Austrians should exercise care when Frederick is around, but when he leaves to counter the Russians you should go all-out to capture something, risking battle if a favorable situation occurs. Whether or not the Austrians capture anything is not crucial, because any activity in the south will force Frederick to return quickly, thereby easing the pressure on the Russians. The Imperial forces can be used to support operations in western Saxony, threaten the Hanoverian flank, or act as a reserve to the Austrians. The Swedes, once again, can risk no action until Stettin falls. In short, the Coalition strategy should be: feint and jab in the west, push hard in the south, and advance methodically in the east.

#### IV. The 1759 Scenario—*Frederick At Bay*

The disparity in numbers gets still worse for the Allies in 1759. They can field 76 SP's initially (57 Prussian and 19 Hanoverian) with 13 Prussian and 4 Hanoverian SP's acting as garrison forces, which leaves a meager 59 SP's in the field. The Coalition starts with 135 SP's (49 Austrian, 43 French, 30 Russian, 7 Imperial, and 5 Swedish). There are 18 SP's in fortresses: 5 Austrian, 10 French, 1 Russian, 1 Imperial, and 1 Swedish, which means that the Coalition can field a total of 117 SP's to give them a numerical superiority of almost 2:1.

Allied strengths and weaknesses are basically unchanged, although both leadership and numbers have slipped a bit, making the situation extremely difficult. It is easy to understand why the campaign of 1759 contained the triple disasters of Kunersdorf (in which Frederick was routed and the Prussian army with him was destroyed), Dresden (which fell to the Coalition), and Maxen (where an entire Prussian corps—equivalent to 5 SP's—surrendered in the face of an overwhelming attack) all occurred in this year, especially after you play the Allies.

The Coalition numbers have erased almost all their weaknesses in this scenario. Furthermore, the French leaders have been improved by the retirement of Leaders #1 and #2. They still must contend with the long exterior lines, but the influence of this problem upon the game is not great.

In this scenario, the Allies must use extreme caution. Think twice about attacking with any leader, including Frederick and Ferdinand. The Hanoverians are going to be faced with hordes of French under improved leaders, so you must feint and jab at supply lines, risking battle only under the direst circumstances. The Prussians will be under severe pressure, and even the Soldier-King will be forced to think in terms of rear area raids and retreats. Stay away from battles, because one demoral-

ized force will be disastrous. There are just enough Allied SP's to protect things, so restrain the impulse to go on the offensive. Bear in mind also, that the Coalition will attempt to bring you to battle to try to win by attrition. It is imperative that, whenever you shuttle Frederick around, you do so decisively and purposefully. This scenario will keep the Allied Player on the edge of his chair with a lump in his throat.

For the Coalition Player this scenario is the time to play a semi-hell-bent-for-leather game. Play aggressively in the west and try to inflict casualties. After the Hanoverians have been worn down, start laying siege to every fortress you can get to. Be prudent, but don't be overly cautious. In the south, the Austrians have an excellent chance to take Dresden, and Silesia is vulnerable as well. Challenge the Prussian leaders, and when you hold rough terrain, don't be too frightened of Frederick. The Russians should follow their standard march on Colberg and Stettin. The Empire and Swedes should play their normal minor role, taking care not to get in range of the Allies. The basic Coalition approach should be to beat the Allies in the field and take some fortresses, which will mean attacking the Allies whenever a viable opportunity occurs.

#### V. General Notes

The quickest way to lose in *Frederick the Great* is to charge around as though you were playing the French in *La Grande Armee*, trying to annihilate your opponent. Even as the Coalition Player in the 1759 scenario or the Prussian Player in the 1756 scenario, it will not work. The type of warfare represented in this game just was not waged that way. A campaign was judged a success if you nabbed a fortress cheaply. Battle was something that was to be avoided, because soldiers cost the state a lot of money. Admittedly, Frederick fought a lot of battles, but a careful analysis of his campaigns will show that he was forced by circumstances to do so. Casualties were a large factor in determining success, once again because of the cost to the state, and the victory conditions reflect this observance very well.

Another fundamental notion is that a good leader can win battles at miserable odds. This might seem unfair when Frederick and 10 SP's have just routed your Russian army at 33%, but the Coalition leaders probably felt the same way in the historical campaigns. Of course, victory is not certain at low odds, but keep in mind that a good leader and a small force can burn you.

Supply is another dominating feature of the game, and to win you must become obsessed with depots and supply lines. These are the two favorite targets for both sides. There are two ways to protect your depots and supply lines. The first method is to leave detachments behind—a very flimsy defense that can, however, be used to bait a trap. The second, safer method, is to use a larger force as a screen and risk being out-manuevered. However you play it, most of your battles will be fought to protect your supply lines.

maneuver, as pointed out in the Designer's Notes, is the crux of the game, but it is so important that it bears repeating. Move, and move purposefully in this game or you will lose. Aimless marching and counter-marching will accomplish nothing. Warfare in this period was "war of maneuver", and don't forget it, because the game reflects this reality. Even Frederick, with all his bloody battles, only fought when maneuver failed. Move to advance your supply lines, while cutting those of your opponent, which will enable you to besiege enemy fortresses. Feint and put flourishes into your maneuvers to keep your opponent guessing, but move.

The victory conditions give you a clear idea of the primary objectives, the capture of fortresses. One problem that you will face is how to oppose a siege. The best way, of course, is to cut the supplies of the besieger, but failing this strategem an attack is often in order. Another way to gain time is to put a leader with an initiative rating of 1 or higher into the threatened fort. Whatever means you choose to defend your fortresses, don't let them go easily.

*Frederick the Great* is a harsh master. It will punish those who attempt to deny the history which it recreates, but to those who attend to its lessons, this game will offer new insights into one of the more incredible annals of military history.

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## Opening MOVES [continued from page 3]

If it is naturalism that one most desires, then one should honestly pursue it and not denigrate non-naturalistic games for their lack of "realism". This is not merely semantic nit-picking: the words we use to describe concepts and to establish criteria can seriously affect our perceptions if we mis-apply them or call two dichotomous qualities by the same name. If I criticize a game for being "unrealistic" I should actually mean it—not merely be commenting on its lack of appeal as an adult toy.



## GAME PROFILE: **TORGAW**

by Roy G. Schelper

*I'm sometimes irked by seeing MOVES referred to as a "house organ" in various fanzines and such. Unlike certain magazines, MOVES does acknowledge the existence of other game companies and their products. The number of articles we run about them depends in largest part on what we receive from our reader/writers. For example, this tidy piece on GDW's Torgau...*

In November of 1760, Prussian Control of Saxony, conquered four years before, was threatened by the Austrian capture of Torgau. Not only was Saxony endangered by the Austrian move, but the Prussian positions in Silesia and the fortress of Magdeburg were jeopardized as well. With characteristic swiftness, the Prussian commander-in-chief, King Frederick the Great, reacted to the threat by marching from Silesia toward Torgau. The 53,400 Austrians commanded by Field Marshal von Daun deployed on a hill overlooking the fortress in a powerful defensive position, and von Daun—one of the few generals ever to defeat Frederick in a major battle—waited. The Soldier-King attacked with 50,000 men, assailing the Austrian position from two sides. A fierce battle raged for nine bloody hours as the blue-coated Prussians repeatedly and fruitlessly stormed the Austrian lines. By evening, it appeared that Marshal von Daun had defeated Frederick again. But Ziethen's corps, lately engaged in skirmishing against the Austrian rear, launched a devastating attack that sent the Austrians retreating south to Dresden, effectively removing the threat to Saxony.

That, briefly, is the background to the simulation, *Torgau*, an operational level creation from Game Designer's Workshop. In the game's scale, each hex represents two hundred yards, and game-turns represent fifteen minutes of real time. Units are regiments and battalions for infantry, regiments for cavalry, and batteries for artillery. The game length can vary, depending on when the Prussian player chooses to attack, up to as many as fifty-three turns.

The game map depicts the general area in which the historical battle took place. Terrain features include forests, slopes, streams, ponds, lakes, villages, swamps, and redoubts in addition to clear terrain. The charts and tables necessary to play are included as separate sheets printed on heavy stock.

The unit counters are excellent, and they are back-printed for ease of play. Each infantry unit depicts the formation the unit is in—whether line or column—and gives the unit's historical designation, movement allowance,

fire and melee values, and the stacking points of that unit. Artillery counters show whether the battery is limbered or unlimbered and provide the same information as do the infantry counters. Cavalry counters are printed on one side only, reflecting their sole formation, and give melee value and movement allowance. In addition to combat units, there are step-reduction markers, "square" markers for infantry, and "disordered" markers.

Stacking is handled on a point basis that assigns a value to each unit at each of its various strength levels, diminishing as the unit suffers losses. The limit is eight stacking points for infantry and artillery (usually two full-strength units) and four for cavalry. There are further prohibitions against stacking infantry or artillery with cavalry. Stacking, as in some other games, determines which units fire and receive hostile fire. Only the top four stacking points may fire or receive fire.

Fire is a function of movement in *Torgau*. While each unit is capable of firing offensively four times during each fire phase, it expends one movement point each time it does so. Fire combat occurs at the option of each player whenever units are adjacent; artillery, subject to spotting, may attack at ranges of up to six hexes. Additionally, each defending fire unit may fire defensively once for each movement point expended by an opposing unit in an adjacent hex. However, such defensive fire is limited to four times per fire phase. The fire protection strength of each unit depends upon the terrain in the hex it occupies. All fire is considered simultaneous, and losses are inflicted at the end of the phase.

Although fire can inflict great losses, there is only one way to truly break an opponent's line, and that is with cold steel, i.e., melee combat. Melee combat takes place between opposing units in the same hex, which means that the defending unit is generally able to fire at least once before the assaulting unit enters its hex—unless the attackers are fortunate enough to attack from the rear. Melee can be carried over from one turn to the next provided both sides maintain units in the disputed hex at the end of the initial turn melee phase. Melee includes a feature that no game of this period would be complete without—cavalry charges. For cavalry units to use their full melee values, they must be able to move two hexes in a straight line without entering impeding terrain. A cavalry unit may move with only half its movement allowance while charging, and it is automatically disordered at the conclusion of the melee phase in which it charges.

Morale plays an important part in the game. Units receive and inflict losses via a step-reduction system, and when a unit reaches a certain level of losses (its breakpoint, indicated by a change in the color of the unit's counter), that unit is liable to rout. Both rout and the rallying of routed units is determined by a roll of the die. Certain units such as foot grenadiers, the Prussian Guard, and artillery units never rout, while dragoons are less likely to rout than most other units.

Before discussing the actual play of the game, I would like to discuss the unit capabilities of each of the three arms.

*Infantry.* Infantry is the only arm that can both fire and melee offensively. It is therefore the most flexible arm, representing the real power behind any assault. This reflection is historically accurate, because at the time of the Seven Years War, infantry was still "queen of the battle." The key to optimum utilization of infantry in this game lies with the choice of formation. A cursory examination of the counters will reveal that units deployed in column move faster, but units in line order fire with greater strength. Moreover, although the column is more vulnerable to enemy fire, all units in a hex may combine into one column and combine their melee strengths. Lines, on the other hand, have certain defensive advantages, but they are highly susceptible to flank attacks. To further complicate the picture, *Torgau* features rules for the square, an anti-melee defensive formation, and march order for use in travelling along roads. While it is difficult to decree hard and fast tactics for the use of formations, line is generally superior when receiving attacks or firing against an enemy position, and column is better suited for conducting assaults and maneuvering. (Change of formation is accomplished by the expenditure of movement points, in case you wondered).

*Cavalry.* The mounted branch has less utility than it might at first seem to have, but its high mobility and large melee values provide a potential threat that must influence the plans of both players. This portrayal accurately depicts the cavalry as it was in the period covered by *Torgau*. Except for dragoons—which have the option to fight as either cavalry or infantry—no cavalry units have a fire value. This means that cavalry, while superb at flank attacks and exploitation of broken lines, is highly vulnerable to fire attack. Cavalry is the most difficult arm to employ properly in the game due to the nature of the terrain. But if a retreat needs to be covered or harassed, you'll be glad the cavalry is there.

**Artillery.** Artillery will, quite literally, make or break your attacks in the game. Artillery possesses enormous defensive capabilities, as players will find out when they attempt to storm a redoubt that is defended by an intact battery or two. On the offense, a few well-placed batteries directed against an enemy line can greatly weaken an opponent, facilitating a breakthrough. Lest it should seem that artillery carries all before it, I should point out that it is fairly unwieldy to move in all but clear terrain, it has only two steps to lose, and it has a low defensive melee value.

**Special Units.** Although these units belong to one or another of the three classes discussed above, they possess special characteristics that warrant a separate discussion.

**a) Foot Grenadiers and the Prussian Guard.** There is a great temptation for the Prussian Player to hurl these units indiscriminantly into the Austrian line, because of their low stacking values, high melee values, and immunity to rout. Although it was often the practice of the period to send them against the strongest positions, it will behoove the Prussian Player to resist the temptation to do so. Use them instead to exploit breakthroughs made by your line regiments.

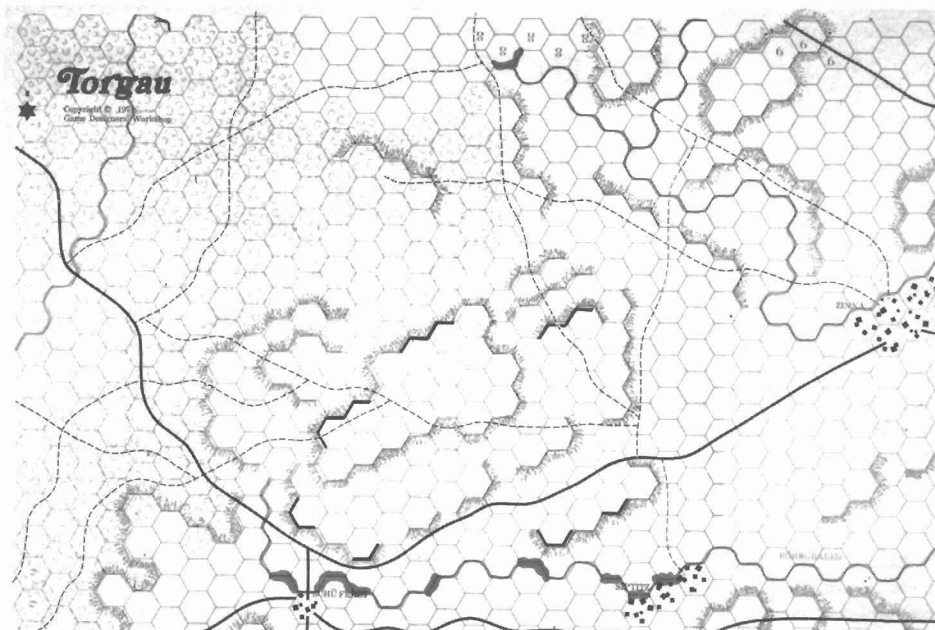
**b) Dragoons.** Unless absolutely forced to do otherwise, keep these units mounted. This applies to both sides, but especially to the Prussians.

**c) 49th Infantry Regiment.** The value of this unit comes into play off the map. The 49th Infantry Regiment decreases the late-arrival time of whatever corps it is attached to before the corps enters the map, so the regiment should be placed with the corps whose arrival is most crucial to your plans.

*Torgau* realistically demands that players employ their forces in a combined arms fashion, covering the weaknesses of one arm with the strengths of another. The player who fails to comply with this implicit demand is courting disaster.

Play of the game is, of course, directed toward the achievement of the victory conditions, which are as follow: For a Prussian decisive victory, the Prussian Player must reduce the Austrian army to 120 stacking points (slightly more than half of the original force) or less, on or off the map; for a marginal victory, the Prussian Player must reduce the Austrian army to 20 stacking points or less on the map. The Austrian Player wins if he reduces the Prussian army to 100 stacking points or less (slightly more than half the original Prussian force) while maintaining a superiority of units on the map. (As the victory conditions imply, both Players may exit units from the map.) Any other result is a draw.

The Austrian Player deploys first, and because he is obliged to deploy the bulk of his artillery in the redoubts on the large hill that dominates the map, most of the Austrian army will be deployed there too. It is one of the most powerful defensive positions on the map. It is difficult to approach, possesses great depth, and gives the Austrians a large



A section of the *Torgau* map

advantage in the game. Perhaps the position's only flaw is its unsuitability for the Austrian cavalry.

Because of his initial deployment, the Austrian Player is somewhat restricted in his attacks, but the progress of the game provides him with plenty of chances to counterattack or launch spoiling attacks to seize the initiative. To win the game, the Austrians must maintain the integrity of their cavalry by keeping it as a central reserve rather than sending it on wild-goose chases against the Prussian rear. Remember, the cavalry may be your way off the map if worse comes to worst. A great deal of prudence must be exercised by the Austrians. Although there are frequent opportunities to strike the initial Prussian force before the arrival of the remainder, the hilltop is the real backbone of the Austrian game. The Austrian Player should keep a significant reserve in hand to counterattack in the event that the Prussians break the line; and if the situation deteriorates too badly, the reserve should be used to cut a path back to Torgau. The surest way to victory is to follow a vigorous, tenacious defense that utilizes judicious counterattacks and the innate strength of the Austrian position.

The Prussian Player determines when the game starts. His units, grouped into four corps, start off the map, and he may enter them when and where he chooses subject to the nine entry areas on the map. Prohibitions based on simple geography further restrict the entry of units in certain areas before certain times. Determining when to enter is difficult and depends largely on out-thinking your opponent. There are some superior entry areas, including areas 8 and 9 and areas 4, 5, and 6. These areas all require a relatively short approach march, and the first two are almost directly opposite the last three. Utilizing these opposing entry areas enables the Prussian Player to launch a concentric attack, which is the best way to break the Austrian line. The rest of the entry hexes are a

long way from the objective, although area 7 has some potential as an infiltration area. From the time that he allocates units to their corps, the Prussian Player must have a plan, because the choices of arrival times and entry hexes will be a deciding factor in his attack. A poorly coordinated attack will be crushed with amazing swiftness by an alert opponent. The Prussian plan must be flexible to take into consideration the distinct possibility of late or strayed arrival—an occurrence that plagued the Prussians in the historical battle. Before the Prussian Player can attack the Austrian line, however, there are several things he must do. First, he must suppress the fire of the Austrian artillery by utilizing the superior range of the Prussian guns to reduce the effectiveness of the Austrians. Failure to do so will doom your attack. The second thing is to be patient. It is possible to lure an Austrian force off the hill; but whatever happens, do not attack before you're ready.

*Torgau* is a game of some complexity that has been heavily influenced by miniatures. The game amply demonstrates the various strengths and weaknesses of each branch of the Prussian and Austrian armies during the Seven Years War, and illustrates the integral part that combined arms tactics play in warfare. The battle of Torgau is accurately depicted. Although somewhat lengthy, *Torgau* is a playable game that teaches the player a great deal about the nature of Eighteenth Century warfare. One of the game's best features, in my opinion, is that it imparts the feel of miniatures. This is nice for gamers who, like myself, have a great interest in miniatures but do not want to make the necessary outlay of capital. (No offense to miniature manufacturers and buffs.)

The game is imbalanced against the Prussians. But remember, you are not only playing against the Austrians as the Prussian Player—you are matching your skills with those of the Soldier-King, who said that Torgau was his greatest victory.

## SCENARIOS AND VARIANTS:

# NAPOLEON'S LAST BATTLES

## Napoleon at Waterloo [Again]

by Christopher Perleberg

*NLB is my candidate for the definitive game on the Waterloo campaign. Not only is it comprehensive and accurate to the point of heated argument, but it is also playable. I mean, Wellington's Victory is a fine simulation of the Waterloo battle, but I usually don't have forty consecutive hours to devote to a game. We here present a few modifications for those whose tastes lean towards a little more complexity.*

Waterloo. The very word carries with it connotations of far-reaching ambition and final defeat. No battle in history is more famous than this encounter between the finest Generals of the day. Waterloo is on everybody's list of Decisive Battles, and few battles have been as extensively studied. Waterloo, more than any other battle, has fascinated wargamers from the beginning. From the myriad of miniatures rules, through AH's *Waterloo* and SPI's *Napoleon at Waterloo*, every serious gamer has, at least once, satisfied the urge to recreate this classic encounter. And that brings us to one of SPI's latest return to the field of the Waterloo Campaign, *Napoleon's Last Battles*.

One of SPI's Quadrigames, *NLB* covers the four battles of the Waterloo Campaign—*Quatre Bras*, *Ligny*, *Wavre*, and *La Belle Alliance* (the name Waterloo would probably have taken if Napoleon had won) on four individual maps. While each battle is a separate game in itself, the maps can be trimmed and butted together to form one large map for the Campaign game. The scale of the game (480 meters to a hex) means that the Campaign map covers a smaller area than AH's *Waterloo* by representing a narrower field that does not extend as far south as Charleroi, but *NLB*'s map contains much more terrain detail. There are woods, marshes, chateaux, two kinds of roads, and, best of all, *crests*. Gamers who wonder why Wellington made his stand where he did in *NAW* now have their questions answered. The effects of crests are subtle: they do nothing except block artillery bombardment. In this game system, artillery units are the offensive "movers," and Wellington's reverse slope tactics are accurately recreated, making *La Belle Alliance* a much closer contest than the old *NAW*. (I thought the French were the heavy favorites in the old game, regardless of the results of *Moves* #30).

The mechanics of all four games are familiar to most gamers: locking, active ZOC's, artillery units with a bombardment range of two hexes, army demoralization, hourly turns, and the standard Ar-Ae-Dr-Ex-De range of combat results. The CRT is relatively "bloody". At 6-1 odds, you can roll an

exchange 33% of the time. The units are brigades for the French and Anglo-Allies and regiments for the Prussians, and stacking is allowed, which allows the introduction of an optional "Combined Arms" rule that provides an attack bonus when using all three combat arms in a single attack. The effect of demoralization is more subdued than in past games: an army that is demoralized is simply prohibited from advance after combat. Without leading to the wholesale destruction of the demoralized force, these rules still give the attacker a major advantage, allowing him to be a bit more reckless without running the risk of having his units pinned in large numbers. There is an optional morale rule covering the French Imperial Guard and demoralization. Players may use the Old or Middle Guard for indiscriminate attacks, but if these units suffer an Ae, Ar or Ex combat result without demoralizing their opponents, the French demoralization level drops by twenty points. The Guard, with its large attack strength, can be used safely only at the moment of decision.

While the four folio games are fast—*Quatre Bras* averages about twenty minutes—and exciting—*La Belle Alliance* has all the

potential of a classic—it is the Campaign game that really sets *Napoleon's Last Battles* apart. Starting with the battles of Ligny and Quatre Bras, the Campaign runs through to the night of June 18th. Additional Campaign rules cover night turns, rain, reorganization at reduced strength of destroyed units, a deadly supply rule, demoralization by corps or nationality, and, most importantly, the problems of Command Control. The Command Control rules simulate the problems involved in maneuvering 100,000 men and allow the higher echelon leadership capabilities of each army to be worked into the game. These rules, in fact, "control" the Campaign game, as each player discovers that he really has only three offensive units to maneuver—Napoleon, Ney, and Grouchy for the French; and Wellington, Orange, and Blucher for the Allies. All combat must originate from one of these Commander units, who may, depending on their command capacity and range limitations, provide command control to various corps and division Officers. These officers can, in turn, provide for the units under their respective commands. Units without command control may not attack and must always retreat out of enemy ZOC's.



The implications of these rules are soon apparent. Battles are now restricted as to space. A large army such as that of the Prussians cannot spread itself too thinly or break itself up into two groups, for only Blucher can provide command control, and then to only two corps at a time. Individual corps or divisions must operate as a single unit within three hexes of their Officer if they are to achieve the optimum command control effects. Long flanking maneuvers by individual units are virtually eliminated. In addition, due to the command effectiveness idea, the appearance of the wandering I Corp at Quatre Bras is rendered less than decisive by the fact that Ney can only control one corp at a time. It is also possible, with the Command rules, for an army to attempt a retreat by refusing certain units command control, forcing them to leave normally locking ZOC's without an advance by opposing units, a maneuver especially useful to the Allies on the last daylight turn, when they can avoid having their units pinned.

The whole Campaign game is simple, relatively fast moving, and tense. The opening turns proceed historically, with the Prussians losing at Ligny and the Anglo-Allies winning at Quatre Bras. The Prussians stream northward in retreat, falling back on Wavre, attempting to regroup while pursued by the French. Napoleon's army must shift to face Wellington's, for the Anglo-Allies stand astride the road to Napoleon's objective: Brussels. The French player must decide how much of his force he should commit to pursuit of the Prussians, and how that pursuit—the critical aspect of the game—should be handled. Should he pursue with his cavalry corps, hoping to catch the road-bound Prussians as they mass at the bridges of Genthines, Wilroux, and Coutil? Or should he save the cavalry and send a small infantry force, using the cavalry later to seize the Dyle bridges from the west, splitting the Allies in two and preventing Prussian relief of the Anglo-Allies? But remember! The French have only three leaders, and at least two are necessary to defeat Wellington. Of course, one must also consider how long it will take to regroup one's own losses. One cannot regroup and pursue at the same time.

And the Allied player, too, must make decisions. Will he stand and fight to the death at Ligny, or fall back after slight losses? Where will he reconcentrate to prevent French seizure of the vital Dyle bridges? Where will the Anglo-Allies make their stand? At Mont St. Jean (the historical site) or the strong defensive line around Maison du Roi? How can both allied armies set themselves up to best insure their eventual co-operation?

These are the "mutually supporting inter-related decisions" that the Campaign notes speak of. The game is one of maneuver, of the central position, of deciding how much force to commit where, and of calculating movement points from place to place. And, generally, the game comes down to a final, dramatic, all-or-nothing confrontation (with Wellington) somewhere on the Brussels road.

While it may be true, to quote the Campaign notes again, "that it is important that the simulation of an event take a relatively limited point of view," the simplicity of the NLB's game system ("simplicity" here is not derogative, by any means) practically begs for little modifications that can be made without substantially affecting the "cleanliness" of the basic rules. What follows is, in modular form (i.e. use what rules you like and ignore the rest) are some of my own changes in the game, as well as two new scenarios, all presented in the same format as the game rules.

#### [10.0] CHATEAUX

The rules regarding chateaux appear to be in error. If units defending in chateaux are *both* tripled (as in [5.6]) *and* receive the benefits of [10.3], it would take, for instance, half the French army to have a 33% chance of taking Hougomont. The Anglo-Allies in *La Belle Alliance* will present a nearly impregnable line. While it is true, as some Waterloo aficionados will point out, that Hougomont never fell, half the Grand Army is a little out of line. I suggest you use the rules outlined in [10.3] and ignore the terrain effects chart (although I suspect most of you do already).

*[While Hougomont may be a severe impediment to the French advance—which, of course, it was—a few judicious holding attacks against the chateaux and an early effort to demoralize the British can ease the problem. Not easy, but it isn't supposed to be. The rule is right. Ed.]*

Also, I have to ignore the cryptic reference to units losing these benefits if out of command control. Since [20.3] specifically states that command effects are only present in the Friendly player turn, the only time a unit can be out of command is during that turn, in which case the unit can't attack anyway.

#### [12.3] ADDITIONAL COMBAT MODIFICATIONS

While the Combined Arms rule explores the benefits of the supported attack, it is both simple and interesting to include additional "tactical" rules, modified from the *NAW Expansion Game*, covering the defensive power of artillery and infantry squares.

[12.31] Whenever infantry or cavalry units attack a stack or stacks containing one or more artillery units, add one to the die roll. The presence of attacking artillery does not affect this modification. Treat a modified roll of greater than 6 as a 6. In effect, [12.31] increases the probabilities of Ar's and Ex's.

[12.32] Whenever cavalry alone attacks infantry alone, add one to the die roll. Treat a modified roll of greater than 6 as a 6. Note that [12.31] and [12.32] are mutually exclusive.

#### [25.5] SPECIAL NAPOLEON COMMAND EFFECTIVENESS

Napoleon's command rating (3) varies depending on the day and the roll of the die, according to the following table:

Die Roll	DATE		
	June 16	June 17	June 18
1	3	2	1
2	3	2	1
3	3	2	2
4	3	3	2
5	3	3	3
6	3	3	3

The die is rolled at the start of the French Command Segment. The resulting number is the Command Effectiveness Value of Napoleon for that turn. This rule effectively simulates Napoleon's deteriorating physical and mental condition during the campaign.

#### [25.6] VARIABLE WEATHER

Ignore the turns marked "Rain" on the reinforcement chart. Treat each "Rain" turn as *two* regular turns (flip the game turn marker over without advancing it to indicate this). Use the weather table to determine weather conditions, rolling the die at the start of each Game turn.

Die Roll	Weather
-1	clear
0	clear
1	clear
2	clear
3	clear
4	cloud
5	cloud
6	rain
7	rain
8	rain

If weather was "clear" last turn, subtract "2" from die roll. If weather was "cloudy" last turn, add "1" to die roll. If weather was "rain" last turn, add "2" to die roll. Rain affects play as in [5.5] and [7.9] In addition, all movement allowances are halved (rounded downward), and one movement point is added to the cost of entering marsh hexes and crossing stream hexsides. Movement effects last one full turn *after* rain stops. A leader may reorganize only one unit during a rain turn.

Note that players will have advance warning as to rain turns. Players may opt to ignore this rule after 0900/June 18th. A rain storm *could* ruin your day.

#### [25.7] VARIABLE REINFORCEMENTS

##### [25.71] Variable Anglo-Allied Reinforcements

Starting on turn 1100/June 18, the Allied Player may roll a die. On a roll of "1", the Allied Player receives the following units on hex B0114:

*British 4th Division:*  
 (Colville)  
 1 Br. 4-4 (Johnston)  
 1 Han. 3-4 (Lyon)  
 1 Br. 2-4 Artillery  
 Dutch/Belgian "Indian"

Brigade: (Consider part of 1st Neth. Div.)

1 Neth. 4-4 (Anthing)

1st Netherlands Division:

(Stedman)

1 Neth. 3-4 (Eerens)

1 Neth. 3-4 (Wynands)

1 Neth. 1-4 Artillery

Note that when using this variant, (Colville) does *not* enter 0600/June 17. The appearance of Bde. Mitchell is unaffected. This variant may also be used in the standard *La Belle Alliance* folio game and in Scenario [27.0]. Extra counters should be made from spares (Lord knows you have enough).

#### [25.72] Variable French Reinforcements

Starting turn 1400/June 16, the French player may roll a die. On a roll of "1", he may bring on the VIth Corp, hex L0334. The VIth Corp enters automatically on 0300/June 17.

#### [25.73] Variable Prussian Reinforcements

Starting turn 1400/June 16, the Allied Player may roll a die. If he rolls a "1", he may roll again. On a roll of "1", "2", or "3", he may bring on the three cavalry units of the IVth Corp and (Bülow), anywhere on the eastern edge of the map north of hexrow 0023 (inclusive). On the next turn, he may bring on the 15th and 16th brigades, on the same entry hex. On the next turn, he may bring on the remaining units of IVth Corp. The IVth Corp automatically begins to enter on 2100/June 17.

Notes: The Anglo-Allied units represent the force Wellington left in Hal to protect his flank. These units did not participate in Waterloo, but they could have. (It's interesting to note that all these units are present in *NAW Expansion Game*, and, what's more, the Hannoverian brigade is shown defending Hougmont!) The French VIth Corp was purposely left out of the first day's fighting. The Prussian IVth Corp was delayed through the politeness of Blucher's Chief-of-Staff: Bulow out-ranked him, and the order to concentrate at Sombreffe read more like a request.

#### [25.8] BÜLOW'S COMMAND

Bulow was the only Allied leader who had ever had an independent command; in 1813 he had even beaten Ney at Dennewitz. To simulate this, treat Bülow as a quasi-Commander, allowing him to provide Command Control *only* for units of the IVth Corp, and only at a range of three hexes.

#### [27.0] GRAND WATERLOO VARIANT

[27.1] La Belle Alliance and Wavre maps only. Begin 1200/June 18.

#### [27.2] SET-UP:

Allied Player: As printed on mapsheet plus Prussian IVth Corps as follows: Cavalry (W0112, W0211), 16th Brigade (W0210, W0310), 15th Brigade (W0310, W0309), 13th Brigade (W0409, W0509), 14th Brigade (W0609, W0709), IVth Corp Artillery (W0409).

French Player: As printed on mapsheet.

#### [27.21] Leader Set-up [if desired]

Wellington (B0915), Blucher (W1406), Orange (B1114), Napoleon (B0922), Ney (B1118), Grouchy (W2121). All other leaders may be placed as desired. French Player must place the IIIrd, IVth, Ic, and IIc Officers on Wavre map. (Brunswick) is not deployed.

#### [27.3] DEMORALIZATION LEVELS

French

Demoralization 75

Prussian

Demoralization 35 Disintegration 45

Anglo-Allied

Demoralization 45 Disintegration 55

#### [27.31] Additional Morale Effects

French: +10 if either the Prussians or Anglo-Allies are demoralized

+10 if any unit under Grouchy (i.e. receives command control from Grouchy at time of attack or begins game on Wavre map) attacks any Anglo-Allied unit.

-20 if Enemy units enter Maison du Roi

Prussian: -10 if Anglo-Allies are demoralized.

Anglo-Allies: +10 if Prussians attack any unit of Western force.

+6 if optional [25.71] reinforcements enter

-10 if Prussians are demoralized.

-20 if enemy units enter Waterloo

[27.33] Note that when using Leaders, these morale effects are ignored, and rule [22.0] is in effect. In addition, the Prussian Ist Corps has lost 5 strength points, and the Prussian IInd Corps as lost 8 toward demoralization. No French Corps are charged with any losses (the French 7th division is considered reorganized). Losses do *not* count for victory points.

#### [27.4] SPECIAL RULES

[27.41] Allow the French eastern force (all those units which begin the game on the Wavre map) to double their movement allowance on Game-Turn One only.

[27.42] Units may exit the map at any time. French units may exit anywhere on the south edge. Anglo-Allied units may exit from B0605. Prussian units may exit anywhere on the west edge. Once exited, units may never re-enter.

#### [27.5] VICTORY CONDITIONS

[27.51] Without Leaders: As in [17.3]

[27.52] With Leaders:

Both Players receive:

1 VP for every enemy strength point destroyed

3 VP's for every Officer eliminated

5 VP's for every Command point eliminated (e.g., Wellington-20 VP)

5 VP's for Mont. St. Jean (B0812)

5 VP's for Maison du Roi (B1320)

3 VP's for each Infantry Corps demoralized

French Player receives:

10 VP's for demoralizing British Nationality

4 VP's for each strength point exited from B0605 (ignore condition 2, [26.0])

The Allied Player automatically wins if Napoleon is eliminated. The player with the

most VP's is the winner. Levels of victory are given by finding the ratio of winner's VP's to loser's VP's.

1 to 1.49: 1 Marginal Victory

1.5 to 1.99: 1 Substantive Victory

over 2: 1 Decisive Victory

Notes: Both games tend to be tightly fought contests. The high French demoralization level in [27.3] is offset by the losses they must take in trying to prevent the Prussians from intervening. They can, of course, refuse combat, but to do so will allow the Prussians to interfere with Napoleon *en masse*. When the Leader rules are used, the French position is a little better, but any advantage can be offset by using the Napoleon Command rule [25.5]. In both games, the French must watch the eastern flank at Waterloo. Maison du Roi is good for VP's, but more importantly, it is practically the only line of retreat. The Anglo-Allies should attempt to retreat off the map after demoralization, as exited units can never be destroyed.

#### [28.0] EXTENDED CAMPAIGN GAME

[28.1] Use all maps, full Campaign rules. Game begins, however, 0900/June 16, (i.e. 5 full turns earlier). Players must make up their own track to indicate time.

#### [28.2] SET-UP

Allied Player: Bijlandt, Weimar, van Opstal, (Perponcher), (Orange) as printed on *Quatre Bras* mapsheet. Prussian Ist Corps (minus 2nd brigade) in or adjacent to Fleurus (L1319). 2nd brigade in St. Amand (L0624, L0524). Note that 1/1 12th Line and 2/1 28th Line start with re-organized side up. (Blucher) in L1319.

French Player: Husson, Campl (5/II), Pire, Lef-Desn, (Ney), in and adjacent to Frasné (Q1517). IIIc Corps, (Milhaud), in Liberchies (Q0922). Baudin, Soye (6/II), Gauthier, Jamin (9/II), Pelletier, II Corps Officer, in (Q1232), Q1334, /1133). De Villiers, Piat (7/II), in Heppignies (Q2430).

#### [28.3] REINFORCEMENTS

0900: Prussian: IInd Corps, (Pirch I), L2923, 1000: Prussian: IIIrd Corps, (Thielman), L2923.

French: Ic, IVth Corps, respective Corps officers, (Grouchy), L0334.

Anglo-Allied: Brunswick, 5th Br. Divisions, (Picton), (Brunswick), B0605.

1100: French: IIIrd, IVc Corps, respective Officers, Napoleon, L0334.

Anglo-Allied: Wellington, B0605.

1200: French: Guard Corps, (Drouot), L0334.

1300: French: 1/I, 2/I, 3/I, (D'Erlon), Q1134.

Anglo-Allied: Merelen, Q0103.

All other reinforcements as per game track.

#### [28.4] SPECIAL RULES

[28.41] French must use Late Start rule [25.2]. Note that on June 16 this affects Ney only. On June 16, units of IInd Corps that start in Gosselies may not move until Ney is activated. On all days, French commanders automatically activate at 1200.

[28.42] The Allies may not enter, nor may they attack into, the 0032, 0033 or 0034 hexrows of

[continued on page 16]

## OPERATIONAL ANALYSIS:

# TROUBLE AREAS IN TERRIBLE SWIFT SWORD

## Some Revisionist Thought

by Richard Berg

*Richard will undoubtedly be answering questions on and debating the merits of the rules to his TSS masterwork for the rest of his natural life. Some of you are obviously getting to him, since here he renders some official second thoughts on a few of the game's elements.*

*Terrible Swift Sword* was, by its very nature, a complex game. Even as complex games go, it took an exceptional amount of work to design, being the first game of its type done at SPI. Unfortunately, no matter how many hours of work, no matter how much thought and concentration you put into a game—especially a game as all-encompassing as *TSS*—there are always areas where loopholes or plain unsatisfactory rules occur. Now, I am not referring to simple errata, where a mistake has been made in printing or a die roll should be an addition, not a subtraction, etc. I am referring to loopholes and mistakes that players take advantage of to produce unrealistic results and to areas where the rules do not reflect reality.

From the hundreds of letters received for *TSS*, it became readily apparent that there were three areas which players were dissatisfied with. The first area consisted of the rules for rout; the second, the ability to use infiltration tactics at the expense of Withdrawal Fire; and the third, the extended usage of artillery as an offensive weapon similar to a tank. Based on the comments concerning these three items, specific changes have been made in the rules—changes that should be considered official rather than variants. The changes reflect new ideas and new solutions not conceived during the initial design work. None of the changes add any complexity to the game, and they all add greatly to an already high level of realism.

### Morale and Rout

The present basic rout rule in *TSS* is based on the theory that a unit's rout is caused, in large part, by the percentage of losses it takes relative to its size. For example, a regiment of 800 men that takes 100 losses is less likely to disintegrate than a 200-man regiment taking similar losses. Unfortunately, while this may be true in theory, it was not true in practice at Gettysburg. The varying brigades and regiments all had a remarkably diverse level of training and morale: e.g., look at the disparity between results for The Iron Brigade and any unit in the XI Corps. This is quite an obvious comparison; but the idea of individual variation can be applied consistently to all

units. And, in the basic game, this concept was not reflected.

To be sure, the Brigade Combat Effectiveness Option (which is still viable with the new Rout/Morale Rule, below) handled this shortcoming to some degree. However, this option worked only in the cumulative; there was nothing on the individual unit level to reflect training, etc. For example, the regiments of Gordon's Brigade (all R2's) had been severely reduced by the last few campaigns. However, what was left was a hardened corps of veterans who were little disposed to rout, despite their unit size. In the game as it now stands, the regiments of Gordon's Brigade, historically a strong brigade in terms of morale, are quite susceptible to rout. The new rule changes this.

The following rule should be substituted for 14.2.

[14.21] All regiments in each infantry or cavalry brigade have a letter rating (see listing below). The regiments within each brigade all have the same rating; thus, if Kershaw's Brigade is a 'C', all regiments in Kershaw's Brigade have a Morale Rating of 'C'. The letter rating, running from 'A' through 'E' is the unit's Morale Rating.

[14.22] Units use their Morale Rating in determining the chances of Rout (see 14.1). Using the Morale/Rout Table, the player rolls for each unit that has a chance of routing by throwing a die and cross-referencing that die roll with the unit's Morale Rating. Thus, if an R2 with a Morale Rating of 'C' takes a casualty and rolls a 3, it will not Rout.

[14.23] A unit that has suffered *more* than 50% losses (from its original strength) adds *one* to the Rout die-roll.

[14.24] Presence of a Leader in the hex still subtracts *one* from the die-roll.

[14.25] All HQ and Provost Guards are 'D' units. All artillery batteries are 'C' units.

[14.26] *The Morale/Rout Table*

Die	Unit Morale Rating				
	A	B	C	D	E
1	•	•	•	•	•
2	•	•	•	•	•
3	•	•	•	•	R
4	•	•	•	R	R
5	•	**	R	R	R
6	**	R	R	R	R

• = No Effect, No Rout

R = Unit Routs

\*\* = Roll again; if a '6' is rolled, unit routs

Unit Morale Ratings (see 14.21)

### CSA

Kershaw(C), Semmes(D), Barksdale(C), Wofford(D); Garnett(C), Armistead(C), Kemper(C); Law(D), Anderson(D), Robertson(B), Benning(C); Hays(C), Hoke(C), Smith(D), Gordon(B); Steuart(D), Nicholls(C), Stonewall(A), Jones(D); Daniel(C), Iverson(D), Doles(C), Ramseur(C), O'Neal(D); Wilcox(D), Mahone(D), Wright(D), Perry(D), Posey(D); Pettigrew(D), Brockenbrough(D), Archer(E), Davis(D); 1/Perrin(B), 2/Lane(D), 3/Thomas(E), 4/Scales(C); FitzLee(B), Hampton(B), WHF Lee(C), Jenkins(C), Robertson(C), Jones(C); Imboden(B).

### USA

1/1/I(A), 2/1/I(C), 1/2/I(D), 2/2/I(E), 1/3/I(C), 2/3/I(D), 3/3/I(D), 1/1/II(E), 2/1/II(D), 3/1/II(C), 4/1/II(D), 1/2/II(C), 2/2/II(C), 3/2/II(D), 1/3/II(C), 2/3/II(E), 3/3/II(D); 1/1/III(D), 2/1/III(C), 3/1/III(D), 1/2/III(D), 2/2/III(E), 3/2/III(C); 1/1/V(D), 2/1/V(E), 3/1/V(C), 1/2/V(D), 2/2/V(D), 3/2/V(B), 1/3/V(C), 3/3/V(D); 1/1/VI(C), 2/1/VI(C), 3/1/VI(C), 2/2/VI(D), 3/2/VI(C), 1/3/VI(D), 2/3/VI(D), 3/3/VI(D); 1/1/XI(D), 2/1/XI(E), 1/2/XI(D), 2/2/XI(D), 1/3/XI(E), 2/3/XI(D); 1/1/XII(D), 2/1/XII(C), 3/1/XII(D), 1/2/XII(D), 2/2/XII(C), 3/2/XII(C); 1/1/Cav(C), 2/1/Cav(C), R/1/Cav(B), 1/2/Cav(C), 3/2/Cav(C), 1/3/Cav(C), 2/3/Cav(C).

The range of letters (A through E) represents levels of training, general morale, and capability of company officers, etc. An 'A' unit would be a special "elite" unit, while an 'E' would represent "green" troops. The difficulty with quantifying characteristics of this sort is that there is little basis, other than subjective assessment, to base one's decision on. The Iron Brigade, the Stonewall Brigade, The Philadelphia Brigade—these units are all fairly well-documented. But what of the majority of the units? Regimental histories are not *that* abundant, and, moreover, the information they impart is highly suspect. And then what do you do with a unit like Stannard's Brigade (3/3/I)? These Vermont regiments should officially be classified as "green". However, their performance on the third day belies that description. So, do you base a rating on pre-battle assessment or actual battle reactions? The choice is not easy, and it is subjective at best.

What has been done with the Morale Ratings here is that units have been given their approximate (and admittedly subjective) level of performance during the battle, with other areas of assessment taken into consideration where specific information was lacking. Players who use this system will find the game's realism increases considerably, espec-

ially in the opening day's combat (check out Heth's Division's ratings!).

### *Infiltration and Withdrawal Fire*

There has been a considerable problem with players taking advantage of the fact that units may fire Withdrawal Fire only once per phase. They are drawing fire with one unit, then parading six or seven more units right by that unit without fear of fire, similar to what German troops did in 1918. The Withdrawal Fire rule had been written in its original form because I felt that players would not want to have constant firing back and forth, as in *Torgau*. I was wrong, and unfortunately, all the playtesting that we did failed to reveal this flaw. Therefore, the problem is being corrected to reflect the realities of defensive position and fire in the Civil War era. *Change To* (11.12) (Second sentence). Units may fire Withdrawal Fire any number of times, subject only to possible ammunition depletion.

### *Offensive Artillery*

The number of schemes and maneuvers that players have come up with to use their artillery offensively has been simply amazing! Using the Retire by Prolong Rule and the fact that artillery does not take casualties, players have begun to use batteries as if they were the early

forerunners of the tank. Obviously, this is not what was intended in the design.

There is nothing ahistorical about using artillery offensively; such a procedure just takes exceptional planning and incredible support. Artillery was rarely used in this manner in the Civil War, especially at Gettysburg. Artillery is meant to have a supportive and defensive role. The rules should reflect this historical reality, and in essence they do; but several loopholes have appeared to disrupt the balance between precedence and playability.

Artillery does not take casualties for several reasons, chief among which is the fact that losses to artillery are in guns and it would seem ludicrous to have rifle fire take out guns! Furthermore, losses to crewmen were few (from small-arms fire) at Gettysburg, and the no-loss/Pin-only rule from small-arms fire reflects this fact.

The following changes and additions to the rules reflect an effort to clear up the loopholes and add more realism in terms of artillery tactics and the ability of artillery to operate under fire.

*Add to* (10.82) Pinned artillery is halved in Fire Strength when it fires (defensively).

*Add: New Case* (6.23) If an artillery battery desires to either limber or unlimber (change formation) and that battery is within range and LOS of any enemy small-arms units (excluding Guards) those enemy small-arms units may fire at that battery *before* it changes formation. This fire is considered a form of Withdrawal Fire. If, in the course of such fire, a battery becomes pinned, it may *not* complete its change of formation; i.e., it may not limber or unlimber. This rule may be used whether the battery is the top unit or the bottom unit in a stack.

In essence, the above rules will reflect the fact that artillery batteries rarely operated well under fire. It is not impossible to unlimber a battery in front of an enemy defensive position now, but it sure will take a lot of support and planning—all of which is reflective of the tactical situation of the day.

The above three sections represent the only three areas that caused any major controversy. If anyone has any comments on these rules—or on any other—I always welcome letters. *TSS* is a popular game; I hope to keep it a fresh game by constantly upgrading the rules.

—Berg

## **Napoleon's Last Battles**

*[continued from page 14]*

the *Ligny* or *Quatre Bras* maps until 1400/June 16.

[28.43] (Optional) British Variable Entry. For any number of reasons, the Anglo-Allied concentration could have been faster or slower. Wellington himself had only vague ideas of where all his forces were on June 16. The following rule simulates this effect. Before the game starts, the Allied Player places his units (except Wellington) on their appropriate slots on the reinforcement track. Note that in all cases except Merlen, Kruse, Ompteda, and Best, each group of units should be represented by its Officer. Ignore the entry of Officers marked on the track—Officers must enter with the largest group of units under their command. For each single unit or Officer, two die must be rolled, and the arrival time of the given unit(s) are advanced or put back on the turn record chart.

### *DIE ROLL*

2	3	4	5	6	7	8	9	10	11	12
-6	-5	-4	-3	-2	-1	0	1	2	3	4

*Example:* The Brunswick Division is slated to enter 100/June 16. Two die are rolled, resulting in a "3". The Brunswick division (4 units and a Leader) is moved five turns earlier on the reinforcement track, in effect starting on the map 16 movement points from B0605 (28 movement points for the cavalry unit). If a "12" had been rolled, the division would have entered on turn 1400/June 16.) Treat night and rain turns as single turns unless using rule [25.6]. Dispositions should be kept secret from the French Player; the Allied Player should use scratch paper or dummies to keep record of the location of his units. Dummies

deployed need not represent real units; in addition, the Allied player need only reveal units on the *Ligny* and *Quatre Bras* maps until the French enter the *Belle Alliance* or *Ligny* maps, or until turn 1400/June 16, at which time all dummies must be removed and the real location of units revealed. All units enter on the hexes given on the reinforcement tracks, except that the 3rd and 1st British divisions may enter at hex B0120, if desired.

[28.44] French Optional entry. Before the game begins, the French Player may decide which hex (L0334 or Q1134) his reinforcements will enter. All reinforcements enter on the turn indicated. The entry hexes must be written and cannot be changed after the game starts. When using this variant, the French Player does not receive the 50 point handicap of [28.5], and the game cannot end before 1400/June 17.

### [28.5] *VICTORY CONDITIONS*

As printed in [26.0], except that the French Player starts out with a 50 point handicap, representing the fact that he'll have to maneuver to destroy the Prussians.

*Notes:* In many respects, a better game than the Campaign game, as the Battle of Ligny is not a sure thing. In effect the Allied Player can decide where to make his stands. He may decide, for instance, to fall back on Wavre, but in one game played this resulted in moderate losses as the Prussians attempted to cross the bridges in the east, because they had neglected to put sufficient blocking forces on the road. In another game, the Prussians attempted to shift west with two corps, leaving one corp to protect their supply lines. This resulted in their getting chopped up on the road to Quatre Bras, although the Allies later went on to win. The game is definitely not a

walk-over for the French. The Victory Conditions are extremely tough to satisfy, almost impossible if the French Player fails to exit units. It's almost impossible, for instance, to win scenario [27.0] using the Campaign Game Victory Conditions. I consider the French to have won a moral victory if they achieve one hundred points at the end of the game. If the French optional entry is used, a slight possibility exists that the French may be able to shoot right up the Brussels road, but since they can't win before 1400/June 17, they must keep the Prussians away from the southern half of the Brussels road. The variable Anglo-Allied reinforcements tend to keep the French Player guessing as to what he will face.

### [29.0] *ADDITIONAL HISTORICAL SCENARIO*

[29.1] All maps, all Campaign rules

[29.2] Game begins 1400/June 16 and ends 2100/June 19 (i.e., one day later).

[29.3] *DEPLOYMENT:* As in regular Campaign game

[29.4] *SPECIAL RULES:* On turn 0300/June 19, the Allied Player receives 200 Austrian 4-4 inf., 45 Austrian 3-6 cav., and 6 Austrian 6-4 art. units.

[29.5] *VICTORY CONDITIONS:* As in [26.0]

*Notes:* Good luck! Represents the next Army waiting to take on Napoleon. Does not include the 170,000 Russians, who would require still another scenario. For all its apparent drama, a French victory in the Waterloo Campaign would have been far from decisive. It was the longest of long shots, which the French could ill afford to lose. But as a game, as represented in *Napoleon's Last Battles*, it remains a classic.



# WE LOVE THEM...WE LOVE THEM NOT

## The SPI Staff's Personal Picks of '76

Rather than a run-by of all the '76 SPI games with breast-beating comments by the guilty parties [as we did last year] I had our merry band comment on their personal loves and hates amongst the past year's games by SPI and other publishers. Not every staff member had a choice in each of the four categories [i.e., Best SPI Game; Worst SPI Game; Best Non-SPI Game; Worst Non-SPI Game] simply because many of us don't get to play a lot of games for enjoyment [how's that for irony?] The limiting factor in this "report" is that I told the staff to write only on games that they had actually played [just as you do when you rate games in the Feedback]. Many crew members chose one of our macro-games as their candidate for SPI's best...even the pros are beguiled by the "big-is-best" syndrome. One would hope that by comparing your tastes in games with ours, you would be able to get an idea as to our gaming Weltanschauung. Maybe.

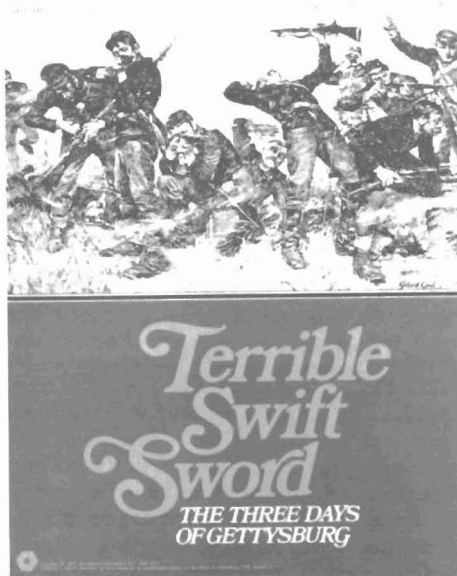
JOE BALKOSKI  
Game Developer

**BEST SPI GAME:** *Wellington's Victory*—With the publication of *La Bataille de la Moskowa* and *Terrible Swift Sword* in 1976, *Wellington's Victory* seemed a bit late off the mark when it was finally released in November '76. However, since my own particular interest in wargaming lies mostly in miniatures, I knew that *La Bataille* and *Swift Sword* did not really satisfy the miniaturist's true dream-board game of 19th century tactical warfare. Knowing the massive amount of research and work that went into *Wellington's Victory*, I feel sure that this game will appeal not only to the Napoleonic scholar, but to the most die-hard of the miniatures fans (and I have personally known miniature soldier collectors who regard any form of board game with absolute scorn). There is no doubt in my mind that *Wellington's Victory* is the most accurate representation of battle available in the wargame market today, and I can promise my miniaturist friends (who are probably at this moment arguing as to whether the umpteenth regiment of foot can be routed when fired upon by a French battery 6½ inches away at an angle of 73°) that they at least will be very impressed with this game. I am also certain that *Wellington's Victory* is a very playable game—it is one of the few games of the year that I had a helluva lot of fun playing. I know that Frank Davis practically devoted his entire life to this game over the months he spent working on it, and I think he's produced a masterpiece (and what's more amazing, Frank did virtually all the developmental

work on this game himself). What's more, the graphics are very nicely done—in a kind of novel style. All in all, the best wargame of the past few years. *Rated:* 9.

HOWARD BARASCH  
Game Designer/Marketing Officer

**BEST SPI GAME:** *Terrible Swift Sword*—is the only game that I have ever played that successfully conveyed the feeling of fighting a tactical battle on a grand scale. It is also the type of game that you can visually follow. That is you do not have to be an actual participant of the game to get caught up in the ebb and flow of the battle and capture the seeming realism of the game. I do emphasize the word "seeming realism" since no game can actually be a totally realistic simulation. But this game comes extremely close without being overly complex, and that is where it truly triumphs. *TSS* will probably remain on the best SPI game list for some time to come even though it will receive some competition from some other large SPI tactical games. We shall see. *Rated:* 8.



**WORST SPI GAME:** In thinking about this category I could only come up with one game that I can consider in the running for the SPI worst. This is mainly because I have played very few games this year, SPI or otherwise. Time is always a problem. My choice would have to be a game I designed myself, *Hurtgen Forest*. It was more of a disappointment than anything else. As far as I am concerned, *Hurtgen Forest* was a success-

ful simulation but a failure as a game. The game was certainly not a victim of lack of time or research but more so a failure to perceive that certain historical situations do not lend themselves to becoming good games. Of course, scale means a lot and possibly a tactical level game could have made a difference. But a battle almost totally dominated by artillery makes a boring game. *Rated:* 5.

**BEST NON-SPI GAME:** *Caesar*—Again this category is governed by those games that I have actually played. That limits things. But I must cast my ballot for Avalon Hill's *Caesar (Alesia)*. I was formally introduced to this game at Lake Geneva during Gencon. We played a four-player game though I assume the game is meant for two players. The players were two GDW people plus Rich Berg and myself. Though we quickly ran through the rules almost all our subsequent questions were eventually answered by the rules booklet during play. What truly makes the game is the situation. Gauls surrounded by Romans surrounded by Gauls. The options are many and lots of good thought is needed for both sides. Though a drawback is evident in the length of the game, the proper tension is present throughout. I have never played the original so I can't compare but the AH version is an excellent game. *Rated:* 7.

GREG COSTIKYAN  
Game Developer

**BEST SPI GAME:** *Napoleon's Last Battles*—Although SPI has come out with quite a few excellent games this year—*RCW*, *Conquistador* and *Outreach* come to mind—*NLB* is, I think, the best pure wargame SPI has produced in a long time. *Firefight* is all very well, but modern tactics are boring.

*NLB* is exactly what a wargame should be—it is complex enough to be realistic, simple enough to be playable, and fast-moving enough to be fun. The campaign game combines all the advantages of the quad games—speed, ease of play and relative simplicity—with many of the advantages of larger games, and none of the quad's failures.

Games, like fads, tend to be ephemeral—two or three years and most games are collectors items, five years and a game is totally out of date. I predict that *NLB* is going to be around for quite a while. *Rated:* 8.

**WORST SPI GAME:** *Plot to Assassinate Hitler*—I'm somewhat unhappy at being forced to admit that I had something to do with the production of this game. It is, in my opinion, an unadulterated turkey. The

mechanics are better suited to an armor game, the situation is ridiculous, the game is basically boring, and the victory conditions are unbalanced. Otherwise, it's OK. *Rated: 2.*

**BEST NON-SPI GAME:** *Nuclear War* (From Flying Buffalo)—*Nuclear War* is a wargame only in that it deals with war; it is basically a card game, and combat is resolved via a spinner. The game was originally published in 1965, and has recently been saved from oblivion by Flying Buffalo.

I don't know if it's quite kosher listing *Nuclear War* as the best non-SPI game of this year, but it is certainly the game I've most enjoyed playing. The fact that it is multi-player immediately puts it into a class higher than any two-player game of course, and its subject is a constant source of amusement. It is often difficult to restrain the players from breaking into "We'll All Go Together When We Go," or "Let's Drop the Big One Now" when playing the game, and destroying the world in one mother of a nuclear explosion is always fun. *Rated: 9.*

**WORST NON-SPI GAME:** *Rift Trooper* (from Attack Wargaming)—*Rift Trooper* is, with the possible exception of *Star Raider* (also from Attack Wargaming), probably the worst putatively-professional game I have ever seen.

Quite apart from the fact that it is a rip-off of Heinlein and Avalon Hill, quite apart from the fact that the rules are ambiguous, badly written, ungrammatical and generally incomprehensible, and the fact that the counters are apparently reproduced from hand-drawn originals and badly die-cut, and the fact that the board is printed in eye-killing bad-taste color (and is also apparently executed free-hand)—quite apart from all this, the game is a turkey.

I talked to Rich Bartucci of AW at the last SF Worldcon, and he indicated that he was not fully satisfied with the way the game was produced. In any case, *Rift Trooper* does nothing to increase Attack's reputation. *Rated: 1.*

FRANK DAVIS  
Designer/Developer

**BEST SPI GAME:** *Terrible Swift Sword*—Considering the R&D cost of this game vis-a-vis its excellent competition (including *Firefight*, *War in Europe* and *Wellington's Victory*), Rich Berg's *TSS* is unquestionably the best of SPI's 1976 productions as well as the only excellent SPI game I can recall which was delivered on time and under budget! *Rated: 8.*

JAMES F. DUNNIGAN  
Game Designer

**BEST SPI GAME:** *Russian Civil War*—I like this one because I had to sweat blood designing it and because I really enjoyed playing it. The game also came out pretty much the way I wanted it to. I saw the Russian Civil War as primarily a period of chaos. Giving the players too much rationality would deny them the key element of the event. The

usual random element in a game, the CRT, would not be enough. It is difficult to build true chaos into a game. The player is given too much information just in the rules and game components. And then there's always historical hindsight. So, a lot of strange, but effective, elements were built into the game. Finally, the game was designed with me, as the player, in mind. But then, I do that to all games I design. Sorry 'bout that. *Rated: 8.*

**WORST SPI GAME:** *Firefight*—If it were not for two "minor" items this game would be among the best. The two offending elements are the lack of complete vegetation on the map and the absence of rules covering fog (real fog, not the "fog of war", although I would have liked to have had that and panic also). The vegetation problem is critical. In Army FM 100-5 (Operations), page 13-12 to 13-15, the high incidence of blocking terrain is graphically shown. The same applies for fog (and other atmospheric clutter). The vegetation was left off the game maps because someone high up in the US Army chain-of-command didn't want something like blocking terrain to get in the way of the troops learning about what nifty and effective long range weapons they have. We didn't fully realize until after the game was done how critical the terrain and fog problem would be. The Army may not yet realize it themselves. *Rated: 6* (should be 8)

**BEST NON-SPI GAME:** *The Russian Campaign*—This one Avalon Hill bought from John Edwards, who originally published it in Australia. Sort of a "super-Stalingrad". But well done. Simple, and the rules make sense. Graphics are very good. Realism is about the best you could expect out of a game of this scale (corps level) and complexity. *Rated: 7.*

**WORST NON-SPI GAME:** *Their Finest Hour*—Now I must admit, I didn't actually play this one. But I tried. The rules are terrible. The game could be great if you could figure out the rules. I gave up after an hour. Rate me 2 for persistence, but I'll be generous and rate this game 5.

ERIC GOLDBERG  
Playtester

**BEST SPI GAME:** *Terrible Swift Sword*—Though SPI came out with several excellent games aside from *TSS*, this simulation concerning the most famous battle of the American Civil War was the best game produced in 1976. Despite the size of the game, the rules were kept very simple, and, more important, very elegant. The game is easily played by anyone, because it starts with very few units on the map, and builds up to a massive battle. Many times I have seen players run through the first couple of Game-Turn hours in about three hours, call it a game, and promise that they'll play the Campaign Game someday. The point reduction system keeps administrative activity to a minimum, while the entire movement and combat routine can be easily learned within an hour. The morale rules are perhaps the best part of the game. These rules have

carefully culled the best morale rules from every game on the market, and are fairly easily understood by novice wargamers. All of these rules serve to enhance the flow of the battle of Gettysburg, one of the more dynamic Civil War battles. My only complaint is that it is difficult at times to figure out which units are due to come on the map, but the excellent OB serves to clear up this problem. *Rated: 8.*

**WORST SPI GAME:** *Dixie*—Despite the fact that the player's involvement in this game is hardly more than that of *Strike Force One*, I believe this game has a redeeming feature. The Administrative Point system is a brilliant innovation cleverly hidden away in a poorly-conceived game. Aside from the fact that I feel the topic is ridiculous, the game tends towards the simplistic. The entire game proves one point: the side with the most AP's wins the game. The number of strengths of the pieces leave little room for maneuver and/or strategy. Many a wargamer experiences a feeling of impotence as he discovers that he can do only 3 or 4 attacks with 1-strength units in a turn. The rationale behind the game is ludicrous, but even if one allows for that, he finds a game that is an insult to his intelligence. *Rated: 2.*

**BEST NON-SPI GAME:** *Alesia [Caesar]* (AH)—Avalon Hill did a superb development job on this classic game of Caesar in Gaul. A handful of copies of the original edition were issued by the designer several years ago, and though the game was a trifle muddled for the sake of realism, those who played it found it to be excellent. When Avalon Hill undertook to republish the game, they cleared up the rules to the point where the average player could understand the rules. The situation is beautiful: Caesar has laid siege to a Gallic force inside a town. The defenders have built fortifications to prevent the besiegers from entering until the reinforcements arrive. The Roman legions have constructed their own fortifications to prevent the Gauls from freeing their chieftain, Vercingetorix. In the game, the Gauls are handled by a force distribution box, wherein Gallic task forces circle the Roman positions looking for an opening. To further compound the Roman Player's problems. The scales are balanced, though, for the Gauls must break through the defenses and get past the vaunted Roman legions. The game can run anywhere from one to six hours, and whatever the length of time promises to be enjoyable. *Rated: 8.*

**WORST NON-SPI GAME:** *Avalanche* (GDW)—I'm sure the intentions of the designer were good. He may have even envisioned a game in this package. Perhaps an industrial espionage agent from another game company got to the master of the rules and changed it. The game includes a very nice map of the area around Salerno, and the standard WWII counters. The rules are perhaps the most atrocious I have seen in a game by any company. They are unclear in nearly every major case, often completely garbled. At Origins II, the designer played the game with an SPI member, and was at a loss to explain the now infamous stacking rules.

It is better to ignore the rules than to use them in the game. GDW is on the downswing of a trend that has seen their rules get worse and worse. Players are willing to forgive a few rules glitches in an excellent game like last year's *Crimea*, but the present state of affairs is inexcusable. *Rated: 3.*

IRAD B. HARDY  
R&D Director

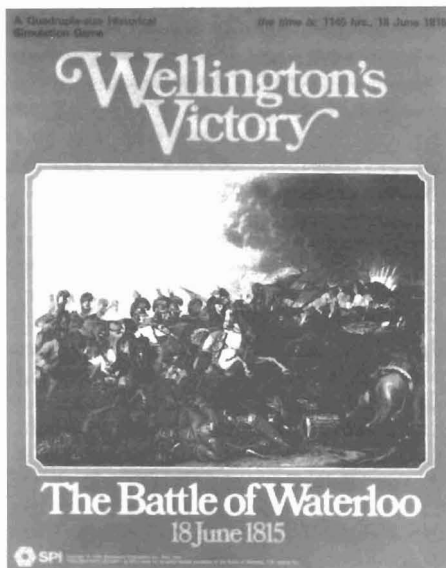
**BEST SPI GAME:** *Panzergruppe Guderian*—Like so many of my fellow gamers I have an enduring, seemingly unquenchable interest in the East Front. Thus, any game dealing with this period attracts my eye. This little number had my attention from the day it first hit the playtest table. *Smolensk* (as it was first called) was a little beauty even in its roughest form. And I mean it was rough. The first month or so we played with a complete pipejob of a map. The original design went through extensive modifications and a lot of testing before it was finished. Usually by the time a game is published, particularly one that I've tested or developed, I'm bored with it. That has not been the case with *PGG*. It is a game I'll pull off the shelf and play at the drop of a hat.

The system of play is relatively simple. The sequence of play is straightforward and easily remembered. Terrain types are at a minimum which helps both movement and combat. The combat routines both for normal combat and overrun are uncluttered. This means that the Players can master the method of play quickly and concentrate on the game.

If I had to pinpoint the one element in the game that pleases me most it would be the "untried" Soviet unit situation. The fact that neither the Soviet nor German Player know the exact strengths of the Soviet units until they are committed to combat adds an element of suspense I find personally very appealing. It permits me a subconscious freedom as a Player. If I'm in a gambling mood I can play fast and loose knowing that Lady Luck will come through and see to it that the Soviet 8's and 0's will be where I want them. (This works both as a German or Soviet Player.) Or I can be "Mr. Cautious" treating fate disdainfully with a can't-lose technique (outlined so well in Simonsen's *MOVES 29* article). In too many games I get a certain itch because of too much knowledge which produces a paralysis-by-analysis. Not so in *Panzergruppe Guderian*. *Rated: 8.*

MARK HERMAN  
Game Developer and Designer

**BEST SPI GAME:** *Wellington's Victory*—*Wellington's Victory* is without peer among games dealing with the Napoleonic era. The foundation of the game rests on its formation rules. At last a Napoleonic game exists where formations are not merely factored into the CRT, but affect the CRT. Cavalry is not treated as fast infantry, but functions, as far as I can ascertain, in its precise historical manner. I can think of no other game that does this. Extensive unit and army morale rules give the flavor and feeling of the period.



This game though is not for the average wargamer, but for those who want to study Napoleonic field tactics. Truly an historical learning experience. *Rated: 9.*

BRAD HESSEL  
Game Designer/Developer

**BEST SPI GAME:** *PanzerGruppe Guderian*—to my mind, the quintessential wargame will combine a free-flowing ease of play, a constant dynamic of tension, and unique sense of or feel for the conflict being simulated. Of the ten SPI games that I have gotten a chance to play this year, *PGG* comes the closest to fulfilling that ideal.

The system is clean and simple, but not without its share of subtleties. Of course, there is the famous "untried unit" rule, which adds a lot of spice. But the real star of the system is the overrun rule. That is the dynamic rule which the Players must attend to with the utmost care. The German Player is constantly threatening to deliver a knock-out blow utilizing this rule, and at the same time, aggressive utilization of the overrun Rule is a constant invitation to a disasterous Russian counter-attack against over-extended troops, especially in consideration of the supply effects. The Russian Player, too, must constantly be thinking in terms of overruns, in a defensive/counter-offensive sense. The positioning of reserves (to say nothing of Leaders) is crucial, and a unit misplaced by one hex can easily be decisive.

There is also a wide range of choices of activation *vis-a-vis* which objectives to approach and in which order for the attacking Player, as well as very real options for the defense as to what to concentrate on defending, when to retreat and how far, and so forth. The scale of the game is large enough to allow the Players a fairly extensive series of choices throughout the course of play. This element of strategy combines with the constant threat of a decisive tactical breakthrough (or counter-attack) to produce a continual sense that the game may be decided

at any moment, though somehow, crisis after crisis, the moment of decision is usually delayed until quite late in the day.

Meanwhile, amidst the wild swinging of the fortunes of war from side to side, the wrinkles in the game turn out to be applied so judiciously as to give the Player a genuine feel for the flow of the campaign as it actually occurred.

All in all, *PGG* takes its place alongside such other superior *S&T* Players' games as *PanzerArmee Afrika* and *Frederick the Great*. *Rated: 8.*

**WORST SPI GAME:** *Supercharge*.—This is simply a terrible subject, at least for a Quad. Perhaps a detailed small-scale assault on a key ridge would make the *Supercharge* attack an interesting subject for a game, or perhaps something concerning the way the Germans managed to disengage and retreat, but the game in question merely simulates the overall, hex-by-hex plough-through the minefields, which is about as exciting and suspenseful as mopping the floor. *Rated: 3.*

**BEST NON-SPI GAME:** *Siege of Jerusalem, 70AD* (Fred Schachter)—This rather obscure title concerns the revolt of the Jews against the Empire, and the Roman counter-attacks which eventually resulted in total defeat for the locals, and the near destruction of Jerusalem in the process. It embodies tremendous amount of research, much of which does tend to show up in the game in very unobvious ways (*i.e.*, a fair share of special exceptions and situations), as is often the case with an "early effort" game. But the rules are surprisingly well-organized (with a main booklet describing the mechanics, and separate booklets for three individual scenarios and the "full Siege game") and the flavor is tremendous. And where there are ambiguities, the rules, which are replete with many commentaries and historical asides and Players' Notes sections, almost always make clear the intent of the designers. And best of all...its really a lot of fun to play, and possibly the best siege game on the market. *Rated: 7.*

DAVID C. ISBY  
Chief of Research

**BEST SPI GAME:** *Firefight*—*Firefight* is definitely a tactical *tour de force*. I think it's the best tactical game SPI has done since my own *Soldiers* (which I still think highly of) was published back in the good old days of Spring '72. Due to the cooperation of the Army and a generous R&D budget, we were able to do a really thorough job on the research. Over the years, I have found that the quantity and quality of research is usually directly linked to the quality of the game, and *Firefight* bears this out. The graphics are particularly well done, too. *Firefight* recreates the feel of modern combat as well as any board wargame can do, and unlike many games it does not ignore infantry action at the expense of tanks. *Firefight* is also eminently flexible. I would like to see other armies in the same scale, e.g., the U.S. Marine Corps, whose infantry tactics differ from the Army. Chauvinistically, I

would like to use the professional infantry of the British Army—can you imagine unleashing Gurkhas on the Russians? There are also West Germans, Canadians, Soviet paratroops, the list is endless. The only thing is that to do this effectively will require a lot of research and knowledge of tactics, otherwise it will not sit well with the well thought out *Firefight* system. From now on, *Firefight* will be the game to beat for all modern tactical games. *Rated: 8.*

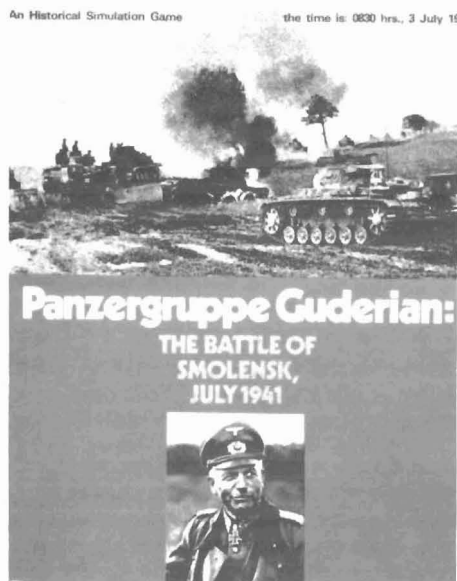
**WORST SPI GAME:** *Crusader*—I hate to attack my own creation, but I have not played through any worse game—just setting up *Terrible Swift Sword* so overwhelmed me I never finished it. *Crusader* is not a bad game, it's just that the idea of transplanting a modified version of the *Napoleon at Waterloo* game system to the Libyan desert just was not going to work. The desert was basically a war of rapier cut and thrust, while here you too often get an artificially static situation. *Crusader* suffers from this, but it was saved from the "junkpile of history" by its interesting situation. Things were not helped by several glaring typos, caused by rushing the thing for the Origins convention. Yet it is still an amusing game, and if both players try hard they can duplicate what historically occurred. One thing I liked about *Crusader* was its explanation of what the unit designations mean. I think it takes most of the fun out of a game if your 1-1-15 is just an anonymous cardboard counter, rather than say, the 11th Hussars, the famous "Cherry-pickers" of Balaclava now in their Humber armored cars—so exclusive that even in wartime they never commissioned anyone from the ranks. Forgive me for running on, but its things like this that give a game flavor. *Rated: 6.*

**BEST NON-SPI GAME:** *Brandy Station*—*Brandy Station* succeeds in being a good game in spite of itself. The rules suffer from inconsistencies, true, but it captures much of what it meant to be a cavalryman back in the spring of 1863. You can dismount, or stay mounted and fight with the sabre, for the majority of the units on both sides are cavalry. A game can either turn into a free-wheeling, mobile battle or an intense, close-range struggle between lines of dismounted cavalry, more reminiscent of 1914 than the *beau sabreurs* of Napoleon. The command rules seem to work and capture much of the problems of the era. The game uses RAND's wierd "Time/Space System", which really does not hurt things too much, but things would have been so much cleaner had they stayed with hexagons. This game reminds me of *Crusader*, in that it is quite accurate, and fun to play, despite any failings in the game system. *Rated: 6.*

REDMOND SIMONSEN  
Art Director/Designer

**BEST SPI GAME:** *PanzerGruppe Guderian*—Yes, I really meant it when two issues ago (*MOVES 29*) I sang the praises of this good piece of work. My personal gaming profile demands that a game be (a) an opportunity for

competitive play in a single evening, (b) rich in "learning experiences" without being tediously complex, (c) variable in play development and outcome but nevertheless expressive of some central doctrine. Very few games that SPI produces (and even fewer than the honorable competition produces) are as well-rounded and as substantial as *PGG*. There are many fine games that are strong in one or another aspect—but most have weaknesses that prevent them from being *total* games, i.e., good to play over and over again. Much of the success of *PGG* has to do simply with its scale: it demands long and short range thinking; has enough counters and combats to smooth out the die-rolls without being burdensome; almost all the map-area is actually used in play; it's fast to set-up and maintains a good pace throughout.



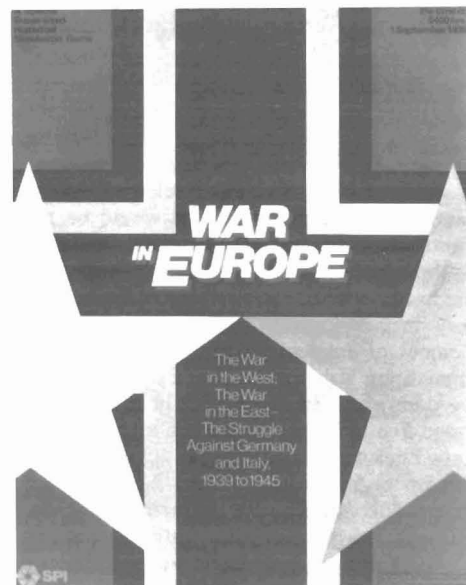
Applause for Jim Dunnigan for his basic design and for Rich Berg for his creative development work. I seriously believe that *PGG* will still be heavily played years from now when most of its cohort of games are breathing dust on the back of the shelf. *Rated: 9.*

**WORST SPI GAME:** *Minuteman*—Perhaps my feelings about this eccentric game can best be expressed in my personal lampoon of its title: *Week-man* (with the homophonic quality intentional). The game takes a *long* time to play with most of that time expended on tedious procedures that have very little "payoff" in play-value and don't seem to bear much direct relationship to what one might wish to accomplish. The title evokes images of modern-day guerrillas fighting sharp actions against an oppressive government or occupying power—the reality of the game is a blizzard of dubious tables and an enormous amount of die-rolling within the context of a meandering sequence of play. The game could just as well be a simulation of the spread and growth of a fast-food chain—just change some of the labels of the charts and procedures, and *viola: MinuteBurger!* A consumer panel (invited to SPI's offices

before publication) had the impression that the game was to be about the *tactics* of irregular warfare in the USA—it would have perhaps been a more interesting and informative game if such had been the case. *Rated: 3.*

TOM WALCZYK  
R&D Staff

**BEST SPI GAME:** *War in Europe*—With considerable personal bias I have to choose *War in Europe* as SPI's best. Although there is some truth to the objection that anything quite that large (nine maps, 3600 counters, 300+ Game-Turns) can not truly be considered a *game*—and is suitable for playing only by people who are bedridden from major skiing accidents, and/or those who have both a large spare room and a *very* understanding family—it seems to me that *WIE* accomplished most of the things it set out to do. The maps are breath-taking, and the game system presents numerous operational and strategic choices that interact together very well. My only regret is that we didn't have room (or time) for much in the way of developer's notes so that a lot of subtle truths are still hidden away among the rules; perhaps a future *MOVES* issue could clear this up. *Rated: 9.*

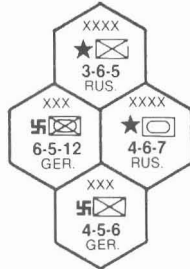


**BEST NON-SPI GAME:** *East Front*—Having spent a good portion of 1976 sequestered with *WIE*, I really wasn't able to play as many other games as I would have liked, at least in their finished versions. Thus I don't feel able to nominate any "Worst Game" titles. As for best non-SPI title, I would like to mention *East Front*, a game put out by The Control Box, Inc. It interested me primarily because it covered the same subject as *War in the East*, this time on a corps level. It has a number of interesting concepts, including a very nice supply system, considerations for unit experience (in combat) and a Reference Index for the rules that is genuinely helpful for new gamers. A good game on the topic that *can* be played in a single sitting. *Rated: 6.*

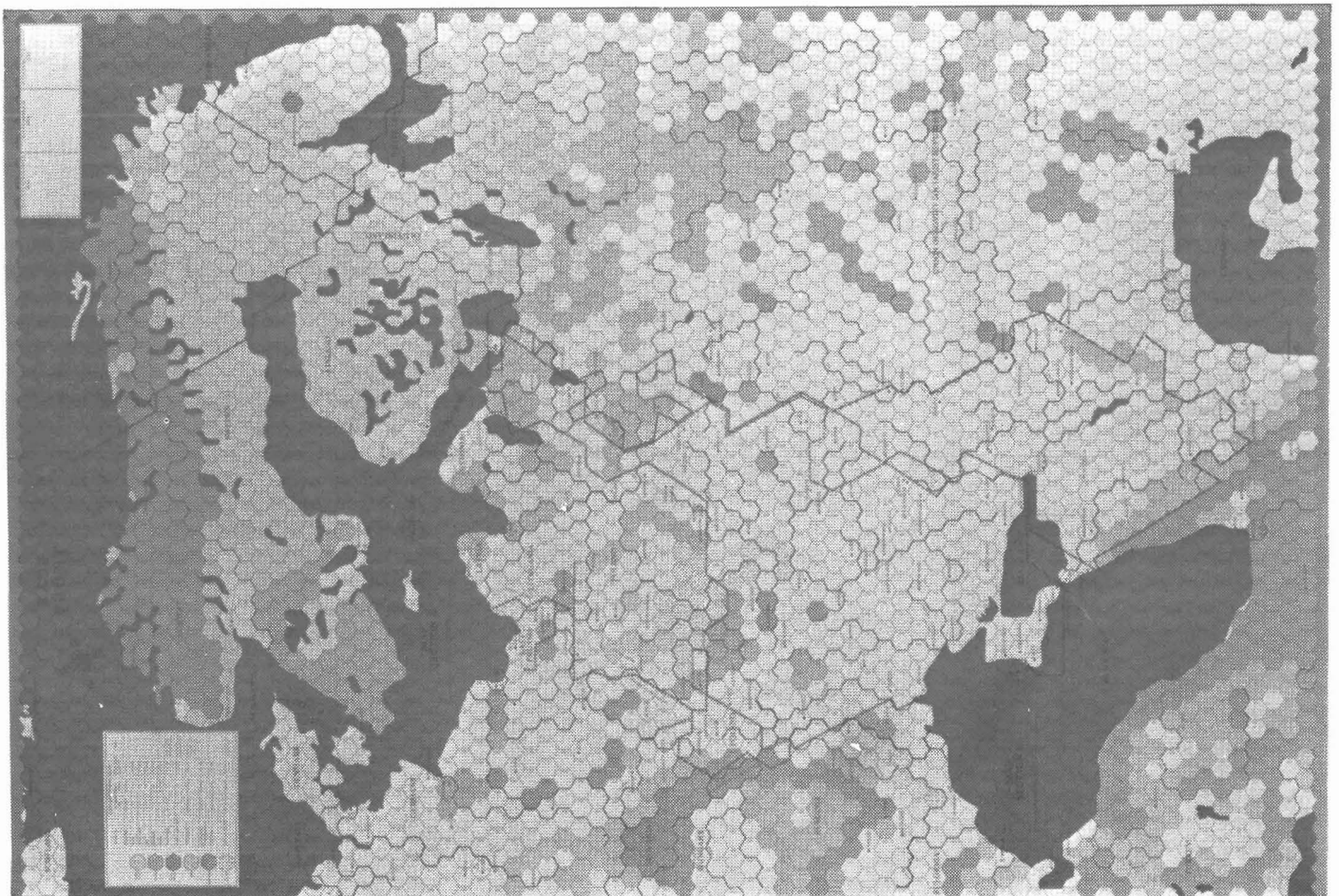
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FIELD REPORT:

# DISSECTING A COMBAT RESULTS TABLE Mech-War '77

by M.S. Buynoski

*I hesitated a beat when I decided to run this article. I like this sort of analysis, but I wonder if anyone else does. We all zoom along, rarely considering how dense and deep indeed are the forests of underlying detail growing in the games we play. The amount of study that could be legitimately performed on just one game system is staggering. So stagger a little.*

For the true fanatic, optimization of play depends on a thorough understanding of how to get the most out of every attack made. This naturally leads to the CRT.

Following is the mathematical skulduggery used to dissect the *Mechwar* CRT. With only rudimentary tools, one can do the same to almost any other game.

Problem #1 is to determine how to compare the utility of the various results. That is, how much is a Pin worth vis-a-vis a D2, and so on. Usually, the game itself gives clues, and here it is the denial of a unit to the enemy. All the results prevent the opponent from using his unit in some way. Pins negate movement plots, (P) force a complete 1 turn loss, and D1 through D4 give various and unknown amounts of lost turns. In this game, expected turns of denial are good indicators of the value of a combat result.

Problem #2 is to evaluate each result. A (P) is obvious—one turn lost. A Pin is a one turn loss if movement was plotted, worthless otherwise; and the various D's have a probabilistic value. Now, it turns out that one can calculate the expected number of turns lost for a D1, D2, or D3 by what is known as a probability tree (or a simple Markov analysis, if that's more convenient). The expected number of turns dispersed is a function of the number of turns remaining in the scenario, by the way. Without going through the dirty details, one gets results as detailed in Table I.

Thus, if the scenario has 8 turns to run, a D2 inflicted now takes away an expected 1.92 turns from the unit; it may be more, it may be less, but the average of all D2's caused in current turn will be 1.92 turns lost.

One or two points about the table. The last 3 columns are included because they often occur due to double firing; they are also useful in evaluating whether or not adding a second attacker is worthwhile (disregarding command control for the moment). The last horizontal line is the limit of the mathematical sequence generated by the probability tree; included for informational use only.

Note that all of this, so far, has been cut and dried. However, now judgment must enter in. The matter of a Pin remains, for instance. Its

value is moot, depending on what the opponent plots. Also, in certain tactical situations, a (P) is much more valuable than any D1, D2, or D3 in that *knowing* the enemy to be helpless, next turn, one can close to killing range (1 hex) with impunity. With the disruption, there is always the chance that your free target may be able to kill you, too. So, Table I is not inviolate; judgment may be used, adjusting values. In fact, Table I may be irrelevant in certain situations.

Ignoring, in the classical style of statisticians, the irrelevancy of the above, the CRT itself

can now be dissected. Each attack case is defined as the differential and the terrain adjustment, such as +5, -3 is a +5 attack with a -3 on the die roll. Taking a "typical" case of 10 remaining turns, each such attack case can be given a numerical value. For purposes of example, pins will be values 0.30 and an extra 0.5 added to (P). Other cases are possible, of course, but are left out for space reasons.

The first thing noticed is that, amazingly enough, many of the results of attack cases are the same. In fact, an attack differential point seems to be just about the same in effect as a

**TABLE I: EXPECTED # OF TURNS LOST DUE TO RESULT**

Game Turns Remaining	(P)	D1	D2	D3	D4	(P)		
						+	+	+
						D1	D2	D3
1	1.0	0.50	0.67	0.83	1.0	1.00	1.00	1.00
2	1.0	0.75	1.11	1.53	2.0	1.25	1.44	1.70
3	1.0	0.88	1.41	2.11	3.0	1.38	1.74	2.27
4	1.0	0.94	1.61	2.59	4.0	1.44	1.94	2.76
5	1.0	0.97	1.74	2.99	5.0	1.47	2.07	3.16
6	1.0	0.98	1.82	3.33	6.0	1.48	2.16	3.49
7	1.0	0.99	1.88	3.61	7.0	1.49	2.22	3.77
8	1.0	1.00	1.92	3.84	8.0	1.50	2.26	4.00
9	1.0	1.00	1.95	4.03	9.0	1.50	2.28	4.20
10	1.0	1.00	1.97	4.19	10.0	1.50	2.30	4.36
15	1.0	1.00	2.00	4.68	15.0	1.50	2.33	4.84
20	1.0	1.00	2.00	4.87	20.0	1.50	2.33	5.04
25	1.0	1.00	2.00	4.95	25.0	1.50	2.33	5.12
30	1.0	1.00	2.00	4.98	30.0	1.50	2.33	5.15
40	1.0	1.00	2.00	5.00	40.0	1.50	2.33	5.16
infinity	1.0	1.00	2.00	5.00	inf.	1.50	2.33	5.17
math. lmt.	1	1	2	5	inf.	1+1/3	2+(1/3)	5+(1/6)

**TABLE II: CRT RESULTS BY ATTACK CASE**  
(illustrating rough equivalence of attack differential and die roll adjustment)

Die Adjust	Differential											
	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8
-4	A	B	C	D	E	G	J	L	N	O	T	V
-3	B	C	D	E	G	J	L	P	R	T	U	X
-2	C	D	E	G	J	L	P	R	T	U	W	Z
-1	D	F	H	J	M	P	R	T	U	W	Y	BB
0	F	I	K	M	Q	S	T	U	W	Y	AA	CC

die roll adjustment of -1. See Table II, where each letter identifies a particular set of results (e.g., 3-D1, 2-(P), Pin or D2, 2-D1, 3-(P). Note the diagonal arrangements!

Having exposed the developer's hidden equivalence is interesting and tells something of the internal workings of the game. It is also interesting that the results span the entire range from absolutely ineffective (A = six misses) to almost certain destruction (CC = 5 D4 + D3).

Back to assigning values, using the case outlined before, yields the following:

CRT Results	Case Value	CRT Results	Case Value
A	zero	P	8.5
B	0.3	Q	9.5
C	0.6	R	9.0
D	2.1	S	11.2
E	3.6	T	11.7
F	3.1	U	14.4
G	5.1	V	21.2
H	4.6	W	23.4
I	4.1	X	30.2
J	6.1	Y	32.4
K	5.6	Z	38.2
L	6.8	AA	40.4
M	7.8	BB	46.2
N	7.3	CC	54.2
O	7.8		

These numbers are the sum of the assigned values of the results (P), D1, etc. To get the expected number of turns denied the enemy, divide by six.

Again, there is a lot of doubt as to what, if anything, these numbers mean. If attacking a target with a D2 on it, for example, the value of an additional D1 is not 1.00 but 4.19 minus 1.97 or 2.22, as raising the D2 to a D3 results in that much more expected loss of turns. This changes all the Table I values and recomputation of A through CC is necessary.

By now it should be clear that CRT dissection is not necessarily a simple task, or even a meaningful one in many cases. While certain trends may be evident, it is dangerous to quantify too closely. That rapidly leads to a multiplication of special cases and parameters (what's a Pin worth? Is (P) more valuable than 1.0 turns lost? The CRT result varies in value with turns remaining. The CRT result varies in value with the state of disruption of the target. Turns remaining may be but a mathematical nicety if it doesn't account for scenario victory conditions. And so on.).

In the lexicon of statistics, games are probabilistic decision process. While the decisions in them can be guided by tables and analysis similar to all the above, don't expect to quantize things to the point where automatically the right answer "appears." The gamer's judgment remains the final authority.

## Footnotes

### RUSSIAN CIVIL WAR FOR THE MASSES

There are about 200 conflict simulations on the market, but only a handful are primarily multi-player games. Games like *Diplomacy*, *Origins of World War II*, *Kingmaker*, *Stock Market*, *Conquistador!*, *After the Holocaust* and *Russian Civil War* rely strongly for their appeal on diplomatic interactions between the players; few of these games have feasible two-player scenarios. And the rules in these games are usually correspondingly simple, keeping the stage clear for the unfolding of complex and intertwined events. *Conquistador!*, *After the Holocaust* and *Russian Civil War* are exceptional, having rules systems of about average or above average complexity in the spectrum of SPI games. I think *Russian Civil War* could gain the most in playability (and, thereby, in mass appeal) from deleting some rules, or relegating them to the "Optional" Section.

[8.3] **SUBVERSIVE ATTACK.** This section can be made optional or deleted.

[12.12] *Subversive Attacks Doubled.* Ignore this result.

[13.0] **IMPERIAL UNITS** This whole section can also be deleted or declared optional.

[11.0] **PURGE** All the Politburo and Purge rules should be deleted. They add a lot of flavor and "noise" to the game and increase the playing time. But in the many games I have played, Purges have rarely had a significant influence on the outcome of the game. Section [13.5] is modified as follows:

#### [13.5] EXECUTION OF THE TSAR

[13.51] The Tsar may never be eliminated by combat, epidemic or assassination.

[13.52] The Tsar may be executed at any time he is controlled by a Red Leader, by the agreement of any coalition of players including the player who controls the Tsar, if the coalition controls together at least two thirds of all the Red leadership points on the board.

[13.53] When the Tsar is executed, the Victory Points (in the event of a Red Victory) are awarded to the executing player.

[13.54] To execute the Tsar, the controlling player simply moves the Tsar marker from the map to his Victory Point Chart. Once executed, the Tsar is permanently out of the game.

Rule [15.22] is changed to read:

[15.22] The Initial Forces Randomizer is prepared for play by Player A who places a total of 52 counters in the Randomizer as follows: 30 Red Leaders, 20 White Leaders and two Assassin Markers. (Note: All of the Red and White Leaders should be placed in the Initial Forces Randomizer.)

Rule [15.32] is deleted.

By deleting the above rules, you can remove a lot of "dirt" from *Russian Civil War* without disturbing the basic character of the game. The game moves faster and is more fun, and you may find that many of your friends will enjoy it, even though (for some inexplicable reason) they always turn down your offers to play *Sniper!*, *Fast Carriers*, or *War in Europe*.

—Richard Ware

\*

### ADDITIONAL SCENARIO FOR INVASION AMERICA

One of the most appealing things about good war games is their drama. Simulations, no matter how accurate, are a special form of fiction, where, on the analogy of a novel or play, the gamer is at once the reader and an actor of the drama. *Invasion America* allows the player to go a step further: given the ground rules, one can also write the script. The following scenario can be seen as a prelude to the drama of the published game.

Around 1995, the United States, engaged in a losing naval war, "annexes" Mexico and Central America in the attempt to establish a better defensive perimeter against a threatened invasion of the homeland by the Aggressor forces, the European Socialist Coalition (ESC), the Pan Asiatic League (PAL), and the South American Union (SAU). The United States, while outnumbered and outgunned by the global coalition, is still a formidable adversary by reason of its vast land mass, its wide and efficient rail network, and its large army and air force. Sometime between 1995 and 2000, the Aggressor powers agree upon plans for an operation which is more cautious than a full scale invasion of the United States and possibly a preliminary to it. The SAU will attempt to liberate the Central American Annexation. If successful, the operation will serve several functions: 1) try the efficiency of the American forces when engaged close to home, 2) provide a foothold on the North American continent for a possible invasion of the United States, and, 3) complete the unification of the Latin American peoples. The ESC and the PAL will not become directly involved but will remain on full alert. The threat of their intervention will prevent the United States from committing a large proportion of its forces to the defense of the Annexation. At the same time, diplomatic overtures will encourage the North American leaders in their hope that an invasion of the United States may yet be avoided. The Aggressors think that the plan is worth the attempt, and the SAU invades the Central American Annexation.

Implausible? Probably. Utter fantasy? Definitely. But that is what *Invasion America* is all about, and this scenario provides a reasonably balanced, shorter game for players who occasionally may not have the time or inclination to play the larger scale scenarios supplied with the game. Balance can of course vary considerably from game to game due to the unknown qualities of the

units, but it is this which makes *Invasion America* a unique experience in drama and suspense.

### [20.1] SCENARIO: LIBERATION OF THE CENTRAL AMERICAN ANNEXATION

#### [20.11] Initial Order of Battle

##### U.S.A. Units:

Land Units: 3(a), 3(mi), 4(i), 8(m), 2(π)  
Air Units: 2(cas), 3(lrb)

##### S.A.U. Units:

Land Units: 6(a), 8(mi), 12(i)  
Air Units: 4(cas), 2(lrb)  
Naval Units: 3(am), 4(t)  
Supply Units: 2

#### [20.12] Initial Deployment

**U.S.A.:** All U.S. units must deploy within the boundaries of the Central American Annexation, except for the two lrb units which must be deployed on hexes 2331 and 2617.

**S.A.U.:** All SAU units must deploy within the boundaries of the South American Union. Land and Air units may be deployed loaded on Naval units in SAU port hexes, or in Coastal hexes (including hex 0148) occupied by Friendly Supply units.

#### [20.13] Constant Replacements

**U.S.A.:** 1(a), 1(mi), 1(i), 1(m). U.S. replacements are received every other turn beginning on Turn 2 and appear anywhere on the U.S. side of the U.S./Annexation border.

**S.A.U.:** 1(a), 1(i). SAU replacements are received every turn.

#### [20.14] Variable Replacements

None.

#### [20.15] Special Rules

1. The U.S. Constant replacements are received *every* turn, beginning on the turn following the turn on which the SAU makes an amphibious assault on any amphibious hex west of and including hexes 0832 and 1032.

2. The U.S. Air units on hexes 2331 and 2617 may not move. Combat results requiring a retreat are treated as No Effect.

3. Naval units may pass through hex 0145. (Remember that Naval units may not be transferred between the Caribbean and the Pacific.)

#### [20.16] Victory Conditions

To win, the SAU player must control Mexico City, 1 Port hex, and 2 Resource hexes at the end of the game; otherwise the U.S. player wins.  
—Michael McNierney

\*

### LIBYA 1940: O'Connor's Offensive

*PanzerArmee Afrika* realistically shows the impact of Rommel's first offensive in Africa and the battles afterward. Yet the most decisive offensive of the war came earlier, when Major General Sir Richard O'Connor led 30,000 men of Western Desert Force against Marshal Rodolfo Graziani's 150,000

men in Cyrenaica and western Egypt. Attacking on the night of 9 December 1940, by 7 February 1941 the Commonwealth troops had advanced 300 miles, smashed ten Italian divisions, taken 130,000 prisoners—and suffered barely 2000 casualties. If not for the political necessity of transferring British troops to Greece, the North African War could have been finished by March. As it was, it dragged on into '43.

The *PanzerArmee* Variant is two Game-Turns in length, with the Allies first player. The British are immune from Command Control (this being factored into the troop strength available). Italian units do roll for Command Control; affected units may move but not attack. British armor (only) may voluntarily move out of supply.

The Italian force consisted of five "leg" infantry divisions (60, 61, 62, 63, 65), four Blackshirt Militia divisions (1, 2, 3, and 4 *Camicia Nera*), two Libyan police divisions (1, 2), three *ad hoc* armored brigades (1, 2, and Babini *Raggruppamento*) and one motorized *Raggruppamento* (Maletti). The "leg" divisions are binary (two-regiment) in the variant. The other, inferior infantry are represented as single units, as are the brigades. The brigades should have been more powerful than the infantry, but they contained almost no support units and disintegrated in combat. Also, the tanks were mostly worthless machine gun carriers.

The British force was small but powerful. The understrength 7th Armored Division was the strike unit, with the weak 4th Indian Infantry Division accompanying it. Selby Force, an *ad hoc* brigade, advanced along the coast road. Midway in the campaign 4th Indian was transferred to Somaliland and replaced with 6th Australian, again understrength. It was a tiny army, but it had one enormous advantage—it was not an Italian Army unit.

**Initial Set-up, Italian:** Most Italian units have only 25 movement points. 1(Supply)-1906, 1(Sup), 2(1-25)-2319, 1(Sup), 2(1-25)-1925, 2(1-25)-1730, 2(1-25)-1530, 2(1-25)-1331, 2(1-25)-1333, 1(1-25)-1533, 3(1-25), 1(Sup)-1634. 2(2-40) may be stacked with any units in Egypt; each 2-40 represents two brigades. No reinforcements.

**British:** 2(3-50)-1135, 2(2-50)-1235, 1(2-50)-1537, 1(Trk), 3(Sup)-1440. 2(2-50) are withdrawn Game-Turn Two, replaced with 2(2-50) from Alexandria.

**VICTORY:** British get 40 points for capturing El Agheila. Italians get 10 points for each unit exiting hex 0701. British get 5 points for each destroyed Italian unit. Highest total wins.  
—Phil Kosnett

\*

### VARIABLE PANIC IN PRESTAGS

The panic rules in PRESTAGS are an excellent concept, yet they suffer in that both players know the exact point at which the enemy will rout. This allows some rather precise calculation to an attacking wargamer

which is obviously not available to his battlefield counterpart.

The following procedure introduces the "fog of war" and hopefully some added excitement to the panic rules in PRESTAGS.

After selecting a scenario, each player draws a card, face down, from a standard deck of playing cards. If a face card is drawn, the panic level remains as given in the scenario. However, if a number card is drawn (use the ace for "one"), this number equals the percentage of the total force by which the panic level is changed. Red cards raise the panic level; black cards lower it.

For example: The players select Spartan scenario 6.0, the hypothetical Macedonian-Roman battle. The Macedonian forces are given as being worth 94 victory points and having a panic level of 38. Suppose the Macedonian player draws the 3 of hearts. This raises his panic level by 3% of his total force. To calculate the new level, multiply 94 by .03. This equals 2.82, which rounds off to 3. Add this to the basic panic level (38+3=41) to find the Macedonian panic level for the current game.

The Roman player, with 132 victory points and a panic level of 79, draws a 7 of clubs. 132 times .07 yields 9.24, rounded off to 9. 79 minus 9 equals 70, the adjusted Roman panic level.

Each player makes these calculations secretly, and does not reveal his card or adjusted panic level until the instant his army panics, or the game ends.

A final note to purists: this variation does not compromise realism. Tactical doctrine, discipline, experience, etc., will determine the general quality of an army. However, its day-to-day performance can fluctuate considerably within the parameters established by this general level of competency. Long marches, shortages of food or water, even bad omens can undermine morale on a given day. Conversely, a stirring speech by a dynamic leader or the prospect of booty might lead an army to fight exceptionally well.

A maximum change of 10% does not allow a drastic change in the fighting quality of an army; it does allow them to occasionally have an off day or to "fight like men inspired."

—George A. Fagin 2nd





## SCENARIOS AND VARIANTS:

**FIREFIGHT**

by Mark Herman and Tony Merridy

*Last issue we gave you a dose of Firefight advice and a sprinkling of new unit values. Some of you commented that the title "More Firefights" was misleading: you thought you were going to get additional scenarios to Firefight. Well, here you are.*

One of the best games to pass down the tubes this year was *Firefight*. If you have never heard of it, you either don't know how to read or you haven't been receiving MOVES for very long. But for those people who fit into this latter category, *Firefight* is a tactical game about the first battle of the next war. The game is excellent, but Tony and myself felt that there were too few scenarios included with the game. Since we had already played to death (literally) the existing ones we felt it our sworn duty to create some more scenarios and pass them along to the wargaming public. So here are what we feel to be some interesting scenarios that we conjured up out of our heads. The format of the scenarios basically follows those originally published in the game. The only additional material you need is a MOVES 30, Sect. 30.2 of the "More Firefights" article, covering the specifications of the M551 (Sheridan), and the following organizational information.

Armor Cavalry Platoon Organization  
6-M551 (Sheridans), 2-M113, 3-125 (can be represented by 3 off-map 81mm—used as Organic Support), 1TM, and 1 TM+ (1 Dragon to be assigned).

**SCENARIO 1 [MAP B]****GENERAL SITUATION**

The U.S. G2 has discovered a gap between two corps. The U.S. high command decides to send a tank heavy task force on a reconnaissance-in-force mission to see the extent of the gap. If the task force effects a salient, reserves are ready to immediately exploit the situation as called for.

**TASK ORGANIZATION**

*U.S. Forces:* 1 armor cavalry plt./1 mech. plt./2 Armor plts.; Organic Support—1 mortar sect.

*Soviet Forces:* 2 motorized rifle plt./1 anti-tank plt.; Organic Support—3 120mm; 30 mine pts.

**MISSION**

To exit off the east edge of the map and to observe the extent of the gap. The Soviet forces are attempting to contain the American thrust.

**DEPLOYMENT**

*Soviet Forces:* Anywhere on the map except within 10 hexes of the west edge.

*U.S. Forces:* Enter the map on the West edge on Game-Turn 1.

**VICTORY CONDITIONS**

*U.S.:* To exit 5 units from the east edge of the map within the time limit.

*Soviet:* To prevent U.S. victory.

**SPECIAL RULES**

Exit hexes—3921, 3928, 3938 and 2 hexes north or south of each of the above hexes. Game length 20 turns. 50% losses for the U.S. ends the game even if before the 20th Game-Turn and results in a Soviet victory. M113's only count as exited units if at least one fireteam is on board.

**GAME LENGTH—20 Game-Turns**

**SCENARIO 2 [MAP B]****GENERAL SITUATION**

A Soviet spearhead threatens to cut through an American rear area. A scratch force from an Armor Cavalry unit is sent in to blunt the thrust.

**TASK ORGANIZATION**

*U.S. Forces:* 1 Armor Cavalry Plt./2 Mech. Inf. Plt./6 Dragons to be assigned; Direct Support 12-155mm

*Soviet Forces:* 1 tank Bn/1 Motorized Inf. Co;/Organic Support 2-120mm/Direct Support 2-122mm

**MISSION**

Soviets are to attempt a penetration south of Gerlafingen.

*U.S.* To prevent this.

**DEPLOYMENT**

*Soviets:* enter from North edge of map on Game-Turn 1 along route 1A.

*U.S.:* enters from the south edge on Game-Turn 2.

**VICTORY CONDITIONS**

Soviets must exit 50% of their vehicles off the South edge of the map. The U.S. wins if they prevent this (Destroying more than 50% of the Soviet vehicles is equivalent to winning).

**SPECIAL RULES**

BMP's only count toward the Victory Conditions if at least 1 fireteam is mounted. Greater than 50% losses among the Soviet vehicles ends the game.

**GAME LENGTH—20 Game-Turns.**

**SCENARIO 3 [MAP A]****GENERAL SITUATION**

A Soviet spearhead has broken through the American defenses. The Soviets had expected to break through on a wide front, but the breakthrough developed only on a very narrow frontage. The U.S. high command upon seeing the narrow salient decided to counterattack and cut-off the spearhead units. The counterattack broke through in two areas. The main U.S. force concentrated on reducing the Soviet support salient. An American scratch task force is thrown in to prevent the Soviet spearhead deep in the U.S. rear from breaking out. The Soviets upon realizing the situation now try to breakout.

**TASK ORGANIZATION**

*U.S. Forces:* 1 tank plt. (M60A2), 2 Infantry Plt., (6 Dragons to be assigned), 2 Tow Sect., Organic Support 2 Mortar Sect., 1 Heavy Mortar Sect., Direct Support 6-155mm.

*Soviet Forces:* 1 Tank Bn., 2 Motorized Rifle Companies minus their attached Tank Plts., Organic Support 3-120mm.

**MISSION**

The Soviets must exit their units off the east edge of the map. The U.S. must block this.

**DEPLOYMENT**

U.S. enters from the east edge of the map on Game-Turn 1. The Soviets enter from the west edge of the map on Game-Turn 1.

**VICTORY CONDITIONS**

The Soviet must exit 15 vehicles off the east edge of the map. The BMP's only count if they have at least one fire team onboard. The U.S. Player must prevent this.

**SPECIAL RULES**

The game length is 15 game turns. The U.S. Player gets three movement phases before the Soviets enter the board.

**PLAYTEST NOTES**

The Soviets are faced with trying to exit the board in the face of an American force in hasty deployment. Time is a factor. This scenario tries to show the effects of a massive tank charge on a basically infantry held position. The U.S. should basically try to quickly get their units into position with decent fields of fire along the main avenues of approach. As the Soviets have time pressure they can't really take the more covered routes.

**GAME LENGTH—15 Game-Turns.**

**SCENARIO 4 [MAP A]****GENERAL SITUATION**

Soviet offensive has bogged down and the Americans are counterattacking. The

counterattack fragments with no pattern to the front lines. This causes a swirling loose meeting engagement.

#### TASK ORGANIZATION

*U.S. Forces:* 1 Tank Co.

*Soviet Forces:* 2 Tank Co.

#### MISSION

Both Players Destroy more enemy armor than your opponent.

#### DEPLOYMENT

*Soviets:* enter on route 12 and on route 1 (North and East ends of these roads on Game-Turn 1).

*U.S.:* enters on route 298 and route 1 on the south and west ends of these roads on Game-Turn 1.

#### VICTORY CONDITIONS

Each side gets one point for each tank destroyed. The player with the most points wins.

#### PLAYTEST NOTES

Have a good time.

GAME LENGTH—15 Game-Turns.

#### SCENARIO 5 [MAP B]

##### GENERAL SITUATION

2 U.S. infantry platoons have become isolated in Gerlafingen during a Soviet offensive. The U.S. has decided to relieve them before the Soviets reduce them.

##### TASK ORGANIZATION:

*U.S. Forces:* in Gerlafingen - 2 mech. inf. pltns. (6 Dragons to be assigned).

*U.S. Relief force* - 1 tank co., 1 mech. inf. plt. (3 Dragons to be assigned), Organic Support 3 81mm mortars, 2 4.2mm mortars, Direct Support 2 155mm howitzers.

*Soviet Forces:* 1 tank cos., 1 motorized inf. co. (- tank pltn.) Organic Support 3-120mm mortars, Direct Support 6-152mm howitzers.

##### MISSION:

U.S. to exit units in Gerlafingen off the north map edge. Soviets to prevent this.

##### DEPLOYMENT:

The U.S. relief force enters from the north map edge on Game-Turn 1. The pocket force may only deploy in Gerlafingen (any hex).

The Soviets deploy anywhere on the map except within 10 hexes of Gerlafingen or within 10 hexes of the north edge of the map.

##### VICTORY CONDITIONS:

Each side gets 1 point for each vehicle destroyed and the Soviets get 1 point for each U.S. unit left on the board after Game-Turn 30. The U.S. gets 3 points for each unit of the pocket force they exit from the map. (This means that an M-113 with 2 TMs is worth 9 points to exit but only the vehicle itself counts for a point if it is destroyed.)

##### SPECIAL RULES:

The U.S. priority is to get their *men* out; any means of transport will suffice under the circumstances. Therefore, any U.S. tank may carry 1 TM or TM+. Any TM so transported

is attacked on the anti-personnel table as the troops are actually riding on top of the vehicle. The TM is considered destroyed if the tank is killed. Normal indirect fire rules against personnel are still in effect. Also, the Soviets don't have any priority on call hexes at the start of the scenario. Thus, the first turn that the Soviet artillery can hit anything is on Game-Turn 8.

##### PLAYTEST NOTES

The Soviet Artillery can't hit until Game-Turn 8. If the U.S. is still in the town at this time—its put your head between your legs and kiss your...goodbye. The U.S. gets a lot of points if they can exit units. But always be conscious of your losses.

GAME LENGTH—30 Game-Turns.

#### SCENARIO 6 [MAP B]

##### GENERAL SITUATION

The North Koreans violate the armistice at the 38th parallel. They launch an offensive down the Keson corridor for a thrust on Seoul. This scenario shows the North Korean spearhead running into the American holding forces.

##### TASK ORGANIZATION

*U.S. Force:* 1 Mech Co. plus an additional 2 Tow Sect. (3 total)

*North Korean Forces:* 1 Tank Bn/3-100mm; Organic Support-2-122mm, Direct Support-6-152mm

##### MISSION

North Koreans must exit the south of the map. The U.S. must inflict the maximum amount of casualties.

##### DEPLOYMENT

U.S. on the Map except for 9 hexes from the North edge. North Koreans enter on Game-Turn 1 from anywhere on the North edge.

##### VICTORY CONDITIONS

The U.S. gets one point for each North Korean destroyed. The North Korean gets one point for each unit exited from the South edge.

##### SPECIAL RULES

Ignore all towns—they are clear terrain. All roads are now trails. North Korean organization the same as Soviets.

##### PLAYTEST NOTES

The North Koreans must exit the map they don't get points for destroying units so bypass all points of resistance if possible and remember to always move south with all possible speed. The U.S. player—just shoot up as many North Koreans as you can.

GAME LENGTH—25 Game-Turns.

#### SCENARIO 7 [MAPS A AND B]

##### GENERAL SITUATION

A Soviet Offensive is in progress to the North. G2 has ascertained that the main stockpile of supplies and the communications center for this offensive are located in Feldschlossen and

Gerlafingen. The U.S. combined arms task force has been ordered to capture the towns.

##### TASK ORGANIZATION

*U.S. Forces:* 1 Armor Co., 1 Mech Co. (9 Dragons to be assigned), 1 Armor Cavalry Plt., 1 TOW sect., Organic Support - 2 Mortar sects., 2 Heavy Mortar sects., Direct Support - 6-155mm

*Soviet Forces:* 1 Motorized Rifle Co. minus tank pltns., 1 Anti-tank Plt., 1 Tank Co., Organic Support - 3-120mm

##### MISSION

U.S.: to capture Feldschlossen and Gerlafingen without sustaining 50% or greater losses. Soviet: To prevent the loss of the two towns.

##### DEPLOYMENT

Soviet forces deploy east of Rte 1 (inclusive) U.S. enters from anywhere on west edge of Map A.

##### VICTORY CONDITIONS

The game ends when either the two towns are captured (This means that the towns are clear of Soviet units and at least one U.S. unit is in each town) or when the U.S. loses 50% of its total tanks and APC's. No points are awarded for destroyed units.

##### SPECIAL RULES

U.S. can not enter their main force until the armor cavalry plt. spots or is fired on by a Soviet unit. U.S. has one indirect fire phase before the game begins.

GAME LENGTH—Unlimited.

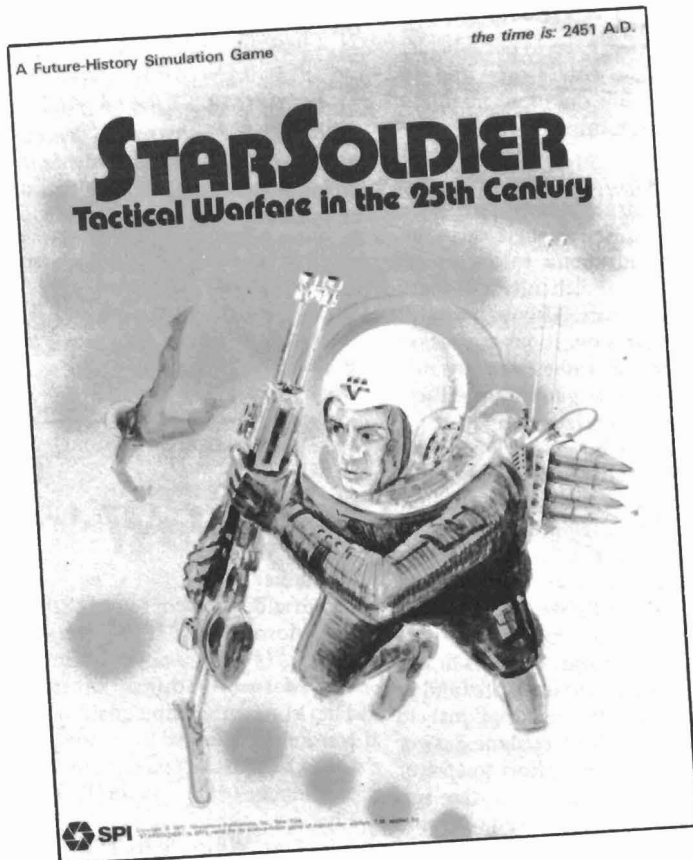
##### GAME TEST NOTES

U.S. Player has no time limit so he can take his time. Use plenty of smoke to cover open areas. Bypass points of heavy resistance, remember you don't get any points for destroying units. Use your 155mm to suppress points of resistance that you have to travel close to or through, (i.e., the towns on Map A). The Soviets must deploy in depth. Create several kill zones around the key objectives and on the main avenues of approach. Dismounted Infantry in towns armed with RPG-7's are deadly, the BMP's then can be used as regular overwatch units. The reason you don't get anything but organic support is that all of the direct support has been diverted to the north for the offensive.

As most owners of *Firefight* have noticed, there are no rules covering ammunition expenditure in the game. These were not included mainly because it was thought that any such system would require either an excessive amount of paperwork on the part of the players or more counters than the mix allowed for.

For those of you who don't mind a little extra pencil pushing in the interest of authenticity, I remind you that only a small proportion of the weapons-systems presented in the game would run out of ammo in the time span of any of the scenarios. Once the basic load-per-system is known, a chart can easily be made up to keep track of how many rounds a particular weapon has fired, particularly since each unit in the game has an I.D.

[continued on page 28]



- Rules for Human, L'Chal Dah, Rame, and Xenophobe units
- Link module for Play in Conjunction with SPI's StarForce
- Novel combined Si-Move/Combat System

*StarSoldier* concerns the conflicts which develop between four distinct space-faring races during the years 2451-2785.

*StarSoldiers* are intensively trained, immunized to the "knock-out" effects of a Heissen Field, outfitted with pressurized, electronically camouflaged Active Battle Dress which renders them effectively invisible and nearly invulnerable to anything short of a near-by atomic explosion or a direct hit with a high-energy laser. Equipped with Energy Modulation Packs, they can apply virtually unlimited energy to movement, either on or above the surface of a planet, to combat, utilizing either laser beams or a variety of nuclear-tipped missiles, or to producing counter-measure (CM) activity to throw off the aim of any enemy fire.

Movement is simultaneous and by plot. Each soldier is allotted a certain allowance of Task Points which may be expended in a Game-Turn, and *all* activity—movement, combat, CM—is charged against this allotment. In addition, adverse combat results incurred by a Soldier are in terms of Task Points lost from the allotment.

## Minuteman

THE SECOND AMERICAN REVOLUTION

- Multi-Player Rules
- Four different Scenarios
- Infiltration, Subversion, Sedition, Assassination, Betrayals

*Minuteman* is a strategic simulation of partisan warfare on the North American continent. Represented by the 23" by 35" map are all of the co-terminous United States and most of Canada and Mexico. The 400 counters in the game represent various types of revolutionary formations, such as Networks, "Minutemen" (roving revolutionary agitators), and Militia, along with the "establishment" forces: Agents, Counter-Intelligence Groups, Informers and Army Divisions.

*Minuteman* strategically represents both covert revolutionary growth and open partisan warfare realistically. Conventional military combat is handled abstractly. The Rebel Player begins the game with his Networks and Minutemen spread randomly over the continent in various states of co-ordination. The Government Player begins with only conventional military forces in various states of preparedness. The aim of the Rebel Player is to declare a successful revolution and to topple the government.

Each three-month Game-Turn involves Subversion, Sedition, Infiltration, and Military Combat. In addition, assassinations or betrayals may be attempted.



## Firefight *[continued from page 28]*

number. The basic loads given are fairly accurate and are only for anti-armor missile/rocket systems as these would be the only ones that would run out of rounds within the time limits of the game. Naturally, any weapon that has expended its basic load can no longer fire that type round as there would be no time for resupply.

### UNITED STATES:

LAW—3 rounds per TM; DRAGON—5 rounds per TM+ (assigned as per scenario); TOW (M-150)—14 rounds per vehicle; M-60A2—13 rounds of Shillelagh missiles per tank; M-551 (Sheridan)—10 rounds of Shillelagh missiles per vehicle.

### SOVIET UNION:

RPG-7 (assigned as per rules)—6 rounds per TM+; SAGGER (BMP)—5 rounds per APC; SAGGER (manpack)—5 rounds per team; SAGGER(BRDM)—14 rounds per vehicle.

As an added touch, it takes a minimum of 2 Game-Turns to reload a Sagger Missile on a BMP; only 1 round at a time can be on the launch rail mounted above the 73mm gun. The reloading process places restrictions on the BMP. The vehicle may not move, infantry can dismount and the gun may not be fired. The 2 turn reload also applies to the manpack teams. The BRDM mounts 6 missiles in the ready-to-fire position; after that it requires a minimum of 4 turns to reload all 6 missiles. Restrictions on reloading are identical to BMP.

SPI is looking for:

## MICROPROCESSOR SOFTWARE/HARDWARE DESIGN CONSULTANTS

The era of commercial, computerized gaming is rapidly dawning over us all. The simple TV games of the present promise to give rise to a new generation of sophisticated, adult games based on micro-processor technology. SPI intends to position itself to take advantage of this new technology. To that end, we are interested in communicating with those among our readers who have expertise in the design and production end of this field. Specifically, we'd like to hear from those of you who:

1. Have designed software for micro-processors (in a professional capacity)
2. Have thorough knowledge of hardware and hardware cost factors.

Naturally we assume any respondent will also be a wargamer, who is thoroughly familiar with the unique problems that might be associated with designing electronic wargames and/or wargame aids. Please write indicating background and specific experience. Any actual consulting work will be performed at a mutually agreeable fee. Write to SPI (at our N.Y.C. address) attention: Jim Dunnigan.

## A NOTE FROM THE ERRATA DEPARTMENT

SPI policy has always been to periodically update game rules with errata and to answer whatever game questions might be sent in. This commitment remains unchanged, but circumstances have conspired to slow things down a bit. Not surprisingly, the larger number of game titles in print has caused an increase in the number of game questions. In itself, this would be only a minor difficulty, but there are complicating factors. Although we still try to answer all game questions as quickly as possible, certain games are trouble spots. Generally, these games are either: (1) very complex; (2) relatively old; or (3) designed/developed by people no longer working for SPI. In such cases it is necessary to search out someone familiar enough with the game to have a fair idea as to what a particular rule meant in a particular instance. Failure to find such a suitable oracle means going through the rules in detail, examining files of past game questions, and so on. Needless to say, this is a time-consuming procedure (and in difficult cases may be required just to *understand* the question, let alone answer it). We do make a sincere effort to answer all game questions, and even the unanswered ones are preserved in the perhaps overly optimistic hope that we will someday have enough time to solve the problem. (Of course, we could "make-up" answers, but I doubt this would serve any useful purpose).

If the above has not totally discouraged you, here is the required format. Questions regarding the *rules* (not design) of a game will be answered if accompanied by a stamped, self-addressed envelope. Foreign subscribers should enclose only the self-addressed envelope, as we realize that it may be a bit difficult to purchase U.S. postage when living in the upper reaches of Kafiristan. Whenever possible, questions should be phrased so that they can be answered by a simple yes/no or other one word response. Comments on the game are always welcome...

Concerning errata sheets—they are printed at irregular intervals following the game publication date. We also make additional corrections whenever the game components are reprinted. Also, beginning with *S&T* 58, errata for the previous issue game has been included in the magazine. Errata sheets may be obtained free of charge by making a request accompanied by a self-addressed, stamped envelope. Requests (with SASE) for errata not yet published are kept on file, and the errata will be sent when printed.

Please make each inquiry concerning errata and game questions as a separate request. For administrative reasons, it is not possible to include responses to such requests in game orders.

Errata Currently in Preparation (to be published sometime in February): *S&T* 21: Flight of the Goeben; War in Europe. *AS OF JANUARY 15, 1977, THE FOLLOWING ERRATA ARE AVAILABLE*

*Note:* number in parenthesis indicates which issue (if any) of *MOVES* magazine that errata was included in.

### *Simulation Series Games*

The American Revolution (#9)  
The Ardennes Offensive (#9)  
Austerlitz (#10)  
Breakout and Pursuit (#10)  
Dark Ages (#12)  
Desert War (#14)  
1812 (hex and area versions)  
El Alamein  
FireFight  
Franco-Prussian War  
Global War  
Grenadier (#12)  
La Grande Armee  
Lee Moves North (#9)  
Leipzig (#14)  
The Marne  
The Moscow Campaign  
Musket & Pike  
NATO (#10)  
Normandy (#11)  
Phalanx  
Red Star/White Star (#9)  
Rifle & Saber  
Sniper! (#23)  
Soldiers (#11)  
Spitfire  
Strategy 1 (#3)  
Terrible Swift Sword  
War in the East (1st Edition #17)  
War in the West  
World War II (#16)  
World War III

### *S&T Games*

*S&T* 25: Centurian (#9)  
*S&T* 26: Grunt (#9)  
*S&T* 28: Lost Battles  
*S&T* 29: USN (#9)  
*S&T* 30: Combat Command  
*S&T* 31: Flying Circus  
*S&T* 32: Borodino (#9)  
*S&T* 33: Winter War (#9)  
*S&T* 34: Armageddon (#9)  
*S&T* 35: Year of the Rat (#9)  
*S&T* 36: Destruction of Army Group Center (#9)  
*S&T* 37: Scrimmage (#10)  
*S&T* 38: CA (#10)  
*S&T* 39: Fall of Rome  
*S&T* 40: PanzerArmee Afrika (#14)  
*S&T* 41: Kampfpanzer (#14)  
*S&T* 42: The East is Red (#14)

### *Quad Games* (#29)

Blue & Gray I and II  
Island War  
Modern Battles I  
Napoleon at War  
North Africa  
Westwall

## Conquistador! [continued from page 6]

percentage of the profits of a certain area; 3) a combination of 1 and 2; or 4) Investments yielding repayment and a percentage of the financed expedition's profits (especially rewarding when financing gold raids). If the German banker can achieve 50% of the profits from an area, and that player has political control of the area, the 150 VPs (worth 50 ducats to the banker) goes to him at the end of the game. The Banker must remember that this puts him at the mercy of that player, who might lose control of that area on purpose to deny the banker victory points. A penalty clause could be written into

the loan to avoid losing this investment. For example, the loan agreement could say that if political control is not maintained, the player owes the banker 25 or 50 ducats. The banker also needs to be careful of greed. If his rates are too high, the players may do without his help. Besides a profit for himself, the Banker must seek to make borrowing profitable for his clients. Blind loans should be avoided, since bankers always want to know how the loan will be used and may put restrictions on its use to insure success or adjust expected profits.

Agony is fighting one's way through the Inca Empire to Cuzco, only to roll a six on the land

attrition table and lose the entire expedition. Anger comes from watching one's opponent move in on Cuzco and loot the 100 ducats. Misery is having 25 ducats of gold at each of five ports and not enough of a treasury to buy the bounds to get it all. Frustration is borrowing enough to finance the expeditions to get the gold, paying off the loan, and coming home with just a few ducats more than could have been transported without the loan. Ecstasy is loaning to an opponent who cannot afford to get all of his gold, taking your cut of the profits, and saving yourself the expense of a military expedition to capture the gold. FUN—is playing *Conquistador*, a game that should provide hours of keen competition.

## We'd Like You to Write For MOVES

Most of the articles in *MOVES* are written by readers. So if you can write a well-organized article about a conflict simulation that will be of interest to the *MOVES* audience, there is a good chance that your article will be published. There is an even better chance for your article's publication if you take some suggestions...

*The Topic* of your article is, of course, up to your discretion, so long as you select a subject with fairly wide appeal. But, frankly, we would like to see a few more articles submitted that deal with our own recent *S&T* and *SSG* games. Not to say that articles on other publishers' games are not welcome...encouraged...sought! We would simply like to see more written about some of the most widely circulated games around—particularly those in *S&T*. So, if you have the urge but not the inspiration, give some thought to your last issue of *S&T*. (But finish reading this before you assault your keyboard.)

*The Types* of articles we are looking for fit essentially into seven categories:

1. *Game Profile*. Describes and analyzes the game with regard to system, technique of simulation, and overall effectiveness of game design vis a vis its subject. Physical systems may be touched on if critical to the game's mechanics.
2. *Operational Analysis*. Deals with the tactics and strategy of play in a specific game and its scenarios. Operational analyses are not vehicles for the unveiling of "perfect" plans; rather they are suggestions for optimal tactical doctrine and viable strategies.
3. *Scenarios and Variants*. Provides additional scenarios and rules variants to an existing game. Material should be presented in the same style as the game's rules. Suggested variants and additions should not call for materials not originally provided with the game. Variants and

additional scenarios should be *playtested by the author*.

4. *Design Critique*. Deals with the strengths and weaknesses of a game system *vis a vis* playability and historical accuracy. Criticism must be well-founded and must concern itself with substantial aspects of design.

5. *Field Report*. Provides organized and valid information on some aspect of conflict simulation of general interest. Includes reports on events of wide interest such as conventions.

6. *After-Action Reports*. A well-researched treatment of actual history, reflecting how the historical event occurs on the game map. Can deal with inconsistencies between the game and reality.

7. *Footnotes*. Short essays of less than 750 words on almost any subject related to gaming in general or specific games.

*How Articles Should Be Done*. All articles should be typewritten, double-spaced, on 8½ x 11" white bond paper. Each typewritten line should be no more than 65 characters long and no less than 55 characters (including word spaces). Type no more than 25 lines per manuscript page (including a blank double line space between paragraphs). Manuscript pages should be numbered and should include the author's name at the upper right of each sheet. Do not staple manuscripts. A cover sheet should include the author's name, address, a phone number; the category of the article; and the suggested title for the article. Proper terminology should be used in all game articles. Abbreviations should be avoided.

*How Long an Article Should Be*. All articles except Footnotes should be at least 1,000 words long. Articles should not exceed 7,000 words. "Standard" length is 5,000 words (approximately four printed

pages in *MOVES*), or 22 manuscript pages. Each manuscript page is about one-half of one column of type or 225 words. Footnotes should be no longer than 750 words. Articles should not depend heavily on maps and diagrams.

*What You Get for What You Write*. *MOVES* magazine pays an honorarium for all articles published except Footnotes. This honorarium is currently \$4 per running 10" column of edited text (calculated to the nearest half-column). Alternatively, authors may receive their honorarium in the form of SPI products. This will be rendered in terms of current list prices of items, and paid at double the rate of the cash honorarium, i.e., \$8 per running column of text. Please state your honorarium preference on the cover sheet of your article. Honorariums will be rendered thirty days after the publication of the issue in which the article appears.

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*Articles Should Be Submitted To:*

Redmond Simonsen (*MOVES*)  
Simulations Publications, Inc.  
44 East 23rd Street  
New York, N.Y. 10010

## Designer's Notes [continued from page 3]

different nations, and that the enterprise of the white race created SA as it is today; the black race has been fairly paid and its contribution to SA has been analogous to that of "guest" laborers in Europe or migrant Mexican labor in the U.S. To allow a black democratic participation in SA government would mean the end of the white "nation" because of the 5:1 ratio of blacks to whites. Extension of this argument leads to the concept of dividing SA up between white and black areas (Bantustans) of which Transkei is the first example.

3. The black underground movement takes root in the tribal states and, to as great an extent as possible, maintains a reign of terror against all moderate black leadership, endeavoring in the process to undermine the RSA economy with general strikes, etc. Many other freedom fighters flee to Mozambique and Rhodesia where they coalesce into guerilla bands, armed and supported by the host countries' governments and *sub rosa* by the USSR. These bands wage what is by now a standard partisan campaign against the RSA.

4. By 1980, the RSA is forced to maintain 100,000+ men in its armed forces and internal security forces to secure internal order and contain the external raiders.

### *War In The Pacific*

Work has continued on the naval and air movement and combat systems. As it now exists, Players will be required to plot destinations for naval unit movement under a task force umbrella, Or—in lieu of destinations—to plot specific reaction codes to counter recognised enemy threats. Subsequent to plotting, the Player will place TF markers analogous to those TFs he has in play onto a movement "pie", assigning them to one of six slices. A die roll will then determine the order in which both Players move their TFs. Each slice of the pie will have a general condition associated with it restricting the movement of the units in the slice. E.g. "Units may not enter hex containing Enemy naval units", or units must exit hex containing Enemy naval units, etc.

Air unit deployment and movement will use an off map basing display system, with numbered airbases deployed on the map and air units based there on the off map displays. In a given air movement and combat phase, a Player will use his air units to fly to and attack Enemy ground and naval targets within range of their base, referencing the map for this data.

*Irad B. Hardy*

### *War in the Pacific: Production System*

Unlike the production systems for *War in the East* and *War in the West* (Russia and Germany, respectively), the *War in the Pacific* systems involve two radically different situations. The Japanese began the war going full speed and could ill afford any loss in productive capacity. The U.S.A., on the other

hand, began war production in mid-1940 with almost all of the productive capacity that would be needed during the war. Because of the Great Depression, there was plenty of un-utilized capacity waiting around for something to do. The one thing the U.S.A. lacked was time, which is why shipbuilding concentrated on merchant ships (whose completion time averaged three months, compared to over two years required to get a large aircraft carrier into action). Over a third of the entire U.S. wartime expenses went to aircraft, which were even more quickly built—not to mention the speed with which you could throw them at the enemy. America could have fielded over two hundred combat divisions, but because of the enormous distances between the U.S.A. and the battle areas, there would not have been sufficient shipping or manpower to move and supply that many fighting men. Again, because of the large distances and the manpower required to operate over thousands of miles, the supply of non-combat materials outweighed the supply of required weapons and munitions. A "Battle of the Biscuit", as it were.

*JFD*

### *Wacht am Rhein*

*Wacht am Rhein* is well into its final stage of development. All the rough spots have been ironed out and all final rules have been added (i.e. weather, air power, ground condition, infiltration, etc.) The two single map scenarios have been very fully tested. They are both very enjoyable, free-wheeling games called *Bastogne* and *Kampfgruppe Peiper*. Some special rules concerning the problems of German ammunition supply have been recently added, along with rules which simulate the enormous problem the Germans had in bringing up their heavy corps artillery units after the first day of the battle. We have received very able help from a Battle of the Bulge "expert"—Danny Parker of Miami, Florida. Danny travelled up to New York for a weekend in December. Aside from playing the game extensively, we had long, interesting discussions of our conceptions of the Battle of the Bulge, and how these ideas could be portrayed in the game. Most of these discussions led to the dropping of "dirty" rules, much to the benefit of the game as a whole. We've also received able help from an SPI worker, Steve Ross, on an additional scenario that we have decided to put in the game: *The Race to the Meuse* (December 21). Unfortunately, this scenario is rather complicated because so many units are deployed all over four maps at the start of the scenario. However, it should prove to be a very interesting game, if only because of the vast difference in the situation faced by both Players compared to the scenarios starting with December 16.

*Joe Balkoski*

### *DMZ*

The playtesting for the first of *DMZ*'s scenarios is just about complete. This scenario is entitled *Battle for Seoul*. Play

balance seems to switch from the South Koreans to the North Koreans each week as new rules are added and old ones dropped. We have added two "Ready Reserve" Divisions to the ROK Order of Battle (the 30th and the 35th) and stationed them near Seoul. Also, in camps around Seoul, are nine U.S. battalions plus artillery. It takes a few Game-Turns, however, before all the U.S. and Ready Reserve units are committed to combat. Meanwhile, the 9th and Capital Divisions have to hold the front along the DMZ against the massive North Korean attack. The North Koreans possess eight infantry divisions, each reinforced by a tank regiment. We've also discovered that the North Koreans now have an armored division, which has been added to their order of battle. Two other scenarios will be included in *DMZ*, neither of which has begun extensive testing yet: *U.S. Withdrawal* (postulating no U.S. forces in South Korea at the time of an attack); and *Counterstroke Across the DMZ* (postulating an Allied counter-offensive against a stalled North Korean drive outside of Seoul).

*Joe Balkoski*

### *Lord Of The Rings*

*LOTR* is moving along at a heart-warming pace. The major design work is complete and the game has been transferred to the hands of developer Brad Hessel.

The two battle games are about half-done. *Minas Tirith* has undergone some terrain and scale changes, but the combat system, which uses a new weapons-differentiation theory, has remained intact. In the meantime, *Helms Deep* has been scrapped as a title (it's too similar to *MT* in terms of the type of action occurring) in favor of a new title concerning the battle where the ring was originally lost. This one looks like a really wild open-field melee with a lot of chance for attack and counterattack.

As for the giant campaign game, the basic system is ready and the playtesters have started to work out the wrinkles. The first problem encountered was that the end-game was found wanting. Initially no Fellowship player could even get near Mordor, then we found that the Fellowship player just waltzed thru the gates and dunked the ring in the Cracks like Dr. J. Something was wrong. As of now, we have made some major adjustments to character capabilities and tightened up "security" in Mordor, as it were; hopefully it will work.

As for the characters themselves (over 20!), each will be represented by a card (as well as a counter). The cards, aside from containing some really top artwork by one of the foremost Tolkien artists in the country, will contain all the information about that character: his Combat Strength, Terror Factor, Would Level, Ring Capability, and Sorcery Level (if any). All these different numbers and letters will give the player an accurate and instant picture of the character, despite the amount of information it imparts. There are both

individual *and* army combat in *LOTR*, and the integration of the two has worked quite smoothly. Individual combat seems to be a favorite of the playtesters, especially when one of the characters happens on a Balrog or some Barrowwights. One of the great fights in the games played so far has been a tremendous duel between the Balrog and Frodo, Aragorn, and Gandalf. Despite being armed with an Elvish Sword, Aragorn succumbed to the Balrog, but Gandalf, using superior magic, smashed the Balrog down.

Much of the flow of the game has been good—and remarkably faithful to the book, despite the obvious difficulties and differences in this quarter. The Dark Power player must win militarily before the Fellowship player can destroy the ring, and both Helm's Deep and Minas Tirith have proven tough nuts to crack, especially the latter.

*Berg*

#### *Air War*

The initial design and research work on *Air War* has been completed, and the game has begun playtesting. Because of the designer's dislike for the Simove system, the game will be sequential—which may be more realistic, as a sequential system more accurately depicts pilots' ability (or inability) to react to enemy maneuvers. An elaborate system of initiative to determine who will move second in a Game-Turn—i.e., who will get the jump on the other player—has been worked out, and the sequential system seems to be working.

The game system is an ambitious attempt to incorporate the best portions of *Foxbat & Phantom* and *Airforce*. Realism and accuracy are being concentrated upon, which may lead to relatively long playing time, but a complete and complex game. For example, each aircraft has sixteen markers which represent its altitude, attitude, dive/climb status, acceleration progress, speed, throttle setting, and excess energy on the Aircraft performance charts.

The game will provide scope for a large number of maneuvers which are essential to modern air combat and which were more or less ignored in *Foxbat*. Air maneuvers, such as the yo-yo, breaks, wingovers, loops, push-throughs and Immelman turns will be possible in the game, as well as a number of others. All in all, *Air War* looks to be another excellent and complex tactical SPI game.

*Greg Costikyan*

#### *October War*

The *Suez Front* has solidified, and some interesting Scenarios have arisen. First off, the three phases of the *Suez Front* are being handled as follows. One Scenario deals with the first phase of the operation where Israeli armor units try to attack into a wall of missiles. The third phase, where the Israeli's launched their counter-offensive over the Suez, is handled by two scenarios. These are Chinese Farm and the attempted Egyptian counterattack to relieve the 3rd Army. The

best we saved for last. The Egyptian offensive of October 14th is handled in a Campaign game using the entire front. Victory Conditions are handled in a very complete and historical manner. The results of three scenarios (North, Central, and South) are individually evaluated and then compared on the overall Campaign Victory Conditions Chart which decides the overall winner.

*Mark Herman*

#### *Battle for Jerusalem '67*

The game is now going into its final stages. The Exclusive Rules contain such goodies as the relief of Mount Scopus, Jordanian Command Control, Israeli Air Force (Yes, there are plane counters), and a very realistic handling of the battle for the actual city of Jerusalem. The victory conditions take into account many variables. Basically, the Israeli must capture the Jordanian River Bridges and the city of Jerusalem without taking high casualties. As if that wasn't enough, the Israeli player's victory also depends on how fast he does it.

*Mark Herman*

#### *War in Europe Module I*

(*The First World War, 1914-1918* will be an expansion kit consisting of rules, charts, and unit counters to be used in conjunction with the War in Europe System Game Maps.)

Well, it's into the trenches once again, men. The World War I game is now becoming a physical reality. Recently we started playing the Western Front. As of September 10, the German Army has been repulsed from the Marne by the French, and the French Plan 17 has ceased and desisted. The system uses a CRT that basically causes attrition without forcing too many retreats. A unit is forced to retreat when it takes losses in excess of its nationality rating. The Germans absorb losses best, the French and British are average, and the Belgians and Austro-Hungarians are the worst. When units are entrenched, they are very tough to evict (in fact, almost impossible). Thus, the blood bath of the Western Front is accurately simulated. The most the trench lines in Western Europe moved during the course of the war was approximately 3 miles. Since each hex represents 20 miles, a fluid battle is the last thing we want to see.

*Mark Herman*

#### *Fulda Gap*

Designed to illustrate the realities of the present NATO/Warsaw Pact confrontation in Central Germany, the Fulda project is starting to really shape up. The game scale is 6.25 kilometers/hex, with each Turn representing one day. Units are basically regiments and brigades, with step-down strengths and an Untried unit system which prevents either Player from knowing the true strengths of units before they are engaged in

combat. Our research indicates that the Warsaw Pact army is very powerful, but also quite "brittle". Any serious attempt to achieve the rate of advance that the Soviets talk about (to the Rhine in five days or less) would commit their army to an "all or nothing" style of warfare which will quickly exhaust their troops (and hopefully, from their point of view, NATO's units as well).

Right now, one of the keys to the game is a new way of expressing combat results. The original system—which was a derivation from the real one used in *Panzergruppe Guderian*—simply didn't work, as there was little the NATO Player could do other than follow the Soviet initiatives and try to get in the way. Now, however, combat results are given in terms of the number of "Movement Points" which must be spent while retreating. Thus, for example, a result of "D4" would mean a retreat of four hexes for a unit across an open plain, two hexes in forest cover, one hex in rough, and no effect at all on a unit in an urban center. Since the defender controls (within certain limits) the path of retreat and can convert retreat results into step losses, there is a wide range of possible outcomes for each combat situation. Terrain influences combat only in determining the cost to retreat from a certain type of hex; this provides a subtle and cumulative effect which fits in very nicely. The "gap" around Fulda becomes truly significant, as the rough terrain on either side of it forms a definite obstacle.

Overall, the game will show the impact of a great number of things on modern warfare. The supply and movement systems stress the importance of roads and autobahns (as well as the probable effects of civilians fleeing the Soviet advance). Extensive rules are also provided for chemical and nuclear warfare, divisional unit integrity, accelerated assault, disengagement from contact, Covering Force Units, rearguards, artillery, and the breakdown of NATO units. Also included is an innovative air system, which rates aircraft types for their ability to penetrate the air defense characteristics of enemy units.

#### *Bundeswehr*

The playtesting for *Bundeswehr* is currently undergoing changes in balancing and victory conditions. The victory conditions as originally envisioned have proven to be too tough for the Soviets, though the Soviets are strong in their artillery and mechanized forces. The conditions are being modified in order to prevent the recurring NATO wins. The deployment rate for the British and West German units has been speeded-up to discourage a Soviet "romp" through the North German Plain—a direction which the scenario has been leaning towards. The playtesters have so far enjoyed the game. It is an easy system and the scenario lends itself to a variety of situations. An air support rule will be tested in the near future once the scenario is satisfactorily balanced.

*V.M. Mulholland*

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## ...AND THE ENVELOPE, PLEASE!

It has been, to say the least, an interesting year in wargaming. While one company virtually closed down its entire act (Rand, at last word, was—to use a well-worn euphemism—having “financial difficulties”) the other companies, especially SPI, were revealing the wide-screen spectaculars: the “big game” was in vogue. And if the gamers weren’t playing them, as some commentators have sour-graped, they were buying them—which meant that they weren’t exactly apathetic.

There are five “big games” on this year’s Most Interesting Games list. The eleven games chosen as Most Interesting were selected for various reasons, each discussed below. Two games were purposely not included when the final list was determined: *Terrible Swift Sword* and *Conquistador*. Although for personal reasons I would normally have selected them, to out-and-out list them would have been a trifle gauche. As for this year’s “losers”, I prefer to consider them disappointments. The wargame industry has, thankfully, advanced to the point where it does not publish full-fledged turkeys, although some games swoop in mighty close to the big bird designation. The games listed as Most Disappointing are ones that could have been better, and should have been better.

### THE MOST INTERESTING GAMES OF 1976

*AirForce* (Battleline; Designer - S. Craig Taylor) Battleline’s swan song, and the best air game on the market. It is not a simple game, but once the system has been mastered, the play flows smoothly and the action is hot and heavy. It also manages to impart quite a remarkable feeling for aerial tactics and contains some interesting extras and optionals.

*Arnhem* (SPI; designer - Jay Nelson) The quad system has produced some remarkable games, and this is one of them. For some reason, the Arnhem situation had been ignored (except for some Third World efforts) for years, and this game makes you wonder why. The situation is tense and the game is fun. It is rarely decided before the final turns and there is ample opportunity for both attack and defense by two evenly matched sides.

*Caesar* (Avalon Hill; designer - Robert Bradley, adapted by Don Greenwood) The fabled *Alesia* rises again, and the legendary double-encirclement is as much fun as ever. A big game with lots of counters, yet the rules and concepts are simple and the presentation excellent. Truly a player’s game—and a good piece of history to boot.

*Firefight* (SPI; designer - Irad Hardy)

Another big game, this time at the behest of the U.S. Army. The game was designed to please the players as well as the hard-information buffs, and it succeeds on both counts. Colorful and informative, it is easy to see why the Army is ecstatic about it as modern small-arms tactics are demonstrated with exceptional accuracy and high playability.

*Jacksonville* (Jagdpanther; designer - Steve Cole) JP finally comes of age with this, their most extensive effort. While the idea of the whole thing (Soviet invasion of Florida) is a bit inane, the game itself is quite interesting, with an excellent blend of air, sea, and land action. JP has waited for a long time before venturing out of the safe havens of simplicity, and the wait has been worthwhile.

*Napoleon’s Last Battles* (SPI; designer - Kevin Zucker) The first of three Napoleonic games listed (a vintage year for Nappy) this quad game is best played on the campaign level, revealing a swift and incisive view of the Waterloo Campaign. The emphasis here is on command and co-ordination while retaining the simplicity of the quad system. It is the fastest and easiest of the big games, and is one of the best buys of the year in terms of getting your money’s worth.

*Panzergruppe Guderian* (SPI; designer - James Dunnigan) The most popular S&T game in years on the always popular Eastern Front. This is the game where the “untried” unit came of age, and that concept, plus a remarkable CRT, provided one of the fastest-moving battles of wits in this area since the games of the early ’70’s. PzG was so popular that it has spawned a whole host of similar games, something that hasn’t happened in quite a while.

*Russian Civil War* (SPI; designer - James Dunnigan) This was an arcane subject and it was handled in a highly unusual manner. Yet the result is controlled chaos and a delightful, diplomatically-oriented, quasi-simulation of a period about which few people have any knowledge. Complete with assassins and purges as well as players having to control essentially inimical units, RCW is one of the best fun games of the year. It is also the finest graphics work of the year.

*Siege of Jerusalem, 70 AD* (Historical Perspectives; designer - Stephen Weiss and Fred Schacter) Each year brings a surprise from the “amateur” ranks, and this year’s was a big one. Easily the best siege game ever designed, this giant four-map spectacular overcomes some glassy rules work to simulate the excitement and challenge of mounting a full siege, as well as defending an entire city with an all-too-small force. The accuracy of the game is quite good, and, considering the high quality of the production this could be one of the year’s biggest bargains.

*Wellington’s Victory* (SPI; designer - Frank Davis) Never before has Napoleonic been so marvelously treated as in this quintessential Waterloo game. Replete with a brand-new CRT system and a host of ingenious rules synthesized from a myriad of sources as well as Davis’ fertile—if somewhat lackadaisical

—mind, *WV* is beautiful to behold. It is tough and it is difficult, but its rewards are endless.

*1815: The Waterloo Campaign* (GDW; designer - Frank Chadwick) GDW reversed trends here and went simplistic. The result is an excellent one-map treatment of the Waterloo Campaign with an emphasis on unit capabilities. There are extensive rules for artillery, cavalry charges, morale and shock value, plus the usual colorful GDW presentation. An interesting counter-point to *Napoleon’s Last Battles* and a good game in itself.

### THE MOST DISAPPOINTING GAMES OF 1976

*Cromwell* (SDC; designer - Dana Lombardy) SDC hadn’t produced a game for a while, and this one was awaited eagerly. The production was excellent and there were some good ideas hidden in the over-written rules, but the game just didn’t work. Several concepts were never fully explained and the rules for combat had so many holes that they looked like the Attack of the Five Foot Moths. Truly disappointing.

*Dixie* (SPI; designer - Redmond Simonsen). This was an idea all dressed up with nowhere to go. It suffered from a lack of identity (readers complained that they didn’t know what was supposed to happen) and a lack of excitement. The tragedy was that Simonsen’s “administrative point” system was excellent; unfortunately it didn’t have a game to hang itself on.

*Remagen* (SPI; designer - Steve Patrick) This was the silliest game of the year, and Lord knows why it ever got further than the title stage. The only question, in terms of a game, is how dumb can the U.S. player be. Not dumb enough to play this, I hope.

*Missile Crisis* (AIWA; designer — D. Gallagher) The first of three duds by a company that can—and has—done better. There were two Cuban games this year; this one had all the élan of a Frito Bandido commercial. And about as much intelligence.

*Rift Trooper* (AIWA; designer - Richard Bartucci) Robert Heinlein’s famous if somewhat fascist novel, *Starship Trooper*, was the rather coyly admitted “inspiration” for this curious piece. Fans of the AH game (an infinitely superior item) should be warned away from this one. For some reasons the designer thought that three separate maps would dress up some shoddily constructed scenarios. They didn’t.

*Their Finest Hour* (GDW; designer - Marc Miller, Rick Banner, and Frank Chadwick) I have to believe that the rules to this game were written by lottery. Aside from the fact that two of the “games-within-the-game” have the same title—making it somewhat difficult to sort out the sheets of rules—the initial set-up for the land version is so confusing that you’ll never even get to the Victorian maze of rules. This lesson in convoluted development comes with a title that bears the full weight of a heavy irony.



7th Cavalry (AIWA; designer - No credit) This was the Custer Centennial (leave it to George to get wiped out right before the biggest July 4th in a 100 years—always the “hotdog”!), so it has been the year for Custer games. None of them were exactly smashes, but this one deserves the fate of the squad it entitles. There are, in this game, scenarios other than Custer, but none of them are any better. I may seem, perhaps, to be picking on AIWA. You are right. The three games listed suffer the same common faults: crude graphics, incomplete design (not to mention non-existent development) and gruesome rules writing. Given time and effort the company should improve...one hopes.

—Berg

# Playback

## READER REVIEWS

Playback ratings are reader evaluations of games that are acquired through S&T and

MOVES Feedback responses. Readers have been asked to rate each aspect of the games on a scale of 1 (Poor) to 9 (Excellent). For the actual text of the questions, see Section B of Feedback on page 35. Publisher Abbreviations: AH=Avalon Hill, Baltimore, Md.; GDW=Game Designer's Workshop, Normal, Ill.; JP=Jagdpanther, Amarillo, Tx.; SPI=Simulations Publications, Inc., N.Y.

### CONVENTIONS

#### Up and Coming in '77

What follows is a list of scheduled conventions for the first half of the upcoming year, including place, name of con, and who to contact for further information.

#### Feb. 27

Bay Area Military Miniature Society: "CALIFORNIA OR BUST" COMPETITION AND EXHIBIT, at the Jack Tar Hotel, San Francisco, Cal. **Contact:** Bob Murray, Sec. BAMMS, 211 Cottage Ave., Pt. Richmond, Cal. 04801.

#### Apr. 2, 3

...at Lansing Michigan. **Contact:** Glen Cooley, 806 Bancroft Ct., Lansing, Mich. 48915.

#### Apr. 17

...at Cleveland, Ohio. **Contact:** Sam Kanai, 2055 Gaylann Dr., Brunswick, Ohio 44212.

#### Apr. 23, 24

...at Toronto. **Contact:** Andy Weber, 20 Graydon Hall Dr., Don Mills, Ontario, Canada M3A 2Z9.

#### Apr. 23, 24

1st SIOUX FALLS BOARD GAME CONVENTION, the Great Plains Game Players. **Contact:** Dave Glenne (605) 339-3947; or Bob Yager (605) 336-7191.

#### June 3-5

MICHICON VI, at Detroit, Mich. **Contact:** Bill Somers, 1654 Chandler, Lincoln Park, Mich. 48146.

#### June 17-19

GLASC II, at Cal. State. **Contact:** Jim Blancher, 19536 Minnehaha, Northridge, Cal. 91326.

#### June 24-26

FLYING BUFFALO V, at Phoenix Ariz. **Contact:** Rick Loomis, P.O. Box 1467, Scottsdale, Ariz. 85252.

#### July 1-3

OTTAWA GATHERING, at Ottawa, Canada. **Contact:** John Mansfield, #410-240 Brittany Dr., Ottawa, Ontario, Canada K1K 0R7.

	Breitenfeld	Thirty Years War	Russian Civil War	Their Finest Hour	Russian Campaign	Siege of Leningrad	Typical Rating Range
<b>Publisher</b>	SPI	SPI	SPI	GDW	AH	JP	
<b>Publication Date</b>	3/76	4/76	6/76	4/76	2/76	4/76	
<b>Price</b>	5.00	12.00	12.00	12.75	10.00	5.00	
<b>Nr. of Players Reviewing</b>	638	154	187	110	99	66	
<b>Date Reviewed</b>	1/77	1/77	1/77	1/77	1/77	1/77	
<b>A. Map, Physical Quality</b>	6.67	6.63	7.39	6.94	6.96	5.14	6.1-6.8
<b>B. Rules, Physical Quality</b>	6.70	7.03	6.87	6.34	6.37	5.83	6.4-7.1
<b>C. Counters, Physical</b>	6.84	7.01	7.17	7.63	7.02	5.61	6.5-7.2
<b>D. Ease of Play</b>	7.30	7.52	6.81	5.40	7.22	6.66	6.3-7.0
<b>E. Rules Completeness</b>	7.08	7.30	7.01	5.70	6.24	6.37	6.3-6.9
<b>F. Play Balance</b>	6.81	7.15	7.10	6.55	6.79	6.33	6.1-6.7
<b>G. Game Length Suitability</b>	7.08	7.26	6.61	5.95	6.44	6.53	6.2-6.8
<b>H. Set-Up Time Suitability</b>	7.13	7.21	6.28	5.18	6.52	6.52	6.2-6.8
<b>J. Complexity Suitability</b>	6.29	6.62	6.70	7.17	6.50	6.37	6.2-6.9
<b>K. Realism</b>	6.25	6.48	5.76	7.03	6.33	6.14	5.9-6.5
<b>L Overall Rating</b>	6.65	6.39	6.68	6.18	6.87	6.12	6.1-6.8
<b>M. % Who'd still buy</b>	67%	81%	82%	82%	84%	54%	77%
<b>N. % Rec'd money's worth</b>	83%	87%	87%	84%	82%	75%	82%
<b>S&amp;T SURVEY DATA</b>							
<b>% Who've played game</b>	66%	16%	10%	10%	10%	6%	
<b>Acceptability rating</b>	6.4	6.9	7.1	7.5	7.1	6.0	
<b>Complexity Rating</b>	3.9	3.9	6.5	7.1	5.3	4.5	
<b>Game Length [Hours]</b>	2.5	2.5	4.0	7.5	5.5	3.5	
<b>Solitaire Playability</b>	6.6	6.0	3.0	4.0	5.0	5.0	

### THEIR FINEST HOUR

Design: Miller/Chadwick/Banner

Art: Rick Banner

Comments: Multi-level game covering air/land and naval invasion of England, 1940. Three separate games plus a campaign game. Logistics.

### RUSSIAN CAMPAIGN

Design: Jonathon Edwards

Comments: Strategic-level Russian Front 41-45 with second movement impulse for armor, basic air game, weather, basic supply.

### SEIGE OF LENINGRAD

Design: Steve Cole

Comments: Operational simulation of German encirclement of Leningrad in WWII.

### BREITENFELD

Designer: J.A. Nelson

Development: Brad E. Hessel, J.A. Nelson

Art: Redmond A. Simonsen

Comments: Operational simulation of the first major battle between Gustavus Adolphus and Imperialist Army. Independent folio game with system compatible with **Thirty Years War** Quad.

### THIRTY YEARS WAR

Design: Hessel, Mosca, Patrick, Walczyk

Development: Hessel, Mosca, Walczyk

Art: Redmond A. Simonsen

Comments: Four Seventeenth Century tactical level battles: **Nordlingen, Rocroi, Freiburg, and Lutzen**. Leaders, Demoralization.

### RUSSIAN CIVIL WAR

Design: James F. Dunnigan

Development: Frank Davis

Art: Redmond A. Simonsen

Comments: Power Politics Series game, simulating political and military conflict in Russia, 1917-1922. Extensive leader rules, random events, Red purges.

# Feedback

MOVES nr. 31, Published Feb/Mar 1977

**How to use the Feedback Response Card:** After you've finished reading this issue of S&T, please read the Feedback questions below, and give us your answers by writing the answer-numbers on the card in the response boxes which correspond to each question number. See centerfold for card.

Please be sure to answer all questions (but do not write anything in the box for question-numbers labelled "no question"). Incompletely filled-out cards cannot be processed.

**What the numbers mean:** When answering questions, "0" always mean NO OPINION or NOT APPLICABLE. When the question is a "yes or no" question, "1" means YES and "2" means NO. When the question is a rating question, "1" is the WORST rating, "9" is the BEST rating, "5" is an AVERAGE rating, and all numbers in-between express various shades of approval or disapproval.

## SECTION A

1, 2 and 3. No Question (leave blank).

Questions 4 through 18 ask you to rate the articles in this issue on a scale of 1 = poor... to 9 = excellent.

4. Conquistador!
5. Frederick the Great
6. Torgau
7. Napoleon's Last Battles
8. Trouble Areas in TSS
9. We Love Them...We Love Them Not
10. Dissecting a Combat Results Table
11. Firefight
12. Opening Moves
13. Designer's Notes
14. Footnotes (overall)
15. Forward Observer
16. Playback
17. This issue (overall)
18. Was this issue better than the last one?

The following questions ask you to rate the individual Footnotes on a scale of 1 = poor... to 9 = excellent.

19. Russian Civil War for the Masses
20. Additional Scenario for Invasion America
21. Libya 1940: O'Connor's Offensive
22. Variable Panic in PRESTAGS
- 23, 24. No question.
25. Assume that you don't subscribe to MOVES. Would the quality of this issue alone motivate you to subscribe?
26. For how many issues have you had a continuous subscription to MOVES? 0 = I don't subscribe; 1 = This is my first issue; 2 = This is my second or third issue; 3 = This is my fourth or fifth issue; 4 = This is my sixth issue; 5 = This is my seventh through eleventh issue; 6 = This is my twelfth issue; 7 = This is my thirteenth through eighteenth issue; 8 = This is my nineteenth or subsequent issue; 9 = I am a MOVES Lifetime Subscriber (regardless of number of issues received).
27. What level of complexity do you prefer in games? Rate your preference on a 1-9 scale, with higher numbers indicating increased complexity. Use the following games as guidelines. American Revolution - 4; East is Red - 5, NATO - 6, Patrol - 7.
28. Your age: 1 = 13 years old or younger; 2 = 14-17; 3 = 18-21; 4 = 22-27; 5 = 28-35; 6 = 36 or older.

29. Your sex: 1 = Male; 2 = Female.
30. Education: 1 = 11 years or less; 2 = 12 years; 3 = 13-15 years; 4 = 13-15 years and still in school; 5 = 16 years; 6 = 17 years or more.
31. How long have you been playing conflict simulation games? 0 = less than a year; 1 = 1 year; 2 = 2 years... 8 = 8 years; 9 = 9 or more years.
32. What is the average number of hours you spend playing simulation games each month? 0 = none; 1 = 1 hour or less; 2 = 2-5 hours; 3 = 6-9 hours; 4 = 10-15 hours; 5 = 16-20 hours; 6 = 21-25; 7 = 26-30; 8 = 31-40; 9 = 40 or more hours.
33. How many simulation games (of all publishers) do you possess? 1 = 1-10; 2 = 11-20; 3 = 21-30; 4 = 31-40; 5 = 41-50; 6 = 51-60; 7 = 61-70; 8 = 71-80; 9 = 81 or more.
34. Did you send in the feedback card for your last issue of MOVES? 1 = yes; 2 = no.
35. Pick the ONE area about which you would most like to see games and articles done; 1 = Ancient (Rome, Greek, Biblical, 300 BC - 600 AD); 2 = Dark Ages and Renaissance (600 AD - 1600 AD); 3 = 30 Years War and pre-Napoleonic (1600 - 1790); 4 = Napoleonic (1790 - 1830); 5 = Civil War/19th Century (1830 - 1900); 6 = World War I (1900 - 1930); 7 = World War II (1930 - 1945); 8 = post-World War II (1945 - present); 9 = Present and future (anything goes).

Use the following responses to answer questions 36 and 37; 0 = I do not purchase games of this publisher; 1 = in retail hobby shops; 2 = in Toys-R-Us stores; 3 = in other toy stores [retail and discount]; 4 = in retail chain and department stores; 5 = in Brentano's or Koch's; 6 = in other book stores; 7 = by direct mail from the publisher; 8 = by direct mail from some other source; 9 = other.

36. Through what type of outlet do you purchase most of your Avalon Hill games?
37. Through what type of outlet do you purchase most of your SPI games?
38. How many conflict simulation games have you purchased in the last twelve months? Do not include games received by subscription. 1 = one to three; 2 = four to six; 3 = seven to nine; 4 = ten to fifteen; 5 = sixteen to 25; 6 = 26 to 30; 7 = 31 to 40; 8 = 41-50; 9 = 51 or more.
39. How many games do you plan to buy in the next twelve months (not including S&T subscription games). 1 = one to three; 2 = four to six; 3 = seven to nine; 4 = ten to fifteen; 5 = sixteen to 25; 6 = 26-30; 7 = 31 to 40; 8 = 41 to 50; 9 = 51 or more.
40. What percentage of the games you buy do you expect will be SPI games? 1 = 10%; 2 = 20%; 3 = 30%... 9 = 90%.
41. How much money do you plan to spend on conflict simulation games in the next twelve months? 1 = less than \$10; 2 = \$10-25; 3 = \$25-50; 4 = \$50-75; 5 = \$75-100; 6 = \$100-200; 7 = \$200-300; 8 = \$300-400; 9 = \$400 or more.
42. How much have you spent on conflict simulation games in the last twelve months? 1 = less than \$10; 2 = \$10-25; 3 = \$25-50; 4 = \$50-75; 5 = \$75-100; 6 = \$100-200; 7 = \$200-300; 8 = \$300-400; 9 = \$400 or more.
43. How much did you spend on history books in the last twelve months? 1 = under \$10; 2 = under \$20; 3 = under \$30; 4 = under \$40; 5 = under \$50; 6 = under \$60; 7 = under \$70; 8 = under \$80; 9 = \$81 or more.
44. What percentage of the money spent on history books was spent on hard-cover books? 1 = 10% 2 = 20%; 3 = 30%; 4 = 40%; ... 9 = 90%.

45. Do you prefer variety and innovation in the design of the games you buy, or uniformity and standardization? 1 = almost always prefer standardization and uniformity; 2 = usually prefer standardization and uniformity; 3 = it depends on the game, but I usually prefer standardization and uniformity; 4 = depends too much on the game, prefer either standardization or variety; 5 = depends on the game, but usually prefer variety in the design; 6 = usually prefer variety and innovation in the design; 7 = almost always prefer variety and innovation in design.

Rate the following game proposals on a scale of 1 to 9, with 1 indicating very little intention to buy... [up through] 9 indicating very great likelihood of buying the game.

46. **Objective Moscow:** Why does America have to be invaded in 1990? Who is to say that the tide of future events can't sweep the Soviets aside? This game would simulate a hypothetical invasion of the Soviet Union in the last decade of the 20th Century as the allied forces of a United Europe, the U.S.A., Iran and China combine to eliminate the last totalitarian regime. Four maps, the same system and scale of **Invasion America** to sell for \$20.
47. **Mother Russia:** In a slightly different vein, how about a corps level game on one map (23 x 35) simulating the invasions of Russia in World War I, World War II, and hypothetically World War III. The terrain would stretch from Berlin to Stalingrad with rules for each war and three different sets of counters. To sell for \$15.
48. **NATO [Updated and Expanded]:** This would feature an expanded version of our NATO game. Approximately six maps featuring brigade level ground units, a daily turn system, covering the whole sweep of the Iron Curtain periphery, from Scandinavia to Turkey. It would require about 2000 counters and would employ extensive naval and air units. It would treat the first thirty days of a NATO-Warsaw Pact conventional confrontation with option to escalate into nuclear exchange. To sell for approximately \$30.
49. **Marlborough's Battles Quad:** The battles of **Blenheim**, **Oudenarde**, **Ramilles**, and **Malplaquet** are ideal for quadri-game treatment. Of the same scale as the Napoleonic games: 400 meters to a hex, "brigade" sized units, one hour turns, etc. Each of these battles is innately balanced with roughly equal forces on each side (50-100 thousand men per army). \$12.00
50. **The Last Napoleon's Battles Quad:** In 1859, the French defeated the Austrians in Italy at **Magenta** and **Solferino**. These victories led to the reunification of Italy and its emergence as a modern state. It also brought glory and prestige to Napoleon III. He lost this prestige and his empire to boot in 1870 at the battles of **Gravelotte-St. Privat** and **Sedan**. The games will feature the same system and scale as the Blue & Gray Quads. \$12.00
51. **The Seven Weeks War:** In 1866, Prussian and Austria were regarded as weak sisters of the European continent. When hostilities broke out, the other nations were content to sit on the sidelines and watch the conflict which would surely result in a stalemate. The Prussians had been regarded as slightly weaker than the Austrians, but of late they had been toughening up their military. The Austrian army had not changed much since the days of Napoleon, but was still regarded as a formidable foe. Prussia invaded the Austrian homeland and found surprisingly little resistance. The Austrian forces quickly mobilized and met the Prussians at the climactic battle of Koniggratz. It was a

tremendous victory for the Prussians which forced the Austrians to sue for peace. **The Seven Weeks War** would use a system somewhat like **Franco-Prussian War** to simulate the uncertainty of combat during this period. The game would include a 22 x 34 map, 400 counters, and would sell for \$9.

52. **The Golden Horde:** The Mongols arose from their humble origins in the Gobi Desert to become one of the great world powers in the early centuries of this millennium. The cavalymen of the Horde were perhaps the most awesome feature of the army, often able to rout militia by their mere appearance. Fierce and nomadic they were, but the Horde was also a highly crafted fighting machine. They were to invade Russia in the 12th century, and missed a chance to dominate all of Europe when they returned to Mongolia to pay respects to the dead emperor. **The Golden Horde** would be a strategic game, portraying the rise of the nation to Asian pre-eminence, and their subsequent fall from power. 2 maps, \$12.
53. **Napoleon in Italy:** One of the major theaters in the Napoleonic wars was the Italian front. Here, Napoleon's armies fought the British, the Austrians, the native Italians, and even the Russians. Several epic battles, including Marengo, were fought on Italian soil. Yet it remains a sadly neglected topic in wargaming. The campaign in Italy waxed and waned as the political situation warranted, but it was never a dead area of warfare. **Napoleon in Italy** would be much more than one game: the number of possible scenarios staggers the imagination. The scope and flavor of Napoleonic campaigns would be retained despite the quasi-strategic, quasi-tactical flavor of the game. It would probably be a two-map, 400 counter game to sell for \$12.
54. **Siege Quad [The Great Sieges of Military History]:** Siege warfare has been virtually ignored in wargaming; yet some of the most important and exciting military events were sieges. This folio, 4-game treatment will cover 4 of the most interesting sieges. **Malta:** in 1565, Mustafa Pasha and 60,000 Ottoman troops besiege the island fortress under the Knights of St. John, less than 10,000 strong. **Tyre:** 332 BC, the great Phoenician trading city under Azemilk defies the might of Alexander the Great in a spectacular 7-month siege. Perhaps the single most famous siege of all times. **Constantinople:** In 1453 the Turks, under Mohammed II, led 80,000 men and 100 heavy cannon against the last remnants of the Byzantine Empire and Constantine XI. The Turks, using superbombards and immense cannon, as well as tunnels and mines, are repulsed time and again as one of the most valiant siege defenses withstands constant pressure from land and sea. **Lille:** a classic Vauban era siege, in 1708 the allied armies of Marlborough and Prince Eugene besiege a French garrison under Boufflers. The largest siege of the gunpowder era. The defense is so gallant that the victors allow Boufflers to write his own surrender terms! Each siege will be covered in extensive detail, covering all aspects of siege warfare. A folio-quad game at \$5 each, \$12 the set.
55. How would you rate the above game suggestion (**Siege**) if it were done as a Super-Folio: four full-sized games with similar rules and different OB's, for \$20.

The following titles were proposed in S&T 60, but we would appreciate your considering and rating them once again:

56. **Napoleon at Bay: The Battle of Leipzig, October 16-18, 1813.** Again in the "central position", Napoleon attempts to make a comeback from the 1812 Campaign and insure France's frontier against the coalition of Austrians and Russians, Prussians and Swedes arrayed against him. With battles on the 16th and 18th and a lull on the 17th, the situation would lend itself to the Command and Reorganization systems employed in **Napoleon's Last Battles**, in which eliminated units can be later returned to play showing their reverse-side reduced strengths. Plus some systems we were not able to use in **NLB**. Unit size and hex scale would also be identical to **NLB**, with double-size, 34" x 44" map, 400 counters, folio-size engagements as well as full Grand Battle Game. To sell for \$12.
57. **City Fight: Modern Combat in Built-Up areas.** This would feature the FireFight system in a simulation of combat in built-up areas. The map picturing the urban and strip developments which predominate in much of Germany would geomorphically conform to the two **Fire-Fight** maps. The force mix would contain British, West German, East German and Soviet units. Scenarios would illustrate the problems of fighting in built-up areas. While a separate game unto itself **CityFight** would compliment and extend **FireFight**. 1 Map, 400 counters, sell for \$9.
58. **Great British Disasters QuadriGame:** Four of the most embarrassing defeats in the heyday of the British Empire, showing that while virtue is surely on the British side and that justice always wins in the end, there are occasional mishaps. This represents four of these mishaps. The games will be on a tactical level and the game system will be rather unique, allowing for British courage and discipline against native numbers and fanaticism. **Ishandlwana:** The great Zulu victory of 22 January, 1879. **Maiwand:** An Anglo-Indian force is defeated by the Afghans, 1880. **Hicks Pasha:** "Billy Hicks" leads a force of Egyptians into a crushing defeat at the hands of the Mahdi in the Southern Sudan, 1884. **Majuba Hill:** The Boers give the British a lesson in the effect of modern rifle fire, 1881. Game will sell for \$12.00 (or nine pounds).
59. **The Sea Dogs:** A game of ship-to-ship combat in the Age of Exploration. Depicting ships from every sea-faring nation of the day, The Sea Dogs would provide scenarios ranging from the Battle of Lepanto to privateer duels, from the Anglo-Dutch Wars to Veneto-Turkish sea battles. With 400 counters and a geomorphic map, **TSD** would provide a detailed, in depth study of this subject. To sell for \$9.
- Just as the SPI staff picked their personal best and worst games of '76 [see page 17 of this issue], we'd like you to indicate which single SPI game was your favorite of the year and which was the one you liked the least. Make your picks from among the games you actually played. Write 9 for your favorite game and 1 for your least favorite. For all other games on the list, write 0. Note that the list contains Quadrigame titles as well as the Follios of the Quads listed separately. So if, for example, the entire four-game Quad is your favorite, you would write 9 in its response box and 0 in each box of the constituent games. Conversely, if one of the games in a Quad is your least liked game while another is your favorite, write 0 in the Quad response box and rate the constituent games independently.**
60. WestWall Quad  
61. Arnhem (from Westwall)  
62. Bastogne (from Westwall)  
63. Hurtgen Forest (from Westwall)  
64. Remagen (from Westwall)  
65. 30 Years War Quad  
66. Freiburg (from 30 Years)  
67. Lutzen (from 30 Years)  
68. Nordlingen (from 30 Years)  
69. Rocroi (from 30 Years)  
70. North Africa Quad  
71. Cauldron (from N. Africa)  
72. Crusader (from N. Africa)  
73. Kasserine (from N. Africa)  
74. Supercharge (from N. Africa)  
75. Napoleon's Last Battles Quad  
76. La Belle Alliance (from NLB)  
77. Ligny (from NLB)  
78. Quatre Bras (from NLB)  
79. Wavre (from NLB)  
80. Dixie (S&T 54)  
81. Breitenfeld (S&T 55)  
82. Revolt in the East (S&T 56)  
83. Panzergruppe Guderian (S&T 57)  
84. Conquistador (S&T 58)  
85. Plot to Assassinate Hitler (S&T 59)  
86. War in the West  
87. War in the East, Second Ed.  
88. War in Europe  
89. Terrible Swift Sword  
90. Russian Civil War  
91. Wellington's Victory  
92. Outreach  
93. Minuteman  
94. FireFight  
95, 96: No question.

## SECTION B

The results of the following survey are used in our **PLAYBACK** system. This system reviews games by showing the response of the people who play the games. Questions 104-188 are part of **PLAYBACK**.

After each game title there are thirteen questions [lettered "A" through "N"]. Unless otherwise noted, these questions are answered with a "1" [poor] through "9" [excellent] rating.

Question A—What did you think of the physical quality and layout of the mapsheet?

Question B—What did you think of the physical quality and layout of the rules folder?

Question C—What did you think of the physical quality and layout of the unit counters?

Question D—What did you think of the game's "ease of play" (how well the game moved along)?

Question E—What did you think of the "completeness" of the game's rules (was everything thoroughly explained)?

Question F—What did you think of the game's play balance (was the game interesting for both sides)?

Question G—What did you think about the appropriateness of the length of the average game?

Question H—What did you think of the amount of "set-up time" needed before you could begin playing the game?

Question J—What did you think of the appropriateness of the complexity of this game?

Question K—What did you think of this game's realism?

Question L—What did you think of this game overall?

Question M—Would you still have bought this game if you knew then what you know now about it (1=Yes; 2=No).

Question N—Do you think you received your money's worth with this game? (1=Yes; 2=No).

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We will ask you to rate six games. If you have not played these games, or have not played them enough to be able to evaluate them, then simply place "0" in the boxes.

**PANZERGRUPPE GUDERIAN**

- |                             |                        |
|-----------------------------|------------------------|
| 104. A (mapsheet)           | 111. H (set-up time)   |
| 105. B (rules)              | 112. J (complexity)    |
| 106. C (counters)           | 113. K (realism)       |
| 107. D (ease of play)       | 114. L (overall)       |
| 108. E (rules completeness) | 115. M (then & now)    |
| 109. F (balance)            | 116. N (money's worth) |
| 110. G (length)             | 117. No question       |

**OUTREACH**

- |                             |                        |
|-----------------------------|------------------------|
| 118. A (mapsheet)           | 125. H (set-up time)   |
| 119. B (rules)              | 126. J (complexity)    |
| 120. C (counters)           | 127. K (realism)       |
| 121. D (ease of play)       | 128. L (overall)       |
| 122. E (rules completeness) | 129. M (then & now)    |
| 123. F (balance)            | 130. N (money's worth) |
| 124. G (length)             | 131, 132 No question   |

**NAPOLEON'S LAST BATTLES**

- |                   |                      |
|-------------------|----------------------|
| 133. A (mapsheet) | 140. H (set-up time) |
| 134. B (rules)    | 141. J (complexity)  |

- |                             |                        |
|-----------------------------|------------------------|
| 135. C (counters)           | 142. K (realism)       |
| 136. D (ease of play)       | 143. L (overall)       |
| 137. E (rules completeness) | 144. M (then & now)    |
| 138. F (balance)            | 145. N (money's worth) |
| 139. G (length)             | 146. No question       |

**STARSHIP TROOPERS [AH]**

- |                             |                        |
|-----------------------------|------------------------|
| 147. A (mapsheet)           | 154. H (set-up time)   |
| 148. B (rules)              | 155. J (complexity)    |
| 149. C (counters)           | 156. K (realism)       |
| 150. D (ease of play)       | 157. L (overall)       |
| 151. E (rules completeness) | 158. M (then & now)    |
| 152. F (balance)            | 159. N (money's worth) |
| 153. G (length)             | 160, 161. No question  |

**WAR AT SEA [AH]**

- |                             |                        |
|-----------------------------|------------------------|
| 162. A (mapsheet)           | 169. H (set-up time)   |
| 163. B (rules)              | 170. J (complexity)    |
| 164. C (counters)           | 171. K (realism)       |
| 165. D (ease of play)       | 172. L (overall)       |
| 166. E (rules completeness) | 173. M (then & now)    |
| 167. F (balance)            | 174. N (money's worth) |
| 168. G (length)             | 175. No question       |

**RUSSO-JAPANESE WAR [GDW]**

- |                             |                        |
|-----------------------------|------------------------|
| 176. A (mapsheet)           | 183. H (set-up time)   |
| 177. B (rules)              | 184. J (complexity)    |
| 178. C (counters)           | 185. K (realism)       |
| 179. D (ease of play)       | 186. L (overall)       |
| 180. E (rules completeness) | 187. M (then & now)    |
| 181. F (balance)            | 188. N (money's worth) |
| 182. G (length)             | 189-196. No question   |

**FEEDBACK RESULTS, MOVES 29**

Rank	Article	Rating
1.	Panzergruppe Guderian	7.52
2.	New Gamer Section (overall)	6.97
3.	Designer's Notes	6.76
4.	Terrible Swift Sword	6.69
5.	Forward Observer	6.49
6.	Quad Errata	6.47
7.	Opening Moves	6.43
8.	Terrible Swift Sword Errata	6.20
9.	Playback	6.15
10.	Wargaming's Family Reunion	6.08
11.	Mech War & Panzer '44 Scenarios	6.06
	<b>This Issue [overall]</b>	<b>6.76</b>