

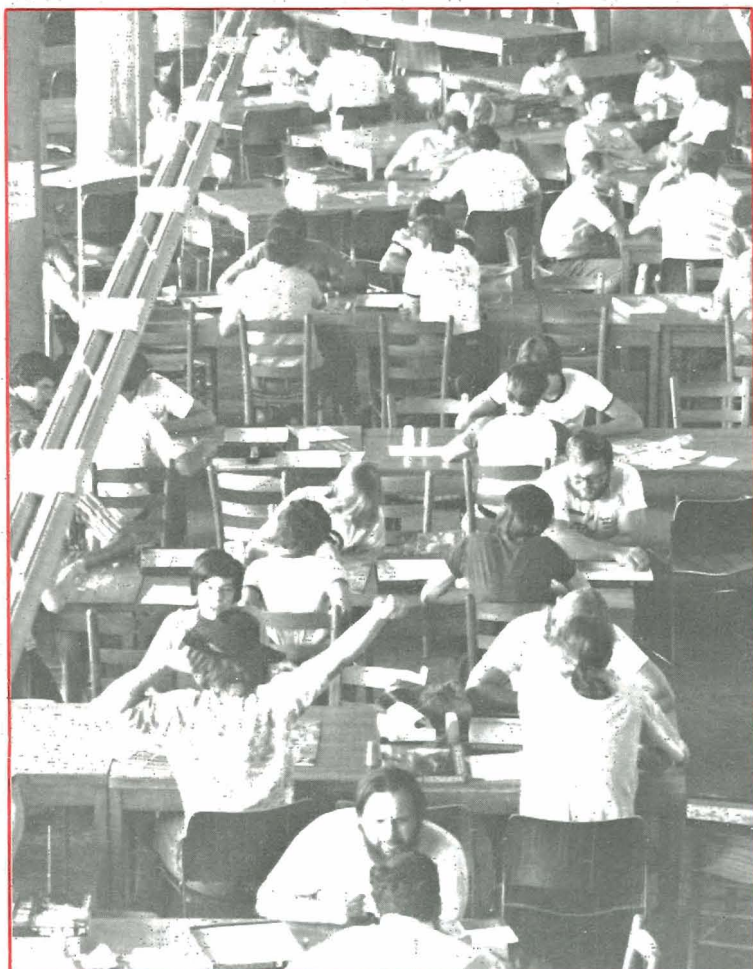
MOS

Conflict
Simulation
Theory and
Technique



ORIGINS PICTORIAL

for all of you
who weren't there
doing this:



plus

TACIS

WITHOUT DEJA VU

CONQUERED AGAIN

RAID!



Circulation: 9100

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Opening Moves

CONSUMING THE INDIGESTIBLE The Large Game Syndrome

In *MOVES* 33 I ran a number of Feedback questions concerning the big games on the market — how often you've played them to a decision, how long it took you, whether you wanted to buy more big games and how much you'd be willing to pay for them. Between then and now, SPI also held one of its face-to-face subscriber seminars (an occasion where we invite a random selection of subscribers to visit our offices and chat about the hobby) and at that seminar many of the same questions were asked.

Perhaps the most interesting single piece of information to come out of all of this investigation is the fact that the big games are not *played* very much. Apparently, you buy them, read the rules, massage the components, maybe even set up a scenario — but you don't really *play* them. The average number of games played to conclusion (i.e., not necessarily playing *every* turn) was 1.23. No single game showed an individual average-times-played higher than 1.9.

75% of you said that you bought the big games because they provided a detailed and realistic treatment of a subject that interested you — an overwhelming concentration of responses that paralleled those of the seminar participants. It's somewhat odd that you big game buyers are looking for detail and realism and yet don't really get involved in playing these detailed and realistic systems. I'm sure, of course, that there exist individual exceptions to this phenomenon (I've spoken directly to some of you that have virtually exhausted yourselves playing, for example, endless sessions of *War in Europe*). But it is bemusing to designers that they develop extensive and intensive systems that are hardly used and never explored in any great detail by most of the people that buy them. Surely *one* playing of a game as highly ramified as *War in Europe* doesn't even begin to sort out the possibilities inherent in the situation and the system. So why is all that detail there? If it is never experienced, what does it matter that the system works smoothly or at all? What is the point of having alternate scenarios in a game that no one will play more than once anyway?

It is doubly interesting to note that the ideal playing time for a game was indicated to be approximately *four* hours. None of the large games can be brought even *near* to conclusion in so limited a time — yet 80% of you said that you'd continue to buy big games! The members of the seminar panel clearly stated that time-available was a severe limiting factor on their participation in the hobby. Many had games that they had

bought and not even gotten around to *opening* yet! They speculated that it would be nice to have a game design as detailed as those of the big games but built into a game that could be played in a single evening. Even so, most of the panel indicated that they had an affection for the big games albeit one that sprung from daydreaming about them rather than actual play.

The acceptability ratings of the big games on the list are uniformly high — only two games out of fourteen had a rating lower than 7.0 and the average was 7.2. Acceptability didn't seem to have much impact on how often the game was played — in fact the lowest rated game was played the most (*Global War*). This was also true of the playability rating vis-a-vis times played, i.e., the more playable games were not necessarily the ones that were played the most often. If anything, it seems to be that the bigger the game is physically, the less often it is played (which makes some kind of sense—after all, who has a spare gymnasium in their house to accommodate *War in Europe* for a month or so?).

It has been suggested that people buy big games to get information from them — but how much information does one really get from a system that is barely used? Oh, you can set up the order of battle on the map and call that information — but you can get the same thing at much less cost and effort in any good military atlas. True, there is a special quality to the digitalization of strengths on the units in a wargame — but you don't really get a feel for what these numbers mean unless you actually play the game. Back in the bad old days when every game system was identical you could look at a number and make certain (correct) assumptions about it. Nowadays that just ain't so — raw values are so highly modified by systems that one must experience their effects in order to understand the *meaning* of the number. Wargame numbers are now contextual rather than absolute.

So let's assume you play the thing once — what do you know? The surface of the rules structure and a general impression of the terrain effect on combat. You can't be sure of the relative quality of the armies. You can't be sure of the balance or imbalance of the situation. You can't be sure of the validity of the victory conditions or whether or not the historical result can be obtained in the game. In fact you can't be sure of *any* of the historicity or historical information in the game.

You really can't even be sure that you played the rules right! I've spoken to more than one otherwise bright gamer and pointed out a false assumption on their part that vitiated everything that they had been doing in a given game. Setting up a large game and perhaps playing a few turns or even one complete scenario is really only equivalent to reading the chapter headings and a few introductory paragraphs in a history of the battle.

The fact remains, however, that you do like big games, will buy them, and continue to give them high marks. They will, therefore, continue to have a large place in the

production output of (at least) this company — since SPI does gear itself to produce what you want — not what we want you to want! All I'm attempting to point out is that we should be more realistic in our assertions about these megaliths: i.e., what we are or are not doing with them, what they mean as games and as historical works, and how they affect the nature of our hobby. Since most of you don't *really* play these things the following can be said about the design of future big games:

1. They can be infinitely complex.
2. They can be infinitely (sic) large.
3. They need not truly function as *games* at all!

Is this not so?

—Redmond

CONVENTIONS Up and Coming

What follows is a list of some conventions scheduled to take place in the near future, including place, name of convention, and whom to contact for further information.

October 22-24

RHEINCON, Vogelweh Officers & Civilians Club, Kaiserslautern, West Germany. *Contact:* MSG David J. Rolfe, 2nd General Hospital, P.O. Box 14, APO New York 09180.

November 11-13

PHILCON '77, Holiday Inn-Center City, 18th & Market Streets, Philadelphia, Pennsylvania 19103. *Contact:* PSFS, c/o P.B. McGrath, 806 S. 47, Philadelphia, Pennsylvania 19143.

January 7-8

WARGY 6, Platte Technical College, Columbus, Nebraska. *Contact:* Rick Plankinton, Box 52, RR6, Columbus, Nebraska 68061.

January 27-29

WARCON IV, Texas A&M University, College Station, Texas. *Contact:* Jerry D. Ruhland, Grometz, P.O. Box 6816, College Station, Texas 77844.

CHANGE OF ADDRESS?

When changing your address we need at least two months notice to insure that you will receive your copy of *MOVES*. The Post Office has a tendency to lose copies of *MOVES* that are sent to an old address. Third class mail is not forwarded. Also include in your change of address either one of your mailing labels or the numbers on your mailing label above your name and address. Give us your old address and your new address, and the effective date of your new address.

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Designer's Notes

WORK IN PROGRESS

Cobra

This simulation of the Allied break-out from the Normandy peninsula in the summer of 1944 has finally developed to the point where it can be fairly called "balanced". It was a lot of work! Aside from the *play-balance*, this game required *mechanics-balance*. There were a lot of things that were pretty important in determining not only the outcome of the campaign *per se*, but also the way in which the fighting was conducted. Among these number Allied logistical problems, Allied air power, terrain, the immobility of the German units (due to less transport and Allied fighter-bombers), and Hitler's refusal to allow the local German commanders autonomy. With a combination of restrictions on German movement and the total number of Allied attacks allowed, we seem to have come pretty close to the actual situation. If the Germans can switch their reserves to the right places by the right times, they can hold on considerably longer than they did in actuality, when the left wing was not adequately covered. But it's not that easy, with the difficulties in transporting troops when the weather is clear. For the Allied Player, the trick is to build-up the logistical wherewithal to conduct a major offensive, and to attempt to schedule it for a span of good weather. This is a bit less chancy than it sounds, as the weather chart is constructed in such a way to encourage streaks of good (and bad) weather, as actually occurred.

The Allies win (or lose) depending on how well they do running the Germans off the map; in the long run, there is no way that the Germans can hold them off against competent play. But they can delay the inevitable considerably, if handled properly, and even score some stinging counters, if the Allies get too frisky at the wrong places. The game has a lot of action, and it lasts thirteen Game-Turns. It should make the gamers and World War Two students among the subscribers to *S&T* happy for two months. *Brad Hessel*

Constantinople

The land system appears to be rock solid in this game. Repeated playtesting has uncovered few if any flaws in the simulation of the land assault on Constantinople. The rules include such elements as Tunneling, Filling in the Foss (a dry moat in front of the walls), Greek Fire, and the more standard Assaults, Bombardment and Leaders. Together these rules make what promises to be a most enjoyable *S&T* 66 issue game. The only part of the land game that needs to be worked on is playbalancing, but current tests seem to

(continued on page 28)

SYSTEMS & TECHNIQUES

TACIS

An Organized Approach to Miniatures' Unit Identification

by Joe Burniece and Richard Laurance Baron

of GHQ Micro Armour*

The interface between board gaming and miniatures grows broader even as this is written. SPI has offered, experimentally, miniatures conversion kits for two Napoleonic Folios; miniatures-like tactical level games are rolling out of design shops with great regularity, and — coming from the other direction — are systems such as the one presented here, developed by GHQ for their line of 1:285 tanks and equipment.

—RAS

Unit identification has bedeviled tabletop wargamers since before the hobby became so popular. For years, simulation gamers have been able to read a wealth of identifying and operating data from their counters; those wargaming with miniatures haven't had anything like that capability.

The problem becomes especially vexing when simulation-type boardgames are transformed into miniatures games, three-dimensionalized, with 1:285 scale vehicles (for example) taking the place of counters.

Because our firm has been so active in this adaptive combining of boardgames and military miniatures, a standardized and easy-to-use system of unit identification has been close to our hearts. We've worked toward such a system for several years.

TACIS® is the result. The acronym stands for "Tactical Armour Combat Identification System;" it's a technique that can be used to quickly identify units in a tabletop wargame. It was specifically developed for application to our Micro Armour®, though any miniatures can be used with it. TACIS is adaptable to miniatures games and to three-

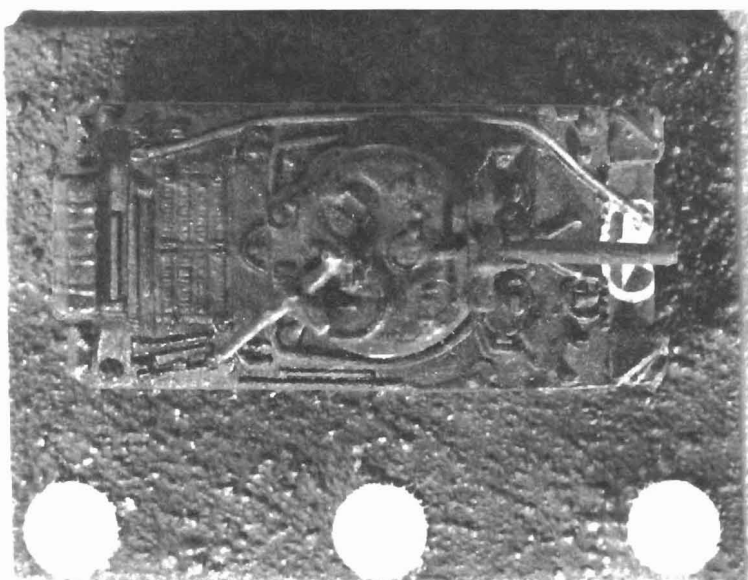


Fig. 1

Fig. 1 THREE CIRCLE POSITIONS: In this example with an M4A3 Sherman, the left circle indicates the battalion number; the right circle designates the platoon number; and the center circle shows regiment or brigade number. The center circle's color shows arm of service as well. Numerals have not been included in this example. **Fig. 2 COMPANY HEADQUARTERS:** A 1:285 scale German Nashorn is used to illustrate a company headquarters vehicle. Left circle is red (battalion = 2) and company number is 5; right circle is gray (headquarters platoon); and the tank number is 1 TACIS always builds I.D. from left to right.

dimensionalized conversions of platoon-level simulations like *Panzer '44*, *Mech War '77*, *Red Star/White Star*, and *October War*. It would be similarly useful in company-level simulations such as *Highway to the Reich*; and in squad/troop-level games like *Fire-Fight*, should one wish to add to the visual realism of these games by utilizing Micro Armour and other miniatures.

TACIS began simply as a "tank I.D. system;" it's become much broader in its potential application. As the photographs show, TACIS can be utilized to identify armour, infantry, and artillery; support units; even structures such as houses and factories. Tac/air and vertical envelopment units can be included as well.

Organization

Each game unit (combat and support) is given a unique code, based on the chart below. (See Fig. 1 for a layout.) This code can be related to general information if you're not gaming with actually-constituted forces; or the code can signify "real" data, when definite TO&Es are being followed.

Since the photographs are black-and-white, the colors of the circles used in the examples must be related in a narrative fashion. The circle colors indicate numbers primarily, as well as Service Arms; the circle positions are the other indicator, as described here:

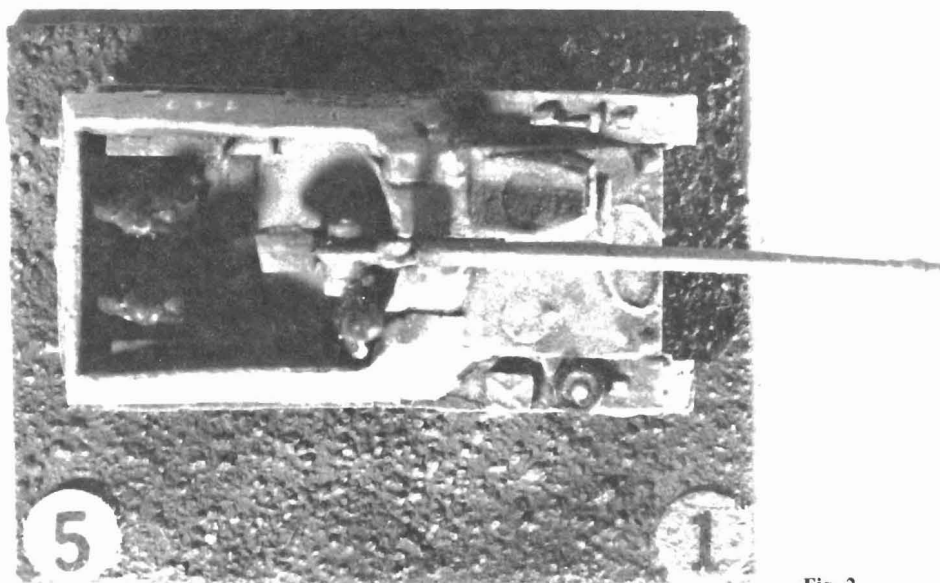


Fig. 2

*MICRO ARMOUR and TACIS are trademarks of GHQ; Joe Burniece is Chief Production Engineer, and R.L. Baron is Communications Director, of that company.

Fig. 3 MECHANIZED INFANTRY SQUAD: An M113 APC and Alpha and Bravo fire teams dismounted are shown here. On each stand, left circle is blue (battalion = 1) and company number is 3, right circle is red (platoon = 2), and vehicle/squad is 2. Here, US doctrine dictates that Alpha fire team (2a) carry an M60 machine gun; it is therefore important that the fire teams be distinctly identified — a task TACIS can perform. **Fig. 4 INDIVIDUAL FIELD PIECE:** A 155mm howitzer of the 3rd Battalion (white circle), 1st Battery, 1st Platoon (blue circle). The numeral in the right circle shows this is the fifth gun of the battery.

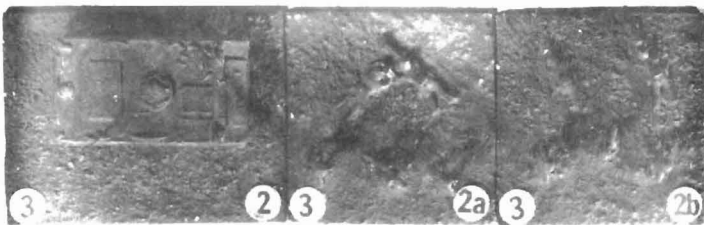


Fig. 3



Fig. 4

Circle Position	Stands for	Number in Circle	Stands for
Lower left...	Battalion #		Company #
Lower right...	Platoon #		Tank or Squad #
Bottom center...	Regiment or Brigade & Service Arm		Regiment or Brigade #

Numbers and Service Arm data are derived from this:

Circle Color	Number	Service Arm
Blue	1	Infantry
Red	2	Artillery
White	3	Cavalry/Recon
Green	4	Service/Support
Yellow	5	Armour
Orange	6	Tactical Air
Black	-	Strategic Air
Gray	Headquarters	

As illustrated, the circles are laid out on the stands much like a boardgame counter's designators. In *every* case, the lower left-hand circle indicates the battalion number; the numeral on it gives the company number. In *every* case, the right-hand circle indicates the platoon number; the numeral on it shows the tank or squad number.

Generally, the locating of a circle in the bottom center position will indicate a regiment/brigade unit; it is here that the color of this circle is used to represent arm of service; the numeral indicates the unit number. The only time a centrally located circle is used on battalion-level units and below is when an actual order of battle is being recreated. Otherwise, units may freely be assigned to service arms in accordance with the scenario being played, or the referee's decision.

Unless specific TO&Es are being used, and are thoroughly known by both sides, *TACIS* doesn't give anything away to opponents — an additional advantage in tabletop wargaming.

The Bases

It has been our experience that standardized bases (measuring 1" long × 3/4" wide × 1/32" thick) make for uniform appearance and ease of handling on the wargame board. Since most Micro Armour enthusiasts paint their miniatures, using bases tends to protect carefully done paint jobs and camouflage schemes. A base can be made of metal, plastic, or heavy card stock; plastic is the best choice. It's long-lasting, and doesn't tend to damage miniatures when stands overlap.

Make up each base by spreading a thin-layer of 45-minute epoxy over it. Place the

painted vehicle or figures on it. Add ground surface textures by dusting the epoxy with fine sand or granular powder. Paint the base to match the gaming period, general ground colors, or the tabletop.

Next, apply the unit designators — the circles. A 1/8" or 1/4" paper punch is used to form them, out of colored paper. Numerals and letters can be typed on, or hand-written, in accordance with the TO&E you're using. Once glued on the bases, the circles can be spotted with a drop of clear lacquer for protection.

TACIS isn't a "substitute" boardgame system. It's a technique used to make eyeballing miniature units faster and easier during a wargame. Unit information is contained on each piece, allowing units to be depicted authentically; and the use of Micro Armour miniatures helps support this accuracy. *TACIS* is a system that has been used repeatedly, and it's one that might help tabletop wargaming by becoming the standard identification system for miniature simulations. As for this, it's too early to tell. But miniature wargamers do enjoy it.

For comments, or a copy of GHQ's pocket *Wargaming Guide* #2, which covers *TACIS*, write to us: GHQ, 2534 Bryant Avenue South, Minneapolis, MN 55408. We'll be glad to answer any questions you might have.

Fig. 5 INFANTRY SUPPORT UNIT: Here, the M557 indicates that this is a communications section, since that is one role of APC variant. Green left circle indicates that this is 3rd Company of 4th Battalion; white circle on the right designates 6th vehicle of 3rd Platoon.

Fig. 6 BUILDING DESIGNATION: *TACIS* is also used in place of map references to designate structures appearing on the wargame table. A new 1:285 scale "Ukrainian Cottage" miniature is shown here as Building 5 of Series A.

Fig. 5

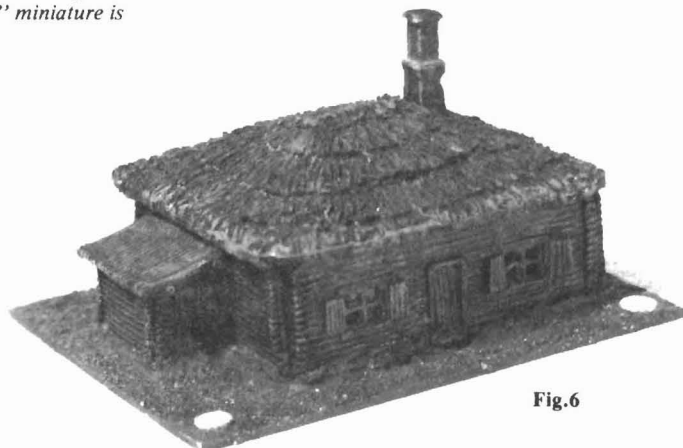
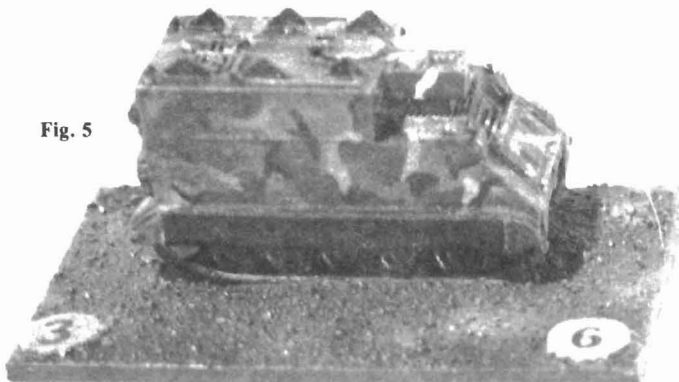


Fig. 6

FIELD REPORT

CAPTAIN VIDEO RETURNS

A Spate of Space Operas

by Phil Kosnett

Just a few years ago, there was only a light salting of science fiction on the giant roast beef of wargames. Now sf games are a full meal all by themselves and have developed into a virtually independent hobby. True, some of these productions barely qualify as games, much less science fiction, but I think that this is a part of the natural shake-down period of the genre, I am perhaps the most narrow in my definition of what is an sf game — Mr. Kosnett is only slightly more broad-minded. —RAS

Over a dozen science fiction games have been released since ORIGINS '77. Most of them are fun to play, which is good news. Some of them have nice graphics, again good news. Several are by new designers, which is always nice to see. They include hex games, miniatures, and role-playing, something for everyone; that's good. As a group they represent several different design philosophies.

But (you were expecting a but) I'm not honestly able to say that this is a good batch of science fiction games. The inexperience of most of the designers with science fiction motives and possibilities is self-evident. Some of these games represent the lowest sort of inane space opera, impossible to believe and cliché-ridden.

Now, don't get me wrong. I enjoy a good old-fashioned Space Cadet-style shoot-'em-up as much as the next man. I saw *Star Wars* twice. But good space opera requires an author (or designer) to take it seriously even if the reader isn't supposed to. The background for *Battlefleet Mars* is a touch melodramatic, but the conflict between an Earth-based exploration/mining monopoly and the exploited Mars/asteroid based workers is developed logically. *Godsfire* is perfect for Ming the Merciless-style players ("You dare infringe on the Empire!") but it believably develops racial technology and takes a shot at putting realistic political and cultural restraints on players. The same is true of authors. Jerry Pournelle and Larry Niven can get away with Imperial Marines in a book like *Mote in God's Eye* because they share the gag and develop a fairly serious novel. The same sort of effort must be made in a game.

The current batch, however, just doesn't make it. Some good games, yes, but as simulations they just don't establish believable universes to be simulated. Nevertheless on to the games:

Taurus, the people who brought you *Warriors of the Dark Star in the Age of Neutron Wars* and *Battle for Andromeda* continue their series with *Deliverance from Beyond the Stars*, *The Xenon Empire* *Star War*, *Duel of the Sun-Slayers*, and

Vengeance Crusaders vs. the Monads (no doubt starring Taro Takahasi and Miyoshi Umeki). Besides the "cute" titles, the games have little to offer. The graphics are gross, the rules ineptly and confusingly written; the concepts would seem ridiculous to Buck Rogers. Out of dozens of pages you could cull about three pages of real rules, but it hardly seems worth the effort. As Steve Jackson said in reviewing the first generation, "Ugh!" These giant turkeys are available for \$9.95 each from Taurus Wargames, Box 1109, Evanston, IL, 60204. I realize this isn't the most cool-headed review, but I've never been able to discuss atrocities rationally.

Attack Wargaming has traditionally produced silly space opera games with pretty maps and low Feedback ratings. Their latest entry is *Combat Moonbase*, and it is a pleasant surprise. Attack's first miniatures rulebook, it comes to only six poorly typewritten pages. The rules are clear enough, dealing with missiles, lasers (*sic*), Electronic Counterweapons, Chaff, and ground bases. The game is based on *Space: 1999* (the funniest drama series of the decade) and its Eagle, Hawk, and Thook ships are drawn from the series, as is the inept artwork. The game itself can be fun, and it is really only a skeleton. Like *Ogre* (a great fun game in its own right) the real value lies in what can be added to it. Attack also produces metal miniatures including the three ship types in this game. If nothing else, *Combat Moonbase* is the first Attack game I can imagine myself playing for pleasure. \$5.00, 314 Edgely Ave., Glenside, PA 19038.

Heritage Models has a similar tactical game, *Galactic War*. Actually it deals with a war between the Solar Federation and the Proxima Centauri Alliance. The historical notes describe such obsolete non sequiturs as the "steamy jungles of Venus" and the creation of an Earth-type atmosphere on Mars. That two cultures separated by four light-years without faster-than-light travel or communications would develop identical spaceships — or even have any reason to fight — is not bloody likely. The tabletop movement system reminds me of *Jutland*, with a turning template to regularize maneuver. Each movement factor (or "warp factor," *sic semper* Trekkie) is an inch, and all movement requires fuel expenditure; there is no inertia. Ships "dead in space" slowly accumulate more fuel factors. Forward and rear-fighting laser guns with limited fields of fire, "neuron" torpedos (a neuron is a nerve cell, isn't it?), and defense shields constitute the combat system. The idea is to shoot up the other guy's shields without expending too many weapon energy

points. A ship without shields is very vulnerable to piecemeal destruction or being blown away with one snake eyes shot. The intriguing part is that your shields drop the turn you fire, so there's a bit of guesswork about enemy intentions; you don't just blast away every turn. Eight pages of rules, some Ship Control Charts (it's a simultaneous game) and some cardboard cutout ships, for \$4 from 2916 Blystone Lane, Dallas, TX, 75220. The background is absurd, but the game is amusing. Heritage also produces spaceship miniatures easily substituted for the drab counters.

Star Command (\$5, Clavius, 1425 Kensington, Salt Lake City, UTAH, 84105) is yet another tac spaceship game, with cardstock counters. Movement is gravitic (linear) or faster-than-light (which, rather illogically for a tactical game, only quintuples movement). Combat is with "Gigawatt X-ray lasers," missiles, and bolts of antimatter (I wonder how they carry it). It's a simultaneous/movement/combat game and a format for ship control charts is included, but not the charts themselves. There are a few other embellishments but it's a very simple game. Michael Kurtick, the designer, has written extensive historical notes with enough pseudoscientific doubletalk to put Doc Smith to shame. Kurtick knows it, though. His rationale centers on a war between two intensely xenophobic races, the Shaanthra (Niven fans read *Kzinti*) and your favorite villains and mine, the Humans. The Human-Shaanthra War seems to start for no particular reason, and Kurtick seems to have abandoned attempts at a believable historical background. I almost believe his scientific notes, though. In any case, the game is fast, clean, and cheap. The whole thing is reminiscent of Lou Zocchi's *Alien Space*, without the freaky weapons and freakier names (remember the Gapper Zapper?).

Speaking of Lou, he's finally published his *Star Fleet/Star Trek* miniatures rules to go with those beautiful plastic ships he's been selling for over a year. The rules (co-designed by Kurtick, in fact) are the best of the crowded tactical lot. Extensive and logical within their own universe, they allow every Trekkie to play out every nuance of *Star Trek*. All the weapons, deflectors, sensors, boarding by transporter, tractors, cloaking devices, Tholian webs, dilithium crystal burnout (ever notice that they didn't carry spares?), and a movement system totally new from AS. It's still space opera, but the world's most popular. At least they put work into this one. \$6, 7604 Newton Dr., Biloxi MS, 39532. I like it! There is one thing which I hesitate to call a flaw. While the combat

system is more logical now, especially as it relates to shields, hitting a ship depends on eyeballing the proper firing angle and lining up a piece of fishing line. This skill bears little relation to the process of target acquisition in the *Star Trek* background. It works, but doesn't seem to fit. This might seem more at home in a tactical tank battle game.

Starfaring (\$6, Flying Buffalo, Box 1467, Scottsdale, AZ 85252) is a paper-and-pencil game — a rulebook — by the irrepressible Ken St. Andre. Ken has created a background that from its Vedic Indian mythology to its robot rebellion to its psi-enhancing LSD derivative to its mostly bad cartoons is *not* meant to be taken seriously. I think Ken would be hurt if anybody tried. Not counting the cartoons (which are slowly getting on my nerves; you can only read the same joke so many times) there are about 30 pages of rules. This is a role-playing game with a Game Master who develops the universe within a thin framework of rules. *Starfaring* has several varieties of beings, rules for physique, health, and sexual orientation (neuters get an advantage), ship construction and purchase, equipment purchase, hazardous space conditions (meteors, supernovae), and descriptions of star and planet types. Frankly, while it was fun reading, it is grossly overpriced in terms of what you get. It is far and away the sketchiest role-playing game I've seen. Anyone with six months of experience in reading bad SF and a copy of *My First Book of Outer Space* could do this. Throughout the booklet Ken suggests that if you don't like a rule or want more detail, do it yourself. Granted that role-playing games normally leave a lot up to the GM, *Starfaring* simply provides too little to be a foundation. St. Andre can do much better than this. Perhaps a talked-about second edition will do the title justice.

In contrast GDW, that bastion of socialist game design, has produced **Traveller**, the best science fiction role-playing game I've seen. Designed by Marc Miller with Loren Weisman, John Harshman, Frank Chadwick, and Darryl Hany, it is *complete*. It has rules for everything, creating worlds and star maps, equipment, tools, shelter, food, overhead, vehicles, patrons, employees, psionics (a *lot* of psionics), racial intolerance, character generation, aging, promotion, retirement, personal combat with modern and antique weapons (poleaxes?!), *very* extensive rules for spacecraft construction, outfitting, use, weaponry, computers, equipment, trade and commerce, and, as they say, much more. This is a game where the GM works within a solid, logical workable framework. He doesn't have to come up with his own ideas to fill in all the gaps, though he can always add his own variables. The game is quite simply out-and-out *brilliant*. I defy you to find a major flaw or gap in logic anywhere in the three 44-page booklets. At \$12 for three booklets and a box it seems overpriced, but it's such a great game it's worth every cent. Just reading it is a blast. And while

there are a few bits of silliness, like the blade combat and the space pirates, this hokiness is kept to a minimum. In fact, knowing the guys at GDW, they put it in more to pacify those who would expect this sort of thing than because they really believe it. *You* should buy it. \$12, GDW, 203 North St., Normal, IL, 61761.

Superhero '44, designed by newcomer Donald Saxman, is the most original game released at the con. Subtitled "the Campaigns of Super-powered Crimefighters in the Year 2044" it's another role-playing game with a Gamemaster. It is very well developed, with few gaps that I could find. There are basically three types of superheroes. Uniques are beings with genuine superpower, like Superman and the Flash. Toolmasters use advanced technology to bring them power, like Green Lantern and Iron Man. Ubervillains are just tough guys like Conan or Batman. Actually Batman is also a Toolmaster because of his utility belt. Spiderman is both a Unique (his Spiderstrength and Spidersense) and Toolmaster (Webshooter). The rules are designed to let you create your own superheroes with the usual sort of role-playing characteristics — dexterity, vigor, endurance, mentality (the Hulk's weak spot), charisma, ego. The island nation of Inguria is provided as a battleground, complete with a colony of aliens, superhero guilds, political parties, newspapers (for J. Jonah Jameson and Perry White-types), a big city (for street battles), an outfit called the Science Police, and the Superhero Shop which the GM stocks with all sorts of Toolmaster goodies. The tactical combat rules are the most important, naturally, and they're extensive. Superheroes do a lot of patrolling, and there are rules for that, too. Also insurance, lawsuits, malpractice (most of these people have a pretty cavalier attitude toward other people's property — when Superman throws a car at the purple blorch he never compensates the owner), vehicles and equipment. The system can be easily adapted to Metropolis, New York, or Krypton and your own or copyrighted superheroes. The rules are pretty comprehensive and logical within the closed system — which is admittedly pretty silly. The comic style artwork is okay, and the 48-page book is available from Lou Zocchi, 1513 Newton, Biloxi, MS 39532 for a few bucks. (Lou sells a lot of stuff, incidentally, including *Star Command*.)

Excalibre is not primarily a SF publisher, though they produced the, uh, interesting *Atlantis 12,500 BC*. **Quazar** is a big (840 counter, four map), exceptionally simple game of an alien invasion of a human star cluster. There are several types of ship, several types of sentient and robot infantry, planetary defenses, secret weapons (the game's best touch — you don't know what the enemy has until it's used), a lot of charts, and *four* pages of rules. It is the king of the big, dumb games. The graphics are pretty poor (b&w maps, gaudy counters) but if you like to move three hundred stacks a turn and roll

a lot on the Combat Results Table (or Space Systematized Probabilistic Outcome chart — uh-huh) this one is for you. It has essentially two rules, Movement and Combat (Motion and Violent Interaction) with the rest embellishments and unit differentiation. The "Conceptualizer" is R.J. Hlavnicka. This thing is the *Carmen* of space operas. \$13, Box 29171, Brooklyn Center, MN, 55429.

Star Empires, from TSR, is a lot like *Traveller*, but not role-playing. It links to the old *Space Probe* and a third game is promised. *Empires* is somewhat more economically oriented than *Traveller*, with more emphasis on mining, production, and research, though combat gets plenty of attention. The rules aren't too fuzzy; the only puzzles are caused by the complexity of the economic system. There's a small b&w staggered-square map and some blank counters for the ships you build. The game is okay, but it is far less interesting to play than *Traveller* — the scope is just a bit too large for the players to get into a character. The game could almost be role-playing; it would have helped. It does have a wide variety of events possible, and you can play some very wild games with it. As the foreword says, it's really a design kit. \$6, Box 756, Lake Geneva, Wis, 53147.

Space Marines, from FanTac, is a really nice miniatures rulebook. A. Mark Ratner, another beginner, has put together a comprehensive set of rules for tactical (individual) combat between humans and a variety of hokey aliens — giant bears, dogs, cats, crabs, and (naturally) bugs, and a few more. The art is competent, the rules well-edited and easy to follow, covering beam, slug, and blade weapons, morale, jump suits, armor, communications, medics, chemical and bacteriological warfare, robots, androids, organization, and even modules to link the game with *Metamorphosis Alpha* and *Dungeons & Dragons*! Sadly, good as it is, the game is only poorly updated WW II. The rationale does a poor job of explaining why people still fight like they did in Okinawa and Khe Sanh. A fun game, but science fiction? Hardly. \$6 from FanTac, 464 Lenox, South Orange, NJ, 07079.

Next up is **Chitin: I** from those wonderful people at Metagaming. A \$2.95 microgame and worth every cent, it's part of their *Hymenoptera* interhive warfare series. Different models of giant insects fight it out for the harvest and each other's hides, with command bugs, flying bugs, and a rock/scissors/paper interrelationship between the different makes of fighting bugs. The fun is in choosing the makeup of your strike force to defeat the other bug's units. Pretty much lifted from Jack Vance's *Dragon Masters*, though the dragons are now called insects. I only wished designer Howard Thompson had gone all the way and stolen the story's situation: several types of humans bred as fighters by the dragons face several brands of captured dragons bred as fighters by the humans. A really nice novella. I imagine somebody will write this up for the *Space Gamer*. Now, this game is what I'm talking

[continued on page 30]

WITHOUT DEJA VU

The Need for True Surprise in Wargaming

by Omar DeWitt

Paradoxically enough, most wargamers desire perfect control and situational intelligence in their simulations, even though the essence of battle is confusion and panic thrashing about in the dark. Although (mostly in SPI games) attempts have been made to limit the intelligence available to players, there is still the almost unavoidable foreknowledge of the situation itself. Notice I said "almost unavoidable..." — RAS

The British were attacking. Again. There was nothing the German commander could do until the initial progress reports came in. So he stood watching the map, noting the positions of his reserves, but mostly waiting.

The first progress reports came in. They were not good, and they contained confused statements about a strange weapon, which he dismissed. But more and more reports came in that the British were equipped with large, metal, tracked vehicles capable of firing machine guns or 6-pounder guns. A completely new and unexpected weapon was being used on the German commander.

If it had been a wargame, the German commander would have yelled, "You can't DO that!" It is not recorded just what the general at Flers said.

The Moslem admiral whose fleet was destroyed primarily by the new wonder weapon "Greek fire" was undoubtedly more than a little upset. But had he been a wargamer and this surprise had been presented to him, he probably would have quit in disgust and accused his opponent of (at the best) cheating.

An Allied wargamer having experienced a German breakthrough to the coast in 1940 probably would not accuse his opponent of cheating (after he counted and recounted the hex path). But he definitely would make a mental note to defend the area better the next time he played the Allied side. (General Gamelin would have, too). And the next time Montcalm defended Quebec, he would have made sure that Wolfe did not get his troops up that narrow path to the plains of Abraham.

Many gamers play a game until all the surprise is gone. Then and only then do they feel they "know" the game and play it with any satisfaction — having mastered it. Against players less experienced in that game they hold a definite advantage. A game between players with equal experience usually is a cut and dried piece with set attacks and pat defenses, not unlike chess with its "French Defense" and "English opening."

In the real world, generals have only one chance. The second time around, Napoleon probably would have made some changes at

Waterloo. It is this first-time experience that most gamers miss in wargames — partly deliberately, partly by the nature of the beast. But it is just this first-time experience that really tests the abilities of a commander. (Anyone will eventually learn from his errors if he makes them often enough.) If a commander can react and act correctly to new situations, I'd say he was a better wargamer than a victorious commander who has a set reaction and set plan of action every time he refights the Battle of Elbertsville.

By natural inclination, some people would not care to play fresh situations. They would get pleasure only from being in comfortable, familiar situations. Chess players would have to be placed in this category. Others do not like new situations because they play to win. A new set of circumstances *might* put them at a disadvantage, and they want to be as well prepared as possible for any game they start.

However, even those gamers who agree in principle that the true challenge is found in an unfamiliar conflict will have trouble putting the principle into action because of the nature of most wargames. When the rules of a new game run ten or twenty pages, it is almost impossible to assimilate them all, even after several readings before playing at least one game. For me at least, the first game is played with one eye on the game board and one eye and two hands on the rules. After the first game I have a 95% understanding of the rules, but by then the game is fast losing its freshness. After seeing what my opponent did, and did not do, certain strategies become obvious. Plans for "next time" start forming in my mind as I play the first game.

If a game has relatively short rules or familiar rules (some games have almost identical rules), it is possible for two new players to try it as a legitimately new situation and play it as a game rather than a rules-learning session.

The most obvious existing solution to the quest for new games with familiar rules is the QuadriGame introduced by SPI. Even if the rules are not well known, one game can be played for the sake of familiarizing the gamers with the rules, and there will be at least three new games left to try. There are two *Blue & Gray* quads, two *Modern Battles* quads, a *Napoleon at War* and *Napoleon's Last Battles* quads, an *Island War*, *Westwall*, and *North Africa* quads, and there is one game plus one quad of *30-Years' War*.

It seems to me that the best way to try this idea is: 1) familiarize yourself with the rules so that the mechanics of movement and combat are almost second nature; 2) determine sides, preferably by chance; 3) do not

look at your opponent's Order of Battle or Order of Appearance; 4) do not read Players' Notes or articles that may have been published on the game; 5) look over the terrain, checking travel times — especially with respect to new units getting into the action; 6) keep the number of turns in the game in mind throughout (it is easy to get caught up in routing the enemy and find that the game just ended and your forces were supposed to move off the map; 7) know the victory conditions — don't take the field without a clear idea of purpose. If these things are kept in your mind, your win or loss will depend only on your generaling and not on some technicality that has nothing to do with strategy or tactics. Finally, play the game as if it were your only chance.

This aspect of wargaming — fighting the "one-time battle" — is one that has not been investigated or experienced very much. I think it can be extremely interesting and challenging if approached deliberately (as outlined above). Without thorough preparation, however, the outcome is likely to be a factor of chance and thus less satisfactory for both winner and loser. I remember well my first wargame. My wife and I played *Gettysburg* in 1960 with the old rules that stated that when the division commander was eliminated, the entire division was removed from play. The early part of the game went as one would expect; my Confederates were wiping the board with Union units and had driven the remaining units south of Little Round Top in near rout. The game was about over. Until the Noon, July 2, Turn. My wife's Union cavalry came sweeping down the Baltimore Pike, captured all my commanders, and won the game.

The current newspaper articles deploring wife-beating are, I think, looking at the phenomenon a bit too superficially. . .

In looking back over that game, I knew in my heart-of-hearts that 1) the rule eliminating the entire division with the commander was a *dumb* rule; I mean . . . gee, and 2) it was just pure *luck* that the Union cavalry came on when and where it did while my commanders were grouped safely in the rear of the front lines. Superficially, I supposed I should have covered my flanks, but after all. . . If Jeb Stuart had been around. . .

After that ignominious experience, why am I writing this article? I should be playing and advocating safe games, games where all possibilities are accounted for, games where there are no surprises, where new things happen only with an inexperienced opponent or with an unusual series of die rolls. Why? Because the surprise and coping with entirely fresh situations are worth experiencing.

One way to gain new experience with a familiar game is to play the revised *Anzio*. Tom Oleson's imaginative change in the Victory Conditions give a (limited) uncertainty. The Allies pick one of three goals, and the Germans pick one of three orders of battle. The Victory Conditions vary with each pair of choices. This allows some interesting possibilities to arise.

The Franco-Prussian War has provisions for Limited Strategic Intelligence. A procedure is given for variable orders of battle for both sides. The only difficulty here was that the Victory Conditions did not change, and a game with a weaker French against a stronger-than-standard German army was evaluated the same as a game of standard-sized armies. There are ways around this, of course. I suggested a variable Victory Conditions table in an article in *MOVES* 11.

These are only two suggestions. Many games have "What if..." scenarios in which the game is altered to some extent. It is possible, of course, to take a familiar game and create different Victory Conditions and different orders of battle. A major difficulty would be getting reasonable Victory Conditions for each set of orders of battle. A slight variation in strength and order of appearance can make a large change in the outcome of a battle. For an example of changing a familiar game into a new one, see the module on *Marengo*.

Redmond Simonsen has a couple of ideas for putting uncertainty in games, and he plans to expound on these in a future issue of *MOVES*. Briefly, one of these is a system in which the exact combat strength of a unit is not known. The combat strength is known to be within certain broad limits, and it has a high probability of being within known,

narrower limits. However, at every combat a new chit is drawn to determine the unit's exact strength for that combat.

The other idea is to use a variable CRT. Again, with a given set of odds (say 3 to 1), the range of possible CRT's is known, and there is a higher probability that the CRT to be used lies within a narrower range. At the instant of battle, a chit is drawn and the exact CRT is determined for that combat.

Both of these systems allow for a wide range of occurrences, allowing for the possible events that do crop up in real battles but that could not occur on a standard CRT. Both systems could be adapted to any existing game. A disadvantage is the extra time needed to resolve combat.

A feedback question in a recent S&T asked about gamer interest in a new type of "untried strength" counters. The proposed system would be comprised of, say, three dif-

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Turning Marengo into a New Game

The plan was to change the game by giving the French the yellow counters and the Austrians the blue counters. Since *Marengo* is a meeting engagement, I first evaluated the strengths of both sides in the battle area for each Turn. The battle area, of course, varies from game to game, but generally the action in the games I have played centered along the stream from 1903 to Stortiguona. Assuming this is the goal line, the available strengths are these (losses are not calculated into this):

Turn	French	Austrians
<i>Set-up</i>	6	0
1	28	8
2	35	16
3	48	31
4	48	47
5	48	55
6	48	70
7	51	85
8	60	87
9	67	87
10	76	87
11	82	87

Making the yellow units French and the blue units Austrian, I revised the set-up and order of appearance to conform to the above strength schedule. It came out like this:

Blue-Austrian set-up:

Hex	Strength-type	Designation
0103	2-4a	AvGd
0104	3-4	70
0105	4-4	72
0106	4-4	44

0107	2-4a	Vict
0108	5-4	43
0201	5-5	9
0202	4-4	59
0203	3-4	22
0204	1-7c	DuMo
0205	5-5	24
0206	4-5	69
0207	4-4	40
0208	2-4a	Res
0301	2-7c	Mura
0317	2-4	101
0406	3-4	CnGd
0407	4-4	96
0416	2-4	28
0501	2-6a	Cav
0507	2-7c	Gd
0508	4-5	19
0601	2-4	30
0608	2-7c	Kell
0714	2-4a	DeSa
0802	2-6c	DuVi
0804	2-6c	Cham
0911	2-6c	Riva

Yellow-French set-up:

Hex	Strength-type	Designation
0518	3-3	Bell
1013	1-5c	Voge
1110	2-3	Lama
1111	4-3	DeBe
1312	6-3	Rous
1508	4-3	Stic
1510	4-3	Retz
1606	1-3	Pion
1612	4-3a	LCol
1710	2-3a	AvGd
2017	7-3	Latt
2114	5-3	Knes
2117	3-3a	Main

2209	2-3	Gott
3612	3-3a	RCol

Yellow-French reinforcements:

Game-Turn 2:

3912	5-3	Ulm
3912	5-3	StJu
2401	1-5c	Sche
3925	3-5	Frim

Game-Turn 3:

3125	7-3	Weie
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Game-Turn 4:

3912	5-5c	Nimp
3912	4-5c	Nobl

Game-Turn 9:

3301	4-7c	Pila
3301	2-5c	ORei
3301	1-5c	AvGd

On the first Turn, the yellow-French units may move their full Movement Allowance, but they may not enter enemy Zones of Control. The Special French Counterattack Rule is not changed from the standard game.

I have not tried playing this variation, but it will obviously be a much different game. The Austrians have greater mobility, and both sides have different-sized units. The game might very well turn out to be unbalanced.

The result is, however, that we have a new game whose rules are familiar to both players. The battle will be a fresh challenge to both players.

In changing a game in this manner, some imbalance might be avoided if one player makes up the Order of Battle and Victory Conditions, and the other player chooses his side first. This arrangement should eliminate subconscious (or conscious) weighting of the situation.

OPERATIONAL ANALYSIS

VERACRUZ

Along the Straight and Narrow

by John D. Shelby

I am attempting to get an article on each *S&T* game published as rapidly as possible. This is easy to announce as policy and less easy to actually do. What with turn-around time and everything else, it can be six months until a good enough article is produced on an issue game. Mr. Shelby comes to my rescue with this piece that is something more than "good enough." —RAS

Veracruz simulates the climactic campaign to the war that is at once perhaps the greatest blot on the history of the North American character while at the same time being the greatest testimonial to the resourcefulness, courage, and daring that have been demonstrated by North Americans under arms throughout our history.

Reflections on the excesses of our immaturity aside, *Veracruz* is an accurate and fun simulation of the campaign that won the praise of Europe's greatest military men. The simulation, though of necessity somewhat biased in favor of the U.S. player, is an incredibly tense affair in the opening stages where one lost battle, however small in terms of numbers of participants, can result in an avalanche of crumbling morale that ultimately determines the final victor. Each side must win the first battles: the U.S. player to compensate for his overall disadvantage in numbers, and the Mexican player to counterbalance his inferior battlefield generalship and battle morale. The tenseness of these oddly balancing liabilities in the engaged forces is further reinforced by the U.S. player's requirement to escape the effects of yellow fever by quickly assuming the offensive against the easily defended Mexican interior. Yet uncertainties in supply, transport, and Mexican numbers — not to mention two fortresses that must be reduced — all work to perplex the U.S. player. As for the Mexican player, his initial inferiority in numbers and his inability to effectively organize his forces into armies will equally frustrate him when he has the U.S. forces busily occupied at Veracruz and agonizingly open to attack.

The Mexican player begins the simulation with the most unusual situation of having the first move but not the initiative. He knows the U.S. player will most likely open with an invasion in the vicinity of Veracruz, and to resist this invasion he has only the garrison of Veracruz and five untried militia units. Furthermore, a quick look at his reinforcement chart will reveal that sufficient force to resist the U.S. in battle is at least a month and a half away. Until mid-April then, any forces he can field will be easy pickings for the U.S. player with his overwhelming initial advantages in numbers, organiza-

tion, and leadership. He must both delay the U.S. forces as long as possible and keep his field army out of the reach of the U.S. This dilemma can best be resolved by withdrawing Morales and four strength points from Veracruz and using them to form the nucleus of a field army in the Sierra Madres. Morales is of no use in Veracruz, and a brief study of the Assault Table will show that four strength points in Veracruz will make that fortress most expensive to carry by storm. Yet with the reinforcements that arrive in April, four strength points are a small and easily recoverable price to pay to delay the U.S. By the end of March, turn three, the Mexican player can have an organized field army of 11 known strength points and seven militia, or a total strength 16 to 20 points. The U.S. player would be hard pressed to deal with this force unless he lifted the siege of Veracruz.

Here it should be pointed out that the militia arriving in Alvarado on turn two represent an actual liability to the Mexican player. They are too far away to reach the gathering Mexican field army, and they are well within range of any U.S. division around Veracruz. The U.S. can attack these units at any time, and definitely will if they move far from Alvarado. An attack by a U.S. division on these militia will not only result in their loss, but will also increase the U.S. National Morale Level by one. The Mexican cannot prevent this from happening, but by placing these units in a swamp hex or leaving them in Alvarado, he can make their loss as expensive as possible in terms of possible U.S. losses or delays. Under no circumstances should these units go after the pack mules at 2406. This will only play into U.S. hands and give the U.S. that Basic National Morale advantage sooner.

The U.S. player begins the game with numerous invasion options, but some reflection will indicate that the environs of Veracruz offer the only viable options in view of the U.S. need to get inland quickly and secure an easily protected source for supplies and pack mules. If the Mexican player has been foolish enough to place a field force within reach of the initial invasion hex, it should be attacked. The result of this will be Mexican unit losses, Mexican demoralization, and U.S. Basic National Morale increases. These advantages are worth delaying the actual siege of Veracruz. If such an easy early victory is not possible, and it shouldn't be, the U.S. should invade at hex 1807 and invest Veracruz from there and from hex 1709 with two divisions. The third division, without artillery, should move toward Alvarado and the pack mules at 2406 to pick off the Alvarado militia, should they move, or to collect the pack mules. With a division

at 1807, U.S. supply units can come ashore without need of further transport and still keep the besieging forces in combat supply. The available pack mules and some supply units will then be free for the mobile third division.

The U.S. player's allocation of units to his three available divisions should be undertaken with great care. All the artillery should be allocated to the two divisions necessary to invest Veracruz, and the obvious desire to restrict losses to volunteer units if possible should dictate their placement in the mobile division. This mobile division will eventually destroy the Alvarado militia and will be in position to protect the rear of the besieging divisions, so its probability for experiencing losses is somewhat greater.

During the siege of Veracruz, the U.S. player should consider his supply situation above most other factors. He should not capture Alvarado too soon before Veracruz falls, or he will, in effect, be placing his arriving supplies two turns away from doing his divisions at Veracruz any good. Furthermore, he can count on the Mexican player positioning his cavalry in such a manner that the U.S. supplies will require a large escort to make the trip from Alvarado. The U.S. supplies would be just as lost if they were required to place their escorting forces in combat supply as they would be if the Mexican player captured them. Additionally, once the Naval Battery comes ashore and the *Ohio* and the Mosquito flotilla arrive, the U.S. player can conserve supplies at 1807 by allowing his divisions to lapse into general supply. His divisions are large enough that he has little to fear from a Mexican attack before mid-April, and even at half strength he can still get nine artillery strength points to batter Veracruz. Granted, this would probably lengthen the siege, but this course could be forced on the U.S. by some unlucky die rolls.

Once Veracruz is invested, the Mexican is faced with the tempting option of surrendering the garrison before the fortress strength is reduced to zero. Though he would save whatever strength points he left in the city for future use, he would also give up the fortress of San Juan de Ulua which could otherwise be a drain on the U.S. until it is reduced by bombardment. The Mexican player should weigh these considerations carefully before surrendering. The possible extra week's delay in the culmination of the siege and the potential attrition of the U.S. garrison by San Juan de Ulua afterward may be worth the small Mexican garrison. Then too, the garrison should be able to hold out until mid-April when it will probably be too late for the U.S. Army to move out of the

yellow fever zone in time to avoid the worst effects of the disease. Awareness of this impending danger might even arouse the U.S. player into attempting an assault on the fortress which can only work to the Mexican player's advantage. An assault would, at worst, yield an even exchange and would benefit neither force's morale. The Mexican can well afford exchanges of this sort with his overall superior numbers.

The eventual fall of Veracruz, usually in early to mid-April, again places both players in the type of dilemma that characterizes this simulation. By this time, the Mexican forces outnumber the U.S., yet the Mexicans have two possible routes to the interior to defend and a slight disadvantage in Basic National Morale, thanks to the Alvarado militia. The U.S. player, however, is faced with the necessity of getting his forces west of the yellow fever line before the end of April, and he will find both the large Mexican Army and possibly his exhausted supply situation working against him. If he is out of supplies, the U.S. player will have little choice but to wait in Veracruz and accumulate some extra supply units, despite the ravages of yellow fever. If he has supplies, the U.S. options will depend to a great extent on where the Mexican chooses to defend.








The choice of the Mexican defense site should be based on where the greatest threat to the interior of the country exists — obviously the route of the National Highway. With the U.S. in Veracruz, an initial defense at Cerro Gordo would close this road to the U.S. and still afford the defenders protection, for a turn, from U.S. flanking moves. If, given the Mexican concentration on this route, the U.S. advances along the Cordova-Orizba-Puebla road, the Mexican Army will have more than enough time to either withdraw ahead of the U.S. Army and/or advance a force to invest Veracruz, an action that could cause the U.S. player great concern given the threat to his supplies. In this early stage of the game, the U.S. won't have enough supplies to cut himself off from his base as Scott did some months later in the campaign.

Consideration of this possibility pretty much commits the U.S. to an advance along the National Highway, despite the Mexican advantages of numbers and position. To successfully attack the Mexican Army, the U.S. must reduce it to a more manageable size. His initial attack odds will at best be 1-2, and he can expect no more than a one or two column combat adjustment shift in his favor given his minimal edge in leadership and morale. Odds of 1-1 or even 3-2 with a minus one addition to the die roll don't give the U.S. player much of a chance to inflict a morale crippling loss on the Mexican Army. However, if the Mexican Army can be placed in general supply before the U.S. attacks, the odds go up in the U.S. Army's favor. This is the key to the initial U.S. attack: in the turn before the planned attack, move two divisions to the flanks of the Mexican Army and isolate it. The Mexican Army will be in general supply in its turn and either be forced











to attack one of the isolating divisions at an horrendous disadvantage or be easily handled by the U.S. in the next turn.

Unfortunately for the U.S., any flanking move on the Cerro Gordo position will take two turns to develop, so the Mexican Army should take advantage of the time it has to withdraw from the trap, falling back to Las Vigas where it can't be flanked and put into general supply. At this juncture, however, local politics should, by causing the withdrawal of Santa Anna and 20 strength points to the capital, suffice to give the U.S. initial even odds in an attack — if, of course, the U.S. volunteers aren't withdrawn before an attack can be made. If Santa Anna is not withdrawn, the U.S. will have little choice but to attack anyway, hoping for the best, or expend numerous supply units in a sweep through the other mountain pass with a sizeable force.

Possible US Division

 3-8	 3-8	 3-8	 3-8
 2-10	 2-10	Division Marker	 X-7

Possible Mexican Army

 4-8	 3-8	 2-8	 1-8
 4-10	 3-10	 U-8	 U-8
 2-10		Army Marker	 X-7

The most common occurrence is, however, an ultimate U.S. victory in this battle of the Sierra Madres. Given this, and the incidental improvement of U.S. Basic National Morale *vis-a-vis* the Mexican, the Mexican Army should not attempt a second defense before Puebla with its terrain defense advantage; and here too, the Mexican Army should not remain if the U.S. can place it in general supply before attacking. A small force left in Perote can delay the U.S. follow-up for several turns, and some units should be dedicated to this end. In choosing this force, the Mexican player should not leave more of his strength than his current disease ineffectiveness rate renders viable. If his current disease rate is 15% or worse, a force of four strength points is worth the same as a force of five. This force, which should be surrendered before Perote is reduced to zero strength, will be quite useful in the Mexico City area by building fortifications once Puebla is abandoned or taken.

The U.S. player would probably be forced to halt for supplies and reinforce-

ments before a move on Mexico City. Rather than attempt to escort supplies through the guerrilla infested countryside, he should consider accumulating supplies and pack mules at Veracruz to be taken inland with the volunteer division he will be able to organize around Major General Quitman. This accumulation, which will probably be sufficient for the U.S. player to cut himself off from his bases as Scott did in 1847, should see him through to the end of the game. Of course, the Mexican Army will not have been idle in this time, and superior numbers with all the advantages of terrain, fortifications, and reinforcements will await the U.S. before the capital. U.S. morale and leadership advantages will be the only means to a U.S. decisive victory. If the U.S. Basic National Morale isn't at least four points better than the Mexican, the U.S. player will find himself hard-pressed to take Mexico City and vulnerable to a RD result that could cost him not only the capital but Puebla as well.

These strategic/grand tactical considerations give some insight to the basic tension that produces the dilemmas that, as stated above, characterize this simulation. The simulation is unusual in many aspects, not the least of which is the fact that morale is more important than numbers and that one most important factor changes with almost every battle. This unusual aspect results in both players seeking to win the initial battles with terrain objectives secondary to the goal of increasing the morale of their own forces. This very closely follows history where the United States sought to so demoralize the Mexican government that it would yield through negotiation the desired territories of California and New Mexico. This aspect of the simulation *Veracruz* works inordinately well and should be duplicated in future simulations.

One aspect of the simulation doesn't quite work so well, however. The historical designations of the counters, however well researched and however interesting, is just so much "chrome" — a term applied to other games in this magazine. Losses shouldn't be applied arbitrarily to the units involved in combat, yet rules to resolve this would add much complexity to the simulation without changing the overall effect. Change-type counters would have radically reduced the counter mix required and would have eased the problem of keeping hidden units hidden.

This brings up another facet of the simulation that doesn't quite work, and that is the limited intelligence provision for the U.S. forces. Unless the U.S. player suffers horrendous setbacks, the Mexican won't be taking the initiative and voluntarily attacking him. When one is on the strategic and tactical defensive against a force basically attacking along one avenue of approach, the inclusion of dummy units in that force is of little consequence. In other words, there is little advantage to the Mexican player not knowing the exact composition of the U.S. forces, because the Mexican player won't much care anyway. He won't be in any position to use his knowledge for the most part, nor will the

[continued on page 31]

FOLLOW-UP

CONQUERED AGAIN

Modifications and Errata for Conquerors

by Richard Berg

In a printed response to a letter in *MOVES*, I indicated that SPI would attempt to do something about supporting game designs after they were out in the field. *Conquerors* was a difficult game to accomplish both as game design and graphic design. Some of the following represents simple correction, but much of it is the sort of game *refinement* that can only come from interaction with a knowledgeable audience. —RAS

The following additions, changes, and clarifications are, as usual, the result of a number of friendly — and not so friendly — suggestions from the players. They certainly do not represent the “final word” on either of the games in *The Conquerors*, and readers are most certainly urged to send in any ideas that they get. Please, however, refrain from such items as “To The Clown That Designed The ‘Conquerors’” — the greeting in an actual letter that did less for the cause of constructive criticism than it did for the Society for Advancement of Literary Apoplexy — unless you are either going to say something constructive or you can be nasty with a little style.

In any case, more letters about *The Conquerors* were directed at *The Romans*, and most of those were concerned with Supply and Allies. Yes, the Supply system in *The Romans* is quite restrictive; it is meant to be so. Yet, players will notice that they are rarely *stopped* from doing anything. It is more that they have to pay extra for what they want to do. Ancient campaigning was an expensive hobby, and the supply rules should reflect that. When determining arguments amongst players you should remember that. I have also tried to re-work some of the Alliance rules as well as the interconnected rules for Sacking, etc. From Richard DeBaun of *Fire & Movement* I received an excellent — if moralistically suspect — suggestion for selling captured garrisons into slavery, and it is herein included.

A further word on the Syrian War scenario is in order. Several problems have arisen with this scenario because of the fact that *The Macedonians* game-map was designed with a different game in mind — Alexander’s campaigns. Thus some of the suggested rules for supply, cities, and so forth given in the scenario do not really seem to fit. Most of the criticism centers around the Naval Base rule — both for Forces and Fleets. With Alexander, the Naval “stretch” is 15, not 20 as with *The Romans*, and the cities were placed on the map accordingly. This, of course, should not cause any problem with that game-map, *per se*. But Rhodes, Sestus, and Cnossus should be Naval Bases, and hexes 0117 through 0131

should be considered coastal hexes (for *The Romans* only). As for tracing supply routes for land forces, the same rules apply — along with the extended use of the Royal Persian Highway.

The use of the Macedonians as a third player in The Syrian War scenario is more or less underdone, in terms of rules. It would probably be better if the Macedonian player, in a 3-way game, brought his army up to about $\frac{2}{3}$ the strength with which it starts the Macedonian War scenario. Along with this he can add a few commanders: Athenagorus, Philocles, and two others (pick blindly). The Treasury level remains as given (the Macedonians were still suffering from the previous war), but since the Macedonians get more victory points for doing things, that should even out. Remember, the Macedonians can not use the Alliance rules; they can only ally with the Syrians or the Romans. Oh yes, Demetrias begins the game controlled by the Syrians.

The possibility of using *The Conquerors* for other scenarios is quite evident. (See the feedback in an upcoming issue.) I think Charlie Vasey in England is doing one for the Mithridaia Wars, and if anyone else can come up with other such ideas we would be glad to consider them for *MOVES*.

The following corrections and additions refer to specific sections of the rules for *The Conquerors*.

ROMANS 4.1, Sequence of Play

Major Change: The Diplomacy Phase (A2, B2) is removed from the individual Player Phases and given its own phase. There is now a *Diplomacy Turn* prior to the individual Player Turns. The method is the same, except that all actions are simultaneous (and may be written down and revealed when both players are ready). There is no other change in the Diplomacy Phase.

MACEDONIANS 5.39

Clarification: This rule applies only to *Winter Game-Turns*.

ROMANS 5.83, 8.43

Clarification: When the Roman Player desires to Force March with an “untried” commander, he must *first* announce the intention to Force March *and* the distance desired; he *then* checks his commander’s ability. If the commander does not have the necessary ability, the March does not take place.

ROMANS 5.86

(Forced March Attrition Table)

Correction: There is a printing error in this table which has caused no end of confusion. To correct it simply transpose the line of type

“Number of Additional Hexes Desired” with the line of type “Commander Strategic Rating.” All will now be as clear as a well-run augury.

ROMANS 6.57 and MACEDONIANS 6.58

Clarification: The rule states that a non-phasing force may only intercept once in a Campaign Phase. This means it may intercept *successfully* only once; if it fails it may try again. However, to clarify, a non-phasing force may attempt an interception only once per hex traveled by a moving force. Once it succeeds, it may not try again.

ROMANS 8.32 and MACEDONIANS 8.3

Clarification: Using *The Romans* as an example, the Roman Player may move a Land Force under a tribune 10 movement points to a port, embark the force on a fleet commanded by a legate and move at sea — but only to the extent that the tribune has movement points left. Thus, while the legate is commanding the fleet (he cannot command land forces, as the tribune may not command fleets), the movement points accumulated by the Land Force as per the tribune controls the action. The reverse of the situation is also true. Players should use this example in clarifying what units may do and not do *vis a vis* this section.

ROMANS 10.15 and MACEDONIANS 10.15

Clarification: A Force may *not* retreat into an enemy-occupied hex.

ROMANS 10.22, MACEDONIANS 10.22, and TacGame 2.35

Clarification/Correction: I received several questions about the apparent paradox between these two rules, all of which I answered wrongly! The TacGame 2.35 is *wrong*; it should read Retreat *During* Combat. The reason for this is that once the players have made the *initial* decision to stand, they are considered to have joined battle, regardless of what happens next. Thus the defender who chooses to leave before battle actually starts (although it has been “joined,” so to speak) suffers a withdrawal penalty (10.23). The Player exercising the option of TacGame 2.35 also undergoes the penalty of 10.23.

ROMANS 11.2

Major Change: Several (and possibly many) players have discovered that it does not pay to build anything but lembi (light vessels) in *The Romans*. We are about to change that and bring the naval system in *The Romans* more into line *vis a vis* the tactical realities of the day. 11.21 remains in effect, but 11.22 is gone.

To remove a step from a Heavy Galley requires a CRT loss of 3 points; to remove a Medium Galley step requires a loss of 2 points; a light, only 1. The losses are *not* cumulative from one turn to the next for a given ship, but they must be apportioned among the galleys in such a way as to take the greatest number of losses in terms of steps eliminated. This now means that 11.23 is also no longer in effect. Furthermore, we now have a slightly changed Naval CRT (see below, 11.5). None of this pertains to *The Macedonians*.

ROMANS 11.5 (Naval CRT)

Major Change: Each number loss (e.g., A5, D2, etc.) should have 1 added to it. Thus an A5 becomes an A6 while a • (No Loss) becomes a loss of 1 for the side it pertains to. Thus, a die roll of 2 on the 1-2 column will now read A5/D1. Thus, if the defender has no lembi present in the battle, he will suffer no losses.

ROMANS 12.4 and MACEDONIANS 12.4

Addition: For the purposes of embarkation, all islands which have no specific port hex are considered to have port capabilities in any hex. This is for purposes of this section *only*. (See also clarification for **ROMANS 13.28** and **MACEDONIANS 13.25** as pertains to this section.)

ROMANS 12.16 and MACEDONIANS 12.17

Clarification: If a Land Force making an amphibious landing is forced or decides to retreat and in doing so retreats more than four (Romans)/five (Macedonians) movement points — even if at sea — that Land Force is disrupted. The Fleet is *not* disrupted. Thus a disrupted force may be debarked, but may move no further.

ROMANS 13.28 and MACEDONIANS 13.25

Clarification: Naval units transporting a land force may add their strength to the force assaulting a port (unoccupied), as long as the necessary commander(s) is (are) present. *Vis a vis* 12.14, a force may be landed in any port hex, regardless of terrain, if that force is assaulting the port.

ROMANS 13.4

Clarification: A besieging Player does not have to see the siege through to the end; he may leave the hex without winning the siege. However, if he does so, he *must* leave the siege hex via the same route (i.e., hexside) by which he entered that hex. Thus a Player moving into Corinth from 5628 may not give up the siege and move into 5429. He *must* move back to 5628. Note that this clarification should be taken in the spirit of realism/naturalism. Thus a force wishing to besiege Pella (5520) by entering through hex 5521 could fall back on hex 5420 within the spirit of this rule. It's the spirit of the rule that counts — not the letter.

ROMANS 13.54 and 16.0

Major Change: Upon careful consideration, the effect of capturing or sacking Allied

cities is somewhat simplistic. The following chart reflects the effects of capturing or sacking a potential Ally city, dependent on its current diplomatic status. The number listed are the points “subtracted” from the player *vis a vis* his diplomatic relationship with that ally/city state/league.

	City	Allied	Allied
Action	Inactive	to Enemy	to Player
Sack	-3	-1	-5
Capture	-2	0	-4

ROMANS 13.6 SLAVERY

New Rule: Any units garrisoning a city that is taken and sacked are sold into slavery. These units are out of the game for all purposes; i.e., the actual counter may not be used as a reinforcement, etc. Furthermore, for each 3 strategic strength points sold into slavery, the victor receives *one* talent.

ROMANS 14.0

General Clarification: Several players wondered and commented about the fact that the supply rules were so restrictive (especially in the light of the clarification of 14.12). These rules are not restrictive; it is the finances that restrict a player. You are virtually free to do anything you wish, as long as you can pay for it. The supply rules simply reflect the enormous costs of campaigning. That they do so abstractly is a problem of the system and level of play chosen combined with some people's tendency to take everything literally. When trying to resolve supply questions the above commentary should be considered.

ROMANS 14.12

Clarification: The Supply Radius from a Force to a Naval Base is *never* traced across sea hexsides or hexes. However, note that a Land Force may be transported by a Fleet outside the Land Force's supply radius without the Land Force being out of supply as long as, (a) the Fleet remains within *its* Supply Radius, and (b) the Force is debarked within radius of a Land supply source.

ROMANS 15.22

Clarification: For the purposes of this section, Merchants are considered to be fleets.

ROMANS 16.28

Addition: If all cities of a potential ally are sacked, no troops may be raised by that city state or league. However, if the city state or league has more than one city, and the city of troop origin is sacked, troops may appear in another city of that city state or league, reduced by a ratio according to the number of cities remaining to the number of original cities.

ROMANS 17.3

Clarification: Except for the provisions of the new 13.6, counters that are eliminated may be used again as reinforcements, newly raised armies, etc. However, Greek city states and leagues may not be refitted; once reduced, their armies may never be brought back to original strength, even if the Major Player wishes to pay for the refitting. (These

city-states rarely had the manpower to recover from losses in so short a time.) Furthermore, the Roman Player may refit his Legions; i.e., bring reduced legions up to original strength. To do so the Legion must be in Supply (anywhere on the game-map) and the necessary talents must be expended as per 17.4. Tribunes remain the same. Also, fleets may be refitted in a like manner (i.e., built from ½-strength to full).

ROMANS 17.33

Clarification: Players may build Naval Bases in an *Allied* Port; however, if the ally changes sides, that player loses the naval base, and it reverts to the other player (but would not go against the second player's construction limit of two). Note that you do not need any units present to build a Naval Base; you simply have to have friendly (or allied) control — i.e., be the last to pass a combat unit through. And the construction limit of two applies to at any *one* time; not the entire game.

ROMANS 17.35

Clarification: Forces and fleets may be voluntarily disbanded by failing to maintain them. To be revived, the player must pay the full construction cost.

ROMANS 18.32 (Augury Table)

Clarifications:

2. When the Roman Player has to send a legion to, say, Hispania he simply places it — whether newly built or already on the game-map — in Hispania. If an already existing unit, it must be in supply. To return this unit from Hispania, it must be transported or moved by land. Also, the chosen Praetor is new; not one on the game-map. He is deactivated at the end of the year or after transportation back to Rome.

9. The word “all” should read “each.”

ROMANS 19.11 and MACEDONIANS 21.12

Clarification: Only pitched battles between forces are considered as Major Land Battles; not sieges or revolts or any similar non-meeting engagement conflict.

ROMANS 20.11

Addition: At the start of the game, the Macedonian player receives *Sopater* and three hoplites at Chalcis (5727).

MACEDONIANS (Turn-Record Track)

Addition: The Persian Commander Bessus arrives on turn 18.

TacGame 9.35

Addition: Cavalry (when attacked by non-cavalry), and light infantry (peltasts, javelins, archers, cardaces, etc.) — when attacked by non-cavalry — subtract *one* from the die roll when using 9.33. This is in addition to 9.34.



ORIGINS '77

A Pictorial for Those Who Didn't Attend

By Redmond Simonsen; photos by Dave Robertson and Rick Mataka

SPI carried the ball in staging this year's convention and, except for some minor fumbles, managed to produce what all agreed was the best one yet. The site was Wagner College in Staten Island, New York, on a beautiful weekend in July. The problem areas were in the slowness of registration and attendant

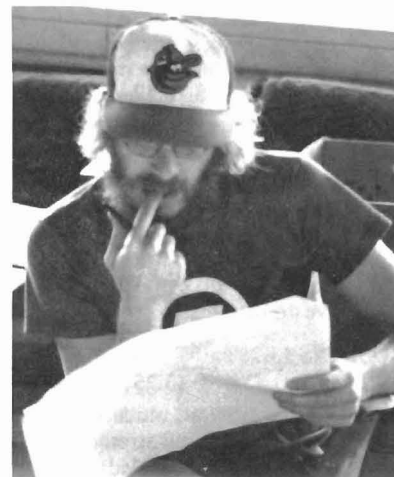
bureaucratic foul-ups (by the college) on room assignments. Also *everyone* voted the Wagner Food Service the Bronze Bromoseltzer Award with Ptomaine Clusters. Your Editor, however, maintained careful quality control checks on the beer dispensing stations spotted around the campus. I met a

large number of gamers and industry folk and had a really peachy time except on Friday when I was assisting in the attempt to clear up the registration snafu's. I look forward to next year's convention (Ann Arbor, Michigan hosted by Detroit Metro Wargamers).



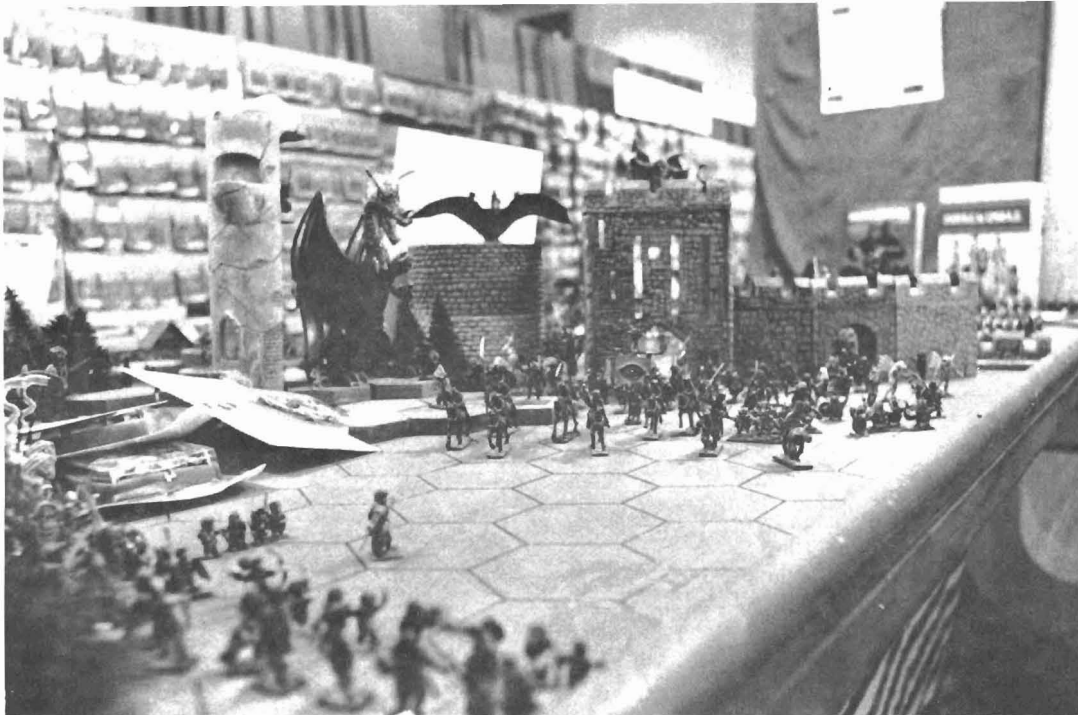
TIDES OF SUMMER: conventioners roam the floor of the exhibit hall, oohing and aahing at the galaxy of goodies offered at the booths of the 39 participating manufacturers.

...AND IF MILKUHNS BAT'S THIRD AND RYER BAT'S CLEAN-UP. Brad Hessel puzzles over Tournament assignments and dreams of baseball line-ups for other days.



YONDER LIES DE CASTLE OF ME FADDAH. Eric Goldberg of SPI squints into space as brisk business continues at the SPI booth.

HE WANTS TWENTY-THOUSAND IN SMALL, UNMARKED BILLS. The lovely Bridget Murphy and the not-so-lovely Howard Barasch handle the cash and the hassle at the Registration desk.

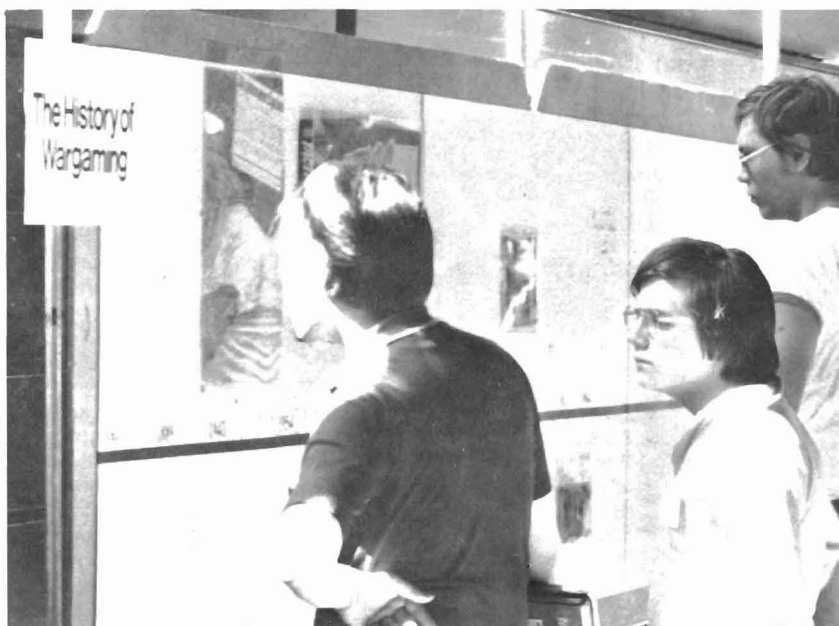


DE CASTLE OF HIS FADDAH. One of the many elaborate displays of miniatures in the Exhibit Hall. Participation by this arm of the hobby experienced notable increase at O'77.



THESE HORS D'OEUVRES ARE DELICIOUS BUT THE TINY TANK TREADS STICK IN MY TEETH. Jeff Jore (left) of GHQ Micro Armour shows your nattily attired Editor some samples of GHQ's beautiful little tank and scenery miniatures.

IT SAYS, 'TURN RIGHT, FLAP YOUR ARMS LIKE A DUCK AND DRIBBLE THE BALL FOR FORTY PACES.' Convention-goers study The History of Wargaming display put together by Omar DeWitt.

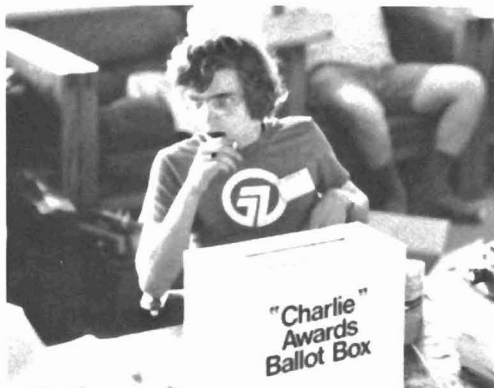


ACTUALLY MY THROW TO FIRST IS A LITTLE BETTER THAN BROOKS' ... Tom Shaw (center facing camera) chats with visitors to the Avalon Hill booth.



A CHEAP DATE: TWO CANS OF PEPSI AND SHE'S PUTTY IN YOUR HANDS. Karen Berg conks out after hard day of O'77.

EN'I'BUYS'IMMAPOINT, EN'E BUYS ME'APOINT, EN'I'BUYS'IMMAPOINT... Charlie Vasey (left), Your Dashing Editor (center) and John Prados (right) consuming vast quantities of low grade beer while standing around laughing a lot at not very much. Charles is editor of *Perfidious Albion*, a British fanzine with a loud bark and John is a member of the Famous Freelance Game Designers School (having designed *Third Reich*, et al).



I'D LIKE TO THANK ALL THE LITTLE PEOPLE THAT MADE IT POSSIBLE FOR ME TO BE SUCH A TERRIFICALLY BIG STAR!

Bob Ryer of SPI fights to remain awake in the midst of the excitement of the Charlie Awards balloting. Winners were: *Terrible Swift Sword* (Best Tactical Game), *Russian Campaign* (Best Strategic Game), *Strategy & Tactics* (Best Pro Magazine), *Battlefield* (Best Amateur Magazine) and *Avalanche* (Best Game Graphics). Balloting participation experienced a marked increase over previous Origins.



HERE'S MY PLAN, SEE? WE SHARPEN OUR SPOONS INTO KNIVES, SEE? AN' WHEN THE SCREWS COME BY FOR THE HEAD COUNT, WE LET 'EM HAVE IT 'N GO OVER THE WALL. Inmates at O'77 participating in the open gaming sessions that went on to the small hours of the morning.



I VALUE YOUR GAME DESIGN SUGGESTIONS, EACH AND EVERY ONE, AND MAINTAIN A COMPREHENSIVE SET OF FILES ON EVERYTHING YOU GIVE ME. Jim Dunnigan collects watermelon rinds from the sticky handed audience at the SPI Roast.



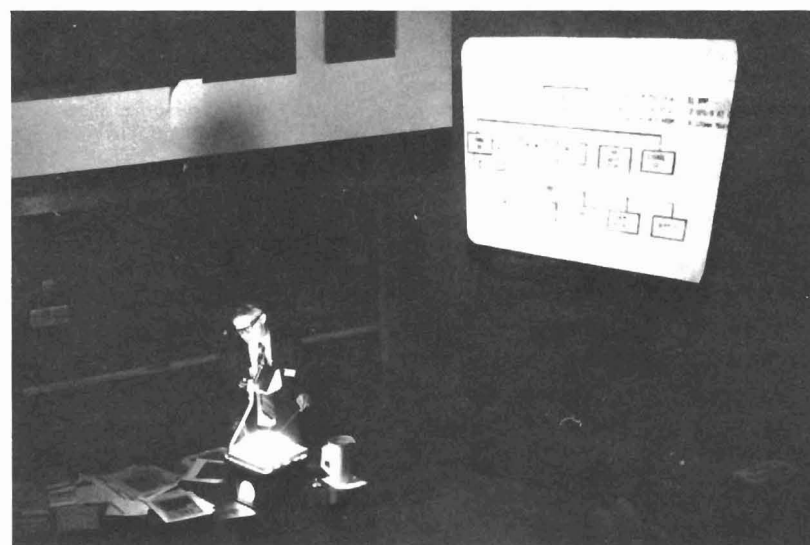
I WANT A HIGH MAN WITH A SNIPERSCOPE ON THE OPPOSITE ROOF; TWO SHOOTERS ON THE BACK DOOR AND THE TEARGAS LAID THROUGH BOTH WINDOWS. Manny Milkuhn stands guard at the main entrance to the Exhibit Hall. Security problems were virtually non-existent (so much for the evil rep of the Big Apple). Only incident was a mis-guided attempt by one exhibitor to drive his van *through* the Exhibit Hall when (as diplomatically pointed out to him) he should really drive *away* from the Exhibit Hall.



WHAT AM I BID FOR THIS FINE, STRONG MALE IN THE BASEBALL CAP. Richard Berg (at podium) presides over SPI Roast. Almost entire staff allowed themselves to be embarrassed for over two hours. Free watermelon was handed out to those in attendance and free watermelon rinds and pits were returned to the SPI staff.



MONEY? WHAT MONEY? YOU GAVE ME SOME MONEY FOR SOMETHIN' YOU BETTA WATCH YOUR MOUTH OR I'LL CRUSH YOUR POODLE, TOO! Terry Hardy rubs hands with barely controlled avarice as cash rolls into SPI booth. All the exhibitors agreed that they were pleasantly surprised by the buying activity at O'77.



THIS WAS THE BEST ONE YET IT WAS THE BEST YET IT WAS...WHO'S SCREAMING? I'M PERFECTLY FINE. PERFECTLY. Jay Nelson (Highway to the Reich designer) lets off a little steam by giving one of his famous duck calls to signal the close of the convention.

...THEN MIX IN THE MOLTEN LEAD ALONG WITH THE POWDERED PHILOSOPHER'S STONE. A seminar on Soviet order of battle, one of the many well-attended events at the convention. Talk by Israeli General Adan was the single biggest crowd draw.

AN AFTERWORD ON ORIGINS

Howard Barasch (of SPI) was primarily responsible for the management of SPI's convention effort. He and I would like to herewith note *some* of the pitfalls and problems of such large *ad hoc* programs. This is mainly done to get it down in writing so that the next convention may benefit from our battle experience.

1. Get to know *all* the key personnel at the site and make sure they know *all your* key personnel.

2. Plan meticulously and far in advance. Whenever possible "dry-run" any procedure you're going to use.

3. Develop a hard and fast organizational structure and delegate specific responsibilities to specific individuals who can think on their feet and take charge of fluid situations. Span of control problems can not be overestimated.

4. Registration and Pre-registration is one of the thorniest problem areas. The size of the Origins convention easily overwhelms most systems that look good on paper. Keep it sim-

ple and flexible and make sure your manning personnel are thoroughly familiar with policy and procedures.

This year, and in following years, I'd like to encourage the development of a "Data Book" that would record specific and general problems and solutions for the Origins Convention. This would (eventually) create a sort of bible that would smooth out and regularize the bureaucratic procedures and reduce the planning effort required to stage the affair.

FOLLOW-UP

WAR BETWEEN THE STATES

Errata and Modifications

Rather than simply produce an errata sheet on the inevitable technical errors, Mr. Hardy, the designer of *War Between the States* has provided modifications and amplifications of the original design. He also supplies further commentary on rules systems the consequences of which are less than obvious.

—RAS

Errata on Charts and Tables:

Table 12.12 (Supply Consumption Table)

The column labeled 1-10 should read:

1-10
0
0
1
1
1
2
2

Table 7.26 (Embarkation, etc.)

Railway repair units belong on the Siege Train line. The term Infantry includes garrison units, militia, leaders and headquarters for purposes of embarking and disembarking.

Union Deployment Charts

63 Scenario:
4-4 in hex **B3402**, not 3428

Confederate Deployment Charts

Campaign Game:
Dept. of Northern Virginia in hex **C2516**

62 Scenario:
Army HQ N. Va. in hex **C2409** not 2408

63 Scenario:
6-3 in **B0130**, not B1030
6-3 in **C2513**, not C2512
2-4 in **B0130**, not B1030
Delete the supply depot **15/4528** on Map A and add a depot **15/4502** on Map B.

Delete supply train **5/4626** from Map C.
Change railhead marker at **A2517** to **A2616**

64 Scenario:
Delete ironclad in C4117

Errata on Displays and Turn Record Tracks

Union Cycle Turn Record Track

The reference in the rules text to a single asterisk or two asterisks (Case 22.2) alerting the Player to roll for headquarters units is in error. Instead, the track states either Corps HQ or Army HQ to alert the Player to roll.

Militia Dmb is possible in 8/61 and 13/61, which is earlier than the text (Case 22.6) indicates.

There is no italicized number on the track for Supply Points from captured Confederate cities. Instead, the Union Player gets the same allotment as the Confederate Player per city.

Union Scenario GT Rec/Rein/Track

Scenario 62W — not 63W — ends after Game-Turn 18.

The (6i) withdrawal listed after turn 20 for the 62W scenario belongs after turn 16.

Confederate Cycle Turn Record Track

Corps and Army HQ creation chances are not indicated by an asterisk (as Case 22.2 would have you believe), instead, the words Army (or Corps) HQ are used to alert the Player.

Confederate Scenario GT Rec/Reinf Track

The scenario ending dates for 63E, 64E, 63W and 64W are all wrong as shown. They all end four turns later than shown.

Confederate Supply Cities/Seaports

Map B: add Brookhaven **2521**

Map C: add Brunswick **0849** (also a port)

Rules Errata

[3.23] (*Further Explanation*) Friendly territory is what you begin the game with. "Enemy" territory is everything else, plus whatever of your original territory the Enemy presently controls (see Hex Control). What is Friendly and what is Enemy is important when executing a Forced March. (You have a choice. You can keep track of each hex which you transit on your opponent's territory and vice-versa, or you can use your common sense when executing a forced march.)

[3.25] (*Further Explanation*) A Player may slough off brigades from a division as he moves the division. By definition the brigades would have come into existence after the Movement Command which triggered the division movement and would be incapable themselves of further movement than Game-Turn. If he wished, a Player could extract brigades from the division before issuing a Movement Command, but *ipso facto* he would then have "x" amount more units to deal with when issuing command. The same principle applies in a combat situation; you may slough brigades before initiating combat, but not after the result is known. Finally, a Player may only slough brigades during his Player-Turn.

[3.26] (*New Case*) The counter mix is an absolute limiting factor on the number and types of units and markers a Player may have in play or production at one time, except that he may devise new railhead and cut markers when needed. Forts and entrenchments are limited by the mix.

[3.4] (*Explanation*) The Confederate (Union) Track Sheet is simply the reverse side of the Confederate (Union) Track Sheet/Deployment Chart not a separate piece of paper.

[5.27] (*New Case*) All units except naval units require a command to move. This includes Supply Trains, Siege Trains, Rail Repair, and Leaders themselves, in addition to the normal combat units.

[5.28] (*New Case*) Movement of a force must be continuous for each force in turn. Movement begins when the Player assigns or attempts to obtain Initiative. A Player may not scurry about and determine who gets initiative and who doesn't before he actually moves anybody.

[6.13] (*New Case*) A unit does *not* have the right to always move at least one hex. If it hasn't the necessary Movement Points, it can't move. For example, an infantry division has a printed Movement Allowance of three MP. It costs four Movement Points for it to cross a river into a forest hex. An infantry division cannot cross a river into a forest hex *unless* the Player force marches it. By the same reasoning, a garrison unit can *never* cross a river and enter a forest, since even a Forced March will not give it sufficient Movement Points to do so.

[6.24] (*New Case*) A unit may leave an Enemy Unit Zone of Control (Case 6.22) at the start of its

Movement and may move directly to an adjacent Enemy Unit Controlled hex where it must stop moving (Case 6.21). [When you start in a zone, you may leave; when you enter a zone, you must stop.]

[6.33] (*Designer's Note*) All things being equal, a unit will experience fewer losses force marching through its own country than it will experience marching through non-Friendly territory. For simplicity's sake, the test in the game is merely where does the march end, in my territory or not in my territory. This test throws the Players on the mercy of Case 3.23 (Friendly Territory, Hex Control) since it is the application of these definitions which determines who owns what at a given point in the game. It is left to the Players how rigorously they wish to apply the definition of hex control to the end of a Forced March.

[6.43] (*New Case*) A Player need not keep a force together. Once he has given Movement Command to the force, he may move the units making up the force in separate directions. Naturally, if they diverge far enough from each other, they will not be together on the next turn, but that's the Player's choice. In effect, when a Player gives or rolls for Movement Command for a force, he "energizes" all the units in the force, and he may then move them together or separately or whatever.

[6.57] (*New Case*) Supply Trains, Siege Trains, and Railway Repair units may move by Rail. Each has a weight of 1 Combat Strength Point for purposes of Rail Movement. An "empty" Headquarters unit (one having zero combat units attached to it) may move by rail (and water) as leaders do (see Case 10.31). Supply Points may be moved by rail. Each Supply Point weighs one Combat Strength Point.

[6.58] (*New Case*) Units may entrain and detrain in an Enemy Zone of Control with no special restriction or cost. Just apply Case 6.2. An entrained unit itself has no Zone of Control. If attacked, an entrained unit automatically detrains, and its strength is halved. An entrained unit may not attack.

[7.24] **Amphibious Assault** (*revision*) Infantry divisions or brigades may amphibiously assault an Enemy occupied hex from water in the same hex or contiguous hexside. The Attacker's strength is halved. A Leader must be present and he must roll successfully for Combat Initiative. If the defenders vacate the hex (presumably because they are forced to) or if they retreat into a fortification in the hex, the attacking units may land in the hex. If the defender does not vacate the hex or retreat into the fort then any attacking losses are tripled, and the survivors remain aboard their transports. Units which execute an Amphibious Assault must be in position at the start of the Player's Movement Phase. Combat Supply is not required for Amphibious Assault. [Note: Amphibiously assaulting a city or rough hex is a grim task. The defender is not required to retreat, and unless the attack exterminates him, losses could be heavy for no gain.]

[7.16] (*New Case*) Friendly River or Naval Transport may not enter a hex or hexside containing Enemy River, Naval, or Ironclad flotillas even in conjunction with Friendly warships which would fight the Enemy warships.

[7.27] Naval and river transport may not embark from or disembark units or supply into a besieged fort/fortress.

[7.5] MAP ANOMALIES (*New Major Case*)

[7.51] The Tennessee River has two heads of navigation — one near Decatur, Ala., and the other a few hexes upstream of Chattanooga. Ships may cross the downstream head only during

Game-Turns of the fourth Cycle of any year (roughly April), high water permitting them to cross the shoals, after which they can operate in the river between the two heads.

[7.52] Several bayous in the Mississippi delta are blocked at their outlet to the sea by heads of navigation (in this case sandbars). These may not be crossed, though the upstream portion may be accessed from the main channel of the Mississippi.

[7.53] Naval Flotillas and Transports may not enter Lake Ponchartrain (hex B2728).

[7.54] Units in Galveston may march around the head of Galveston bay by spending one Game-Turn off the map and reentering at hex B0129.

[8.0] (Note to General Rule) Unlike Movement, a Player may scurry about and find out which leaders (and by derivation which units) can attack before he begins to resolve any given combat.

[8.12] (Addition) A unit can attack once during its Movement Phase (Attack from March or Amphibiously Assault), and it can attack once during its Combat Phase.

[8.16] Allocation of Losses (New Case) Strength Point losses due to battle must be allocated as evenly as possible between the units participating in the action. This rule is to be applied with common sense and reason. It is meant simply to prevent a Player from distributing all his losses among his cheap formations, and sparing his valuable formations. A force composed of a 4-4, 7-3, 3-2 and two (5)-1s is required to lose 6 points. The Player must lose a cavalry point, an infantry point, a militia point, and a garrison point. This distributes four of the six points to be lost evenly. (Remember that the two garrison counters are treated as one unit). He may now take the remaining two point loss from among the four participating units. (Presumably he would choose to lose another militia and garrison point.) When naval and ground units are part of the same force, the rule of even distribution is applied as follows: A force of three Naval Flotillas supports three defending 10-3 infantry divisions (total defending strength 90). The loss required is 10% or 9 points. Half of this loss rounded up (five points) must be distributed among the infantry divisions, the remaining loss (four points) is applied to the naval presence and is accounted for by destroying one Naval Flotilla (which is a twenty point shot). (It would be unfair to kill all the naval units.)

[8.17] (New Case) The Defending Player may, at his option, withhold a supply train and/or supply depot from being counted as part of a defending force. (Presuming, or course, the presence of other combat units in the hex.) The withheld train or depot does not count as part of the defending force, and any losses are not distributed against these units, except if the other units are totally wiped out, in which case the train or depot automatically dies also. If the defending units are required to retreat, a Supply Train may retreat, but a Depot is destroyed.

[8.23] (New Case) A unit may be attacked several times during the same Combat Phase, though naturally this would require several different attacking units. A unit can retreat from one Enemy controlled hex to another, thus it could be the object of an attack in Hex A retreat to Hex B where it could be attacked again (but by different units) and so on. [Note: Case 8.2] means exactly what it says. For example units on hexes A1416, A1516, and A1616 cannot combine in a single attack against hex A1517, since hex A1416 is not adjacent to hex A1616.]

[9.3] EFFECT OF ZONES OF CONTROL ON COMBAT (New Major Case)

[9.31] A unit is not required to attack simply

because it lies in an Enemy Controlled hex. Attacking is voluntary.

[9.32] A unit may not retreat into an Enemy occupied hex. A unit may retreat into an Enemy controlled hex, except it may not cross a river into an Enemy controlled hex.

[9.4] EFFECT ON SUPPLY BROADCAST (New Major Case)

Supply may not be broadcast by rail or ground path through an Enemy controlled hex unless the hex is occupied by a Friendly ground combat unit.

[9.5] NAVAL ZONE OF CONTROL (New Major Case)

Ironclads, Naval and River Flotillas ("warships") control the water portion of the hex or hexside they occupy. Naval and River Transports are ciphers and control nothing. The Friendly Player may not trace supply, broadcast supply, or ferry Ground units through or across a hex or hexside containing an Enemy "warship." In other words, an Enemy warship owns the water it sits in, and the Friendly Player may not use this water. Transports may not embark or disembark or ferry in the same hex/hexside as Enemy warship(s), regardless of the presence of Friendly warship(s). [Note that Friendly and Enemy ships may coexist in the same water temporarily until occupation is settled during the Combat Phase.]

[10.0] (Correction) The game I designed gave General Burnside a Command Span of one. As printed the counter mix gives him a Command Span of two. It is up to the Players to decide what to do with this information, but it explains why the examples mentioning Burnside are at variance with the counter mix.

[10.1] (Further Exposition) The Span of Command for each and every Leader is defined by the Player at the beginning of the Movement Phase prior to any Initiative being distributed or rolled for. This Command Span holds for the duration of the Movement Phase. Then, at the beginning of the Combat Phase, the Player may make another statement of Command Span, redefining who belongs to whom. Thus a leader might move his Corps and extra units A, B and C, during the Movement Phase, yet attack with his Corps and extra units X, Y, and Z during the Combat Phase.

A leader may be placed in Command of an HQ only during the Strategic Turn (Leader Pick Segment of the Production Phase). Thereafter he, and only he, can command the HQ (until he is replaced). He commands by sitting on top of it. If he wanders away, the HQ has no commander, even if some other leader is present (until the Strategic Turn). A commanderless HQ may only move with direct Movement Command. A commanderless HQ (and the units included in its cover) cannot attack. For all practical purposes, if an HQ is without a Commander, the units covered by the HQ should be removed from the HQ display and placed on the map; then some other commander could control them "naked."

[10.14] (New Case) If an Army Commander fails to receive Initiative, the Player may attempt to provide initiative to his Corps Commanders. Naturally, it is more efficient to attempt to activate your army commander first. If he fails to move or fight, you can always poll your individual Corps. Go back to the example of Meade in command of the Army of the Potomac with his melange of adjacent corps and commanders. Assuming he received initiative to move (and from the sound of it he would make a good recipient a direct command), both he and those four corps /leaders, etc., would all be "energized" to move. Now assume it was time to fight. If Meade rolls lucky, the whole mob can attack. (Not

necessarily together in a single combat since that would require them all to be together on two adjacent hexes.) If Meade isn't lucky, the Union Player can poll each Corps Commander. Those which get initiative can attack, but in this case units under different commanders could not combine.

[10.15] (New Case) A Corps Commander may not extend command to another leader.

[10.2] (Addition) A cavalry Leader can command an Army Corps or Field Army with no particular advantage or disadvantage. (But why waste him?)

[10.34] (New Case) If a leader and his headquarters find themselves alone in hex as a result of combat (the boys underneath having been zapped), they have the right to retreat one hex. This may or may not keep them from being stepped on by their opponent when he next moves.

[11.0] (Exposition) As it stands, a fort offers no shelter to Friendly naval units. Hostile naval units can enter a hex containing a Friendly fort and Friendly naval units and beat up the Friendly ships with no worry about the fort until they wish to leave. That's fine with me as it's my interpretation that this is pretty much what happened in the war. In fact, forts appear to have little deterrent value in general versus "damn the torpedoes" admirals, which again is my personal opinion. All this prejudice can be countered by changing the wording of Case 11.23 to make an attack against a fort mandatory rather than voluntary by any naval units which start in or enter a hex/hexside containing a fort. This change would provide a form of shelter to Friendly units in the shadow of Friendly forts, since Enemy fleets would have to attack the fort first in the Movement Phase, attack the ships in the Combat Phase, and attack the fort again in the next Movement Phase. It would also make forts harder to get past without loss, since the ships would have to attack the fort and then also endure a transit attack.

[11.11] (Change) A Friendly naval unit(s) entering a hex/hexside containing an Enemy naval(s) must stop; in the subsequent Combat Phase, all the Friendly naval unit(s) must attack all the Enemy Naval units in one combat using the Naval Combat Results Table, with the total attacker's Combat Strength expressed as a ratio to total defender's Strength, with any fraction dropped in favor of the Defender.

[11.13] (New Case) Naval and River Transport have zero Combat Strength. If alone and attacked by Ironclads, naval, or river flotillas, they automatically die. If in company with Friendly warships, their survival depends on the warships' survival.

[12.0] (Further Exposition) Supply Points are neutral. They belong to and may be used by the Player who owns them. Obviously a Player owns Supply if it is on track in his General Supply Pool, on charge with a depot or Army HQ, or in a Supply Train. However, if it is left littered around the map either deliberately or because a supply train or depot got killed, Supply belongs to the last man to sit on it. At the conclusion of his Combat Phase a Player may voluntarily destroy Supply Points in his possession. At other times, he may only consume them.

[12.13] (Further Exposition) The key to this table means exactly what it says. The number read is the number of Combat Strength Points which must be lost due to attrition. That's the number, the real whole number as expressed in the base 10 arabic numeral system, not — repeat — not a percentage of the force.

[12.14] (New Case) Naval units, HQs, leaders, siege trains, and railway repair do not require Sup-

ply for either maintenance or combat. (Combat units on an HQ roster do require Supply.) If a ground unit has a Combat Strength (parenthesized or not), it requires Supply. If a unit floats or doesn't have a Combat Strength, it doesn't require Supply. Combat units on board ships *do* require Supply.

[13.0] (Further Exposition) Cases 13.24 and 13.36 should be read in succession. For example: A large Union force with two Siege trains jumps on the Fortress of Vicksburg (garrison of about thirty points). Within a couple of Strategic Turns, the big guns succeed in peeling away first the fortress and then the Fort marker. This leaves the thirty rebs sitting under a whole passel of Yanks, a physical juxtaposition which can never happen in normal Combat and Movement, but which is permitted because the Rebs originally started out in a fortress. The Rebs can stay underneath the Yanks until the Yanks attack them and force a retreat, at which point Case 13.36 is applied.

[13.15] (New Case) An empty Enemy fort (one that is not garrisoned) has no effect on Friendly Movement or Combat. A Friendly force may simply walk into an enemy fort and either remove it from the map or replace it with a Friendly fort. (This presumes there are no Enemy units *on top* of the fort either.)

[13.38] (New Case) Forts may not be attacked from the March nor may they be Amphibiously Assaulted. (That's the fort and its garrison. Any clowns sitting around on top can be jumped all over.) A Fort (*sic*) can be stormed during the Combat Phase of the Game-Turn and/or attacked by Siege Combat during the Strategic Turn. They also can be shot up by Naval units during the Movement Phase.

[13.4] DESTRUCTION/CAPTURE OF FORTS (New Major Case)

During his Fortification Segment, a Player may voluntarily destroy (remove from the map) any of the forts/fortresses he owns which are not besieged. He may not destroy besieged forts. A fort is captured by the mechanism in Case 13.15, or a fort is considered captured whenever its erstwhile position is finally taken at the conclusion of a Siege.

[15.13] (New Case) Cases 15.1, 15.11 and Case 10.2 are literally true. They mean exactly what they say. Note, however, that a non-Cavalry general may command cavalry units directly at no loss in effectiveness, etc. For example, R.E. Lee could sit on top of five cavalry units and command them all.

[16.16] (New Case) A Player may switch units from the HQ roster to map at any time he wishes at no "cost" since, for all purposes, the units are present on the map. Units can be assigned to a corps or assigned out of an HQ at will. For example, a Player has a corps (with three weak divisions on roster) stack in a hex with three strong divisions. He could, at his pleasure, switch the three strong divisions onto the roster and put the weak divisions on the map. By switching units around in such a fashion, a Player of course alters the on-map organization of his army. Care must be taken that such alterations do not conflict with the rules and permit a unit to act illegally. For example, the Player is moving a weak corps and strolls into a hex containing strong divisions. He could not switch units in the corps and continue moving the corps, since this would violate various movement and command span rules.

[16.2] (Explanation) The term "infantry" used in the subcases here refers generically to any non-cavalry ground combat unit, including militia, garrison, supply trains, and siege trains. Such units can be placed under an HQ roster if the

Player desires; however, Case 16.12 applies with all its rigor. If, for example, a Corps HQ has rostered militia, it has to move at militia speed.

[17.11] (Addition) The sole test is whether the boat is empty during the Strategic Turn. It matters not what it did on prior or subsequent Game-Turns.

[17.55] (Addition) The Player does not get his Combat Strength Points back when he eliminates a depot.

[19.44] (Explanation) Grant's subordination to Halleck means he may not roll for his own initiative, either for Movement or Combat.

[19.74] (Addition) The Union Movement restriction holds true so long as R.E. Lee remains above the xx12 hexrow.

[21.2] (Correction) The Union Player receives the same number of Supply Points per Southern city as the Confederate Player would receive. The reference to an italicized number is incorrect.

[21.31] (Addition) Besieged Confederate Major cities do not function for Confederate Production.

[21.4] (Correction/Addition) Militia Conversion should read (21.5). Militia and Garrison units may not be both converted to infantry divisions and these divisions augmented to a stronger division in the same event.

[21.61] (Addition) To allow deployment, the Union Department must be unbesieged.

[21.7] (Addition) Uncompleted Ironclads are destroyed if the base or city in which they are being constructed is captured by Union ground troops.

[21.83] (New Case) A given base functions for a Player as an aid to embarkation/debarkation of units and, for the Confederate Player, as an ironclad construction site. They have no other real purposes.

[22.14] (New Case) So long as departments meet the criteria set down in Cases 22.12 and 22.13 for their respective deployments, they may function to provide Supply and to serve as a deployment site for units (see also Case 21.6 for additional deployment restrictions). If they fail to meet the criteria, or if they are besieged, they do not function. Departments cannot be destroyed, rather they are simply neutralized by Enemy occupation or restricting presence. A neutralized (non-functioning) department merely sits on the map doing no one any good or any harm until such time as the Owning Player relocates it to a site where it will function. Note that Union Departments are more sensitive to Confederate presence than Confederate Departments are to Union presence. Confederate Departments provide Supply so long as they are unbesieged or unoccupied.

[22.22] (Revision) The Cycle Turn Record Track states when a Player may attempt to deploy Headquarters. To deploy, a Player rolls the die. If he rolls a one, he rolls a second time and deploys the same number of HQs as the second die roll. If he first rolls a two through six, he fails to deploy any HQs.

[22.22] (Player's Note) Headquarters are a tremendous benefit to moving and fighting. Their random introduction into play is meant to simulate the historical empirical evolution of the command structure on both sides. It is *meant* to be unfair and exasperating.

[22.5] (New Case) Dead leaders and leaders replaced by paroled leaders are dumped back in the Leader Pool.

[22.51] Promotion/Demotion of Leaders (Correction) This case should be labeled 22.52.

[22.52] (Addition) Obviously, method number four will be the most common way in which

Players replace inept commanders. Methods one and two are only safe when the Player has a big political point bulge. Inept leaders usually have a low initiative (that's why they are poor), so it isn't always convenient to arrange for a bad leader to walk away from his command.

[22.6] (Revision) During any cycle marked with an MD, a Player's Militia force is exposed to demobilization. On a cycle so marked, the Player rolls a die. If he rolls a 1 or a 2, he must immediately eliminate 50% of the militia on the map, losing any fraction as a full point. The Player may choose where to eliminate points.

[23.3] (Revision to Example) Assume the Union Player has 40 Personnel Points available on 0/2/64, because it is the third month of the 2nd Draft Call. He may use up to forty Points in producing some combination of units. Unlike Supply Points, which may be "stored" in the General Supply Pool, unexpended Personnel Points are lost; they are not carried over to the following cycles.

[23.4] MANPOWER PROGRESSION (New Case)

Once a Player resorts to the draft (presumably because he needs that big shot of people offered in the first Draft Call), he may no longer resort to Volunteer Calls.

[22.23] (New Case) The fact that there is no notation for Union Blockade in S/61 means that the Union Player may not exercise ship blockade during the summer Cycles of 1861.

[25.3] (Explanation) For some reason, Players are awarding themselves one point each time they capture an opponent's fort. This is wrong. A Player receives one point for capturing one fort (presumably he will take it when he captures his first fort), and that's all regardless of how many forts he takes.

[25.44] (Addition) Either Player may sail up and down Kentucky rivers without violating Kentucky neutrality. This includes ground troops aboard transport. Violation occurs only when Players put ground troops on *terra firma* inside Kentucky.

[26.4] (Correction) Lee must stay on Map C, not Map A.

DESIGNER'S NOTES

Secrecy

The rules do not address the problem of Player Intelligence (i.e., how much information a Player is allowed to have about his opponent's dispositions). Obviously, a Player derives certain information from observing the map. But does he have the right to examine the composition of his opponent's unit stacks? May he observe his opponent's HQ and Supply Displays? May he examine his opponent's Production Spiral? The answers to these questions are left to the Players themselves to decide. I believe it a better simulation if the Players remain in relative ignorance of one another's force deployment. Whether it makes for a better game is a matter of personal preference.

Winter/Summer

The general effects of the seasons are contained on the Blockade Table and built into the Confederate Supply per city per cycle. The time of the year has no direct effect on Combat. Winter means Supply Trains have to remain on roads and units can only cross rivers by road or ferry, and that's about it. I realize this isn't much for the devotees of Pluvius, but it's all I wanted. You can get into such things as ice on the northern rivers, lack of forage for cavalry in the early spring, fever in the coastal swamps in summer, etc., but not me.

OPERATIONAL ANALYSIS

WAR BETWEEN THE STATES

Building the Blue Tide and the Gray Levee

by Jeffrey M. Bishop

War Between the States seems to be one of those rare big games that people actually play. I am just now beginning to experience the round of articles that results from such playing — and since Mr. Bishop was one of the first to submit sensible copy on this rather large entanglement, he gets his published. Readers are advised to peruse the preceding follow-up article first — and understand that Mr. Bishop did not write with the benefit of that information. —RAS

With the introduction of *WBTS*, the “monster gamer” has at last found a contest to sate his appetite for large scale grand strategy without having to structure the rest of his life around it. To be sure, *WBTS* is big, but it is not on nearly the same scale as *WIEu* or *WITW*. The following observations describe the strategic and economic plausibilities that are available to each player in this gamer’s game.

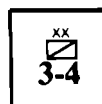
Game Components

Initially, one must be familiar with all the weapons that are available to wield. Below is a unit by unit summary which can assist you in deciding what to build and for what purpose:



Infantry Infantry comes in three flavors: garrison, militia, and regulars. Each has its own advantages and disadvantages and should be built and employed with that in mind. (a) Militia are quickly produced, requiring only a single cycle, but they are heir to certain drawbacks. Moderately expensive in Personnel Points (the source of which rapidly dries up), they are slow marchers, and, if militia demobilization strikes, 50% of your army may decide that states rights “ain’t so important anyhow.” Although they can be combined and split at will (CFYD — Change-For-Your-Dollar, the maximum strength point size per counter is a paltry four, which makes an effective force totally unmanageable. They are, as shall be delineated later, a most important commodity nonetheless. (b) Garrisons are the cheapest in Personnel Points, but they require more time for construction. They are very slow and can be moved effectively only by rail. Their advantages are CFYD and their availability in values up to 20 SP’s per unit. The special Confederate Replacement Rule makes them particularly attractive after 1862, since they may convert directly into regulars. (c) Regulars are, of course, the backbone of both armies. They are compara-

tively fast marchers, can be built up to 10 SP’s per unit, and never evaporate by demobilization. Their disadvantage is the extreme cost involved in building them from scratch, requiring four cycles and three Personnel Points per SP. Additionally, they can split off brigade-sized units and combine brigades into a division only during the Strategic Turn. The loss of regulars should not be taken lightly; rather, use militia whenever possible to absorb losses (insofar as the rules permit). [See *WBTS compiled errata* is this issue.]



Cavalry Stuart and Grierson ride again with swift cavalry maneuvers that can often set the balance of a game completely afloat. Cavalry comes in brigades and divisions. They are, of course, the swiftest ground units and are useful for lightning raids deep into enemy territory, given the right leader. Although expensive to build, one must seriously consider a moderate cav’ force; and if your opponent starts throwing some about the map, you had better counter by including some in *your* production.



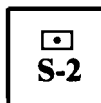
River Transports and Flotillas These units are absolute necessities for the Union player and of slightly less importance to the Confederate. The war in the west revolves entirely around the Mississippi River early in the game, and lack of riverine units means no progress for the Yank. The Gray commander will usually be faced with a large enemy armada within eight months of the beginning of hostilities, but he should try nevertheless to keep something afloat until Union control is irrevocable.



Naval Transports and Flotillas are perhaps the greatest Union asset in that they maintain control of the high seas. The Federal player should build every one that is available as soon as possible. Amphibious landings and blockades will advance the Blue cause greatly, as the only conceivable adversary to the Union Naval units are the Confederate Ironclads.



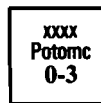
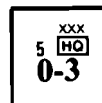
Ironclads Although desirable to have in one’s arsenal, they will probably be short-lived (given an aggressive Yank) or never appear (given bad die rolls). And they are expensive to build. Except as a last ditch effort to pierce a blockade, they are probably better left in the counter tray.



Siege Trains Essential for the Yank and non-existent for the Rebs, these counters are slow and costly, but well worth the effort when the Union ball gets rolling. Eventually, Confederate forts will be popping up like mushrooms, and taking double losses during storms is too much like Fredericksburg for my tastes. Additionally, with a bit of prudence in their deployment, you need only construct them once. A good mid-game build.

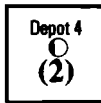
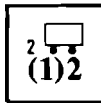


Forts and Fortresses These units are absolute necessities for the Confederate and, to a lesser extent, for the Union. The South must defend fixed geographical objectives in a game where movement is their forte. Thus the high-priced and chancy business of engineering must go on. For the Federal player, it is well to keep in mind that — even though it’s unlikely that Lee will romp into Washington at any time — since the Supply Points are there, you should give yourself some peace of mind by fortifying your major cities. Also, it’s an easy way to blockade Southern ports.



Corps and Army HQs These are the indispensable organization pieces necessary for either side to mount any type of real threat on enemy territory. For example: Fightin’ Joe Hooker can move up to 20 SPs of supplied regulars, or 30 unsupplied, by himself. With a Corps HQ, his capacity increases to 40 supplied or 50 unsupplied SPs — a considerable increase.

An Army HQ is certainly valuable, particularly if a good leader is available to command it. Oddly enough, the Union has the advantage in highest initiative Army commanders.



Supply Trains and Depots These represent logistic elements for each army and prove to be imperative for any advance. Both players should produce supply trains in sufficient numbers for mobile supply, while the siting of depots is much more tricky. Any inland advance by the Union player will depend upon a string of depots to maintain the supply and communication essential for an effective campaign. Confederate depots will be primarily built as defensive measures in target cities.



Leaders No doubt leaders are the crux of this game. Basically the contest comes down to a *rencontre* between Union and

Confederate commanders. It is by their initiative that all the aforementioned forces (except Naval and River Craft — perhaps a Porter and Farragut could be included?) are able to move and fight. As befits history, the South has an edge here, and the Union early game is thus dependent on the acquisition of a decent leader who can get his troops in the field. (More on this under the Union and Confederate Strategy topics.)

Union Strategic Approaches

The Yankee should divide his game into three periods: (a) the build-up and consolidation period; (b) the advance in the west and diminution of the Confederate economy; and (c) all-out advance. The first phase will last at least to the end of 1861 and probably several cycles into 1862, during which the Federal must be content to maintain the integrity of his own borders while building up strength for a long war of attrition. To be sure, one must realize that there are no

glorious lopsided victories, no complete annihilations of Southern armies, (i.e., no D Elims against any sizeable force). The CRT is structured such that, at any odds level, a superior force will suffer virtually as many losses as an inferior force, sometimes even more! But don't despair, as your army is considerably less brittle than that of your opponent. Which brings us up to the composition of your forces.

Infantry The Union Personnel Points are in sufficient abundance to build regulars directly. However, with the investment of one additional cycle and two-thirds the normal Personnel Point costs, you can build the same amount of regulars via militia conversion. The game is very long, and you don't need to take the field offensively (and probably shouldn't) until six to eight cycles have passed. So, crank out militia and put them back into production, and watch the 10-3s multiply like flies. As to garrison troops, it may behoove you to put 20 SPs or so in

Notes on Production

Union Union production should concentrate on producing an effective (read numerous) group of regulars rapidly and cheaply. This generally means the conversion of less expensive infantry types. Given the Union militia on the map at the start and 10 SPs coming up on the first cycle, approximately 20 regulars can be produced by 11/61. Unfortunately for your production scheme, however, a Militia Demobilization pops up on the 8/61 cycle. Thus, it may be advantageous to forego militia builds during 7/61, as half of them may evaporate as soon as they are deployed. Produce garrisons instead and then switch to militia.

The normal costs for the forces in the accompanying "Typical Production Scheme," if built from scratch, would be 660 Personnel Points, whereas actual costs were 550 PPs, for a savings of 110 Personnel Points — the value of which need not be pointed out when you look at the PP allotment on the first month of the First Volunteer Call.

A further advantage of this system is the excellent balance which is given to your army as a whole, even during the initial months of the war. Besides having ground forces of over 246,000 men, your navy consists of over 14 units (including freebies).

In your further production, it will benefit you to continue builds and conversion of militia and garrisons as they become superfluous in rear areas, especially during the early months of a new volunteer call or draft. The last two months can be devoted to conversions and naval and logistics builds.

Finally, when your army becomes sufficiently large to allow it, withdraw de-

pleted divisions and augment them. This is a very inexpensive way to bring back those big 10-3's but, as mentioned, such a procedure is rarely possible early in the game when every regular division, regardless of size, is needed at the front.

Confederate You are on the strategic defensive, with interior lines for communication and supply, and you should realize the eventual impossibility of maintaining a naval fleet. In light of these conditions, your production aims are simplified. You must produce and maintain a standing army post haste, using as few Personnel Points as possible per SP, plus provide them with logistic support. Thus, your builds will essentially be directed at producing regulars, supply trains, cavalry, and an occasional river flotilla or transport.

Militia conversion is a virtual necessity during the first two years of the war in lieu of your limited PPs (340 in the first seven cycles as opposed to 460 for the Union). Since you will probably get only limited use from your non-ground units, at least 90 percent of your first volunteer call should go into cavalry and infantry, with the latter getting the lion's share. Militia conversion and garrison builds can turn 260 PPs into 110 regulars (73 from scratch) and 40 garrison SPs, while another 60 PPs can produce 20 cavalry SPs. The remainder can be used for supply trains and gunboats. With this approach, you can maintain numerical near-parity in field forces for the better part of a year, in addition to producing a modest river navy.

Don't be afraid to call for more volunteers either. Unless you carry away a stunning reversal of history by taking

Federal forts or isolating cities, you will probably never be on the plus side of the Political Point level, so one or two PPs probably won't make a difference. Even so, when you announce the second Confederate Volunteer Call, your opponent's paranoia will probably precipitate an additional call on his part as well.

Lastly, use the Special Confederate Replacement rule for all it's worth. After 1862, each Personnel Point is a potential regular. This can go far toward getting you back into the thick of things. Build garrisons exclusively, and always withdraw a corps to a nearby department—east, southeast, and west just before cycle.



Other Builds Ironclads, RR repair units, and bases are all quite costly in supply points and, with the possible exception of RR units, of rather dubious value. Bases are needed only if you are planning amphibious operations or if you've no place else to deploy a river unit. But amphib is pretty much out of the question, and if the Yank has such good control of the waters to have taken all your riverside cities, a boat is superfluous at best. (One of those non-existent Confederate siege trains could conceivably come in more handy.) Ironclads are too expensive and chancy to rely on. Besides, they draw a great deal of attention and will probably be sunk shortly after deployment. RR repair units can be useful when Union rail cutting gets under way. One in the east and one in the west may be of value. Consider them a mid-game build.

Washington and half that number in the other major cities of the North.

Cavalry Historically, this branch of the service was inefficient and, in many ways, superfluous to the Northern army. In the game though, they are as good as their Confederate counterparts and may secure the Union victory. As will be described later, a Confederate cavalry raid can wreak havoc on Northern communications and tie up troops better used elsewhere. So spend a few points and build up a decent cavalry to hunt them down (and hope that Sheridan pops up early). Or if nothing else, build 1-4 brigades and stack them with infantry units which can force march to cut down gray cavalry.

Naval units Start constructing your navy as early as supply availability makes it practical — say, about three to four cycles after hostilities begin — with river units appearing first to clear the Mississippi. If a Southern gunboat shows itself, leap on it and pound. You can replace your losses, while your opponent is hard-pressed to do so. On cycles five and six, begin your high seas fleet, one or two at a time, until they are all present. They are of inestimable value to the Union and are practically invulnerable.

HQs These should be distributed in roughly equal proportion between the east and west, perhaps favoring the west where an organized army will be of paramount significance during mid-game. The first Army HQ is best placed in the west, where most of the action will begin, although paranoia may prompt its deployment in the east.

Forts and Fortresses These should be constructed in major cities. Washington being the primary site for a fortress, of course. After that, it depends on where your advances are made, but remember the blockade requirements of each Southern port as pertaining to forts and satisfy them as soon as possible.

Depots and Supply Trains Four or five Supply trains should suffice early in the

game, since most of your supply can be carried by water. But combat supply is another matter. Keep your main forces stocked with a healthy supply train at all times. The results of contrary actions can be appalling.

Depot construction is rarely called for in the west until inland operations commence, although re-stocking supply trains from depots may be advantageous. Build a depot in every major northern city as a safeguard against siege attrition, likely or not.

Commanders Finally one must consider the bane of the Union cause. Even the most bloodthirsty Rebel will feel some remorse at the frustration incurred by the Yank during the Movement Phase. But don't be discouraged. Eventually a pair of commanders will show up to move the massive armies that you are building. At any rate, put your best leader in charge in the west, and get pokey McClellan back east where sedentary habits are not nearly as damaging. If nothing else, he can direct several units to move when given the initiative to do so. Attack from March can also be an effective McClellan maneuver. And if Grant and Sherman are both on the map, bring Sherman east, and watch the Confederate hopes flicker. As to the rest, 60 percent are best left to garrison duty, minor sideshows, and odd jobs. Also, even your worst leaders make excellent corps commanders under Grant, Sherman, or Meade, since they needn't do anything but exist. Try to keep a 3 initiative leader in eastern Ohio and in the St. Louis-Cairo area to repel or hunt down raiders.

Don't expose your commanders to combat unless the situation is exceedingly desperate or if his capture is imminent. A live leader — even with an initiative of 1 — is better than no leader at all. A captured leader is worse than anything. Take the "Lonely Leader" rules to heart, and do it only under the safest of conditions.

Lastly, if you plan ever again to see besieged units anywhere else on the map,

don't neglect to put a leader in with them. There are no leaderless Attacks from March, and a single brigade can lay siege to a fort of 10 SPs and bottle them up until attrition takes its toll or a relief force arrives.

Union Mid-Game Strategic Objectives

Now that your army is ready, it's time to reunite the United States. First and foremost — *don't* break Kentucky neutrality. The 50 Personnel Points are bad enough, but the strategic can of worms that such a move opens can cost you heavily. Although it may open up your advances on the Mississippi and Tennessee Rivers (which, of course, are highest priority), it also gives you a very long border to guard. Use it as a shield just as the Confederate player does.

The first step in securing the Mississippi will likely be Union City, which should be grabbed quickly. A Confederate fort may be there, but don't let that deter you as it is the jumping-off point necessary for any Blue advance on Memphis and beyond. Once this objective is secured, the advance and siege of Memphis is called for, claiming or repairing rails as the campaign proceeds. Thus, 1862 should close with Memphis in hand and half the Mississippi cleared of the Southern navy and, if practicable, the seizure of New Orleans by troops aboard naval transports under a reliable leader. Savannah is also a likely 1862 target, along with any other east coast port that can be grabbed.

The better part of 1863 will be spent in capturing Vicksburg, Port Hudson, and the rest of the Mississippi. Another force should be directed at the capture of Nashville to complete the sweep of western cities. With rail cuts at Mobile and Lynchburg (or anywhere between there and Knoxville), the supply from western cities will never appear in Confederate coffers. The last remaining ports should be blockaded by forts or warships by mid-1863 as well, thereby slowing down your opponent's supply to a trickle.

With the arrival of 1864, the Federal army should be essentially complete and, let us say, adequately led. The time for the big push is at hand. If Grant is present and Sherman is not, the drive on Richmond takes precedent over the march to the sea. Not only is it demoralizing for the Confederacy, it's considerably closer and less likely to be interdicted by supply raiders. Once Richmond is in hand, which may take the better part of 1864 due to entrenchment rules (hello to WWI), the war is essentially over by historical victory.

Confederate Strategic Approaches

The Confederacy is initially faced with a war of maneuver which all too soon becomes a war of attrition, the style of which it can ill afford. Thus, as at Gettysburg, the first day — or in this case, the first 10 cycles — are of tantamount importance. The Confederate must strike early, while numbers are comparatively equal, using a force which represents his only edge — the cavalry. One or two effective Morgansesque raids can net bundles of Political Points which can turn into a Confederate Kentucky or Missouri or, better yet,

Typical Union Production Scheme

C	R	G	M	ST	SgT	NF	NT	RF	RT	MC	GC	Cycle
5	11	32	0	1	0	0	1	1	0	10	0	7/61
5	1	30	12	1	0	0	0	1	0	0	0	8/61*
3	0	0	30	0	0	0	0	0	1	0	0	9/61
3	2	10	16	0	0	0	1	1	0	14	0	10/61
0	0	0	20	0	0	0	0	1	0	20	18	11/61
5	0	18	0	0	0	0	0	0	1	38	0	12/61
0	0	0	0	0	0	1	2	1	1	10	0	13/61*
0	1	0	42	0	1	0	1	0	0	0	0	1/62†

*Militia Demobilization †2nd Volunteer Call

The results of the above production, (all of which appear by the 6/62 cycle) are as follows:

C	R	G	M	ST	SgT	NF	NT	RF	RT
21	125	72	28	2	1	1	5	5	3

Key to Abbreviations: C = Cavalry; R = Regular (Infantry); G = Garrison; M = Militia; ST = Supply Train; SgT = Siege Train; NF = Naval Flotilla; NT = Naval Transport; RF = River Flotilla; RT = River Transport; MC = Militia Conversion; GC = Garrison Conversion

foreign intervention. If the Yank must chase down your horsemen with infantry, your task will be much simplified, and the outcome of such a situation might possibly hand you the game. Such maneuvers can be dangerous, however, if the Union player prepares himself with a cavalry force of his own. If he does, keep your powder dry in readiness for a long grinding war, one which you probably can't win (even though it's fun trying). Even so, you can give him a run for his money by constructing a strong army.

Infantry The tips mentioned previously in regard to the Union go double here. Build militia and convert them into regulars. Your Personnel Point totals are considerably smaller than your opponent's, so get as much out of them as you can. Since numbers are not extremely lopsided early in the game, you can afford to wait the extra cycles to perform conversion. Don't neglect garrisons, either, as they are as effective at holding geographical objectives as regulars (he has to come to you!), as well as being directly convertible into regulars after 1862.

Cavalry You hold a small edge in cavalry units at the start. Maintain it! They are less costly than their Blue counterparts and are entirely worth the expense, as they may be the units to cut off a major Northern city and perhaps live to tell about it, a feat no infantry unit is likely to do. Additionally, single cavalry brigades may be usefully employed behind Union lines to cut communications and isolate cities if Federal cavalry is scarce.

Flotillas and Transports Think about building such things only when supply points are plentiful, as during city supply turns, for instance. They are expensive and usually short-lived given the preponderance of Union strength. By mid-1863, you shouldn't have to worry about them anymore, unless the Union Mississippi campaign has been severely stalled by your other efforts. If your forts are falling or have fallen, your gunboats will follow suit.

Corps and Army HQs These should be apportioned with rough parity between east and west, favoring the east slightly. The eastern coast is close to enemy naval bases, and an effective organization is essential to keep incursions at a minimum. Besides, a disorganized army will be hard-pressed to repel a Union player determined to reach Richmond, even with his mediocre leadership. Ergo, the first Army HQ should be deployed in Richmond.

Forts and Fortresses Forts should be built on all major Southern cities with Richmond converted into a fortress as soon as supply points allow — generally on the first good weather turn of 1862. And, very importantly, get to and fortify Union City first with a sufficiently stocked depot to hold out during a long siege. It must fall eventually, but probably at a great cost in time and personnel to the invader. By mid-1862, the following cities should be fortified: Richmond (fortress), Charleston, Savannah, Mobile, New Orleans, Vicksburg, Memphis, and Nashville. Other forts, built in reaction

to Union thrusts, are best placed on rivers where they can impede naval movement. Remember, however, that fort construction requires the presence of a Department or sufficient supply transported by rail, water, or road. Confederate rail capacity is not up to the job of sending the 40-60 supply points necessary for a good chance of success; thus, your departments must be moved about. Make sure that moving one doesn't expose your troops to hurtful attrition.

Until your forts are directly threatened by extreme superiority in numbers, retain your garrison outside the fort, maintaining a ZOC and conceivably putting off the siege until a later turn.

Supply Trains and Depots The need for mobile supply is as acute for the South as for the North, particularly in the west where the action will be fast moving. As mentioned earlier, depots are best placed in cities which will eventually draw Union troops. Don't make Grant's work any easier by leaving Vicksburg and Memphis fully garrisoned but exposed to attrition. A depot for Fredericksburg can also be useful in keeping the Army of Northern Virginia in beans and hardtack.

Leaders Finally, a bright spot in Southern hopes as we consider the likes of Lee, Longstreet, Jackson, Cleburne, and Beauregard. Confederate commanders give the Southern player the ability to hang in there for as long as he does despite the Union weight of numbers. Initial leaders are Price, Polk, Beauregard, Johnston, and Magruder, (initiatives of 2, 2, 3, 3, and 3) as opposed to Lyons, McClellan, Butler, and McDowell (4, 1, 0!, and 2). The edge is obvious, and it will probably get better. Parcel your leaders to insure a 3 initiative in every corner of the map — namely Northern Virginia, North Carolina, S.C.-Fla.-Ga., and Miss.-Ala., and Tennessee. If nothing else, you will have a force in your area moving at least half the time, which is more than your opponent can expect. Poor leaders make good corps commanders under Army supervision (probably Johnston or Beauregard). Most importantly, don't expose leaders to combat; they are your only advantage *per se*, so don't throw them away uselessly.

Confederate Strategy

While you're organizing, how do you keep Southern soil free of bluecoats? And, after the Union is geared up, what can you do to disrupt his plans?

For several reasons the first question is much easier to answer than the second. In the early game the Union player is virtually forced to restrict his gains, since overextension could result in the loss of them all. If he is imprudent about weakening himself by spreading his strength all over the map, consolidate and destroy his forces in detail. A reasonable show of force should keep the Federals out of Richmond for at least one year, while his gains should be modest at best in the west due simply to the amount of terrain he has to cover. Memphis or Nashville will be taken by mid-1862, and you can do

very little about it, aside from making the struggles sufficiently costly and time consuming. Fortify and garrison those cities early.

Union amphibious strategy is virtually foolproof, so don't be surprised if it is successful nine times out of 10. The east coast cities will likely be taken from you or rendered useless within the first 10 to 12 months (except, possibly, for Charleston). At best you should limit his advances by retaining a reserve in Raleigh to railroad to trouble spots. By the time you can send an Army or corps during mid-game, Union strength will probably enforce a stand-off. Your units can threaten supply lines and force him to remain on the coast.

The western game is something else again. Each major city is on an easily accessible river (if and when Kentucky goes Union), allowing the Federal to steam right up to them. When his army becomes numerous, Confederate retention of any of these cities will be difficult. Fortifying and garrisoning are probably the best means of denying them to your opponent. Fortresses in New Orleans and Memphis, in particular, are called for. A 30 SP garrison and a depot of 20 supply points will hold for a long time. They may not contribute to supply, but they won't contribute to Federal Political Points for awhile either. Additionally the Federal player cannot leave these forces in his rear to cut his supply lines, and these sieges will siphon off a great many of his troops. It is also a good idea to leave an average leader with the garrison to conduct Attacks from March if the Federal investing force becomes small enough. The moral then is "Make any Union victory costly and time consuming." Make the Mississippi a fortified serpent; it will pay off in Union time expenditure if nothing else.

Lastly, one must consider the defense of Richmond during mid- and late-game. Obviously, a fortress is needed, plus a large garrison, a dependable commander, and a well-stocked depot. More importantly, make sure you pull Lee out of the cup. The Army of Northern Virginia (ANV) and five corps constitute a formidable force to launch at anything, requiring virtually the entire Army of the Potomac to invest Richmond to have any chance of successful siege. In lieu of Lee, however, Beauregard and Johnston will have to do. Keep the ANV consolidated, and block Union movement using the east-west rivers to discourage attack. Placing cavalry corps on the flanks will stop indirect maneuvers. Attack only when a Federal unit sticks its neck out by its lonesome, when odds are favorable, and on the 1 intensity CRT whenever possible. The Union can afford 1-1 losses (or even 2-1 losses); you cannot.

Quibbles

Being a Civil War buff, I am inclined to think that some leaders have been slighted, but these are my personal prejudices so I'll say no more. By and large, despite some mistakes requiring an errata sheet [q.v., page 18], this is one of SPI's best efforts as an accurate simulation of the American Civil War.

OPERATIONAL ANALYSIS

RAID**The Swift and Balanced Assault**

by Mark Edwards

See, I told you that I was making every effort to treat the latest *S&T* games in *MOVES*. My contribution to *Raid* (other than the usual graphic effort) was to promote the use of an accurate terrain model for the line of sight rules. Unfortunately, for me as a player, I've been unable to become interested in tactical games ever since I overdosed on *PanzerBlitz* a long time ago. —RAS

Commando actions have long been considered one of the more exciting aspects of twentieth century warfare. How many millions have sat through movies based on commando raids (the "Dirty Dozen" to name an example) or bought books on them? Yet, until recently there has been no wargame that simulates such operations on a wide period scale. *Raid* is SPI's latest addition to its line of tactical games covering just such actions.

The format of the game appears on the surface to be like *FireFight* (upon which several of the rules systems are based), with sequential unit-by-unit direct fire and movement and four man fire-teams. The rules systems, however, have been re-designed to fit the needs of a mostly infantry game (vehicles have been included as operational weapons). By use of the *FireFight* system, all plotting has been eliminated except for artillery, which should bring some relief to owners of previous SPI tactical games employing the simove system.

Command control is one of the rules systems that was drastically re-thought. Instead of determining which units panic each game turn, players determine which units are out of command, the effect of which is the loss of the capability to perform direct fire. Platoon organization is defined through a unique numbering system. Of the two fireteams in a squad, one is designated as containing the squad leader. These two fireteams must be kept within a certain range (called command radius) of each other. The platoon headquarters is not represented by a unit but instead as a symbol which must be kept stacked with a combat unit. Squad leader teams must in turn be kept within a larger command radius of the platoon headquarters. Killing either a squad leader team or the unit that the platoon headquarters is stacked with results in an immediate transfer of command to the remaining fireteam in the squad or the nearest unit, respectively. While this has no direct effect on the game, it can have an indirect effect if the new position of the headquarters is out of command radius of some units in the platoon. Command control limits the amount of terrain a platoon

can cover, forcing the player to keep and use his units together.

The combat system in *Raid* places emphasis on infantry weapons rather than covering all modern weapons. The direct fire CRT is used by small-arms and machine guns alone. Weapons capable of destroying hard targets are used on the indirect fire CRT. Casualties are taken man-by-man so it is possible to have one-man fireteams running around. Suppression has much the same effect as in *FireFight*, with the exception that double suppressions do not kill. There is also a nasty rule about combat results "spilling over" into units stacked with the target. This rule states that if a unit receives a combat result calling for more men than are contained in that unit, casualties are exacted from any units stacked in the same hex.

Close assault is another system that has been changed due to the nature of *Raid*. Instead of vehicles, *infantry* suffers close assault (fought in the same hex). This is treated as a separate action not related to anything else in the game. Once a close assault is declared, everything else in the game stops. Combat initiative is rolled for and then the units fire away at each other until either the attacker moves off or one of the two forces is wiped out. Heavy casualties are usually sustained by both sides, so close assault should be done only when necessary. A good case attesting to the heavy casualties of close assault came up in playtesting. "Bravo" close assaulted an "Alpha" fireteam with a full squad. The result: "Alpha" was wiped out at a cost of seven men to "Bravo." As one can see, close assault is very deadly. However, next to artillery, sometimes the only way to clear an important building hex is through its use. Fire reconnaissance (drawing fire from a target to learn its nature) should be employed to avoid unwittingly close assaulting an HMG.

Artillery is not much different than in *FireFight*, but there are three minor changes. First, the plotting of fire missions has been simplified (I hear cries of joy from *FireFight* players). Secondly, the impact patterns have a wider effect than in *FireFight*. And last, the scatter procedure has been altered by the addition of a third die roll to determine how far the fire scatters (up to a maximum of two hexes).

The map is a composite of the various areas typical to the actions given in the scenarios. There are four different types of terrain: building, heavy (forest/jungle), medium (broken), and mixed (rice paddy/wheat field). A coast borders one edge, complete with a small fishing village. Includ-

ed on the map are cliffs, a prison compound, and even an airport. Terrain height is indicated by contour lines (as in *FireFight*) at increments of ten meters each. The various scenario centers are cut off from one another by a large forest since in reality these areas could not be reinforced by the defending forces very quickly. Game scale is rather small at 25 meters to the hex and 1-2 minutes per game turn.

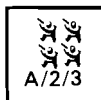
Observation appears to be much the same as in *FireFight*, but in reality it has been changed a great deal. Instead of giving the target a range at which other units can observe it, the sighting unit has an Observation Point Allowance of ten with the terrain costing points to see through depending on type. This gives rise to situations where the enemy can see you but you can't see him. For example, unit *A* is in heavy and unit *B* is in a building three hexes away. Since it costs ten observation points to see into a building, unit *B* is unsighted. However, it only costs 8 Observation Points (6 for the heavy hex and 2 for the two hexes of clear between) for unit *B* to sight unit *A*, so unit *B* can see (and fire on) unit *A* without being seen beforehand. Players should try to avoid this by calculating observation from the enemy's point of view as well as their own.

Communications on the battlefield is a little-known aspect of war that is explored in *Raid*. Radios can be given to either side depending on the scenario. They function somewhat like command units in that they are assumed to be with all squad leader teams, on-map artillery units, and platoon headquarters. Their employment allows artillery units and squad leader teams to be an unlimited number of hexes away from headquarters. Should a unit containing a radio be destroyed, there is a one turn wait before the unit assuming command can use it. This may cause units to go out of command depending upon the situation. Players should avoid spreading their units out to make sure that even should the platoon headquarters unit be destroyed, the platoon can still function.

Raid is a fast-paced game that gives the players a feel for the various problems confronting commando forces—the need for speed, the limitations of command control, and the need to properly combine the uses of various infantry weapons to name a few. Preventing the enemy from handling these problems by bogging him down, dividing his forces, and maintaining freedom for your own units is the key to victory.

The counter mix contains a full "Alpha" company and two "Bravo" platoons with two LMG's and 106mm recoilless rifles. On-map artillery units are provided

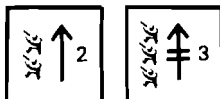
for both the 60mm and the 81mm type at two per type per platoon. Artillery impact markers were printed in a neutral color so that both sides may use them.



The four man fireteam is the basic infantry unit of the game. Instead of giving them a fixed combat value, however, these units are assigned one of three types of small-arms: automatic, semi-automatic, or bolt action. Each of these weapons is used differently and has its own strengths and weaknesses. Auto's have the best die modification due to range attenuation of the small-arms, and they shift one column to the left (to a better column), but this is offset by their terrible range (a minus one at five hexes and fire prohibited from nine hexes out). Automatic weapons perform best in close assaults, but since they are valuable—and since they acquire die modifications at a one hex distance that is almost equal to their strength in close assault—they should not be used for close assault unless necessary.

Semi-automatics have a better range than auto's, but they don't shift any columns on the direct fire CRT and their close range die modifications are not as good. They are the best all around weapon combining modest power with a decent range. These weapons should be used in firefights where auto's might be out-ranged.

Bolt-action rifles are the classic infantry weapon depicted in every war saga. When compared to semi's and auto's, however, bolts are rather lousy weapons. They shift one to the right (to a worse column) and have no die modifications at close range so almost anything is better at close assaulting. Yet, they have the best range of the small arms. This means that one does not want to get close with these weapons but instead engage the enemy at medium range where he won't get any die modifications and the superior range of the weapon can come into play.



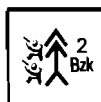
There are two types of machine guns, and they differ greatly as to their effects. The LMG comes with a two man crew and the HMG a three man crew. There are two special rules covering machine guns: kill zones and cones of fire. The kill zone rule is used to reflect the fact that machine guns fire heavier rounds than most weapons. These units not only affect their target, but they also affect everything a few hexes directly behind their targets (2 hexes for LMG's and 4 hexes for HMG's). By judicious use of these units more than one target can be attacked in the same game turn.

Cone of fire requires all units employing it to be faced so as to define the base of a cone 120 degrees wide by five Observation Points deep. Every unit that enters this cone during movement can be fired upon regard-

less of whether or not the machine gun has fired already.

Light machine guns are unfortunately weak as far as fire power is concerned due to the fact that their best column is equivalent to two men firing small arms. Still the additional rules covering MG's make them most useful, especially at close range where their die modifications can make up for the lack of power. While players may be tempted to close assault with these weapons due to their plus three modification, they are too valuable to waste on an attack that is only slightly better than one made from one hex away.

Heavy machine guns are the most powerful infantry weapon in the game. They get die modifications out to four hexes and, unlike LMG's, they do use the best column. Their four hex kill zone makes them deadly to close formations, and the cone of fire makes them very hard to take out. These weapons are so valuable that it would be a serious mistake to close assault with them, especially as they can probably get very close to the same odds from two and even three hexes away. A squad should be kept nearby as the enemy will try very hard to kill these units once they are revealed. The loss of an HMG early in the game can be crippling, especially if you're on the defensive.



Optional weapons include bazookas, the 106mm recoilless rifle, and an interesting combination of the M16 assault rifle and the M203 grenade launcher. Bazookas have a maximum range of eight hexes and a strength of eight on the indirect fire CRT. Since the bazooka suffers no range attenuation it should be kept as far from the target as possible. Again, a squad should be kept near as the enemy will try to kill this unit from the second it is revealed.

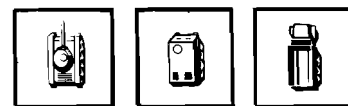


The 106mm recoilless rifle has the same purpose as the bazooka but a better range (16 hexes) and a higher strength (9 on the indirect fire CRT). The major drawback to this weapon is that it can't be moved except by vehicle or helicopter and it takes two full turns to load/unload. Unless transport is kept close by, the enemy will find it easy to kill unless protected. Since this is such a powerful weapon, every possible step should be taken to ensure its survival.



The M16/M203 grenade launcher is an interesting weapon that can be used either as normal small-arms or as a grenade launcher with a range of ten hexes and a strength of six on the indirect fire CRT. It can also fire a small smoke charge affecting one hex. At close range the M16 has a better attack than

the M203, but at medium to long range, depending on the terrain the target is in, the M203 may do better. Of course, only through use of the grenade launcher can a building hex be demolished, so as you can see, again each weapon has its strengths and weaknesses. The combination of the two gives a fireteam hard target capability while retaining good small-arms capability.

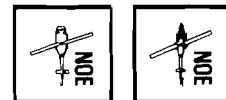


Vehicles are also represented as optional rules in *Raid*. Tanks, APC's and trucks are represented in generalized form due to the wide time period of the game. Tanks have a 105mm gun (strength of nine on the indirect fire CRT) and two LMG's. Both the gun and one of the LMG's may be fired in a 120 degree arc. Since all of these weapons may be used on the same game turn, tanks are so deadly that more than two should never be used. For those that insist upon using tanks as "trucks," one fireteam may be carried on them, but they are considered to be in open terrain.

Armored personnel carriers have two HMG's (one is hull mounted) with much the same restrictions as tanks. They can carry up to ten men and their equipment. Trucks, of course, carry no armament, but they are the only vehicle from which infantry can fire and then only with a minus one on the die.

All vehicles have a movement of eighteen which makes them very fast. This is something to watch out for as the tank which was way out of range last turn can be right next to you this turn. Also, all vehicles may fire all of their weapons in the same game turn, so when a tank gets close, stay under cover until you've got a good shot at it with a bazooka or recoilless rifle.

While tanks and APC's are attacked on the Indirect Fire CRT, trucks are slaughtered on the Direct Fire CRT. Trucks are so vulnerable that they should be kept far away from any action, especially if there is something in them. If you expose one to the enemy, you deserve what you'll get (a non-existent truck).



Helicopters are another rules system that has been modified from the previous standard. There are two types of choppers: transports which can carry up to ten men and their equipment and gunships armed with a powerful HMG (the Vulcan mini-cannon) and salvos of rockets.

Helicopter movement is assumed to be nap-of-earth (flying a few feet above the ground) except in special cases where the player desires or is forced to raise the chopper to altitude. While they have a normal observation range of ten hexes when in nap-of-earth, choppers attain greater observation range when they rise to altitude. This means that a chopper up high can see almost

any unit. They may see units in buildings only if those units fire or move in that turn. The only way to hide units from choppers up high is to hide them in the middle of a clump of forest hexes or get them inside a building.

Gunships are perhaps the most powerful units in the game. Their HMG has an automatic plus three with a one column shift to the left on the CRT. This is due to the fact that their HMG is the Vulcan mini-cannon with a rate of fire of 1,200 rounds per minute. The rate of fire is so high that only enough ammunition can be carried for three shots per scenario. This gun is too valuable for just any target. It should be saved for enemy special weapons or units critical to the objective.

Gunships also carry two salvos of rockets for use against hard targets. They have a strength of 9 on the indirect fire CRT and a maximum range of 20 hexes (minimum of 5 hexes). These two should be saved for use against targets such as HMG's in buildings and tanks. Unfortunately, a gunship that fires a rocket must immediately rise to an altitude which may subject it to opportunity fire. If more than one chopper is available, one can be kept at extreme range and high altitude to both obtain unlimited sighting and to be able to pop off a rocket salvo without receiving return fire.

Transport helicopters can be effective weapons if used correctly. These choppers can perform two missions: load and transport or transport and unload. While this in itself may not seem too awesome, when combined with the fact that troops are allowed to move up to half their movement allowance on the turn that they unload you get instant shock troops that can go almost anywhere and close assault on the same turn. Watch out for anti-aircraft fire as nothing is worse than losing a fully loaded chopper to an HMG. It takes one turn to unload in clear, medium, or mixed terrain and the unloading units are subject to any opportunity fire. It takes two turns to unload into heavy/building terrain but the unloading units are not subject to opportunity fire. If you want to unload quickly you must do so in clear, medium, or mixed; but if you wish to protect the unloading units you must unload in heavy/building terrain.

The helicopters represented in *Raid* are of the type used in Vietnam. These choppers are not heavily armored so they are extremely vulnerable to small-arms fire from the ground. Also they are attacked as if they were in clear terrain so any units firing will have the best column on the CRT. The only way to avoid being shot down is to stay at least seven hexes from enemy units so that negative die modifications cut down the odds. This is so important that an example is called for. In playtesting the dawn raid scenario, "Alpha" foolishly moved his choppers to within four to five hexes of the enemy thinking that they were invincible. The result: after "Bravo's" numerous opportunity fires, three choppers were downed and the fourth was in hiding.

Anti-aircraft fire is most important to the defender. The best anti-air weapon is undoubtedly the HMG. It has the highest power and the longest range of any of the infantry weapons of the game. The probability of shooting down a chopper at nine hexes range is nil for LMG's and auto's, approximately 17 percent for semi's, and 33.33 percent for bolts. The probability of downing a chopper at 9 hexes for a HMG is 66.16 percent. Strangely enough, the worst infantry small-arms weapons is the best at shooting down choppers due to its range. Of course, at closer ranges (6 hexes or less) other weapons do better, but rarely will an experienced player come closer than 7-9 hexes with a chopper and give you a shot at it.

General Players Notes

Speed more than any other factor is the most critical of all considerations when playing *Raid*. While of course one should not rush into a prepared defense, taking your time can prove disastrous. The longer you are in contact with the enemy, the more chances he will have at slowing you down. The slower you get the more opportunities he will have to slow you down even further. This is a vicious cycle which can leave you with shattered remnants of a force. Every turn spent doing something other than obtaining the objective is a turn not only wasted but actually detrimental to your force. Players should avoid exposing units needlessly to the enemy and engaging enemy units having little or nothing to do with the objective as these are wasted efforts.

In this game, as in any other game dealing with modern warfare, the only way to succeed is to combine the use of the different weapons given to you. The rule that illustrates this best is the cross-fire rule. The one column shift can be the difference between wiping out the target and merely inflicting casualties but leaving it alive to fire again. For the same reason any heavy weapon should have a squad near by to provide support when the enemy starts devoting himself to destroying it (something the enemy usually does from the first sight of such weapons). While an HMG is almost awesome in its power when faced with many enemy units attacking from different directions, it can easily be lost unless other units are near by to provide the much needed support. However, the squad is not there just to protect the weapon but to help it too. An LMG alone hasn't much chance of wiping out an enemy unit in clear terrain even at three hexes distance, but with the help of cross-fire from a neighboring unit this can be changed to an almost sure probability. Combined arms and support from neighboring units is a winning tactic.

Terrain is another facet of the game that should be exploited to the fullest extent possible. While the main reason for using terrain is still the protection of your units, there are other things that can be done with it. Attempting to gain sight of the enemy without being seen yourself is an example. A thorough knowledge of the rules covering the use of terrain and the ability to spot situa-

tions where an advantage can be gained is key here.

Attacking a prepared defense is best done from two different directions. This forces the defender to split up his forces with a resultant loss of efficiency. The attacks should be co-ordinated with each other so as to present the defender with a mass of problems and no time to clear them up. For instance, if the defender has a large area to cover then perhaps the destruction of his platoon headquarters is called for, as it may put some of his forces out of control. If instead he is in a close formation, the use of machine guns with their kill zones would be best as to inflict high casualties.

The defender is hard pressed in *Raid*. Due to the nature of commando tactics, in most cases the defender is caught by surprise (reflected by a loss of command control in the first few game turns) and will have a hard time resisting the enemy in those crucial first turns. The only way to counter this is in the defender's set up. Thought must be given to the careful placement of his units. Machine guns should have wide fields of fire for the employment of the cone of fire rules. Since opportunity fire is the only action the defender's men can take that will inflict casualties on the enemy in the first turns, every avenue of approach must be covered by as many units as possible. This will ensure a large number of opportunity fires for the defender. Also the set up should not be too close as this will not only reduce the chance for cross-fire, but it will also make it easier for the attacker to kill large numbers of units at a time (by means of artillery, machine gun kill zones, etc.).

The defense should be kept fairly fluid to allow for the easy shifting and concentrating of forces on the attacker's units. All in all, the success of a defense will depend on its ability to react to the attacker's forces. All this of course does not replace the need to hamper and bog down the enemy, as this is most desirable for the defense and should be attempted by the defender to as great an extent as possible.

Artillery can be employed in a number of ways to aid either offense or defense. Units in buildings will succumb to a heavy barrage of artillery without the heavy casualties brought about by close assaulting (although it takes longer). Since artillery attacks anything that moves through its impact pattern, it can be used to create a cordon to prevent withdrawal or escape, or in the case of defense, to inflict heavy casualties on the attacker and slow down his offensive. Artillery "patterns" (the over-lapping of two or more fire plots to cover a large amount of terrain yet achieve higher than normal attacks in those hexes between the impact hexes) can be used to not only attack a position effectively, but to virtually seal it off with a rain of fire. And of course there is always smoke, something which players never seem to use to the full extent. Smoke is perfect for covering a withdrawal, isolating part of the enemy, or limiting his command control by cutting off

[continued on page 31]

Designer's Notes [continued from page 3]

show that each side has an equal chance of winning. The naval system rules are currently being rewritten, as the playtesters picked up a few flaws in that part of the game. Despite the naval portion of the game being more complex than the relatively simple land system, it is still quite easy to understand (it is sort of a reworked *Frigate*). Players have the option of playing the game with or without the naval system, since adding the naval system adds to the time required to play the game. It is the developer's belief that the naval system will enhance the players enjoyment of the game. Meanwhile, the blindest copies are being sent out, and results should be received on those in six weeks.

Eric Goldberg

Siege Quad

The Siege Quad is actually being designed as two separate systems. The first system, designed specifically for the *Constantinople* game which will appear in *S&T* 66, will also be used to simulate the *Siege of Tyre* during Alexander's Persian campaign, and the *Siege of Acre* which took place during the Third Crusade (1189-1192 A.D.). A rather different system emphasizing the greater employment of artillery and parallel siegecraft will be used to simulate the *Siege of Lille* (1708), and the *Siege of Sevastopol* (1854-55). Work on the latter two games has recently begun, and each promises to be quite interesting. The *Siege of Lille* was undertaken by the Hapsburg leader, Prince Eugene, after he and his ally, the Duke of Marlborough, won the Battle of Oudenarde in the early spring of 1708. At this time, Lille was considered the second greatest city of France, and its fortifications were regarded as the strongest ever designed by Sebastien le Prestre de Vauban, history's greatest military engineer. Despite its strength, Lille was taken by Eugene and Marlborough in December 1708, after a lengthy bombardment and several bloody assaults. Along with Marlborough's victory at Blenheim, the capture of Lille remains one of the most impressive military feats of the 18th Century and a perfect example of the art of siege warfare at its zenith.

Frank Davis

Chopperstrike

Right on schedule, with playtesting already starting. In another week I'll be able to turn the game over to Eric Goldberg, the developer. The basic movement and combat systems have been worked out, as well as the first of two maps. As of this writing, there are many questions in my mind concerning the ability of the helicopter to survive in the expected high-intensity anti-aircraft environment. The Army claims that, using Nap-of-the-Earth (NOE) flying techniques and maximum stand-off ranges for weaponry, its helicopters have a 99% chance of surviving in such an environment. If this is the case (and a lot of my research sources indicate that it is), then our airmobile forces are going to have a field day in Europe. It may only be my natural skepticism about such things, but

it all seems *way* too easy. Of course, much information that would serve to clarify certain technical questions is classified, and the only other way to find out just how good choppers really are is to go and do it for real. Oh, well.

Tony Merridy

Atlantic Wall

Our D-Day game has run into some typical snags, but everything is pretty much under control. In testing, we've hit the beaches on Utah and Omaha a few times. These tests went quite realistically. On Utah, the initial air and naval bombardment was devastating, and the first assault waves landed without any opposition to speak of. Despite some initial confusion sorting companies from one another, the invasion force slowly plodded over the causeways to the relief of the U.S. airborne divisions. On Omaha, the air bombardment was useless and the naval bombardment only little more effective. The first wave came under terrific fire and was immediately pinned. The same fate came to the second and third waves. Only the timely arrival of Naval Fire Control Parties and the blowing of numerous gaps in the German obstacles saved the day. Leaders also began to arrive to get the men off the beaches. The weight of numbers was soon too much for the Germans, as U.S. troops infiltrated through bluffs and draws along the beach. The beach became secure about 5 PM. Our biggest problem concerns itself with the transition of the landing game with the normal game (where the fighting will probably be done in battalions instead of companies). Also, we've been having problems trying to determine the extent of the *bocage* country in Normandy. If anyone knows of a geographical study dealing with this subject, I would be interested to hear from you.

Joe Balkoski

War in The Pacific

As often happens with a project of this sort, the last phase of development sees the complexity of the game system regress towards the mean, as the more complicated elements are simplified and the simpler elements become more complex. Recent work has centered on crystallizing the precise nature of the somewhat weighty logistic system. This is a rather pesky problem as even the best histories of the war tend to ignore the mundane "nuts and bolts" aspects of seaborne military operations, such as the exact fueling and basing requirements of naval units in combat. Other embellishments under consideration include seaplane tenders the construction of airfields by non-engineer units, and so on. Work also continues on finishing up the scenarios. These involve between one and four of the maps, and most allow for free set-ups and permit the Players to pick their own strategic objectives. One recent playtest of the "Midway" Scenario, for example, saw Japanese marines storming ashore at Port Moresby in New Guinea while the decisive carrier battle of 1942 occurred slightly northeast of Australia's Great Bar-

rier Reef. And one of the best features of *War in the Pacific* continues to be the tactical games for resolving surface naval and air/naval combat. These involve separate Battle Boards and an abstract combat system. They are genuinely enjoyable to play and take anywhere from a few minutes to a half hour to complete. The final version of *War in the Pacific* should be submitted to the Art Department during the first week of October. (God willing an' the creek don't rise).

Tom Walczyk

Descent on Crete

I am getting ready to submit this game to the Art Department, and it looks as though the game will be released roughly on time. The main problem I have at the moment is playtesting some of the newer scenarios, all of which require at least thirty hours of playing to determine whether they work. I am also working on an introductory scenario, which involves many fewer units than the rest of the scenarios and dispenses with some of the more complex or optional rules. For the Battle Game, I am checking out the Formation Display, which will include the time of arrival for all the various and sundry units that were engaged at Crete.

The countermix is being finalized, and it will include *some* of the units that fought at Rethymnon and Herakleion, but not all of them. The reason for this is that some units from these areas retreated to the Suda Bay area (one of the maps in *Crete*) and joined the British forces there. In the process, some of the combat units were destroyed by the Germans or chose another escape route. The German units all remained in those two areas to insure their capture. Rest assured that all units that took part in the battle in the Maleme-Suda Bay area will be represented.

Eric Goldberg

Highway to the Reich Second-Edition Rules

Since the publication of the original *HWTR* rules, literally hundreds of game questions, suggestions for new rules, historical corrections, and just plain game theory questions have reached my desk. Due to a period of confusion between the time I started working on the project and the time the rules questions were being answered, some of you have received conflicting answers. I suggest that the answers received most recently be used in case of conflict. At any rate, the new rules, in addition to containing the usual rewording of the rules (many phrased in legalese by our lawyer-cum-rules-editor, Dave Robertson), will include Airstrikes, new Observation, Air Landing, and Optional rules, not to mention new Victory Conditions and Game Notes. The scenarios and the Campaign Game have been balanced after exhaustive post-publication playtesting, and Players should be able to play *HWTR* secure in the knowledge that they have a chance of winning. Also to be included is an explanation of all the strange abbreviations that are on the counters for historicity buffs. To make sure

that these are correct, we will have OB compiler *nonpareil*, Ed McCarthy, check over designer Jay Nelson's OB, and, hopefully, the predominant weapon used by each company, platoon, battery, etc.

It cannot be stressed often enough that these rules are new, aside from being the usual nitpick errata that accompany all games. And, with that out of the way, players can begin to expand upon the game. For *HWTR* has one of the best systems to be put in a game in years, and it has been denied recognition by the rules problems it has. Hopefully, *Descent on Crete*, the next game to use the system, will be almost devoid of errors. Once these rules are published, the opinions of you, the players, would be appreciated. All of your critiques and suggestions are read, but I cannot correspond with all of you. Keep those letters coming.

It looks as though the Art Department will be able to get the new rules, charts, and tables ready by mid-November. Please *do not ask for a copy before that time*. The new set of rules complete with all the charts and Players' aids will be available for three dollars. In addition, we will make the set of new rules and charts available to owners of the first edition of *HWTR* for free. If you are in that category, to obtain your *gratis* copy, send us the following: the cover page of your first edition rules folder and a 9" by 12" self-addressed envelope with 79¢ postage affixed. Requests for free Second Edition rules *must* be accompanied by these items.

Eric Goldberg

Cityfight

Cityfight has gone back to the designer for the third time. Steve Patrick's second edition was fairly simple, and he was asked to include numerous optional rules, most of which were listed in the *S&T* 63 Work-in-Progress Report. Unfortunately, his game system would not handle virtually all of the optional rules. The game system was reworked here at SPI in order to include all the optional rules in the game, and the Work-in-Progress Report reflected that situation. However, when, Steve, who lives in New Jersey, received a copy of the modifications, he vetoed them as violating the intent of his design considerably. He is back at work trying to modify the game system to include the scope of the situations and rules that were listed in *S&T* 63. Consequently, the game will, obviously, be delayed.

Marty Goldberger

Balaclava

On 25 October 1854, a strong Russian force took a series of Turkish-manned redoubts north of the port of Balaclava, the principal source of supply for the British segment of the Allied Army besieging Sevastopol, and threatened the British line of supply. The rest of the day saw the British response which included two of the most famous actions in British military history: the defense of the 93rd Highlanders, the Thin Red Line; and the ill-fated attack upon the Russian artillery, the Charge of the Light Brigade. Due to the aforementioned actions

Balaclava is probably the most famous of the four battles in the Crimean War Quadri-game. I shall run the first playtest this Friday. Most of my efforts so far have been in compiling an order of battle and drawing a map, and I now will be starting on the exclusive rules. The most difficult aspect of the simulation design (distinct from the game design) is recreating the stupidity on both sides. I expect to have a lot of fun (along with a number of headaches) as this is my first design.

Tom Gould

Battle of the Alma

The Battle is progressing nicely: the British have advanced to the Great Redoubt as the French roll up the Russian left flank. As you read this, the game will be well into playtesting, and I will (hopefully) have balanced out the victory conditions. Initially I had some trouble with a counter mix which was 20% too large, but that has been corrected. My main difficulty with this game has been that it is set in 1854, and my area of concentration, as it were, is modern and future. I have had to go through some interesting transitions in my mind to avoid rules for airstrikes and airmobile operations, although off-map artillery may still make it. With rules for Unit Organization and Morale, this will be one of the most complicated quad games to date.

J Matisse Enzer

Inkerman

The battle of Inkerman (5 Nov 1854) will be included in the Crimean War Quadri-Game. Inkerman is best known as the "Soldiers Battle" because the forces engaged were mainly infantry, and both sides were without effective higher command during most of the fighting. The historical scenario begins with 30,000+ Russians having initiated their dawn surprise attack against the British 2nd Division on the extreme right flank of the Allied forces besieging Sevastopol. The battlefield is socked in by fog, which forces both sides to engage in small groups until the fog lifts. The morale rules accurately recreate the seemingly impossible feat of 75-200 British soldiers throwing back up to 2,000 Russians again and again. The fog lifts, but the fighting still sways back and forth. Massive French reinforcements (plus the remains of the famed Light Brigade) arrive; but whether they will be forced to cover the retreat of the remains of the British Army, or will be used to throw the depleted Russian Army back into Sevastopol depends on who has managed to gain the upper hand in the see-saw fight.

Marty Goldberger

Tchernaya River

After some initial difficulties in finding an OB for the Russian, French, and Sardinian armies, *Tchernaya River* is finally ready for play-testing. The battle pitted 68,000 Russians — who had gone for two days without fresh supplies and a day without water — against 28,000 French and Sardinian troops. After some initial successes

against the French positions around Tractor Bridge and the Sardinian positions near the town of Tchorgoun, the Russians were pushed back with heavy losses. This proved to be the last chance for the Russians to defeat the Allied armies in the field, and after the defeat it was only a matter of time before Sevastopol fell. The game is on a regimental level and is more complex than the standard QuadriGame (*Blue and Gray*, *Napoleon at War*, *Modern Battles*, etc.). The complexity applies to all the games in the Crimean War Quad.

Steve Ross

To the Green Fields Beyond

The game is progressing fairly well. The main drawback seems to be inherent in the situation itself — the high concentration of units and the large amounts of artillery massed in the breakthrough sectors. While this makes the full sixteen turn game a several hour proposition, we are getting around this by also providing two or three shorter scenarios. One of the things that players like about the game is that both sides must attack if they are to be successful. A static, "crust" defense is an invitation to disaster. The game system is original without being radical. Basically, units have two phases per turn in which they may either move *or* attack. Thus, it is important to have reserves near to a gap if you want to get a really devastating breakthrough going. Indeed, in playtest games there have been occasions when the British infantry, tanks, and artillery have punched holes in the German defenses big enough for the cavalry (the British start with three divisions of it) to fan out "to the green fields beyond." Of course, the British have to watch out for the German *Stosstruppen* — powerful infantry units that can move through zones of control. In the "German Counterattack" scenario, the German player has a chance to hit back at the British using these troops, and they can be most effective. The British, however, have their tanks, and the "Initial Breakthrough" scenario shows history's first *Blitzkrieg* attack in all its effectiveness.

David C. Isby

Siege of Gondor

The particular game I am working on is Linda Mosca's folio-sized War of the Rings game, *The Siege of Gondor*, and in my humble opinion I think it will be a good game. The Siege of Minas Tirith, which was one of the decisive battles of that long ago era of Middle Earth, has provided an excellent format for an attack/counter-attack game simulation. In addition, the forces of Sauron will be able to make a better show of it than they did in *The Return of the King*. To get down to specifics, however, the game itself is sixteen turns long, with each turn representing one hour of real time. Game turns two through six are night turns during which the forces of Sauron (the bad guys, folks) have enhanced capabilities. As for the course of play, the Westernesse garrison inside of Gondor has a very hard time holding onto Gondor until the arrival of King Aragorn and his army which, hopefully, will

pull the Westnesse fat from the fire. But, until the arrival of these reinforcements, the Sauron player more or less has his own way about things. All this plus rules for slinging prisoners' heads into the city, Magic, Heroic Deeds, and Leader Combat! I can hardly wait to play the finished game myself.

Tony Beavers

Objective: Moscow

After a few weeks of experimentation, the system has been pretty much finished. This is a divisional level game with Corps and Army Headquarters, air units in wings differentiated by type, and a few carrier task forces. There are 1980 and 1998 scenarios dealing with various invasions of the Soviet union by us, NATO, China, Iran, and a few other countries. The 1980 scenarios use a very up-to-date Order of Battle with some projections for the near future (like yanking the Second Infantry Division out of South Korea). Soviet units come in three Classes, Class I being full strength, Class II 70%, and Class III cadre. The Soviet player may commit his II and III units at their peacetime strength or have them spend a month or three to flesh out and train. Every army is different. The Soviets are completely mechanized but very tied to the rails for supply — a big problem in Siberia, where the Chinese romp over the Trans-Siberian Railroad. The Chinese divisions have little firepower, but there are a lot of them and they can really move in the mountains. The US and NATO units are generally very strong and have good staying power, but they are not plentiful. There are optional tactical nuclear rules which can lead to holocaust — it's not a good idea *at all* to use nukes, but if you want to destroy the world, you're as entitled as the people in Kremlin and Pentagon. Most scenarios use only one or two maps (the Korean War II minigame uses forty hexes) but the campaign game uses four, with a strategic movement grid for shipping units through North America. Rules for hovercraft and cruise missile brigades in 1998 account for the possible increase in use for these systems, but the armies themselves don't change much except for the specialist units. More uncommon rules include Satellite Recon, exchange based on personnel rather than combat strength, Enemy Reaction Movement between Friendly Combat and Friendly Mechanized Movement, Army Commander transfer (and maybe promotion and firing), and the Mongol Cavalry. This is a big, intricate game, with a lot of different scenarios. At the same time it isn't that difficult to learn. Now, if Redmond can think of a way to differentiate by color nearly three dozen nationalities of unit. It's *War in Europe* time again for the Art Department.

Phil Kosnett



Captain Video Returns

[continued from page 7]

about. It is possible to design a fine SF game without putting in the damn spaceships and rayguns. A *change of pace* occasionally, that's all. Wouldn't that be nice?

Last, the good ole boys in Douglasville have joined the fun. Steve Peek and his Battleline crew have produced **Alpha-Omega**, a (yup) tactical spaceship game. Designed as tongue-in-cheek and not as funny as some of the supposedly serious games, it features a tactical system that really works quite well. The Human/Rhyllsh and Drove ships move differently, use different FTL drives, and very dissimilar weapons. All sorts of bombs, mines, and energy fields are used, including a cute thing called the Argonne Accumulator which uses the total energy being expended by nearby ships and directs it at each ship in turn. Devastating. Hidden movement, spaceship carriers, and a truly mind-boggling amount of pseudoscientific doubletalk: "The Mason Field is generated by the amplification of the Alpha and Omega subparticles contained in the Xanthe crystal when bombarded by pseudo electron valents in a charged hydrogen field." Anything you say, Steve. As a game, it's quite a lot of fun, though the counters are terribly muddy and printed black on dark purple. Steve says it was a lot of fun, especially writing the designer's notes and historical rationale. By itself it's okay, but this *trend!*

Alpha-Omega, Space Marines, Star Empires, Quazar, Superhero, Star Command, Star Fleet, Starfaring, Galactic War, Combat Moonbase, the Taurus stuff, even to some extent *Traveller* with its swashbuckling pirates ... doesn't anybody take this stuff seriously anymore? If these games were done the way mainstream writers write SF — without research and with ignorance of SF's potential — I could understand. But these people, for the most part, know SF very well indeed. There are some fine *games* here, but in terms of a logical, believable, *serious* background for simulation ... damn little. Maybe next year people will dig a little deeper into their imaginations to produce SF games that live up to the potential of SF. For now, *Chitin* and *Traveller*.

ALSO...

As expected, several games were missed by the *SF Games in Print* article two issues back. To wit:

Starguard and its supplement **Orilla** are tactical land warfare rules not unlike *Starship Troopers* or *StarSoldier*, and much like *Space Marines*. McEwen Miniatures, the publisher, also produces miniatures to go with it. \$3.50 each, 380 D St., Salt Lake City, UTAH, 84103.

Real Simulations is a months-old company that moderates Play-by-Mail games of their design. *Empire* is their first SF game, a simple one dealing with space combat, planetary landings, merchant shipping, production, intelligence, resources, and diplomacy in a small 3D cubic region of space. 5-10 players. Write to 76 Robby Lane,

New Hyde Park, NY, 11040 for price per turn and information.

GDW will be releasing **Starfleet** as a boxed and mounted-map game in the Conflict line before the end of the year. Data as it becomes available.

Incidentally, if I don't mention a new SF game it's only because I haven't heard of it. The surest way to make sure a reviewer gets something to review is to send it to him, especially if you have a new, small outfit.

Without Deja Vu *[continued from page 9]*

ferent orders of battle. The combat strength would be blacked over with a substance that could be easily removed before the first combat. As the game progressed, each player would have a better idea of which OB's were actually being used. This system would run into some expense (buying new counter sheets) if many games were played, although it should be possible to re-use one set by mixing the counters and picking an OB at random, and playing with the counters inverted until the initial combat.

Some of the suggestions made here to bring a first-time experience into playing wargames depend upon chance to create the situation. Some gamers will dismiss these suggestions out-of-hand because they will say that the outcome of the game depends mainly on luck.

There are two replies to this.

One, *both* players are under the same handicap. Both can float with the circumstances, so to speak, or one or both can try to make the most of what he has. As in reality, the better adapter will usually be the more frequent winner. (However, no general will win in all circumstances. Napoleon with one division is not likely to beat a much inferior general with ten divisions. But perhaps Napoleon could save his one from elimination.)

Two, every wargame comes with a die. Chance, therefore, is an integral part of wargaming. Anyone who has ever lost a wargame will attest to the large part luck plays in wargames. Whoever speaks against luck is simply talking against the degree of luck in the game. A real purist would have to give up the die and wargaming and take up a game such as chess or go.

Hopefully these words will raise some interest in this relatively unexplored area of wargaming. Adaptability to new situations and creative response are traits that are at least as valuable in wargaming as being able to make the tried and tested attack and counterattack.

Most people after a game would like to be able to evaluate how well they have done. This is not really possible with a home-recipe variation such as the *Marengo* example in this article. In general, then, situations tested by others will give a player more satisfaction, since he will be able to compare his results to someone else's. The QuadriGames would have to be a best-bet at this stage of the development of wargame design.

After Thoughts

Tournaments are very popular at the various national and regional conventions. Winners are announced as the best players of a specific game or a specific set of games. I would think, however, that the ultimate accolade would be "best wargamer." Unfortunately, it will never be given because it is too much work to arrange. Whoever devised the tournament would have to take a widely known game (or system) and create several new situations. During each round of the tournament, each pair of gamers would play the same new situation. As in duplicate bridge, all players of the French (say) would be evaluated amongst themselves, and their opponents would be evaluated amongst themselves. After perhaps three or four games (opponents in each case assigned at random) winners could be determined from total scores. There are various ways this could be arranged, but a timing system would be necessary. A tournament of this type would test the ability to wargame, not just the ability to play a specific wargame.

Veracruz [continued from page 11]

U.S. player be able to exploit any misinformation the Mexican might have. The dummy counters could be effective if the U.S. player attempted wide flanking moves, but the U.S. supply situation and the terrain fairly well preclude this from happening, or from being very effective if it does happen. (As an aside, the untried militia rules work well, particularly in the early stages of the simulation.)

As for the units in the game, the Leader counters represent the most important. The U.S. player should carefully plan his attacks to ensure the highest possible preliminary leadership level. This level for him should never be below three, nor should the Mexican player ever fight with a level below two. This necessitates both players restricting their use of the one-level leaders to instances of absolute need or to attacks against unled forces. In fact, the U.S. player may be better off using one less division rather than organizing one around Major General Pillow.

The artillery units are the most restricted land units in the game. Not only can they not move without benefit of division or army organization, but they are also forfeit in a force that suffers a flee result in battle. Given his slim chance of ever attacking a U.S. fortress, the Mexican player should take his battle losses in artillery units to preclude losing more than necessary due to a flee result. Likewise, the U.S. player should take artillery losses after the volunteers have withdrawn and Perote is in hand. He will have no other targets requiring the use of artillery, and the stipulation of no more than three artillery units per division can restrict his flexibility at a critical time. If Santa Anna is called to the capital, he should take three artillery units with him as part of his required 20 strength points as well.

The U.S. Navy battery is of very limited use once the U.S. takes Veracruz. With a movement rate of one hex per turn, it is far too unwieldy to do the U.S. forces in the interior any good, yet it is an ideal garrison force for Veracruz. Once in Veracruz it can, with the fleet, reduce the fortress of San Juan de Ulua and serve to keep the Mexican Army out of that key port once the fortress is rebuilt.

As for the other units in the game, their utility is fairly obvious. The cavalry units, dragoons for the U.S., are perhaps the most flexible combat units available to each side. The Mexican units can strike deeply along the U.S. supply path in the middle and late stages of the game. Though the U.S. player has only three dragoon units, he will find them of particular value when he attempts to cut the Mexican Army off from its supply sources. The reconnaissance units can be useful in obtaining information about flanking forces, though the Mexican player will find he will need to reconnoiter with many units to obtain any information at all and that his strategic situation may render that information unusable as discussed above. More useful to him will be his insurgents who can tie up large U.S. forces in escort duty.

All things considered, the simulation *Veracruz* is a success. It's a rare game that provides such graphic beauty with the balanced tension of its subject matter. What is more, the morale rules of *Veracruz* should become classic.

Raid! [continued from page 23]

his platoon headquarters (which will affect his artillery).

The proper use of command control is a very important consideration as it affects the ability of your units to fire. Be careful when carrying out offensives or defenses that require your forces to be spread out, because the destruction of platoon headquarters will probably put a great deal of your forces out of command control. Likewise be careful when using radios—the destruction of one will again put units out of command control. All heavy weapons should be kept within six observation points of the platoon headquarters so that, in case line-of-sight is interdicted these weapons will remain in control. The headquarters unit itself should be stacked with a fireteam since these units have the greatest number of men and correspondingly they take the longest (on the average) to kill. The other fireteam should be kept close in case the one with the platoon headquarters is killed. If possible, one should make sure that not only are his units within radius of the headquarters, but also within radius of the nearest unit to that headquarters since this will assure his units of not being out of command in case of the destruction of the unit containing the headquarters. Make sure that this unit has a good field of sight so that it can continue to plot artillery missions.

We'd Like You to Write For MOVES

Most of the article 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.

The Topic of your article is, of course, up to your discretion, so long as you select a subject with fairly wide appeal.

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.
2. **Operational Analysis.** Deals with the tactics and strategy of play in a specific game and its scenarios.
3. **Scenarioplex:** An experimental column of scenarios (each no longer than two double-spaced pages) in the same style as the parent game rules.
4. **Design Critique.** Deals with the strengths and weaknesses of a game system *vis a vis* playability and historical accuracy.
5. **Field Report.** Provides organized and valid information on some aspect of conflict simulation of general interest.
6. **After-Action Reports.** A well-researched treatment of actual history, reflecting how the historical event occurs on the game map.
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. 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.

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.

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 price of items, and paid at double the rate of 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 publication.

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Articles Should Be Submitted To:

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

SYSTEMS & TECHNIQUES

NEITHER RAIN NOR SNOW...

Notes on the Use of Weather in Simulations

by Thomas G. Prutch

I have a personal position on the status of weather in historical games, i.e., weather is actually *terrain* and should be considered as immutable as terrain. Nothing man can do can seriously alter the weather — there is no option. The weather that happened during a campaign is historical fact just as the presence of a mountain range is a fact. To inject chance into historical weather is an incorrect way to simulate the uncertainty factor. But since no one is going to agree with this position... —RAS

The outcomes of many battles and wars have been influenced by the variances of weather. Winter aided the Russian defenders in World War II and overcast skies allowed the German Army to launch its counterattack in the Ardennes region without Allied airpower interfering. On a smaller scale, rain or fog has caused problems for the small unit commander throughout history.

The purpose of this article is to present a discussion of weather effects on tactical/operational scale land warfare and to provide a basis for the interested wargamer to formulate rules on weather. The reader will not be presented with a final collection of rules nor will he find a discussion on large area climatology. In implementing some of the weather effects the gamer will have to research the climate for the region in which his simulation is set. *Obviously* one does not have deep snow in the Sinai, but care has to be taken not to inflict heavy thunderstorms in an area that has only light rain.

Wind:

This is one of the easiest weather effects to incorporate, as it requires only a value for direction and one value for speed. In games covering a protracted period, the player will have to make several such determinations. The speed value for wind need not be fixed at an exact miles/hour or kilometer/hour value. Instead, the rating can be covered in increments (not necessarily uniform) such as presented here:

Calm (0-3km/hr)

Smoke producing munitions will not have any directional spread. The smoke will linger for 2-6 minutes without further production effort.

Slight (4-15 km/hr)

Smoke producers will create a smoke screen which is oriented downwind of the source. Both smoke and fog will be susceptible to breaking up within 2-3 minutes. Smoke screens can be maintained with continuous production of smoke.

Moderate (16-20km/hr)

Smoke screens can no longer be employed, although a smoke haze to reduce detection

from the air is still possible. Parachutes of equipment are no longer possible, and troop drops will suffer casualties.

Strong (21 + km/hr)

Employment of paratroops no longer possible without extremely heavy casualties. Loose dirt or sand will be picked up by the wind and obscure vision.

Fog and Cloud:

Fog may range from a lightly obscuring mist to a complete impediment to vision after a few meters. Cloud cover may vary from patchy coverage of the sky which hinders only high level bombers to a solid overcast at less than 300 meters, bringing all air operations to a halt.

Fog occurs in two different forms. The first is a sharply defined area where vision loss is below 1,000 meters. This type of fog is essentially a cloud moving along the ground where warm, moist air is moving over land that is cooler than the air. These conditions exist in early morning near bodies of water. Spring and fall are more favorable to this type of fog.

The second type of fog is a general mist which rises from the ground over a large area. Vision is gradually lost as the fog increases in density. Conditions for this type of fog are areas of land containing a high degree of moisture (after a rain or in a marshy area, for examples) where the air has rapidly cooled off following a warm day (early evening). This type of fog is readily dissipated in any breeze.

The effects of continual operations in fog on the troops can be a reduction of morale, an increase in confusion of orders, and an inability to navigate over terrain. The inability to navigate will affect a new force arriving in an area more than the static defender.

A fog pattern can change dramatically in as short a period of time as ten minutes. Wind effects have already been discussed. Other contributing factors are cloud cover, temperature, and terrain. Cloud cover and temperature are related as fog dissipation is faster when the air is warmed by the sun. Forests and wooded areas allow the fog to linger longer than open terrain.

Cloud cover primarily influences air operations with little or no effect on ground combat. The effects of clouds are related to two areas: coverage and ceiling.

Coverage is best handled in three classes:

0-30% Coverage

No effect on air operations of any sort.

31-60% Coverage

Aircraft that normally operate at or above the cloud level will have difficulty navigating

without electronic aids resulting in a loss of effectiveness against ground targets.

61% + Coverage

Aircraft without electronic aids will be forced below cloud level to operate. With modern high speed aircraft, this will give short reaction times, reducing attack effectiveness.

Cloud ceiling may also be treated in three categories:

Ceiling Greater than 1500'

Helicopters have no difficulty, but regular aircraft are affected as discussed under cloud coverage.

Ceiling between 500' and 1500'

Conventional aircraft operate at a reduced effectiveness because of short reaction times. Helicopters are handicapped by low light levels which reduce visibility.

Ceiling below 500'

Helicopters are the only aircraft able to operate and do so only as long as visibility is better than .4 miles.

Changes in cloud ceiling or coverage take place over periods of many hours.

Rain and Mud:

These two items are inseparable in the minds of most players. Either condition may exist on its own or with the other. This can be left to the players' discretion.

Light rain can reduce visibility to under 2000 meters, and heavy rain can reduce it to less than 100 meters. Aircraft operations will automatically come to a halt, but ground operations will continue. The rain can affect ground operations by causing streams to swell enough to make normal fording sites uncrossable or flood low lying regions so infantry can no longer operate. As in prolonged fog, troop morale may go down.

Mud effects are more difficult to incorporate. Reduced ground mobility is readily apparent, but calculating it into a set piece for gaming is challenging. Generally, any extensive mud conditions will reduce vehicle maximum speeds up to ½ of their clear terrain conditions. With very narrow tracked vehicles (such as the German World War II vehicles), this reduction may be down to between ⅓ to ¼ of the unit's clear terrain speed.

Other ways that mud conditions can be felt are on embankment or slope areas. The soil may become unable to support vehicles crossing them or, along rivers and streams, unable to withstand bridging operations. The ground may become so torn up from repeated operations in an area that vehicle speeds are reduced to less than 5 mph regardless of type. There can even be a risk of miring the vehicles.

Snow:

Snow can improve or decrease ground mobility and have the same variation on visibility. When the snow is actually falling, visibility can be limited the same as rain. Once it is on the ground, units which are not camouflaged white are visible for longer distances than they would be when the background is vegetation.

Loose, deep powder on the ground will reduce cross-country trafficability in a manner similar to mud. Road speed will also be reduced as the road surface becomes slippery. If the snow is in a packable state, then cross-country movement can actually improve as the terrain is "smoother" to traffic than the normal ground. Also, the same cold weather that allowed the snow to fall may freeze small streams or marshy areas, thus allowing increased trafficability.

Examples of Weather Effects on Weapons:

Weather can influence a battle in manners other than the overt effects mentioned before. I present some examples here to provide a basis for further comments and ideas:

Bow/Arrow

Wind may limit range and reduce accuracy. Rain can loosen the stringing, giving a loss in range and arrow penetration.

Black Powder

If the powder becomes wet, the rifle will not fire. Attempts to keep the powder dry (especially on flintlocks) would slow down the reloading rate.

Artillery

Deep snow and mud would cause an increase in the dud rate on early ammunition with contact detonators. Napoleonic/Civil War exploding munitions would bury themselves, resulting in a loss of effectiveness.

Smoke

Smoke cannot be effectively employed in a rain or heavy snowfall.

I am sure that other gamers will be able to think of many other examples than the ones presented here. Careful application of rules on weather can increase the realism, but must not cause so many problems for the players that the enjoyment is lost. Miniature players can always go for the ultimate in simulation by placing a sprinkler system over their playing surface and ... But seriously, it would be interesting to see some other comments on weather in specific games.



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: **SPI** = Simulations Publications, Inc., New York; **GDW** = Game Designers' Workshop, Normal, Illinois.

	<i>Plot to Assassinate Hitler</i>	<i>War in Europe</i>	<i>StarSoldier</i>	<i>Battle for Midway</i>	Typical Rating Range
Publisher	SPI	SPI	SPI	GDW	
Publication Date	10/76	11/77	1/77	7/76	
Price	12.00	40.00	9.00	10.00	
Nr. of Players Reviewing	240	104	70	24	
Date Reviewed	9/77	9/77	9/77	9/77	
A. Map, Physical Quality	5.00	7.98	6.11	6.04	6.1-6.8
B. Rules, Physical Quality	5.83	7.02	7.06	6.46	6.4-7.1
C. Counters, Physical	6.93	7.25	7.27	7.71	6.5-7.2
D. Ease of Play	5.36	5.95	6.63	6.54	6.3-7.0
E. Rules Completeness	5.96	6.66	6.74	5.88	6.3-6.9
F. Play Balance	5.47	6.50	6.99	6.88	6.1-6.7
G. Game Length Suitability	5.88	5.76	7.12	6.46	6.2-6.8
H. Set-Up Time Suitability	6.14	5.27	7.57	6.88	6.2-6.8
J. Complexity Suitability	5.51	7.05	7.14	7.13	6.2-6.9
K. Realism	3.76	7.13	6.69	7.46	5.9-6.5
L. Overall Rating	4.64	6.96	7.06	6.96	6.1-6.8
M. % Who'd still buy	30%	83%	80%	96%	77%
N. % Rec'd money's worth	46%	86%	88%	96%	82%
S&T SURVEY DATA					
% Who've played game	63%	17%	10%	7%	
Acceptability Rating	5.5	7.7	6.4	6.5	
Complexity Rating	5.5	6.5	7.1	7.0	
Game Length (hours)	4.5	9.0+	2.0+	7.0	
Solitaire Playability	3.0	5.0	3.5	2.6	

The Plot To ASSASSINATE HITLER

Design: James F. Dunnigan

Development: Greg Costikyan

Art: Redmond A. Simonsen

Comments: A Power Politics Series simulation of the attempts by various members of the German hierarchy to assassinate Hitler and seize the reins of government.

WAR IN EUROPE

Design: James F. Dunnigan

Development: Irad B. Hardy, Tom Walczyk, Edward Curran, Steve Bettum

Art: Redmond A. Simonsen

Comments: Corps/Division level simulation of the campaigns in Europe between 1939 and 1945; strategic air, naval, rail transport; German and Soviet production.

BATTLE OF NEW ORLEANS

(No statistically valid sample)

BATTLE FOR MIDWAY

Design: Marc Miller

Comments: Operational simulation with tactical overtones, with initiative, various types of reconnaissance and sea search, and weather fronts; aircraft counters represent half-squadrons, individual warships.

STARSOLDIER

Design: Tom Walczyk

Development: B.E. Hessel

Art: Redmond A. Simonsen

Comments: Tactical level simulation of man-to-man combat in the 25th Century; simultaneous movement/combat; "task point" allowances; link to *StarForce*.

GODSFIRE

(No statistically valid sample)

Feedback

MOVES nr. 35, published Oct/Nov 1977

How to use the Feedback Response Card: After you've finished reading this issue of *MOVES*, 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 center-fold 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 means 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

1-3. No question. (leave blank).

Questions 4 through 18 ask you to rate the articles in this issue on a scale of 1 = poor, 9 = excellent; 0 = no opinion).

4. TACIS
5. Captain Video
6. Without Deja Vu
7. Veracruz
8. Conquered Again
9. Origins 77
10. War Between the States (Follow-Up)
11. War Between the States (Analysis)
12. Raid!
13. Neither Rain Nor Snow...
14. Opening *MOVES*
15. Designer's Notes
16. Playback
17. This Issue (overall)
18. Was this issue better than the last one?
- 19.-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; *Patroll* — 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 AD—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).

Please rate the following game proposals on a scale of 1 to 9, with 1 indicating very little inclination to buy the game if it is published, up through 9, indicating a definite intention to purchase it.

36. *Warlord*: Strategic level game concerning civil strife in medieval Japan as feudal barons attempt to manipulate the Emperor and their opponents with the aim of unifying Japan under one person's control. The major emphasis would be on political intrigue and economics, but the game would also cover ground combat. Raising and supporting armies and building castles (which are generally impregnable) to consolidate control of areas would be central aspects.

37. *North Japan/South Japan*: A decade after President Truman acceded to Soviet demands for participation in the occupation of Japan, and in the wake of a successful campaign by the Comrades of North Korea to unify that nation, the Japanese Communist regime launches an assault against the American supported Federal Republic of Japan. Sweeping southward into Republican Honshu, the Communist forces at first meet with solid success, brushing aside what small American forces remain in Japan. Heavy with Japanese veterans of the Manchurian campaigns and with lavish Russian logistical support, the Communist offensive threatens to clear the island of Honshu of Republican resistance before American reinforcements can be brought into the situation. With options for full Soviet participation, amphibious operations, UN intervention, and the uniquely fragile morale of the Japanese populace in the wake of the destruction visited upon it at the end of the Second World War by the American atomic bombs, the game would be interesting and varied.

38. *Case Geld*: By Spring of 1946, Nazi A-9/A-10 ICBM's had devastated much of New York City, but the concentrated bombardment had totally failed to cow the Americans and their Commonwealth allies in Ottawa. While the Type XXI and XXIII U-boats had long since succeeded in sweeping most of the US Merchant Marine and much of the USN from the seas, the American superiority on the ocean surface and in the air off the coast of the US (as well as the ever-optimistic Fuehrer's hope of another bloodless victory comparable to the one he had achieved with England in late 1940, following the easy victory over France) had stayed the deliverance of the final blow. However, in the wake of the dastardly destruction of Hamburg by an atomic bomb, delivered by a lucky B-29 which had somehow dodged the German jet-fighter air defenses, the time for compromise was over. Supported by a horde of the new long-range bombers

based in Portugal and Brittany, as well as a Task Force of Japanese Aircraft carriers, the Nazi Armada sailed Westwards to settle the account....

39. *Coup d'Etat*: A game concerning the nitty-gritty tactical aspects of executing a coup. Set in the Capital, the game would pose the Players the problem of overcoming a series of foreseen and unforeseen crises with essentially limited resources. Which roads *have* to be blocked? Which buildings *must* be seized, and of those, which must be held at all costs? Which persons should be arrested, executed, approached for aid?

40. *Kamehameha*: A tactical/operational look at several of the battles which established Kamehameha I as the ruler of a united Hawaii, and especially at the changes in traditional warfare which resulted in the introduction of Western firearms and advisors. Battles would range from *Mohohai* (1782), where Kamehameha's ally Keeaumoku defeated Kamehameha's cousin (and the legal heir to the lands of Kalaniopu'u) in a traditional battle, *Iso Valley* (1790) between Kamehameha and Kalanikupule, in which Isaac Davis and John Young and the cannon "Lopaka" helped make the battle a victory for Kamehameha; *Kepuwahaula* (1791), the first Hawaiian sea battle in which both sides had foreign gunners, where Kamehameha and Kahekili (the ruler of all the islands except Hawaii and Kauai) fought to a draw that saw Kahekili breaking off and withdrawing to Oahu; *Aiea* (1794), where Kaeokalani (the half-brother of Kahekili) was defeated by a mixed force of Hawaiians and English led by Kalanikupule (Kahekili's son and heir to Oahu) and Captain James Brown; and *Nuuanu Pali* (1795) in which Kamehameha's forces defeated Kalanikupule and the defector Kaiana to establish his supremacy across the Hawaiian Archipelago. Possibly a good quadri-game.

41. How about a Hawaiian fifth game which could be included in *S&T* as an Issue game?

42. *Cossacks in the Khyber*: One of the best-forgotten things in modern history is the excessive British concern (paranoia?) which developed over the Russian "threat" to India in the 19th Century. After the 1885 Penjdeh war scare, a vast system of railways, roads, and fortifications was constructed along the NW Frontier. Mobilization preparations were initiated as well as operational planning for a large-scale campaign against Russia in Afghanistan-Central Asia. Of course, the expected Russian invasion of India never materialized. But.... Using 2 maps, with over 600 counters and elaborate logistics rules, *C/K* would graphically portray what could have been an epic struggle between two empires for mastery of Central Asia and the Indian subcontinent. The game would feature 6 historical scenarios (1878-1905), including Kitchener's 1903 *Kriegspiel* played at Simla, plus one open-ended "free" scenario with numerous variants. Unique political reliability rules for Afghans, Indians, Uzbeks, *et al.*, would be included. The Russians would have the potential for secret deployment, and there would be special railway construction rules. Force levels for both sides would depend on the European political situation at the time of the scenario. The British would have strategic options: either hold in India and hit the Russians in the Caucasus, (handled off-board) or hit hard in Afghanistan.

43. *Bonaparte in Italy*: Strategic-level game depicting Napoleon's campaign in Northern Italy, 1796-97. Similar in concept to SPI's *Leipzig*, with the advantage of the potential to include an entire campaign with a relatively small number of units in a small area.

44. *Bonaparte in Egypt*: Napoleon was lucky to leave Egypt alive. More than once he met his

match with the Mamluks, only to be narrowly saved by virtue of the superior French artillery. Pound for pound, and inch for inch, the Mamluk cavalry was the toughest fighting force that Napoleon even encountered. The entire campaign in Egypt lasted only just more than a year, but it managed to encompass a little of everything in that time. With interesting sea and land battles, sieges, complex logistical difficulties, and political considerations of the utmost importance, *Bonaparte in Egypt* would be a very interesting game.

45. *Deutsche Ostafrika*: Operational-level game of General von Lettow-Vorbeck's First World War defensive campaign against the British, Portuguese, and Belgians. Supply would be especially critical, and one option could include attempts by the Germans to send in supplies by sea or air (using Zeppelins, of course).

46. *Fort Ticonderoga*: The route from Canada, down Lake Champlain to the Hudson River, was an often used invasion route which witnessed armies advancing both north and south — first the battles between the rival British and French Empires; then the American Revolutionary war era; and finally, the War of 1812. Options for solitaire, two-player, or multi-player versions will be included with provisions for separate American colonial and Indian players. The map will cover the area from Quebec in the North, Lake Erie (Fort Oswego) on the West, the Connecticut River on the East, and Albany in the South. Rules and counters for naval combat on Lake Champlain with a possible naval tactical display map will be included

47. *EWO or Wild Weasel*: As an electronic warfare officer, or the pilot of an F-105, you play electronic chess to identify, jam or destroy enemy radars and weapon guidance systems before they can make an effective attack. In a two player version, one player would lay out radar and SAM systems to defend a target area, decide which systems to use, and when to turn them on

48. *Blue and Gray Quad III*: Covering the battles of Manassas, Murfreesboro, Petersburg, and Cold Harbor

49. *Italy Quad*: Anzio, Salerno, Cassino, Ortona

50. *Civil War Naval Quad*: Using any four of the following: Charleston, Hampton Roads, New Orleans, Mobile Bay, Wilmington, Albemarle, Arkansas, Alabama

51. *War of 1812 Quad*: Baltimore/Washington, Thames, New Orleans, Niagara

52. *Napoleon Quad III*: Eylau, Friedland, Aspern-Essling, 1814 Battles in France

53. *World War One Quad*: Tannenberg, Gallipoli, Serbia, Brusilov Offensive, Caporetto (four of those listed)

54. *Eighteenth Century Quad*: Four of Poltava, Leuthen, Rossbach, Fontenoy, Saratoga, Blenheim (stressing the use of linear tactics and the lack of command structure above the regimental-brigade level)

55. *English Civil War Quad*: Edgehill, Naseby, Dunbar, and Marston Moor

56. *Napoleon in Italy Quad*: Arcola, Rivoli, Castiglione, Lodi

57. *War in the East Quad*: Using a derivative of PGG to simulate Platinum Fox (the German offensive at Murmansk), Rostov (1941), Kerch (December 1941), Demyansk Pocket (Feb.-Apr. 1942)

58. *Strategy II*: One of the best games in the SPI inventory is *Strategy I*; however, it is no longer state-of-the-art, so we are proposing an up-date of this game which will add all the innovations in wargaming to date. Like the old game, this would be a two-map 1200 counter strategic simulation

that would cover the entirety of history, with options for both Fantasy and Science Fiction. The game would use the module system used by the old game, but unlike the old game would divide the rules for each country into modules. Each country would be given ratings in Sociology, Economics, Politics, Military Affairs, and Technological Level. These basic levels would then be sub-divided into smaller categories until an accurate profile of the country could be obtained. These would determine the rules each player would be using to run his country. There would also be a set of basic war rules which would involve the basic rules of Movement, Combat, Random Events, etc. The rules for each country would modify these basic rules. The actual historical modules comprise a list of how each country would fit into the five categories and a set of victory conditions. The game would allow players to play anything from stone age Indians against Renaissance Spaniards to Egyptians and Israelis (ancient and modern) to World War III.

The following ten questions ask how often you've played the listed games solitaire. A "playing" is defined as a fresh setting up of the game and playing two or more complete moves for both sides. Write "0" if you've never played the game solitaire; "1" if you've played it once solitaire; "2" if twice, and so forth; write "9" if you've played it nine or more times solitaire.

59. War in the East

60. War in the West

61. War in Europe

62. Highway to the Reich

63. War Between the States

64. Terrible Swift Sword

65. Wellington's Victory

66. Wacht am Rhein

67. Bataille de la Moscova

68. DNO/Unentschieden

The following ten questions ask how often you've played the listed games against an opponent. A "playing" is defined as a fresh setting up of the game and the completion of two or more moves for each side. Write "0" if you've never played the game against an opponent; "1" if you've played it once against an opponent; "2" if twice, and so forth; write "9" if you've played it nine or more times against an opponent.

69. War in the East

70. War in the West

71. War in Europe

72. Highway to the Reich

73. War Between the States

74. Terrible Swift Sword

75. Wellington's Victory

76. Wacht am Rhein

77. Bataille de la Moscova

78. DNO/Unentschieden

The following ten questions ask you to rate the value of the games listed with respect to historical information. We want you to imagine that a well written book is available (on exactly the same subject) for approximately the same price as the game. Write "0" if you do not actually own the game. Write "1" if you think that a book would be a substantially better source of historical information than the game; write "2" if you think the book would be a somewhat better source of information; write "3" if you think the book and the game would be about equal as sources of information; write "4" if you think the game is a somewhat better source of information than a book; write "5" if you think that the game is a substantially better source of information than a book.

79. War in the East

80. War in the West

81. War in Europe

82. Highway to the Reich

83. War Between the States

84. Terrible Swift Sword

85. Wellington's Victory

86. Wacht am Rhein

87. Bataille de la Moscova

88. DNO/Unentschieden

89. In the average month, approximately how many hours do you spend reading general or military history? Write "0" if none; write "1" if one hour or less; "2" if two to five hours; "3" if six to nine hours; "4" if ten to fifteen hours; "5" if sixteen to twenty hours; "6" if twenty-one to twenty-five hours; "7" if twenty-six to thirty hours; "8" if thirty-one to forty hours; "9" if forty-one or more hours.

90. If you've played any or all of the games listed in questions 59 through 88, do you consider those games that you've played to be the *primary* source of your information and understanding of that particular subject? Write "0" if you've not played any of the listed games; write "1" if the game(s) constitute only a minor source; write "2" if you consider the game(s) to be a secondary source; write "3" if you consider the game(s) to be as important a source as any of the non-game sources; write "4" if the game(s) is your primary source of information; write "5" if the game(s) is your sole source of information.

91. Which do you consider a more reliable source of historical information? 1 = books; 2 = games.

92. What do you consider to be the ideal playing time for a big game? 0 = don't play them; 1 = three hours or less; 2 = four hours; 3 = five hours; 4 = six or seven hours; 5 = eight to ten hours; 6 = eleven to fifteen hours; 7 = sixteen to twenty hours; 8 = twenty-one or more hours.

93. Assuming value for dollars spent, what is the highest price you would be willing to spend for a large game? 0 = don't buy them; 1 = \$15; 2 = \$20; 3 = \$25; 4 = \$30; 5 = \$35; 6 = \$40; 7 = \$50; 8 = \$60; 9 = \$80 or more.

94. Using conventional SPI map sheets (each 22x34) as a gauge of physical size, what is the largest game you would consider buying? 0 = don't buy games; 1 = one map; 2 = two maps; 3 = three maps; 4 = four maps; 5 = five or six maps; 6 = seven or eight maps; 7 = nine or ten maps; 8 = eleven to fifteen maps; 9 = sixteen or more maps.

95 and 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 "M"]. 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?

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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).

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 “O” in the boxes.

OCTOBER WAR

- | | |
|-----------------------------|------------------------|
| 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 and now) |
| 109. F (balance) | 116. N (money’s worth) |
| 110. G (length) | 117. No question |

BATTLEFLEET MARS

- | | |
|-----------------------------|------------------------|
| 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 and now) |
| 123. F (balance) | 130. N (money’s worth) |
| 124. G (length) | 131,132. No question |

FULDA GAP

- | | |
|-----------------------------|------------------------|
| 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 and now) |
| 138. F (balance) | 145. N (money’s worth) |
| 139. G (length) | 146. No question |

OGRE (MGC)

- | | |
|-----------------------------|------------------------|
| 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 and now) |
| 152. F (balance) | 159. N (money’s worth) |
| 153. G (length) | 160,161. No question |

LA BATAILLE DE LA MOSKOWA, 2nd Ed. (GDW)

- | | |
|-----------------------------|------------------------|
| 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 and now) |
| 167. F (balance) | 174. N (money’s worth) |
| 168. G (length) | 175. No question |

PEARL HARBOR (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 and now) |
| 181. F (balance) | 188. N (money’s worth) |
| 182. G (length) | 189-196. No question |

FEEDBACK RESULTS, MOVES 33

Rank	Article	Rating
1.	Designer’s Notes	7.04
2.	Panzergruppe Guderian	7.00
3.	October War	6.59
4.	Citadel	6.49
5.	Forward Observer	6.49
6.	War in Europe: Strategic Choices	6.46
7.	An NLB Campaign	6.43
8.	Opening MOVES	6.38
9.	Goeben as Dreadnought	6.21
10.	Playback	6.04
11.	SF Games in Print	5.98
12.	Your MOVES	5.65
13.	StarForce Scenario 10	5.42
	<i>This Issue Overall</i>	<i>6.62</i>