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Creative Director Redmond A. Simonsen
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Rules Editor Robert J. Ryer
Art Director Manfred F. Milkun

Contributing Editors

Richard Berg, Claude Bloodgood, Ian Chadwick, Eric Goldberg,
 Charles T. Kamps, Steve List, Thomas G. Pratuch, Charles Vasey

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Opening Moves

You or Him?

I've had some reason lately to re-evaluate a piece of personal professional dogma that is something of a minor trademark of mine: insistence on proper point of view (i.e., the third person) in those complicated tomes of jargon we call game rules. I've always held (and somewhat fiercely) rules should sharply distinguish between the "player" and the "play-ees" (the game pieces) and furthermore that the only way to be technically exact was to phrase all rules language in the third person, e.g., "the player moves his units in any order he wishes, during his Movement Phase." I believed (and still do feel it to be essentially true) that the complexity of manual simulations demanded the precision and formality of a well-written computer program. A computer program just won't work if you leave something out or use the wrong instructional word. In the same sense, the "program" of the game would be faulty if the instructions were not comprehensive and legally precise.

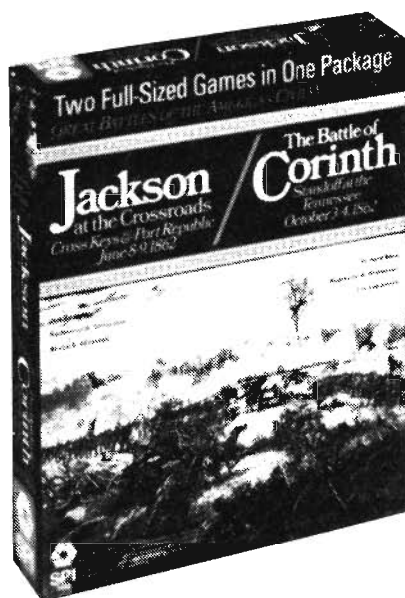
Well, maybe yes, maybe no.

The catch in all this is that not every wargamer/rules reader is comfortable with multisyllabic para-legal phraseology. Many of you don't get the same thrill from a well-phrased, deadly accurate rules case that I do. So why should you suffer? The start of this stream of thought traces back to my reformatting of rules to give them bold, complete sentence headings. The basic motive was to allow the reader to quickly skim precise, large print summarizing phrases that would get him into the game more quickly and with less pain. This forced me (in organizing the prototypes) to write more concisely and more accurately — because the key sentences had to be *entirely* true, short, and crammed with meaning. Several months ago, the task of re-writing the *SPIES!* rules fell to Bob Ryer and me. We batted it back and forth, each re-writing the other to see who could squeeze the most meaning and precision out of the fewest words (the goal was a double-sided 8½"x11" sheet of printed rules in large type). At the same time we were organizing material for *Dragonslayer* and the producer, Hal Barwood made a well reasoned argument for rules written in the second person (for games aimed at entry-level people). Hal by the way, is a fascinating and engaging guy whose natural enthusiasm for projects carries one along — even if the direction is against one's usual tack. And so with me, Hal nudged me into giving second person rules a try. Bob and I did it first on *SPIES!* and then on *Dragonslayer* itself. Because we wanted both brevity and accuracy and simplicity the writing had to be very tight (its an irony that the standard technical approach allows one to be sloppier because the thoughts can be atomized into semi-redundant paragraphs). The results of these efforts by Bob and me are satisfying and point a way

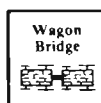
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Jackson at the Crossroads

The Battle of Corinth

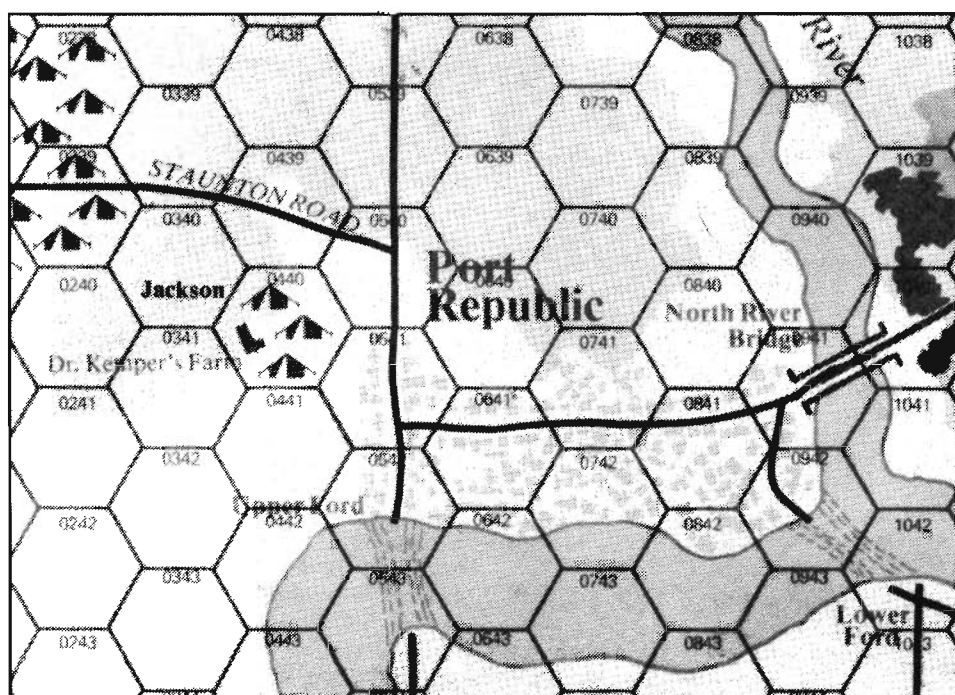


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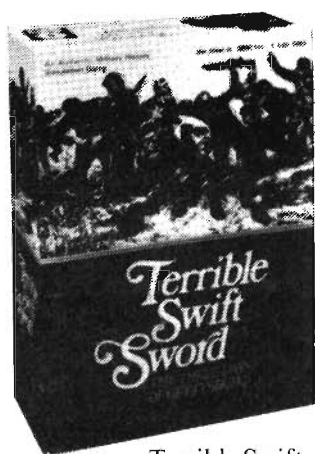


Two important battles that affected the course of the Civil War have been combined in one package! *Jackson at the Crossroads* simulates the battles of Cross Keys and Port Republic on June 8-9, 1862 in which the Valley Army successfully defeated two encircling Union armies. *The Battle of Corinth* recreates the desperate October 3-4, 1862 sneak attack by the Confederate Army of the Trans-Mississippi to retake the vital railroad juncture of Corinth. Both games use the *Great Battles of the American Civil War Series* standard rules, which cover melee attack, small-arms and artillery fire, cavalry charges, and the effects of leadership. Each game has a 16-page booklet of exclusive rules to cover the unique features of each battle and an historical article about each event. The game includes two 22" x 34" maps, 800 cardboard counters (200 counters per game plus 400 common markers), Standard Rules and Exclusive Rules booklets, and various playing aids.

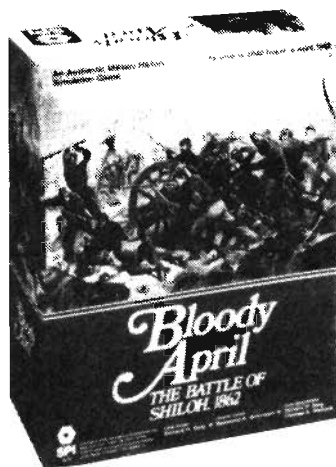
Section of Jackson at the Crossroads game map.



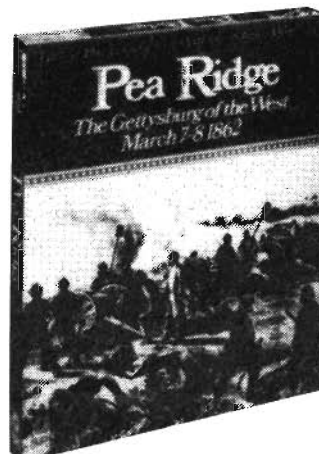
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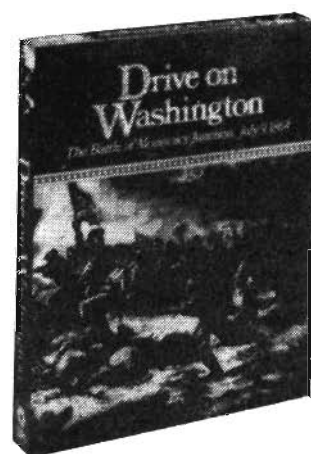
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Designer's Notes

Race to Messina

The rules to *Race to Messina* have gone through their final draft, the counter manifest drawn up, and the map turned in. Development is pretty much over. Playtesting will continue, but few changes are expected at this late date.

The main development problem with the game was that Dick Rustin turned in a design about twice as large as SPI wanted; the game had 370 counters instead of 200, and the equivalent of 16 printed pages of special rules instead of 8. The problem was to reduce the size of the components to a manageable level without destroying the complexity and inherent interest of the game. Working closely with the designer, we managed to cut the counters to 300 and the rules to 8 pages. The cut in counters was less difficult than it appeared at first; some extraneous counters were eliminated by simplifying several systems, more by reducing the number of strength chits. (Both previous *Victory* in the West games, *Operation Grenade* and *Patton's 3rd Army* had more than enough chits; *Race to Messina* will reduce the margin, but should still provide as many chits as are necessary for play.)

Cutting the rules was more difficult, and they went through three drafts (in addition to Rustin's first draft) before both developer and designer were satisfied. Much of the reduction in rules length was accomplished simply by streamlining the rules; by writing them more clearly, with less repetition and a more readable prose style; and by reorganizing them to eliminate repetition and white space. This alone reduced the length to the equivalent of 10 printed pages. The remainder had to come from simplifying the systems and eliminating some chrome.

Race to Messina is like the other *Victory* in the West games in that one side holds an essentially impossible situation: The Axis can only defend, defend, and defend, to slow the Allied advance to a minimum and hold Messina as long as possible. Unlike *Operation Grenade*, for example, they have strong units and excellent defensive terrain; the contest is an even one, despite the fact that one side must remain on the defensive for most of the game.

The major interesting feature from the point of view of the players lies in the difference between *Race to Messina* and other *Victory* games: amphibious and airborne operations, special supply rules, a terrain elevation system, amphibious end-runs during the campaign, and air and sea supply. The difficulty from the developer's point of view was to retain all this complexity while simplifying some of the systems in order to make the game more accessible and, at the same time, to fit it within rules length limitations. It took some doing, but I'm eminently satisfied with the results; no major systems were cut and none of the simplifications destroy the rich-

ness of detail of Rustin's original design. I can only hope the players are as happy with *Race to Messina* as I am. *Greg Costikyan*

Monmouth, or Ney vs. Washington

On June 28th, 1778, near the village of Freehold in Monmouth County, New Jersey, the retrained army of George Washington attacked the rear guard of the British Army as it attempted to change base from Philadelphia to New York. The resulting battle, the longest in the war, was the last major fight in the north. The result — an inconclusive draw.

I have begun development of *Monmouth* and am very excited about the game. It is a game of maneuver in the classic mode — a small, highly trained army against a larger, but less well trained army on a landscape where the flanks of both are hanging and may be easily turned. The British Army is composed of two cavalry (Dragoon) regiments, 8 artillery batteries, and 22 infantry regiments. These troops are well trained, well led and very flexible. The American Army consists of no cavalry, 3 regiments of New Jersey militia (poor quality units), 12 batteries, and 44 regiments of infantry of variable quality. The Americans are divided into three wings: advance, left and right. These wings and the number of commanders involved in such a large army make for a highly rigid and unwieldy army.

In my first playing of the game, I rushed to the attack with the advance wing and found to my dismay that my numbers were effectively neutralized by the morale of the British. My first-wave attack was turned back in disorder; few losses were suffered but my command system was in quite a mess. The British formed into a compact line and began to march up the middle into my main line. I was able to cause disorder in several regiments, but the British didn't pause. The initial British shock attack drew the first blood of the game and sent over a third of my army streaming away in shameful rout. We started the game over.

I am very happy that this game is quite different than *Ney vs. Wellington*, its parent game system, and that it is also enjoyable, to play. The tactics I used in my first game, which were those I use in playing *TSS* system Civil War games, were obviously wrong. An attack in this game must be developed with great attention paid to command and deployment of the reserves. It requires more finesse than *Corinth*, *Cedar Mountain* and other games in the Great Battles of the American Civil War series. While I'm learning to use my army, I'm having a good time. I think most other players will too. *Eric Smith*

American Civil War: 2nd Edition

American Civil War: 2nd Edition has undergone some major changes over the last month. The first prototypes were found to be overly cumbersome and time consuming. Having overshot the game design target, the next model was cut back substantially in order to allow a sort of "ranging-in" process to take place. With the aid of good playtesting and the system suggestions of Joe Reiser and Richard Berg, the game has been brought to its probable published form.

The number of leaders has been reduced substantially to only those who held major commands. Leaders are now rated for inertia, military skill, rank, and seniority. A player must expend a number of his limited Command Points equal to the leader's inertia rating to activate that leader, thus allowing his command and him to attack. A leader's military skill influences combat, movement, and demoralization recovery. A leader's rank determines how many strength points he may command. The seniority rating indicates a leader's relative position in the hierarchy of his country's officer corps and may influence who commands what. Leader counters no longer double as strength point markers since this was found to be too complicated. Leaders can be purged from the game and in some cases promoted.

Each Game-Turn still represents 3 months, and begins with each player picking a random Command Point chit. The chit will tell each player how many Command Points he has available to spend that turn. After placing reinforcements and checking the supply status of their units, the players begin the Movement/Combat Phase by bidding their Command Points for the opportunity to move first. The highest bidder must spend at least as many Command Points as he bid to activate and move his units and conduct attacks. The second player then activates and moves his units and conducts attacks. After each player has had three opportunities to move and attack, the turn is over and victory conditions are checked.

The game is now undergoing final testing and the rules are being formulated and polished. Eric Smith will be shepherding the game through its final development and into art and editorial. *American Civil War: 2nd Edition* should be available next spring or summer. *Bruce C. Shelley*

Dreadnought (2nd edition)

It having been decided that *Dreadnought* is to be one of the games to undergo revision and be published in a second edition, I was assigned to do the second edition development. Constraints were that no more than 8 pages of additional rules be added, that the fronts of the counters not be revised, and that the back of the counters be used for something. Unfortunately, there's not much the back of the counters can be used for, so they'll simply be backprinted with color — useful for plotting ship construction under the revised campaign game rules. The back of the game markers will be printed with smoke; smoke markers were left out of the original game for lack of extra counters.

The primary change in the game is the elimination of fire plotting. Instead, players will use a "you move-I move" system, alternating fire from their ships. Movement, alas, is still plotted, as there is no way to allow sequential movement and still produce a situation bearing even a remote resemblance to reality. However, the elimination of fire plotting should speed play considerably.

Some optional special rules have been added, taking into account special capabilities of certain ships — for example, the ability of Japanese "Oi" class cruisers to fire torpedoes, and the inability of British Nelson class dreadnoughts to fire aft.

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DESIGN PROSPECTUS

REMEMBER THE MAINE!

Towards the Simulation of the War of 1898

by Thomas Smiley

This is an entirely new article-type for *MOVES* magazine: a combination background/game proposal/prototype sketch. I hope you find this as interesting as I do (regardless of whether or not the Spanish-American War is your cup of tea). This type of article could provide *MOVES* with a way to give you games or proto-games without the burdening costs of actually doing components, etc. We might be able to do one per issue, analogous to the games in *Ares* or *S&T*. Some of these prototypes might actually even get produced!

— Redmond

I've read the feedback proposals for *The Battle of San Juan Ridge and Puerto Rico 1898* with a mixed sense of anticipation and resignation. I am eager for SPI to do a game on the Spanish-American War, as this is a subject to which I am very close, but the proposals offered (capsule games, 100 counters, 11"×17" map) do not capture the most interesting aspects of America's smallest but no less important war. The Battle of San Juan Hill wasn't all that exciting from a game standpoint. None of the engagements of the Spanish-American War was so unusual as to be a good learning experience, nor so tightly fought as to be a tense, competitive situation. The Puerto Rican campaign is regarded as a mop-up operation, and would probably be as exciting as a game on a mop-up operation sounds.

Yet despite these comments, the Spanish-American War was pivotal to America's international position. America's first active intervention in another nation's internal problems began here. America's acquisition of territory forced her to take a position in the international arena, and though America wanted to remain in isolation, this war was the beginning of her life as the world's arbiter and policeman.

I will examine the historical actions and present a simplified narrative of the events, strategies and reactions, and then present some concepts for turning this information into an operational, quasi-strategic game of the Santiago campaign of 22 June–3 July 1898. I first need to lay out the situation prior to the actual campaign, and give an assessment of the participants. A strategic view of the campaign may show these interesting features I've alluded to and perhaps generate some enthusiasm on the Santiago campaign. Please note how I've used the word campaign rather than war. The action against Santiago was regarded as a preliminary operation, and

was never envisioned as the decisive action it became. Havana (like Berlin in World War Two) was seen as the prime objective of the war. Plans to assault Havana had been formed and scrapped many times from 26 April to 1 June. The only reason the army was sent to Santiago was to aid the navy.

The Navy Finds a Predicament

It is so frequent that the army requests support from the navy for an army operation that gamers take this for granted. This turn-about is the first interesting feature of this unusual war.

Even before the American declaration of war in April 1898, the Spanish Atlantic Squadron was en route to Cuba. The Spanish government had seen the war was imminent and dispatched their fleet to aid their army in Cuba. Its commander, Admiral Pascual Cervera y Topete, regarded his mission as pointless, and his destruction as foreordained. He sailed to Cuba with no hopes; he simply followed his duty. After leaving the Cape Verde Islands, his presence was unknown.

Unknown to Cervera, his fleet was causing untold panic along the entire eastern America seaboard. Reports of the Spanish squadron off shore appeared hourly. Coastal communities were in fear of being shelled or invaded. Some packed and fled inland. Congressmen with constituencies along the coast demanded protection; some were dispatched to guard Jekyll Island, Georgia, where America's millionaires were summering, but if all requests had been answered, there would have been barely enough troops to go around. This comic opera hysteria is a nice contrast to the arrogant contempt of Spain's military capacity that had been displayed in the newspapers during the previous weeks. All of this uproar was over four ill-kept armored cruisers and three torpedo boat destroyers, one of which turned back with boiler trouble.

Unfounded fear or not, America regarded the Spanish squadron as a threat. If free it could bombard coastal towns, wreak havoc with an invasion force, and threaten supplies to the army once it was within Cuba. The army held back any expedition until the squadron could be found, and the navy put its effort — consequently easing the blockade of Cuba — into finding the Spanish squadron. On 26 May, Cervera was discovered refueling in Santiago Harbor by Commodore Winfield S. Schley with the Flying Squadron. Rear Admiral Thomas Sampson with the rest of the North Atlantic Fleet soon

joined up. But though found, the navy still could not get at them. They couldn't "do a Dewey" because of the forts that were guarding the narrow harbor mouth.

Sampson had some problems. He had to blockade Santiago strongly to prevent the Spanish from escaping, blockade all of Cuba to prevent supplies coming in, as well as guard the invasion convoy to Havana. There were other Spanish ships in Spain, Cuba and the West Indies; though all were too small or immovable for one reason or another, the fear of what they might do prevailed. Sampson lacked direct communication with Washington, relying on newspaper boats to take messages to the cable station in Haiti. Also the American Navy, while new, still had a limited range. It was a six day trip to Key West to refuel and return.

Sampson bombarded the forts with little effect and concluded it was too risky to force his way past. He concluded that if he couldn't get in he'd keep the Spanish from getting out. He decided to seal the Harbor by sinking a block ship in the channel. The *Merrimac*, a leaky nuisance of a collier, was chosen for the honor. Charges were prepared, and a crew of seven under Ensign Richmond P. Hobson volunteered to take the ship in under cover of night.

The *Merrimac* was, of course, spotted, and the first rounds from the batteries wrecked her steering, and broke the destruct system. No longer able to be sunk, the *Merrimac* blithely sailed down the channel taking fire from the batteries and from the *Reina Mercedes*, one of the immobile warships Spain had docked throughout the Indies. The Spaniards finally succeeded in sinking her and almost in the right place, but it would have been a risky business anyway, for to completely seal the channel the *Merrimac* was supposed to stop before turning lengthwise in the harbor. There was little chance of success, but the Spaniards recognized the gallantry of the seven who sailed her in and reported under a white flag their safe capture.

Sampson then blocked the harbor and sailed forty miles eastward to Guantanamo Bay, seizing the telegraph cable station at Playa Del Este with a battalion of marines. A secure coaling station was established, and communication with Washington was soon in effect through the cable. Furthermore, this move cut off 10,000 Spanish troops at Guantanamo, which since they were out of communications with the rest of Cuba could not reinforce Santiago.

Sampson was unable to proceed further and so he asked the army for assistance.

What Sampson had in mind, and what General Nelson A. Miles concurred in, was to have the army seize the city, and force the squadron to either surrender or flee and be destroyed by the US Navy. Then it would be "on to Havana."

The Cavalry to the Rescue

The army that Admiral Sampson called upon for aid consisted of 28,183 men in 28 regular infantry regiments and 10 cavalry regiments. There were no plans for mobilization, no staff to prepare one, no intelligence apparatus to prepare maps, OB's, and so forth. Though Admiral Sampson employed numerous newspapermen as scouts in Cuba, the War Department had nothing. In short, the War Department was totally misdirected.

Secretary of War Russell Alger was faced with a serious manpower, supply and command shortage. To solve the manpower problem, a call went out for 250,000 volunteers (making supply and command that much more difficult). Eventually, only 70,000 troops were brought in, drawn mostly from state militias. The state militia, however, did nothing for supply and command. Their equipment was more obsolete than the regular army, and it was agreed that state militia officers would not be replaced by regular army officers. West Point martinets were anathema to the militia who democratically elected their officers.

Congress tried to solve part of the supply problem by voting an appropriation of 50 million in emergency defense funds. Alger too strictly read the word "defense" and began fortifying ports with coast defense guns, while John D. Long and Theodore Roosevelt of the Navy Department bought every ship in sight, including two being built in England that the Spanish were trying to purchase for their navy.

The command problem centered on the fact that none of the officers had experience in maneuvering a regiment, some not a battalion. The militia was far worse. They were little better than social organizations who got together in uniform to parade.

The supply situation was horrendous. The militia used black powder rifles. The uniforms were heavy woollens suitable for the Dakotas, not the tropics. (The Rough Riders had a khaki cotton work uniform, but seem to have worn woollens out of loyalty to the other units.) The army had long been without funds to upgrade equipment (or pay troops, many officers serving without pay from 1878-1883); consequently, the army was under-equipped in almost everything. The artillery was the only arm that could claim to be up to date, but its equipment was obsolete by European standards.

This American Army was to go to Cuba ill-prepared for a campaign in the rainy season. The Spanish Army waiting in Cuba consisted of 200,000 men, all of whom were veterans of the insurgent war from 1895 to 1898. Their equipment was modern though, due to the ravages of the last three years and the US Navy's blockade since April, their supplies were meager. Their officers were not inept as the yellow press had tried to picture them. Their officers were of fine quality, but they suffered from a defeatist attitude engendered by their unwinnable guerrilla war.

The Cuban insurgents waiting to aid the invading Americans numbered some 25,000 courageous men. Courage was about all they had to work with since many were only armed with machetes. No group better deserved the description "rag-tag."

The army had been spending the first two months of the war getting organized. Forces were gathered at Chickamauga Park in Georgia, Mobile, New Orleans, and Tampa. The Vth Corps under Major General William R. Shafter at Tampa was chosen to go to Santiago. Shafter's command consisted of most of the regular army. The militia units originally sent were of such inferior quality that it was decided to leave them behind for more training. (They must have needed a lot for they were never sent to Cuba.)

At Tampa the confusion of preparing the invasion convoy was immense. Railroad cars were backed up for twenty-five miles outside of town, with no one knowing what was inside. The Quartermaster Corps had neglected to include invoices. It was discovered there wasn't enough room on the transports so the Cavalry Division left their horses behind. (Better to have unmounted regular cavalry than those militia.) A few ambulances were removed to make room for more pack trains and supply wagons.

After two days of confused loading, the convoy set sail — only to be recalled after two hours. Someone had sighted the Spanish squadron in the Florida Straits. The sweltering army waited in Tampa Bay while the navy tried to find the Spanish, who turned out to be British. On 12 June, the convoy again left Tampa to make its way to Santiago.

Upon arrival on 20 June, Shafter went ashore with Admiral Sampson to confer with Calixto Garcia, leader of the insurgents in the area. Sampson pressed for throwing the troops directly at the forts that guarded the harbor mouth so the navy could force passage and "have at them." Shafter regarded the 200-foot bluffs, and knowing the British attempted it in 1763 and were decimated, decided to land at Daiquiri, fifteen miles to the east. Garcia was not ready and so he agreed with Shafter; his force would join the Americans when available.

Daiquiri and Cuba Libre

The landings were unopposed, but slow. The Spanish in the area had fled toward Santiago. By the 24th the Americans had advanced unopposed to Siboney, some six miles closer to Santiago. There the American forward base was established. Major General Joseph Wheeler, commander of the Cavalry Division (and a Confederate cavalry general in the Civil War), pressed forward toward a road junction called Las Guasimas. There the first engagement of the campaign was to occur — the Battle of Las Guasimas.

Elements of the 1st and 10th (Negro) Cavalry, and the 1st Volunteer Cavalry (Rough Riders) ran into a roadblock. The Americans were caught off guard, but rallied and routed the Spanish from their positions. Though the Spanish were behind fieldworks and outnumbered the Americans, the leadership of Theodore Roosevelt, with the aid of Richard Harding Davis, a newspaperman, rallied the Rough Riders into charging the defenses and forcing the Spanish to flee. Had

the Spaniards been more resolute, they could have reinforced their position and made the engagement critical at this point. In fleeing they surrendered a strong defensive position.

The Americans advanced the eight miles to the San Juan Heights position in seven days, partly out of caution, partly because of the vast mires the jungle trails became in the rainy season. Getting the supplies forward was becoming a terrific job. The supply troops were finding it hard to keep food on hand to feed everyone, so the troops were becoming hungry. Further, yellow fever, malaria, heat exhaustion from wearing woollens in the tropics, and diseases from wearing wet clothes, were taking more casualties than Las Guasimas had.

San Juan Hill

Shafter received a report that reinforcements were approaching from Manzanillo. The Cuban insurgents had been detailed to prevent any reinforcements from the various garrisons in the province from moving to Santiago. Shafter felt he had better act before these reinforcements reached Santiago and his own men fell prey to sickness.

On 1 July 1898, the Battle of San Juan Hill began. The navy demonstrated to keep the coastal batteries occupied. The 33rd Michigan was to take Fort Aguadores on the coast, but only succeeded in holding it down. The 2nd Division was to clear a strongpoint of blockhouses and a stone fort at El Caney, three miles to the north, after which it would wheel and join the main assault on the San Juan Heights. The 2nd Division, reinforced by Bates' Independent Brigade found it difficult to clear El Caney. The Spaniards were led by Joaquin Vara del Rey, a good general, and were not inclined to surrender without a fight. The expected walkover took all day and nearly failed. The Spaniards fought until they were wiped out, over 400 casualties of the 520 men defending El Caney. The 2nd Division was unable to reach the main attack.

The main battle opened with an artillery duel. The Spanish were able to force the Americans to cease fire. The American artillery made a lot of smoke which was easy to spot. The Spaniards' weapons were newer. The guns of the Spanish squadron were also able to participate, but the great range made them more of a nuisance effect.

From the start things went badly for the Americans. The 71st New York panicked and refused to leave the cover of the trees (although they caught a lot of fire from the Spanish who had sighted in on the American observation balloon). The Americans advanced to the San Juan River and then faltered. There were many casualties and ammunition was running low. Here Lt. John H. Parker brought his detachment of Gatling guns forward to give covering fire. When the Gatling guns forced the Spanish to take cover, army subordinate commanders seized the opportunity and ordered a charge. They overran the defenses of San Juan Heights and forced the Spaniards back to the inner defenses.

The American position was secure, but stone forts, blockhouses and fieldworks guarded the city and kept the Americans from victory. Letting his troops rest before assaulting these strongholds, Shafter extended the line around Santiago. The Cubans had

been harassing the Spanish reinforcements from Manzanillo but failed to stop them. The Spanish entered Santiago with 3,000 men, supplies and artillery before Shafter could close the ring around the city.

Shafter was facing an epidemic of fever and needed to end the campaign quickly. His choices were to assault the city, fall back to strong positions in front of Las Guasimas, or bluff the Spaniards into surrendering. He chose to open negotiations. The Spaniards were nearly without supplies, and he was hoping they would give in before his force was laid low with fever.

On 3 July, Madrid sent orders to Admiral Cervera to attempt an escape. He surprised the US Navy by coming out in daylight. A running sea battle ensued as the Spanish tried to escape to the west along the coast. The entire squadron was caught and sunk; the original object of the campaign was now long gone. There was little left to do but surrender.

General Miles arrived with reinforcements on 11 July, but with the negotiations well in hand, he saw his opportunity of taking Puerto Rico. This campaign was launched partly because America needed Puerto Rico to aid naval security of the future isthmian canal, and partly because General Miles wanted to lead a victorious campaign. As has been noted, it was little more than a mop-up campaign.

The Americans were prepared for action against Havana, but the Spanish had lost all heart and sued for peace. The Americans were extremely lucky. I can't imagine what would have happened had the regular army been shot up at Santiago, leaving the militia to try to take Havana.

The Campaign Game

To take this information and present it as a game may be more than an amateur (as I am) can accomplish. I must say that the strategic options available are more interesting than a game on any one of the

separate battles. I don't mean to imply that SPI is wrong in offering the Battle of San Juan Hill in the feedback. I would find a game on this subject in the TSS-system fascinating. What I am saying is that there is more than just the battles that can, and should be presented. The Santiago Campaign was short. The entire campaign can be done in detail and still be played in an afternoon.

First, let us examine the strategic situation: to destroy the Spanish squadron. The navy can't get to it because of the forts at the harbor mouth. The army must go in, defeat the Spanish Army, and force the Spaniards to flee — (hopefully) to be destroyed by the navy, or to have them surrender. This sets very clear objectives to victory.

Should the regulars be beaten, however, by the Spaniards or disease, the war would be prolonged, a decisive victory impossible, and future American action greatly hampered. A fine balance of victory conditions are available. The American cannot destroy himself to win; he must conserve his forces.

The one thing I like about such a game is the many possibilities of forces at hand. Let's turn next to the Spanish situation: 12,000 troops in the immediate vicinity of Santiago, as many as 8,000 to the west at Manzanillo, 8,000 to the north at Holguin, 10,000 at Guantanamo and its vicinity, and a naval force that provided 1,000 sailors in addition to firepower. The Spaniards also have forts, blockhouses and fieldworks defending Santiago, plus coast defense batteries at the harbor mouth. Spanish reinforcements can be handled by a table of secret die-rolls (like *The Flight of the Goeben*, if you remember that one) constructed for each of these garrisons which will provide troops, artillery, and supplies of varying amounts. This makes each game slightly different, and the US player unsure of what may show up.

The coast defense batteries should also have a secret die-roll table. The Americans weren't sure what was there and they thought they were much stronger than they turned

out to be. Some of the emplaced Spanish guns were dated 1688. To augment the forts, the Spanish removed the guns from the *Reina Mercedes* (that immobile warship again) and the *Cristobal Colon*, one of the squadron. This should be possible too.

Supplies for the Spanish should vary too. Shafter guessed pretty correctly that the Spaniards were near the end. It doesn't have to be that way.

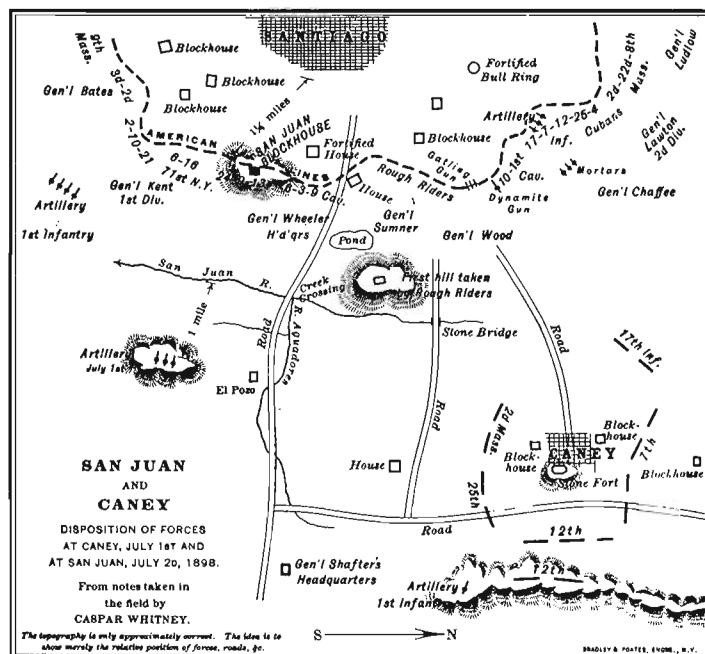
The Spanish squadron consisted of six weak ships. More ships could have been with them. A stronger Spanish squadron might make a fairer fight if they try to escape. The naval effort, however, must be abstracted, scale and size being the considerations here.

Finally, the Spanish morale is a critical factor. Leaders may be the best way to simulate this — more about which later.

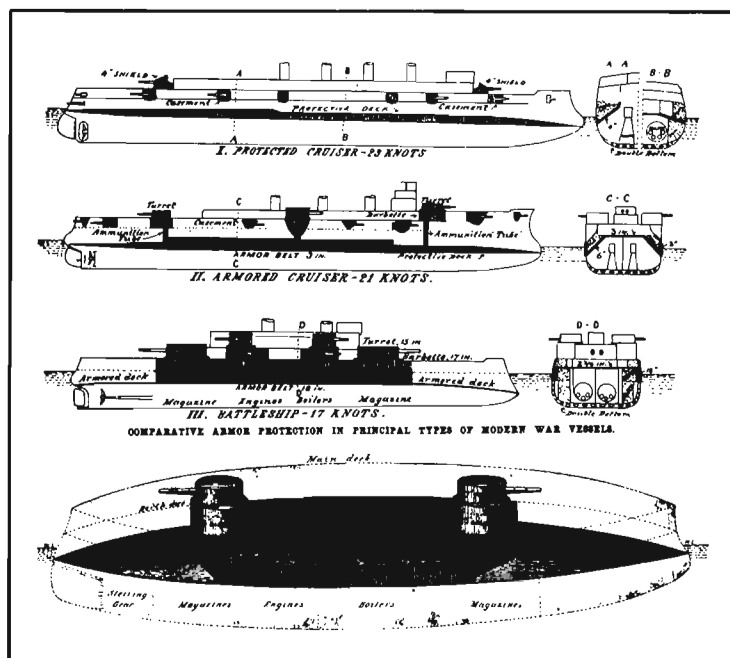
The Americans are in a different situation. Whereas the Spanish must draw secret die-rolls to know what is available to them, the Americans hold the initiative and should make all their own decisions. The first decision may be to make more militia. Unit counters of poor morale or untried strength could represent their poor quality; thus, the American would risk fewer regulars (of high victory value to the Spanish player), and be able to sacrifice units in a more vigorous campaign.

The next decision concerns how many ambulances (which stave off the effects of yellow fever and hold back casualties) versus how many pack trains (which move ammunition and help sustain battles) to take. In the historical campaign they had no room for horses for the cavalry. Sampson had requested only 10,000 men and got nearly 17,000. It is possible that the cavalry could be given the option to be mounted. Also the planners had meant to send ten batteries, but only found room for six. More artillery could be included in the first convoy. Pontoon bridges were sent in a follow-up convoy and there is no reason not to make them available.

Caspar Whitney's map shows the areas of San Juan and Caney in the Santiago Campaign.



The top three cross-section diagrams show the armor protection of protected and armored cruisers and battleship. The diagram at bottom indicates a battleship was an invulnerable fort afloat.



The ability to tailor the force available in the initial convoy could be an interesting feature. There is a limited capacity, and though more reinforcements can be brought in, that initial force may be a determining factor in the outcome of the game. This factor of having to plan forces — almost to see the campaign ahead of time — has great appeal and is historically accurate.

The original landing sight can be from Cabanas on the west side of Santiago to beyond Daiquiri, even directly at the batteries. Games with multiple invasion sites have always been enjoyable. Of course, the closer to Santiago the American player lands, the more Spanish units there are available for a quick reaction.

Optional Rules

Leadership and morale have to be critical factors in this game, but again it is balanced on both sides. The US Army was made of career soldiers. They took a lot of fire at El Caney and San Juan Hill and didn't break. The US militia units were another story. They were poorly led and made a bad showing. The Spanish soldiers seemed to be willing to fight, but their commanders chose to fall back. The Spanish should probably receive fewer commanders and have poor morale. Certainly a system where a commander has a plus or minus rating that adjusts the units individual morale rating, giving the unit the ability to move and fight rather than panic, would be sufficient to simulate this aspect of the game.

Other game options could include sinking the *Merrimac*. This action would block the Spanish squadron from an escape attempt, and free the navy to aid the army. The navy had been saving its ammunition for a possible sea fight and only used it sparingly against the forts. There should be but a slim chance of this event occurring — say 1 in 6 or 3 in 36 — but it is a viable game option. (Of course, had it really occurred there may not have been a Santiago campaign as it would have been safe to go to Havana. But...)

I haven't dealt with the naval game other than to say it should be abstracted. The Spanish should have the option to flee; if any of the Squadron survives, victory points should be awarded to the Spanish player. In the original campaign Admiral Cervera made a poor choice in fleeing to the west since he was penned to the coastline by the Atlantic Fleet. It was recognized that had he attempted to head for the open sea it might have made a whole new ball game. It is also possible to attempt to escape either at night or in the daytime. Cervera chose the daytime, because the Americans didn't come in very close while on patrol; further, he dropped off the harbor pilots rather than risk non-combatants. Another option is attempting to sneak a single ship out. To abstract this process may require a single odds table with Night, Coastline and Sea columns and with gunnery odds. Each side would fire until the Spanish are either eliminated or receive an "escape" outcome. The *Colon* almost got away.

The US Navy could also have a different complement. If extra ships are added, give the Spaniard victory points. Extra ships would come from the blockade of Cuba,

meaning supplies would get through. There is also recoaling limits to consider. This might work similar to the system in *Atlantic Wall*. The US player would then have to stagger his ships refueling so as not to be left without fuel on a turn; it would be easy for the Spaniard to get away scot free in that case.

The rebellious Cubans were courageous but of varying quality. Using untried units drawn from a cup would work well here. The Cubans should have the ability to exit the map to prevent or delay the arrival of the Spanish player's reinforcements. This option should be extended to the Americans, at least as far as the Marine landing at Guantanamo is concerned. Their taking Playa del Este cut off 10,000 troops from communicating with Santiago.

Fever: Yellow Jack — that is the Americans's biggest problem. The Spanish are immune to it. (Supply is their big problem.) An attrition system might work, but attrition implies reduction, which from the practical standpoint of size may not be the best. A command control problem or worsening of morale, with attendant problems in developing and sustaining attacks, may simulate this aspect. Certainly the time limit to the game would be based on the time in which the US forces are laid low by disease. Ambulances could be used to hold back fever, say for example that each ambulance holds back one unit from attrition or limits command control problems.

Supply wagons would be used to move supplies to the front, or to give supply to each separate attack. This concept, combined with the cargo capacity ideas, would mean the American player must do some planning and foresee his needs in light of his overall plan. If he is going to land at Daiquiri and slowly, methodically advance, he may need more ambulances for time and fever will be important. If he wants to storm the forts and force passage with the navy, he may want more attack capability, more militia and supplies. These options seem to mesh well.

Final Comments

I haven't dealt with movement or combat because I don't believe a radically different system is needed. This situation is suitable for a quadrigame style system or something as complex as the *Terrible Swift Sword* game system. Somehow though, I can't visualize America's smallest war as a monster game.

What I am suggesting is an operational level game that can encompass the entire campaign. The options available to the

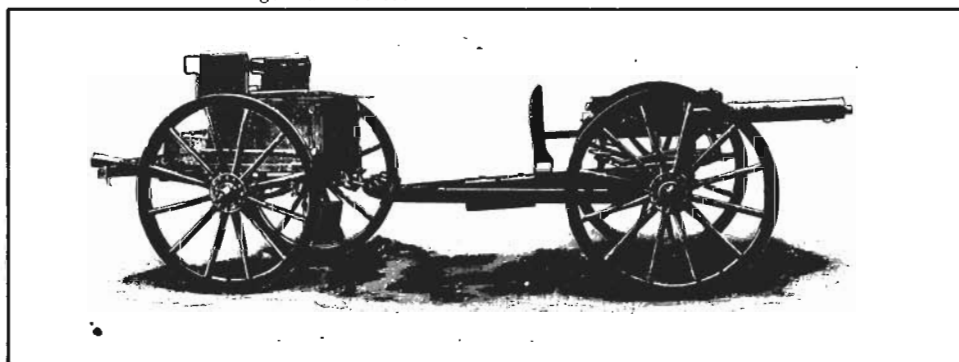
American player are nicely balanced by drawbacks. The Spaniard should be struck by the luck of the draw. There is a verisimilitude in that. Luck for the Spaniard could easily upset the well-considered plans of the American.

I think the games on the Spanish-American war so far proposed haven't been the best. I've heard gamers complain that a certain game didn't turn out like the proposal. I've read comments from designers about how they were hamstrung by a poorly worded proposal that got good feedback results from a readership that didn't know enough about the subject to read beyond the words "panzer" or "Confederates" or some other flashy characteristic. I believe we owe it to ourselves and SPI to give of our opinions and our knowledge. It's said the Spanish-American War was a "splendid little war." I think it can make a splendid little game.

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- I do not have access to it, but many sources quote Jose Muller y Tejeiro's *The Battle and Capitulation of Santiago* as an excellent information source on the Spanish side. ■■

US 37mm attached to carriage and limbered.



US ORDER OF BATTLE AND REINFORCEMENTS

Initial Forces as of 22 June 1898

(number in parentheses are men in company)

FIRST DIVISION

Brig. Kent

First Brigade

Brig. Hawkins

6 (492), 16 (679), 71 NY Vol (969)

Second Brigade

Col. Pearson

2 (638), 10 (455), 21 (467)

Third Brigade

Col. Wikoff

9 (466), 13 (465), 24 (539)

SECOND DIVISION

Brig. Lawton

First Brigade

Col. Van Horn

8 (506), 22 (496), 2 Mass Vol (907)

Second Brigade

Col. Miles

1 (452), 4 (465), 25 (527)

Third Brigade

Brig. Chaffee

7 (916), 12 (584), 17 (506)

CAVALRY DIVISION (all unmounted)

Maj. Gen. Wheeler

First Brigade

Brig. Sumner

3 (456), 6 (451), 9 (219)

Second Brigade

Brig. Young

3 (523), 10 (480), 1 Vol (583)

INDEPENDENT BRIGADE

Brig. Bates

3 (485), 20 (596), A/2 Cav
(75, mounted)

ARTILLERY

(all with four 3-inch guns)

E/1 Arty, K/1 Arty, A/2 Arty, F/2 Arty

G/4 Arty (two 5-inch siege guns),

H/4 Arty (four 3.6-inch mortars)

4 Gatlings attached to 13th Inf.; 4 1-lb.

Hotchkiss guns attached to 10th Cav.;

2 rapid-fire Colts and 1 dynamite gun

attached to 1 Vol Cav.

ENGINEER DETACHMENT (200)

SIGNALS AND BALLOON

DETACHMENT (75)

REINFORCEMENTS

June 25

33 Mich; two pack trains; bridges;
ambulances

July 1

34 Mich, 9 Mass

July 6

8 Ohio, 1 DC, 1 Ill

July 11

(diverted to Puerto Rico)

6 Mass, 6 Ill; C/3 Arty, F/3 Arty,

B/4 Arty, F/4 Arty, B/5 Arty;

engineers; signals

TAMPA MILITIA

(available but never sent to Cuba)

2 Ill, 2 Wisc, 1 NC, 5 Iowa, 32 Mich,

3 Ohio, 5 Ohio, 2 Ga

CUBAN INSURGENT

LEADERS

Castillo, Rabi, Sanchez, Capote,

Cebreco, Minet, Lora, Perez

US NAVAL FORCES AVAILABLE

On Station 3 July 1898

Indiana, SLOW, NEEDED BOILER WORK

Oregon, ALWAYS ALERT

Iowa

Brooklyn,

Texas, OLDER BATTLESHIP, SISTER OF MAINE

Gloucester, VALIANT FIGHT AGAINST

SPANISH DESTROYERS, WAS J.P. MORGAN'S YACHT
BEFORE THE WAR

Near Daiquiri with Sampson for council of war

New York, CRUISER, SISTER TO BROOKLYN

Erickson, SMALL GUNBOAT

Hist, SMALLER GUNBOAT

Available forces

(all armed merchantmen as
auxiliary cruisers)

Harvard

Yale

St. Louis

Dixie

Panther

SPANISH ORDER OF BATTLE

REGIMENTS

(number in parentheses indicates men)

Cuba (Santiago) (1,644); Asia (1,096);

San Fernando (822); Porto Rico (822);

Talavera (822); Constitucion (822)

ASSORTED

Civic Guards (137); Sailors (1,000);

Militia (1,000); Volunteers (1,869)

CAVALRY

Mounted troops (2,192); Kings Regi-
ment of Cavalry (200)

ENGINEER DETACHMENT (411)

SIGNALS DETACHMENT (72)

ARTILLERY

(deployed in 8 forts defending city)

6¼-inch gun; two 6-inch muzzle loading

rifles; three 5-inch muzzle loading rifles;

two 4-inch muzzle loading rifles; four

3-inch muzzle loading rifles; 3½-inch

breech loading rifle; two 6¼-inch muz-

zle loading rifles; two 5¼-inch muzzle

loading rifles; two Krupp quick-firing

guns; two guns of unknown dimension.

PARTIAL SPANISH DEPLOYMENT (June 22, 1898)

San Luis

4 coy's from Constitucion Rgt;

1 militia coy

Railway between El Christo and San Luis

Kings Rgt; 1 coy mounted troops; 2nd

Bn of Cuba Rgt; Provisional Bn of

Porto Rico Rgt

El Christo

4 coy's of San Fernando Rgt

Songo

2 coy's of Porto Rico Rgt

San Miguel de Parades

2 coy's sailors

Socapa

1 coy sailors

Las Cruces

1 coy sailors

Plaza de Toros

4 coy's sailors

In forts east of city

Talavera Rgt; 4 coy's of San Fernando

Rgt; 3 coy's of Volunteers; civic guard

Near Socapa west of harbor

Asia Rgt; 2 coy's of Volunteers

Cabanas

1 coy mounted troops; 1 coy Volunteers

Monte Real

1 coy mounted troops

El Cobre

1 coy mounted troops; 1 coy Volunteers

Daiquiri

2 coy's

Siboney

4 coy's

Sardinero, Jutici, Aguadores

1 coy in each

SPANISH SQUADRON

Oquendo, EQUAL TO THE TEXAS

Viscaya, EQUAL TO THE TEXAS

Maria Teresa, EQUAL TO THE TEXAS

Cristobal Colon, A MUCH BETTER SHIP.

BUILT BY ITALIANS. EQUAL TO THE BROOKLYN

Pluton, DESTROYER

Furor, DESTROYER

Left in Cape Verde Islands

Terror, DESTROYER

In Spain

(could have sailed if overhaul and
construction had been completed,

but the Spanish were slow)

Pelayo, EQUAL TO THE OREGON

Carlos V, EQUAL TO THE OREGON ■■

OPERATIONAL ANALYSIS/DOCUMENTED PLAY

LEETOWN or CURTIS

Objectives and Strategy in Pea Ridge

By Jeffrey Marshall Bishop

Of the recent wave of TSS games (preceding the very latest, *Jackson/Corinth* twin game), *Pea Ridge* seems to have inspired the most actual play and attention. Its relative compactness and its maturation within the TSS system is partly responsible, but its support probably derives more from the interesting *uneven* quality of the situation. Just as with most cases that turn into perennials, one side is cast in an essentially defensive role and the attacker faces a set of hard choices as to how to best crack the defense. Literal balance is rarely a good thing for any game — usually the dynamics of desperation are more interesting. — *Redmond*

In *MOVES* nr. 50, *Drive on Washington*, one of the first of the games in the Great Battles of the ACW series, was reviewed (before it was published, in fact). A companion game, *Pea Ridge*, has also been offered to the devotees of Civil War fandom. Personally, I've been keenly interested in this battle for some time, given its rather unique circumstances and personalities. The egotism of the Confederate generals, the Southerners attacking towards the south, the Indians scalping slain Yankee soldiers and the steadfast bluecoats are all faithfully reproduced in this fascinating little game.

Pea Ridge presents one of the more unusual strategic situations encountered in Civil War battles, i.e., both the armies are in each other's rear. The Confederates, under the overall command of the dashing Major General Earl Van Dorn, had seized the initiative from Brigadier General Samuel Curtis' advancing bluecoats. Marching by night around Curtis' right flank, Van Dorn hoped to fall upon the rear of the unsuspecting Yankees and destroy them by the weight of his superior numbers and their inevitable confusion. Thus, the Southern soldiers were treated to the spectacle of advancing toward their own homeland.

The Confederates arrive in strength from the northern edge of the map and must try to destroy the Union forces as they arrive from the Federal reserve off map. The game is spiced with geographical objectives for each side that inevitably influence strategic decisions. Since Elkhorn Tavern usually falls easily under the weight of the initial Confederate assault, Curtis' HQ and Leetown are the objectives that will decide the battle. If the Confederate can take either of these positions, he has a leg up on winning the game.

A comparison of the two armies points out the difficulties that the Rebels are likely to encounter in securing either of the above

mentioned goals. First of all, the greybacks are faced with limited melee initiative, which, in this game, is the great equalizer. A quick glance at the countermix should convince anyone that "the biggest battalions" belong to the grey. However, given the unwieldy nature of the Rebel force (which, incidentally, is historically accurate), the Confederates cannot use this factor to best advantage.

As an adjunct to this problem, the Confederates have very few leaders (eight) with which to control this mass of humanity. Thus, the grey commander is faced with the dilemma of whether to commit his leaders to combat (insuring melee ability) and thereby exposing them to destruction or to keep them behind the lines and trust to luck (1's and 2's on the die).

Offsetting these problems, the Confederates have a large force (57 "effective SP's" to 48 for the Union) with average to good morale and the strategic and tactical initiative. Thus, he can stretch the Union lines and attack when and where the situations appear promising.

The Yankee player, on the other hand, has an entirely different set of problems. He has a smaller army (although it should be large enough to handle most contingencies) and limited offensive capability. Thus, he must put up a spirited and pugnacious defense to keep Leetown and Curtis' HQ out of Confederate hands. Otherwise, he may lose them for good.

On the positive side, the Yank is on the defensive which should mean that the Confederate must assault artillery emplacements. Artillery is a very poor offensive weapon in TSS-series games (as it should be), particularly in the games with heavy woods. It is, however, a very potent defensive weapon. Union artillery must therefore be sited very carefully to insure that they lie exactly athwart the Confederates lines of advance.

What then does one do to win the game? For the Confederate: take Leetown and/or Curtis' HQ without losing your army doing it. For the Yank: hold both of the above mentioned objectives and make the Confederate player pay a heavy price (no pun intended) in his attempt.

The set-up for *Pea Ridge* is probably the fastest of all war games — there is but one regiment on the map. The 24 Missouri starts at hex 2413 in line. After the Confederate's two consecutive turns of marching onto the northwest edge of the map, the 24th should be moved toward (and eventually occupy) hex 2644. This one regiment is able to set

up blocking positions where only two hexes are conveniently reached by the Confederates from which they may assault. This should give Dodge and Carr plenty of time to reach the field. On the western side the Union cavalry under Bussey should take up a blocking position just north of Leetown (hexes 1008–1011). Advancing towards the Rebels with this small force is suicidal. Osterhaus and Greusel will follow shortly to bolster this position. From this point, then, the Union commander must react to Confederate initiatives (just as Curtis did).

Confederate Strategy

The Confederate player must make a choice; he must decide whether he wants Leetown or Curtis HQ. If Leetown is to be the ultimate objective, McCulloch must press the enemy forces with abandon while Van Dorn tries to siphon off Union reinforcements. If Curtis' HQ is the goal, McCulloch must dispatch forces to undermine the Union defense of Elkhorn Tavern and to threaten Curtis' HQ early in the game. Van Dorn can't do it alone.

Personally, I prefer the latter objective. Although Curtis' HQ has less point value, the Union defense can be dislocated somewhat more easily in this area. Since Van Dorn can't do it by himself, the question then arises, "Who should McCulloch send east?" Only Hebert or McIntosh can fill the role since Pike's Indians are basically useless. McIntosh is my choice since most of his regiments are large and they all have good morale (4's and 5's), offsetting the lowered morale of detached units. Hebert's brigade would have questionable morale and is probably not big enough to do significant damage to the Union reinforcements that will be flooding to the scene. He is large enough, however, to threaten Leetown and to outflank the Union troops in their Leetown positions. Since most of the Union reinforcements arrive from hex 0115, a blocking force in the person of Hebert could be most uncomfortable.

McIntosh's horde, on the move east, should be enough impetus for the bluecoats to evacuate the Elkhorn Tavern area. If not, a stiff charge can gobble them up from behind. Either way, the ground is captured. Once this is accomplished, McIntosh should be attached to Van Dorn to pursue the Federals with alacrity, using Little, Slack and McIntosh. Price should be kept in reserve as the battering ram that will pry open the way to the final objective.

On a tactical note, whenever possible, go after independent units with your biggest and best regiments. Each independent strength point destroyed is worth virtually twice its value, particularly since they can roam the battlefield at will. Additionally, try to wheel your artillery into the battle as a means of softening your opponent's position. In particular, use them as counterbattery weapons. Charging 3 TB's is a lot better than charging 4. Finally, go ahead and use your leaders as cannon fodder. The units that your leaders are stacked with will probably be the only stacks capable of melee. Since melee is of the utmost importance to your effort, you will need leaders up front. You will probably lose nearly all of them, but *c'est la guerre!*

Don't use Van Dorn as a melee initiator, however; he can only give you a 33% chance of melee anyway. He's much more valuable in the rear.

As for the Leetown attack, I don't think it can work (except in one situation). Neither does Earl Van Dorn. Neither wing of the Confederate Army is really large enough or strong enough to take the positions immediately in their front. McCulloch will continuously and sanguinely attack the troops defending Leetown until McIntosh's and Hebert's BCE are destroyed. (In 12 turns McCulloch will average 28 casualties to Federal losses of 10 casualties. Meanwhile, Van Dorn will lose 1 casualty per turn for every 0.6 Union losses as he attempts to slug his way out of his ravines east of Pea Ridge.) Price's troops should be sent on the southeasterly road in either strategy, but even so they can't overwhelm Elkhorn Tavern until turn 12-15. By that time McCulloch will be torn to shreds.

The one situation where a Leetown attack is possible requires a combined Confederate force. This will entail a contingent of Confederates marching to the east to open up the Elkhorn Tavern defense. Then, with the Union forces in retreat, the pursuing Confederates can make a choice as to their final objective. McCulloch plus Price could conceivably overwhelm Leetown. This strategy, however, can be time-consuming with a great deal of marching and countermarching. It does leave the Federal guessing as to the final assault objective, which is probably the best "fog-of-war" situation that this game can generate.

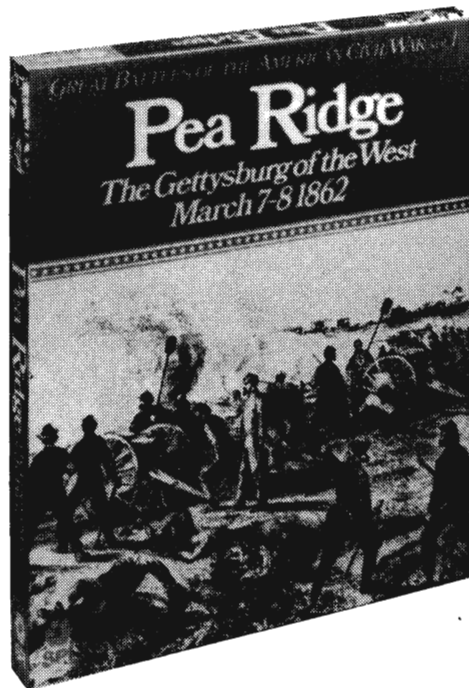
Union Strategy

Basically, the Union's lot is to react to Confederate initiative. A player must be alert for either Confederate assault plan and distribute his reserves accordingly. If Leetown is the objective, pour the reinforcements into the line as quickly as they arrive and then watch McCulloch's forces wither away. Dodge, Vandever and Carr will have to hold their own as best they can. If they can give Osterhaus 5 hours to repulse Confederate assaults, the game should be over.

The second Rebel gambit is a bit trickier for your defense. A Confederate force moving east toward Elkhorn Tavern pretty much spells doom for your position. It then becomes a situation wherein you must decide when to evacuate. If you do it too soon, there isn't enough iron and flesh available to de-

fend Curtis's HQ. If you leave too late, Dodge and Carr are lost outright. Usually a blocking force of Vandever and Bowen's independent force can hold the gate open for Carr and Dodge to escape. If you hold long enough, the Confederates will draw up to your newly established lines south of Rudick's Field. Then it is a question of slugging it out. However, by this time, most of your reinforcements will have reached the field.

The combined HQ feint and Leetown assault can be very troublesome. It's important that your reinforcements reach Curtis' HQ but if Leetown becomes the final objective they must hie to that locale. The pursuit of your retreating forces should tell the story. If the force from McCulloch's army and a Van Dorn brigade lay back, be ready to man the Leetown defenses. If they mix it up with your defenders, Curtis' HQ is the goal.



Tactically, your mission is clear: make the Confederate assault into the teeth of your artillery and destroy Rebel leaders as rapidly as possible. Offensive operations should be attempted only when necessary (Curtis' HQ or Leetown) or when a lonely, *small* Confederate unit presents itself. You're definitely on the defensive.

Pea Ridge's outcome is largely dependent upon the Confederate player. He is faced with the problems of where and how to attack. He must attempt to dislocate the Union defensive by stretching out the Federal lines, focusing on the final objective at the last possible moment. The ultimate Confederate victory will turn the Yankee into the attacker. (See how he likes charging artillery with double canister.)

Although the Union player can make grievous errors and surrender Curtis' HQ without a fight, the average player can usually come up a winner by holding an intact defensive line. The restrictions on the Confederate player generally will insure that the greybacks will never get to his objective (I've come within 2 hexes several times). Don't let anything slip in behind you, and when it

comes right down to it, throw your troops in to the line and hold.

Playthrough

The following is the commentary of a typical game of *Pea Ridge* using many of the precepts described in the foregoing article. The action has been described in hourly or half hourly blocks of time, depending on the amount of fighting. Hex and hexrow references have been included to help visualize the flow of combat on the map. This "after action" sequence is the result of several playtests.

1000-1100. Federal videttes report to Curtis that Confederate soldiers are advancing in strength from the north. On the western wing, McIntosh's brigade leads Pike's and Hebert's brigades toward Leetown. On the eastern side, Little's brigade is marching toward Elkhorn Tavern followed by Slack and Price. Price takes the southeasterly road in hopes of flanking any opposition that may impede Little. Pickets from Gates' dismounted cavalry report the presence of the Union 24 Mo. Both Gates and 1 Mo spread into line formation. Meanwhile Dodge's 3 Ill Cavalry arrives and takes up line formation to the southeast of the 24 Mo (hex 2046).

Near Leetown Bussey's cavalry has established a defensive line just south of Oberson's Field and are awaiting the arrival of Osterhaus and Greusel who are nearing Leetown from the southeast.

1100-1200. As Price continues his march to the southeast, Little's regiments (Gates c, 1 Mo, Cearnal) ready their assault lines. Dodge arrives just to the rear of the 24 Mo with two regiments of infantry as the 3 Ill Cav advances to the northeast in an attempt to slow the Confederate flanking maneuver. Little assaults the 24 Mo and takes heavy losses in Cearnal's regiment. A second assault is repulsed again as Cearnal's regiment virtually ceases to exist. However, this time the 35 Ill infantry takes part in throwing back the Rebels as the 1 Mo heads for the rear. Dodge looks on approvingly as a message arrives stating that Vandever and Carr are nearing the field, having passed Curtis' HQ.

To the west McCulloch detaches McIntosh and 2 batteries to help Van Dorn, while Hebert and Pike advance toward Leetown with six batteries.

1200-1300. Gates Cav, the 2 Mo, Hughes and Rosser assault the 35 Ill and the 24 Mo. The 2 Mo runs into withering fire and breaks for the rear, but Gates, Hughes and Rosser drive the 35 Ill to cover and the 24 Mo takes heavy losses and retreats precipitately. Jones' four rifled guns play effectively on the Confederate ranks, virtually destroying Hughes' regiment. After rallying the 1 Mo, Little throws them into the fray, personally leading them against Jones' battery and overrunning it with little loss.

To the east Price shakes out the 5 and 8 MSG regiments to attack the 3 Ill Cav. The 5 MSG takes severe casualties from the carbine-carrying troopers and they flee to the rear helping the wounded Price along. The 8 MSG fares better, driving the troopers to ground. Confusion reigns, however, as no one knows who is in command.

To the west, McIntosh readies his men by assuming line formation. On the far right, Hebert and Pike close on Oberson's Field and the artillery unlimbers just north of the field (1508-1510). Immediately, the artillery pieces go into action, knocking out two guns of Hoffman's battery.

Meanwhile, McIntosh unlimbers Good's Battery in Cox's Field and they execute well, inflicting casualties on Vandever's 9 Iowa. Dodge's Yanks counterattack as Gates Cav shoots off all its ammunition and the 1 Mo loses more men.

[continued on page 36]



MOVES IN ENGLISH *edited by Charles Vasey*

THE LONGEST DAY

by Geoff Barnard

Our revered editor recently mentioned an interest in getting articles on non-review topics. Ever swift to toady to those more powerful than myself, I contacted Geoff Barnard for some thoughts on *The Longest Day*. Geoff, it should be noted, possesses a truly horrendous number of very expensive divisional histories, memoirs, etc., from this period, and even worse he actually remembers a good deal of it. What follows therefore is intended for those who are keen on the historical aspects of the last war. I find it worrying that despite the documentation this game would seem to have fudged so many features; what hope for those of us who play the more esoteric periods? It should also be noted that Geoff has played the game and is not merely interested in impossible accuracy. After all, if Frank Chadwick can do it, so can others.

This article will do no more than present some rather biased comments on the not-quite-so-recent Avalon Hill game, *The Longest Day*. I am sure that by now readers will have read reviews in these and other pages, such that I need not go into detail about the game itself. You might even have bought the game! As for my bias, this is *MOVES* in English, so who cares about all the US bits of the game...anyway, the designer ought to have got them 100% perfect, and if he's failed he will be in a better position to argue the points than I, whereas I may well be in a better position to nit-pick with the UK and Allied forces.

I must first of all make an admission — yes, I am reference No. 89 in the game's annotated bibliography. I did provide Mr. Reed with some information early on in the design of the game; however, there seems to have been a communication problem of some sort subsequently, for after mid-1978 I heard little more. Now that I have seen the game, I can only feel this to be a pity; I could have saved the designer from quite a number of mistakes and maybe even persuaded him away from some design decisions which I feel to be historically dubious.

I'll start with the initial landings. I would have liked to believe, seeing the size and scope of the designer's research, that this part of the game would be as right as the "state of the art" would permit, not least for the reason that there is so much information available and it is so easy for historically minded gamers to check up on. I will admit that this section of the game is but a small part of the total; nevertheless it is *The Longest Day* itself, and deserves I feel some respect. I was therefore somewhat disgusted to find a number of minor errors on the Allied Assault Landing Schedule.

For starters, look at the code names for the British (before any Canadian readers complain, I will state now that I am following Avalon Hill's convention of referring to the Canadian forces as "British"); out of the eleven shown, two only are correct! Four others, I admit, are merely jumbled; the rest, however, are wrong. The correct beaches, starting in the east and working westward, are (Sword) Queen Red, then Queen White, (Juno) Nan Red, Nan White, Nan Green, and finally in this sector Mike (the RWR battalion landed over both Mike Red and Mike Green, so its beach may be referred to merely as "Mike"). As for Gold, the beaches should run King Red, King Green, Jig Red, Jig Green and finally Item Red.

The more perceptive readers will have noted that the rule is that the left part of each beach is "Green," the right part "Red," and if the beach is so wide as to leave a middle, then that is coded "White." I am at a loss as to how the designer got all this so very wrong; the details of the Canadian sector, for example, are very clearly set out in the Canadian Official History (reference No. 17 in the bibliography) and the details of Sword are similarly clearly stated in reference 99 ("Normandy 1944-1973," *After the Battle*, No. 1). I have checked my details in British Regimental histories, as well as the works noted above. I wonder where Mr. Reed checked his details?

Within the limitations of the design, the units appear in more or less the correct positions (although see below), apart from the AVRE (Assault Vehicle Royal Engineers) on Gold which are the wrong way around. The 82nd should be on Jig and the 81st on King. This may be an accidental by-product of the "adjustments" that the designer admits to making with the specialised armour on the British beaches (footnote No. 26). I assume this was done for two reasons; first, to save counters, and second, to save complexity. The final result is, I feel, both illogical and inconsistent.

It is inconsistent because on the one hand the RMSR (Royal Marine Support Regiment) units, who are present for one turn only and who played a less important role on D-Day itself, are given as individual counters for each beach, while the Crabs and the AVRE units, who never operated as battalions or squadrons respectively during the whole campaign, are shown as bigger units than they ought to be. In the case of the DD (Duplex Drive) tanks, this does not apply to the same extent. It would have been better to have had a DD unit for each beach; however,

the unit did subsequently operate as a battalion (well, occasionally, but that is another matter entirely!).

As for the illogic, I can but argue that as this game is supposed to be a simulation then it should show the effect that the specialised armour had when used. The idea was to put a combined arms team ashore on each beach comprising infantry, DD tanks, armoured engineers (AVRE), Flail tanks and the other services not shown in the game. The RMSR were in effect a first wave of SP (self-propelled) artillery. What we find in the game, however, is that not one beach has a complete mix; some even have merely a RMSR to support the infantry. Insofar as the combat rules may allow adjacent stacks to combine, any one attack may end up including a realistic mix of units. If one beach goes wrong, however, the effect on the adjacent ones would be, to say the least, unrealistic. I am left with the impression that Mr. Reed felt obliged to include the initial assault, but did not feel obliged to try to do it properly. To be fair, the present system works as well as the parameters allowed by the game-system as a whole will allow; however, we here have the first indications of detail included but not used at all, or not used properly.

The assault wave is succeeded by the follow-up wave and, lo and behold, we discover that the valiant attempts of the British Army to introduce SP artillery onto the beaches early in the battle come to nought in the world of Mr. Reed. In fact, the following artillery battalions should be shown as SP: on Gold, 90th, 74th and 124th; on Juno, all three Canadian battalions; and on Sword, all three of the battalions of 3rd Division were SP. The rules of *The Longest Day* are such that SP artillery plays a significant role. It is therefore well worth having these units correctly shown as SP.

How the designer got them wrong again I do not know, as the British Official History (reference 11) clearly shows most of them as SP. He may have been confused by the fact that in the case of the British 3rd and 50th Divisions the SP equipment was removed at a later stage in the campaign (in the case of 3rd Division in early August) and replaced with "normal" towed 25 lbs. This is not, however, an excuse. Mr. Reed seems also to have assumed that as the 8th Armoured Brigade had two DD battalions, then the 27th Armoured Brigade should be the same. This does not, however, follow, and, in fact, the EY/27 unit shown with the follow-up units was not DD.

As for the build-up details shown, I have no particular complaints regarding the divisional forces given. I was, however, interested to see the inclusion of the 11th Hussars Recon unit. This unit is, in truth, somewhat awkward, as the HQ and two squadrons assembled in France on 12th June, not before; then a third squadron arrived for June 18th and the final squadron did not appear until July 6th!

Such messing about will not fit the game; I agree, however, this unit should more rightly be on the Allied Unit Entry Track rather than the assault schedule. Maybe the designer included it there to make up, in some way, for the various units he decided to exclude. For example, the C/141 Crocodile unit is reported as operating with 50th Division on D-Day; furthermore, various GHQ artillery units arrived on D-Day and very soon afterwards, although exact details are hazy. 121st Medium Regiment had 2 batteries ashore and operating in support of 50th Division on D-Day, and I assumed the third battery followed close behind. In the game it could not appear before Game-Turn 11. Mr. Reed is obviously a firm believer in the idea that an essential part of the design process is a modicum of selectivity, and while often this is understandable, it can undermine the extent to which the game is a "simulation."

Moving on from the assault landings, there are a couple of other little errors that I've noted to date, one being the loss of another British SP artillery regiment. In fact, the 153rd Regiment RA in Guards Armoured Division should be SP, although the other regiment remains towed. I was further interested to note that the much vaunted German symbology was unable to differentiate between the three different types of British infantry battalions, all of whom in the game receive the same symbol — that of motorized infantry. I will admit that generally, in operational terms, the differences were minor, but in reality the infantry battalions in plain infantry divisions are "mechanized," not "motorized," which means that they had transport for all equipment, and for kit and supply etc., but the infantry generally had to march. Only part of the division could be trucked from the transport resources of the division, and if it wanted to move everything in one "lift" then it needed about 270 lorries from corps.

On the other hand, the battalions in the armoured divisions were fully motorized, and had sufficient transport to move everyone. Meanwhile, the "motor" battalion in each armoured division was in reality "armoured," being fully mobile in half-tracks and carriers and being intended to operate with the tanks fully in the armoured infantry role. The same should apply to those infantry battalions attached to certain British armoured brigades, such as the 4th (2KR) and 8th (12K); these too were "armoured." My personal opinion is that it would have been more correct to show these differences; I can see, however, that the designer possibly felt justified in overlooking the slight complications this would have entailed.

Having looked at certain points of detail, which might be described as "errors," I'd like to turn to a higher level of discussion

and review a couple of design decisions taken in *The Longest Day*. To start I will steal an idea from Eric Goldberg that has been used in recent *MOVES*, and open with a little quote from the notes in the game rule-book: "Involvement in the game will reveal the inner workings of two of the best armies ever fielded." (Page 2, Background)

This is a rather vague statement, and while it may be true for what the designer had in mind — whatever that may be — there are places where it is not true. It may apply to the Germans, it may apply to the US forces, but it does not apply to the British. Involvement in the game will not reveal the inner workings of the British forces, and will in fact hide, or even pervert, various details.

Now the designer does repeatedly maintain that *The Longest Day* is a divisional game, and maybe by this he means that what happens with the counters below divisional level is irrelevant to his "simulation." In the game, however, the "division" is nothing more than an HQ counter, a supply rule and a stack of combat units. For all that Mr. Reed says about "good play" requiring the use of divisions as an entity, there is nothing in the game that says how a division would operate.



The present game, for example, completely disregards the brigade structure of British divisions; in effect, they do not exist. In the US and German forces, the regimental designations are present, so a player can see which units are supposed to go together (even though there is nothing in the rules to give him any advantage by doing so). For example, in 50th Division there is no indication that 1 HR, 1 DR and 2 DR are the three battalions of 231st Brigade, or any indications that the whole structure of the battalions and the division would generally require that these three battalions operated more or less together.

Maybe such detail is outside the scope of the present game or maybe this is one symptom of the designer's comment that "...these historical elements...will be totally ignored during the heat of actual play..." when referring to historical detail on the counters generally. The fact is that in the case of Bri-

tish forces the brigade was important; it was an essential part of the triangular structure of the division.

In the event, as the campaign in Normandy progressed, the divisions as such tended to become less significant — more a sort of HQ with logistical support — while the role of the brigades increased with the formation of "Brigade Groups," to which the majority of the support arms such as artillery, anti-tank, anti-aircraft, engineers and mortar/machineguns were more or less permanently attached. On top of this, when an armoured brigade was attached to the division, its component battalions would, in fact, be attached in turn to each of the brigade groups.

This system was in fact very much like, and influenced by, the Regimental Combat Command system used by US forces, and was further influenced on the one hand by the fact that in close terrain it was difficult for a divisional HQ to control all operations on its front, and on the other hand by the expectation of open pursuit warfare where the same difficulty would occur. Within the British armoured divisions, the effect of these changes of structure were even more far reaching, though somewhat later to take effect formally. Here the division became split into two brigade groups, each group in turn dividing into two tank/infantry sets of paired battalions. Here again the divisional "assets" would be handed down to either the brigade group or the battalion pair.

While most of these changes became established late in the period governed by the present game, various experiments were being carried out during the Normandy fighting which still served to alter the way in which the division operated. The game design is therefore caught between two stools. On the one hand, it claims to simulate combat at divisional level, so as to excuse the various missing details needed for a simulation at battalion level. It does not do this quite correctly, insofar as the British forces are concerned, for the reasons stated above. On the other hand, by the very admission of the designer the game does not try to be a battalion level simulation, and is not. Meanwhile, the middle ground it is trying to stand on is missing, as the concept of brigades (or even regiments for the US and German forces) is missing. Had the game covered July only, as does the SPI game *Atlantic Wall*, all this would not have mattered too much; running to August, however, such things become increasingly relevant.

Another point now as I move on to the section of the Design Notes in which Mr. Reed sets out to excuse the deletion of counters to represent the various support arms within the division, especially anti-tank (AT), machinegun (MG) and engineers. What he says may well be true of US and German forces, but it does not apply well to British forces. In the first place, as I have referred to already, such divisional support was attached not directly to battalions as the game suggests, but to the brigades, or in the case of the armoured divisions, to the brigade groups and the tank/infantry teams below. As most brigades, when "in the line," would tend to have two battalions "up" and the third in reserve, there would be little sense to have

valuable support stuck with the reserve battalion. As weaponry such as the anti-tank guns and the machineguns of the MG battalion would often be used as flank cover during advances, and as the 4.2" mortars of the MG battalion would be an important part of the brigades immediate fire support, then this explanation is somewhat strained.

What makes things even worse, however, is the effect of the defensive fire rules of the game insofar as they relate to anti-tank guns, over and above those within each battalion. If the designer were therefore to be consistent to his design decision, he should when dividing these AT guns among the battalions have given each battalion an AT defensive fire capability.

Taking comparable counters where provided, one arrives at an attack strength for the AT regiment of 8 to 10 (as not all guns are 17 lbs, and the proportions were not consistent). This could give each battalion an AT defensive fire value of "1" — not really worth much in game terms, but better than cancelling it altogether.

The game system, after all, does make AT defensive fire important. US divisions had the bulk of their AT attached from corps, and the counters are present. The Germans had it within the division too, and while Mr. Reed is correct to say it was generally spread about, it was not thereby lost. Battle accounts, most notable that of the thrust of the 21st Panzer on D-Day itself, are full of instances when German tank movements ran into screens of British anti-tank guns, both battalion and divisional. It is therefore a great pity to see the British divisions denuded of a capability which the game rules (correctly) make of great importance.

Oh, in passing, I was interested to see that in spite of the designer's comments regarding "functional organisation," the British armoured divisions do have a separate MG battalion (albeit a puny one). I wish I could work out why. What validity there is in Mr. Reed's thesis would apply much more to the very small, company-sized machinegun and mortar unit in an armoured division than to the much more powerful, battalion-sized unit in an infantry division. The company-sized unit was too small to be a useful divisional asset, whereas the battalion, particularly where the sixteen 4.2" mortars are concerned, was much more useful — the mortars often were used as a group to support brigade attacks. To say the least, a strange inconsistency.

Another oddity, which may well be a total coincidence. I was interested to read the long description as to how firepower scores were calculated, and the various details taken into consideration — fascinating. In view of this, I was interested to note that the recon in an infantry division, and the corps recon units, turned out to be identical, even though the units are about as different as possible within the "recon" format.

The corps unit is much more an armoured car battalion, and was generally manned by ex-cavalrymen. The reconnaissance regiment in the infantry division was rather like an infantry battalion (and, in fact, generally was converted from such) with AT guns, mortars, etc., and was well mounted like armoured infantry and included some light armoured

cars and scout cars. They were rather more like the German concept of reconnaissance troops, without the big armoured cars. They would operate like a very mobile infantry battalion, and were often used to hold a line. As I said, however, it is probably mere coincidence, and a rather crude value differentiation, that gives these two unit types the same factors.

Under the heading "Other Superfluous Firepower," Mr. Reed explains why he has chosen to disregard all the Allied GHQ anti-aircraft (AA) units. Although I would agree with his conclusion, I do not accept his argument, insofar as the British units are concerned. Personally, I would say that yes, there were a hell of a lot of them, but as their effect on combat was marginal they are not worth the counters and the play effort.

The comments of the designer as to their combat uselessness may well apply to US units; my reading would indicate that in the case of British AA units, particularly the 3.7" guns of heavy AA units, the situation was quite different. To give an example, I have recently been reading the regimental history of the York and Lancaster Regiment (a biased source, I'll admit). Like so many other regiments of the British Army, this one had one or more territorial battalions converted from infantry during the immediate pre-war modernisation rush. In the case used, the 5th Battalion was converted to heavy AA, of which part fought in northwest Europe.

So, point one: They were trained infantry (as were many other AA regiments). The account in the history records that the unit landed in Normandy on the 12th of June "...and was employed in its AA capacity for four days. It was then used as a medium battery against the heavy fortifications...continuing as a medium battery and sometimes in an AT role, it took part in...fighting around Caen...." Only when the unit reached the Seine did it take a few weeks out to play flak. Later "...it took up an anti-tank role...all spare ranks of the battery were formed into infantry platoons and as such effectively assisted in the fighting...."

I will agree that regimental pride most certainly colours this account; however, cooler histories have referred to support roles for AA units — I have seen reference to the interesting effect of the air-burst AA shell when fired at enemy infantry. Light AA units too often found themselves in the fighting, although corps units would more likely be kept back at HQ. The problem here is really conflict between including the units in the mix on the grounds that they did on frequent occasions play a role, and, on the other side, giving them an appropriate value in which case the average gamer will put them to all sorts of uses for which they were not employed. On balance, they are better out of a game of this type; it is just a pity that the designer's justification is not perfect.

Oh, all right — I admit it. I have bored you all quite enough with notes on the British, I can hear the cry of "big deal" even over here. I have not studied the other participants in as much detail; I have, however, noted an oddity regarding the 2nd SS Panzer Division, which according to the designer is "released" in the Biscay box on June 22nd. I rather think that the War Crimes Tribunal,

which considered the involvement of members of Das Reich in the massacre at Oradour-sur-Glane on the 10th June, would be most interested to know that Das Reich was not there! They were still at Bordeaux. I have, however, studied the US history (ref. 13) which indicates the 2nd SS really began to move on the 6th or 7th June, *by road*. They subsequently arrived in the area of Torgny-sur-Vire, and concentrated there by June 18th (see note on page 442). They first entered action during Epsom on the 25th June. If I read the strategic movement rules correctly, in the game the earliest they can arrive on the map, *by rail*, would be June 28th. Somebody has got something very wrong somewhere!

Now, how about an historical aside about the US forces? Well, I must admit that the best I can do at present relates to the Mortain scenario. I have a feeling that the designer never intended the scenarios to be taken seriously — historically, that is. I hope this was his intention, anyway. I have a nasty habit of playing games with history books open at the appropriate pages, and I did have fun with Mortain.

Where ever shall I start? Well, there is the US victory condition, which requires the Americans to capture Vire by the 9th of August. The game opens with the US holding one of the two town hexes. The first US turn is 7th August. According to *Breakout and Pursuit* (ref. 8, page 452), US forces completely captured Vire during the night 6/7th August, i.e., before they can even move in the game. Next, the same source records in detail that one prong of the German attack ran into CCB of 2nd Armoured Division near Cherence, while CCB were heading in a southeasterly direction, on the morning of the 7th. In the game, these units enter over the southern edge of the map on August 8th! The same source also states that CCA of 2nd Armoured remained near Vire, attached to 28th Division. In the game, this group is given as entering from the southern edge on August 7th (see ref. 8, p.471).

Mr. Reed may well have found some more accurate, or more convenient, information than the US official history; it does seem to me that this scenario, at least, has been rigged and could be described as somewhat fictitious. In this light, the fact that all the US units (well, most of them anyway) had just fought long and hard to get to their set-up positions and that 29th Division had, for example, just suffered nearly 1,000 casualties need not preclude all US units setting up at full strength.

The designer of a game like *The Longest Day*, if he has any pretensions to calling his masterpiece a "simulation," must lay himself open to attack. As designer, he has to get everything right to fulfill his claim, and he has to include a lot of everything. A reviewer, on the other hand, need find but one flaw and he can build a case on it; after all, if "x" is wrong, can you be sure and trust "y" and "z"? In many ways, *The Longest Day* does set a new standard of historical research, mostly regarding the Germans. However, just because all those sources are listed in the bibliography, one should not presume that everything in *The Longest Day* is perfect.



MOVES CANADA *edited by Ian Chadwick*

THE STREETS OF STALINGRAD

by Ian Chadwick

A HOUSE DIVIDED

by Stephen Loniewski

Streets of Stalingrad

By the time this article sees print one of the most impressive games the industry has ever produced will likely be gone from the stores for good. *Streets of Stalingrad* — both first effort and swan song of the short-lived Phoenix Games — suffered the sad fate of low financing and will not be reprinted.

More's the pity; *Streets of Stalingrad* is a benchmark in the business: a product level to which the other producers should aspire (but which no other has yet attained). It may be the most complete, well researched and documented wargame ever produced. Aficionados of the game can attest to the very high level of accuracy and realism of the components and of the almost errata-less rules. (The errata published in *Fire & Movement* no. 23, is almost insignificant. Most problems arise from interpretations of the rules, not from mistakes in the rules themselves.) The game simply gleams with chrome; the counters not only flaunt the precise shade of uniform color for the armies, but the historical symbols used by the military (not simply the quasi-military symbols we've come to know and love in wargames). The board even boasts an accurate street map of the city!

Stalingrad, as the title suggests, is a company level game about the tense, bloody battle for that city from September through November 1942. The game comes with two detailed and colorful maps showing the city and suburbs on a 300 meter to hex scale. There are 2,160 counters, mostly combat units, including leaders, pioneers and engineers, infantry companies, artillery batteries, tank platoons, air support, headquarters and self-propelled guns. Counters show attack and defense fire strength, range, movement, unit or weapon type, and parent formation (battalion regiment or division). There are 12 scenarios ranging from 8 turns (one turn equals one day) to the full 55 turns. Even the shortest scenario requires many hours of play, not to mention two or three hours to just organize the units and set up the board! Each side has a separate sheet delineating forces and establishing victory conditions for that scenario and each scenario has a map outlining set-up requirements for both sides. Victory depends on the number of enemy units eliminated by the end of the game and the number of "built-up" (city and factory) hexes controlled.

The game system is an acknowledged plagiarism of John Hill's *Battle for Hue*. (This isn't surprising; designer Dana Lombardy was editor and graphic artist for *Con-*

flict Magazine which published Hill's game, and Lombardy himself was developer for the game.) It's essentially a game of fire combat in which defending units get the opportunity to "first fire" at attacking units, and combat is not resolved on an odds-ratio table but rather on a table which uses strict increments of firepower. On each die roll, a unit is either eliminated or there is no effect; there are no retreats in *Stalingrad*. Combat continues back and forth with defensive and attacking fire until the attacker either fails to eliminate a defending unit or manages to eliminate all defenders in the hex (or quits attacking to forestall other losses due to the defender's fire). Modifications to the die roll come from terrain, leaders, and battalion and regimental integrity. Each side has two successive movement and combat phases in a turn; units move only half their movement allowance in the "exploit" phase and are unable to attack in the second phase if they did so in the first. Also, much of the artillery is unusable in the exploit phase. While turns can thus be rather long, advances can be significant and the game is seldom stagnant.

There are two sets of rules included with the game: basic and advanced. The basic game offers a relatively simple, playable system; in it all units have a range of only one hex and indirect fire units are represented by strength point markers added into combat. Other rules include armour breakthrough, unit integrity, leaders, replacements and reinforcements, stacking (three for the Soviets, three plus one tank for the Germans), dismounted movement and combat. The advanced rules bring in the concept of ranged fire, line of sight, bombardment, forced march, retreats, armour disengagement, supply and isolation, automatic elimination, reserves, retreats and the optional units (snipers, commandoes, observation posts, fortifications and minefields, air support, armoured trains, infiltrators, and even Russian mine dogs). These make for a different game than the basic rules offer, not to mention one considerably longer to play. Aside from the artillery rules, the advanced rules offer little in the way of enhancement and don't alter play radically and I suggest you use them sparingly. You are trading off time for chrome.

The designers claim that they created a "benchmark of research and design" in this game. No argument with that statement; the research, done by Dave Parnham who also did the work for SPI's *Battle for Stalingrad* (a John Hill design), is impeccable and the graphics design superb. An excellent 32-page

historical commentary which accompanies the game includes maps, photos and a brief summary of the activities and achievements of all superior formations (divisions and corps) and their leaders. More, the terrain effects chart is illustrated with photos of representative terrain of each type and each side is given a force sheet with a complete display of unit symbols, description of weapon and unit types, sample units and a thumbnail guide to play. This is also illustrated on the reverse with photos of typical units with an insert of the counter. Very professional. Formations were examined for their performance and the quantifications reflect the research: units aren't blandly similar collections of numbers, but are different from each other as historical hindsight proves.

Players cannot be overwarned of the length of the game or of the time required for set-up. Three of us took six hours initially to separate the units into the small bags provided (formation labels are also provided; another nice touch) and then organize the scenario — one of the situations with a low unit density! But the investment of time is repaid by an exciting, challenging game for both sides. There are no easy victories in *Stalingrad*; like the actual battle, the Germans push forward irresistibly to the gates of the city where they find themselves sucked into a maelstrom of hex-to-hex/block-to-block fighting where the attrition rate is painfully high and the prize of the city seems further away each turn. For the Soviets, the first few turns are demoralizing as units outside the city are swept away before the German advance. But once in the city and with reinforcements shoring up their interior lines, the Soviet player can usually last until the German momentum is spent and then (hopefully) launch his own counterattack.

All turns are crucial for both players, especially once in the city where zones of control don't extend and units can pour through a gap between counters. Units become easily isolated but not easily eliminated, and small pockets of one or two counters characterize the street fighting. A good Soviet player can also take the best advantage of the terrain around the city with its many hills, woods and balkas (gullies). Armour and vehicle units cannot enter a balka hex without a bridge and so can be forced to take the longest, least advantageous route to get into the lines. Both players must take advantage of every hex, of every opportunity and of every die roll modification that could arise. An extra turn of grace or an extra unit or two may prove the deciding factor when the bat-

tle rages in the city and the outcome of the game hangs on a few hexes.

As designed, the game gives a remarkably accurate simulation of the progress of the actual battle. Victory for either side is often decided only on the final turn. Both players must develop the proper use of combined arms for both attack and defence, else pay the penalty. The Soviet must generally act in response to the German moves until the force in the advance is spent. There is little the Soviet can accomplish except on a local scale to stem the German tide, so his role is pretty much one of the defender attempting to make his opponent pay the maximum penalty for his advance. The German, on the other hand, has a lot of options open, depending on terrain and scenario. He may either focus his strength to punch through the line and both surround the Soviets and grab at city hexes, or he can spread his attacks across the broad front and try to eliminate as many Soviet units as possible. However much stronger the German appears initially, defensive fire can whittle away too many units too quickly for him to be careless or sloppy in the allocation of his attacks. There is an enormous frustration in reducing one's opponent to helplessness while reducing oneself to the point where one is unable to take advantage of it.

Amidst the deserved praise for *Streets of Stalingrad*, I must raise a somewhat dissenting opinion over what may be the game's most appealing features. While welcoming any chrome that lends flavour to a game, there is a certain limit as to what detracts from play and what enhances it. Schooled as I was in the use of the simple "Bulge" symbols for military units, I found the almost endless variety of "real" symbols in *Stalingrad* to be bewildering. Both my opponent and I found ourselves referring to the force sheets to decipher the nature of the units. The Soviet infantry symbol looks like a telephone pole on a box, the German armoured car looks like a Volkswagen bug, German pioneers appear to have a tennis racket for a symbol and the Soviet light tank looks like a logo for a cheese company! Then too, the units are not marked with their parent division or corps. This can get very confusing when trying to allocate divisional artillery to a battle, forcing constant references to the set-up sheets. Set-up and organization is very tedious and time-consuming. Despite the well executed charts, the process takes some careful work and I suggest you get issue #23 of *Fire & Movement* for their handy organization chart. Without it, the game can be a nightmare.

The map hexes are slightly too small for the large (5/8-inch) counters, and as a result the lines and positions often get confused when in a clutter of high-density combat. The terrain is confusing in its treatment of balkas. Why can't armoured units simply ride across the top without crossing? Or in the cases where two balkas are shown running parallel in a hex, why can't armoured units simply drive between them (after all, how wide is a tank)? Finally, the combat system only allows for the elimination of a unit, not its reduction. It seems reasonable that an entire company would not get blown away, merely reduced in many cases. If not

step reduction, then the replacement rules should allow units to combine to be returned at a later point.

These however are minor points, even nitpicking in the light of the otherwise high quality of the game. It's not a game for beginners, despite what the designers say about the ease of play. It's too large and perplexing for all but the dedicated gamer with ample time on his or her hands. There is sufficient choice in scenarios to allow gamers to play enough games to suit their needs; figure about an hour per turn average for the larger scenarios, 30 to 45 minutes for the smaller. The campaign game may take...well, as long as the actual battle, so play the shorter scenarios to get a feel for the game (two or three players to a side is also recommended for campaign or larger scenario play). This game is really unique in the wargaming field, so I'd suggest that you buy it now if you can still find it. Even if you're not up to playing it yet, store it away until you are ready. It won't age in the meantime; it's already destined to be a "good" classic and worthy of much more play than shelf-sitting time. The game is worth the price for the research and photographs alone; Dave Parnham must be applauded for his unexcelled work in this area.

If you can't find a copy of *Streets of Stalingrad* in a local store, write to Ed Snarski, RD 2, Box 137 Swanson Rd., Wilkes-Barre, PA 18702. Ed was a major financier in the game and took stock in lieu of return when the company went under. He is selling the game for \$35 post paid, if he still has any left.

Ian Chadwick

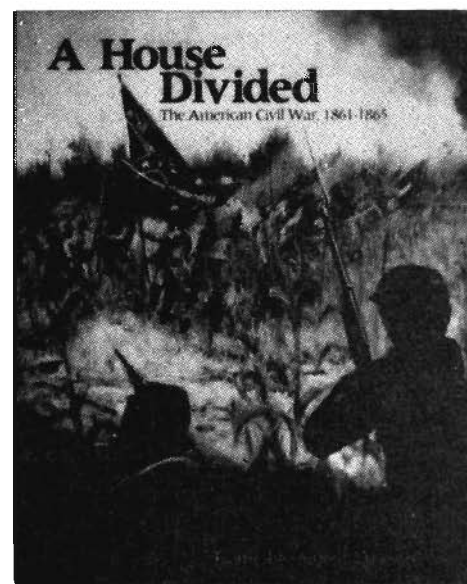
A House Divided

A House Divided is one of the few games in what is, to this reviewer, a decidedly undercrowded field of wargaming: strategic level American Civil War games. In fact, I can think of only two other examples, both from SPI: *American Civil War* and *War Between the States*.

The present game should prove an interesting addition to the ACW buff's library of games as it fills a void felt by those who don't have the time (or the inclination) to deal with *War Between the States*' massiveness or *American Civil War*'s arbitrary command control rules, etc.

GDW has borrowed a couple of concepts from previous game designs by a now defunct Canadian game company, (Gamma Two) and used them at the core of this game. It makes for a clean, interesting and playable system that can put a little fun back into evenings previously spent smashing the Sixth Army at Stalingrad (for the umpteenth time).

The components consist of a 17" x 22" map, 160 die-cut counters and rules (5 pages). The map is a representation of the major cities and towns involved in the war, all connected by communication lines (roads, rails and rivers) — from New York, Cleveland and Chicago in the North to New Orleans, Mobile and Jacksonville in the South and as far west as St. Joe, Mo. The pieces represent infantry and cavalry armies and information markers. Both sides begin with a light sprinkling of pieces on the map, the greatest concentrations being around the capitals, more or less the way the war actually started in 1861. From that point on the player gets to



conduct the entire strategy for his side for both major theatres of war.

The Union player, due to his naval and river ability, has the capability of striking the South at virtually any point along their mutual border. The Confederate player must exploit his interior lines and defensive tactics in order to keep his system of supply/recruitment cities as intact as possible, or if possible, capture Washington (which automatically wins the game for him). Essentially the burden of attack, as it was historically, is on the Union — the South must be invaded and literally gutted so that she cannot support her armies.

The movement system, giving the advantage of mobility to the Union player, requires pieces to be moved from town to town along the communications arteries (cavalry and infantry moving at different rates and cavalry able to perform a sort of scouting/screening role by means of "jump" moves). Combat occurs when opposing units occupy the same town, at which point they are removed from the board, lined up off to the side facing each other and throw dice at each other until one side is destroyed or flees. Needless to say, certain troops have better statistical chances of knocking out their opponents than others.

Other rules include the use of naval invasions (Union only), army experience, rail-line disruption, Union draft and recruitment of new units for both sides.

Although rated introductory by the designer, *A House Divided* is still a fun, absorbing game of strategic options and risk taking. Instead of becoming Meade at Gettysburg or Bragg at Chickamauga, the player is cast in the role of a Lincoln or Davis, having to direct the war at both ends of his country at once, always keeping the overall strategic goal in mind.

The latest entry in the Civil War field is one game that will be pulled out of my library fairly often, especially when I'm not seeking a major investment of time and energy. It's probably worth the inflated price of admission.

Stephen Loniewski



Your Moves

"Your MOVES" is intended as a forum to allow readers and game designers to comment on games and game design, offer optional rules to the most popular games, and present new scenarios and campaigns. Readers wishing to submit items to "Your MOVES" should write their pieces up to 750 words, typewritten (double spaced). No payment is offered for material submitted, and all submissions, published or unpublished, become the property of SPI. Authors will be given proper attribution for any material published in "Your MOVES."

THE LATEST "AIR WAR" SCENARIO

Whose Air Space Is This?
0120 (EST), 19 August 1981

General Situation: On 19 August 1981, while the US Sixth Fleet was conducting maneuvers in the Mediterranean, two Libyan Su-22 fighters scrambled from an airfield near Benghazi to intercept two US F-14 fighters from VF-41, which is based on the *USS Nimitz*. The US aircraft were heading south while the Libyan aircraft headed north. The dispute was over the Libyan claim that their territorial rights extended into the Gulf of Sidra for over 200 miles as opposed to the US claim of 3 miles. The US fighters were intercepted 47 miles north of the Libyan coastline.

Map Arrangement:

north
A
B
C
D
E
F
G
H

Libyan

Aircraft Type: two Su-22's (use the Su-7B table and subtract 1 from all turn modes)

Movement Allowance: 6

Throttle Setting: 6

Energy Pts: 0

Acceleration Pts: 0

Wings: level

Dive/Climb: Level Flight

Missiles: 4 Atoll

Hexes: (#1) H0816; (#2) H1017

Altitude: 78

Heading: Both due North

United States

Aircraft Type: two F-14's

Movement Allowance: 8

Throttle Setting: 8

Energy Pts: 0

Acceleration Pts: 0

Wings: level

Dive/Climb: Level Flight

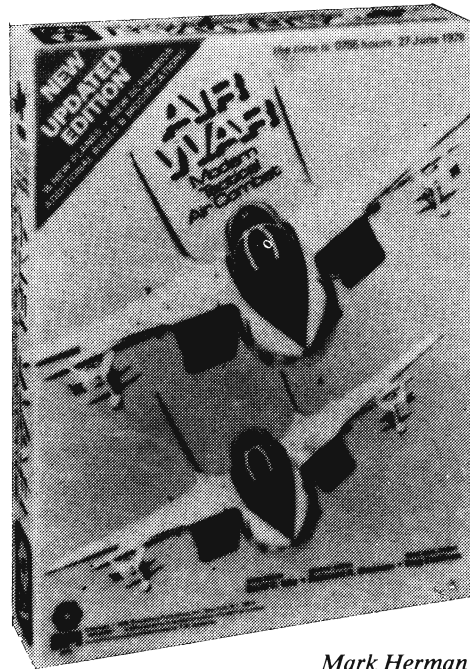
Missiles: 4 AIM-9L's and 6 Sparrow

Hexes: (#1) A0201; (#2) A1502

Altitude: 80

Heading: Both due South

Historical Notes: The four aircraft closed at full speed, and when the aircraft were approximately 1,000 feet apart (4 hexes), the Libyan jets fired one Atoll missile and split. The US F-14's banked hard and came up behind the Su-22's and immediately fired one AIM-9L each; the missiles destroyed the Su-22's. One parachute was seen to open. The last thing the Libyans probably saw was....



Mark Herman

Great Battles of the ACW Retrofit

The latest games in the Great Battles of the American Civil War series have included a number of new rules which may readily be adapted to use in other games in the Great Battles series. These rules may be considered optional additions and not addenda. In some cases, the addition of these rules will make the games more realistic, in others more complex. It is recommended that players experiment with these new rules to see what works best in each system. This article is meant to give specific limits to which rules should be added to which games.

The games in the series are abbreviated as follows: *Wilson's Creek* (WC); *Pea Ridge* (PR); *Drive on Washington* (DOW); *Cedar Mountain* (CM); *The Battle of Corinth* (BC); *Jackson at the Crossroads* (JC).

Rules adapted from *Cedar Mountain*:

[21.1] LIMITATIONS ON DISMOUNTED CAVALRY

Suitable for WC and DOW, but not for PR. This rule represents the fact that cavalry were not trained to fight as infantry. The reduction in morale rating (to 2) should definitely be included.

[22.0] ARTILLERY OVERSHOOT

Suitable for WC, DOW and PR. This rule suits the effects of artillery fire scattering over great distances, simulating the sometimes gross inaccuracy of such fire.

Rules adapted from *Corinth*:

[22.0] MELEE INITIATION

Suitable for DOW, WC and CM, but not for PR or JC. This rule reinforces the importance of leadership, since units that fail morale checks when not stacked with leaders may refuse to attack or retreat when so required. Modifications will have to be made to the modifiers of Cases 22.1 and 22.2; ignore those modifiers which refer specifically to *Corinth* and use the others. Note that use of this rule may alter play balance in some games (especially CM). However, it is likely to improve the balance in DOW.

[24.0] BATTERIES AND RAPID-FIRE

Suitable for all games but JC and CM. This rule simulates the deadly affect of canister ammunition at close range; smoothbore artillery units were often double shotted and could increase their firepower through rapid-fire. The defender will be greatly helped by this rule so it will tend to alter the balance of PR more toward the Union, which is good. Its use in WC, however, will swing the balance even more towards the Confederates, thus greatly imbalancing the game. It should be noted that the batteries at Wilson's Creek were probably not capable of rapid-fire since the men were still green having been so newly organized. DOW will be little altered since there is so little artillery present.

Rules adapted from *Jackson at the Crossroads*:

[21.5] ARTILLERY OPPORTUNITY FIRE

Optional in DOW, PR, WC, BC and CM. The rule adds a greater realism to the games by allowing the defender to fire upon attacking units once per turn as they move in to attack. However, this rule is a major change to the whole game system and greatly aids the defender. It will tend to unbalance WC drastically while altering the balance of the other games to a lesser degree. Players should experiment with this rule and use it if they like it; personally, I don't.

As the Great Battles series expands, new designers will continue to offer excellent ideas which may be used in many of the games in the series. These new ideas will appear in this feature, allowing you to mix and match to add more realism and balance to the other games.

Eric Lee Smith

Opening MOVES [continued from page 2]

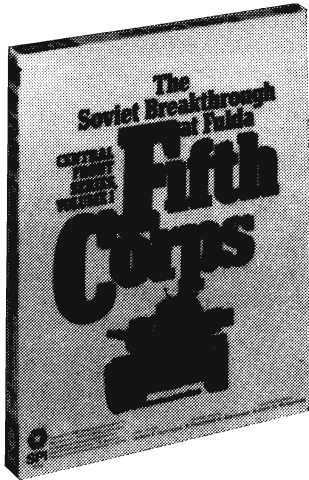
towards more accessible and readable rules (at least for some types of games). The drawbacks to this approach are that it requires the full concentration of two or three really skilled writers to get acceptable rules. Anyone can use the second person, small words, and informal structure. But if you aren't extremely careful, all you'll get is a short, confusing and incomplete set of rules. I'm sorry to say that the typical wargame rules writer — both at SPI and at other stations on your game publishing dial — is not up to it. To avoid that trap, we've concentrated all the final rules writing into the hands of a professional writer (Bob Ryer) with an occasional assist from me. Soon, we'll do a full size standard wargame in the same style and see if we can bring it off. When you see it, you'll recognize the difference. Let us know how you feel about it.

Redmond

Great Games in the Central Front Series

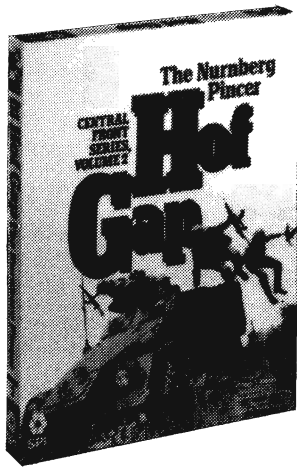
Soviet armored forces break through into the central German plain. *Fifth Corps* contains a 22"×34" map, 200 cardboard playing pieces, and *Central Front Standard* and *Fifth Corps Exclusive* rules booklets.

\$8.00



A combined Warsaw Pact force attacks into the mountainous south German area. *Hof Gap* contains a 22"×34" map, 400 cardboard playing pieces, and *Central Front Standard* and *Hof Gap Exclusive* rules.

\$10.00



Combine these games with *BAOR* featured in *S&T 88*! Available through your retailer for \$6.00.

Central Front is an ongoing series of games in which NATO forces in Germany confront the Warsaw Pact steamroller in a hypothetical future war. *Fifth Corps* is the first game in the series and covers the Soviet breakout in the Fulda Gap area. *Hof Gap*, the second game in the Central Front series, expands the scope of the simulation by examining the Czech, East German and Soviet forces attacking to the south of the *Fifth Corps* area. A campaign game is included which ties the first two games together. New elements, such as artillery counterbattery fire, US training areas, supply airheads and airmobile operations, are introduced which can be incorporated into *Fifth Corps* as well. The third game in the series, *BAOR (British Army of the Rhine)* is available in *Strategy & Tactics 88*, and offers new Standard rules applicable to both *Fifth Corps* and *Hof Gap*.

All games in the Central Front series are now available through your local retailer!

The *Hof Gap* and *BAOR* maps about the *Fifth Corps* map as part of the Central Front game series.

Section of *Hof Gap* map and sample counters.

[3.4] HOW TO READ THE UNITS

TYPICAL COMBAT UNIT (front)

Unit Designation

55/20G

III

Unit Size

10-14

Unit Type

Attack Strength

Defense Strength

TYPICAL ARTILLERY UNIT (front)

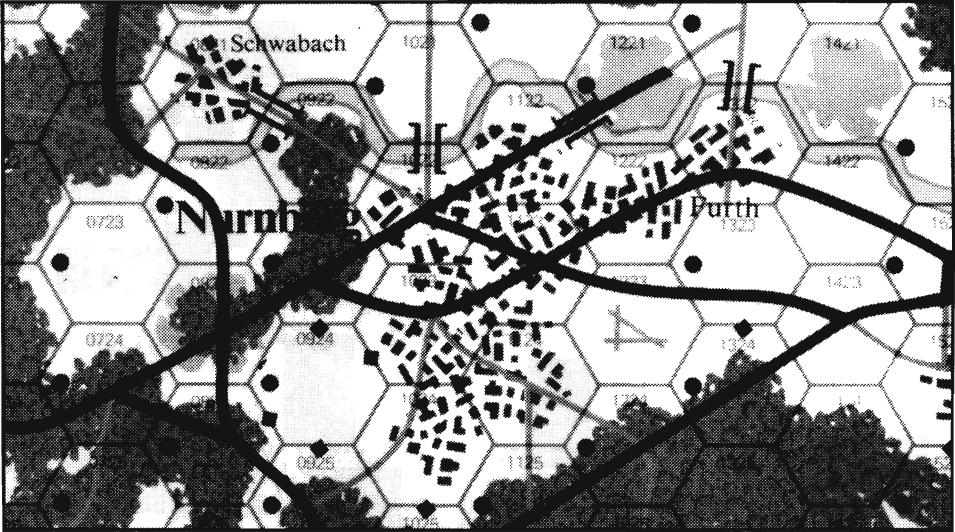
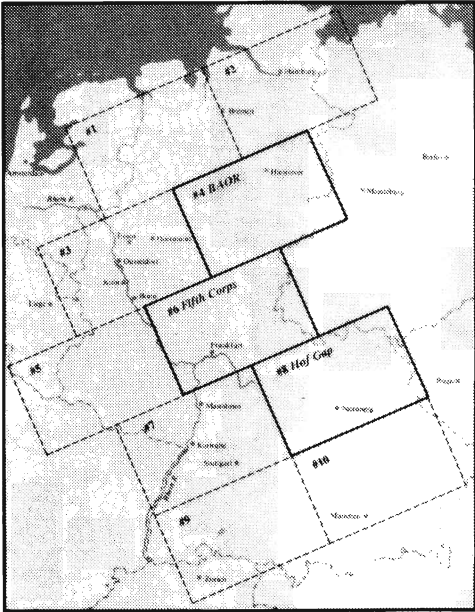
1 40/3A

II

§

454

Range



51G/18G

III

10-14

12/12

II

5-5

3

DAG/11

X

§

555

320 III

§

141

80/20

III

9-9

DAG/23T

X

§

353

15/13A

III

§

3203

BAOR

The Enhancement and Standardization of the Central Front Series

by Charles T. Kamps, Jr.

In the *BAOR* issue of *S&T*, we decided to "bite the bullet" and revise and integrate the standard rules so that you'd have one set of system-wide statements without a lot of exceptions and modifying clauses. This article gives you some of the background on why and how this came about as well as providing an extra group of rules which *also* apply to all the games in the system. It is probable that the CF System will continue to evolve (because of its contemporary subject) and we will maintain the system in the pages of *MOVES*. I hope we get the entire system done before the Soviet economy collapses and they're no longer a believable threat. Or vice-versa! — Redmond

The Central Front Series is an evolutionary project. Readers who are familiar with the first two games in the series, *Fifth Corps* and *Hof Gap*, will notice improvements in *BAOR*, which will be retrofitted to the earlier games. Doing *modern* simulations is more challenging than *historical* ones for two reasons: first, there is no "historical" outcome and postmortem to guide the designer, and second, information on weapon effects, order of battle, and relative capabilities is often hard to come by. The designer must research current military periodicals and accounts of recent conflicts to form a basis of understanding for terrain, units, and mechanics. More important, he must rely on assistance from folks in the military who can provide the "feel" of the current situation, as well as up-to-date facts and a candid view of relative strengths and weaknesses of the potential combatants.

In some cases, things just outright change during the course of time. For instance, *Fifth Corps* and *Hof Gap* were completed prior to the West German government's final decision on army reorganization. We knew something was coming, and had a good idea of the way things would look according to Bonn's official announcements. The organizational structure finally approved for the West German Army is reflected in *BAOR*. For those interested, as an economy measure the West Germans will retain their old standard organization in peace, but will cross-attach units in war, and add another battalion to each brigade by forming an *ad hoc* headquarters and borrowing companies from the original battalions. Thus, the wartime composition of a panzer brigade will be: 1×arty bn (18×155SP), 1×AT co (12×SP Hot ATGM), 2×panzer bns (41×*Leopard* each), 1×panzer bn (28×*Leopard*, 11×*Marder* IFV, 9×*Milan* ATGM), and 1×panzer-grenadier bn (35×*Marder* IFV, 27×*Milan* ATGM, and 6×120mm mortars). The panzer-grenadier brigade will consist of 1×arty bn (18×155SP), 1×AT co (12×Hot SP ATGM), 1×panzer bn (41×*Leopard*), 2×

panzer-grenadier bns (24×*Marder* IFV, 10×M113 APC, 27×*Milan* ATGM, 6×120mm mortars each), and 1×panzer-grenadier bn (13×*Leopard*, 24×*Marder* IFV, and 18×*Milan* ATGM).

Another example of the difficulty in designing a modern game is that we had no firm information on West German battalion garrison locations for the first two games. Knowing that many German battalions were spread out over the countryside, it seemed fair to concentrate them around their brigade headquarters locations, but allow them enough flexibility in placement to avoid pre-emptive air strike. We now know where the battalions should be placed, and have incorporated this information into *BAOR*. In some cases it means that the West Germans are more concentrated than in the other games, but accuracy is served. Updated strengths and locations for the West Germans in *Fifth Corps* and *Hof Gap* will appear in the next issue of *MOVES*.

Several points concerning the counter mix should be clarified here. Readers will note the absence of the British 1st Armoured Division and supplementary Territorial light infantry battalions from the game. As the 1st is located off the north edge of the *BAOR* map, and fairly far forward, it will appear in the *North German Plain* game. This, of course, will not preclude players from moving it wherever they wish when the mapsheets are joined.

The extra infantry battalions doctrinally have a two-fold mission: rear area security and augmentation of regular anti-tank units. After reflecting the sections in the combat strengths of the regular *BAOR* units, and subtracting platoons necessary to guard headquarters, convoys, bridges, etc., there was little point in retaining the "battalions" as they were reduced to nil strength. The Field Forces provide the tactical rear area security. Note that there are no West German HSK units in *BAOR*. Stationed to the west of the mapsheet, they provide some form of deep rear area security. The strategic parachute option available to the Soviets should highlight the rationale for HSK deployment off the map. In fact, the HSK units in *Fifth Corps* and *Hof Gap* should be treated the same way.

Recent information indicates that the Soviets have converted most of their Category I artillery, at the division level, over to self-propelled M-1973 and M-1974 models, and attached regimental artillery to tank regiments. Soviet pieces in *BAOR* reflect these changes in strength and capability. The rules for Multiple Rocket Launcher artillery is meant to simulate the area saturation volley fire of these weapons. The rule is simply a late comer which should have been in the earlier games.

Hand in hand with the Soviet pre-emptive air strike, is the virtual elimination of initiative determination. When calculated, the pre-emptive strike (as it applied to combat units) represented only part of the Pact's air strike ability. The remainder of the Soviet tactical air force will hit NATO air fields (roll for initial supremacy) and command/control centers. Under such conditions, it is unlikely that NATO will be able to sufficiently recover the initiative during the first five days of combat; so, initiative determination gives NATO a chance that will probably not occur during the span of the game.

The Pact's southern entry option in the Thin Red Line scenario gives the Soviets the opportunity to do some serious outflanking. The one Game-Turn penalty imposed on units for using the south edge simulates the traffic control difficulties those units would encounter by crossing paths with the units entering the *Fifth Corps* map, also through the Harz.

NATO special rules have been expanded slightly. Corps artillery is allowed to support any nationality as, in reality, it would be answering calls for fire from other artillery headquarters, and not the supported front line unit. The surprise attack bonus has been extended to attack helicopters because they *are* maneuver units capable of taking advantage of flanks and terrain.

The air interdiction rule expands the scope of air point allocation without involving a lot of additional dirt. The original air rules were very limited in application. With air interdiction, your A-10 (or MiG-27) jocks can cause the enemy real anxiety. When units leave their air defense umbrella and hit the road in column, they open themselves up to the attack planes — something not previously simulated in the series.

Several other features were modified as well. NATO may now target towns (but not cities) for nuclear strikes. Air defense fire against air mobile units is not quite as effective as before. German tactical doctrine has been added as an option that is highly recommended, as it illustrates the basic doctrinal inconsistencies between the NATO allies.

Victory conditions, for the Thin Red Line scenario, were approached with an aim toward the stated objectives of both sides. The Soviets must achieve a certain rate of advance with their spearhead elements to accomplish their ends, while NATO must hold on to as many urban areas as possible. To an extent, the conditions were modified for play balance. The "pure" ones are addressed in the optional rules included in this issue.

As part of its ongoing "shell game," the British Ministry of Defence has announced its second major unit reorganization in five years. In game terms this will mean virtually nothing, as all combat battalions and gar-

riation locations will be unaffected. The changes will have an impact on higher headquarters, and reduce the administrative overhead in BAOR by a couple of thousand men. For the benefit of readers of the *BAOR* article in *S&T* 88, the new British organization is outlined below.

During 1982–1983, 2nd Armoured Division HQ will redeploy to the United Kingdom and take up residence with North East District HQ. It will redesignate as HQ 2nd Infantry Division, and command two newly formed Territorial brigades in Britain, as well as the 5th Field Force. The UK-based brigades will be the 15th (HQ: Topcliffe, Yorks) and the 49th (HQ: Chilwell, Notts). The 5th Field Force will be redesignated 24th Infantry Brigade. Brigade titles have not been publicized for the 6th and 7th Field Forces. A new formation, known as 2nd Infantry Brigade will also form, with a headquarters located at Shorncliffe, Kent.

In *BAOR*, the absence of 2nd Division HQ will mean that two of the remaining divisions will command three brigades each, while the odd division will have two brigades in Germany and (as planned) a third brigade in Britain which will reinforce it in wartime. The first steps toward a “new” organization (i.e., terminology) were taken during 1981, when the term *brigade* was chosen to replace *task force* to represent the intermediate headquarters between division and battalion. These changes are presented below.

Optional Rules for the Central Front Series

(Fifth Corps, Hof Gap, BAOR, North German Plain, Donau Front)

Those readers receiving *BAOR* in *S&T* nr. 88 will notice the absence of optional rules, and the incorporation of formerly optional or exclusive rules into the new standard rules. After a lot of feedback, soul searching, and re-analysis, a new set of standard rules was released with *BAOR*. These standard rules are now applicable to all the games in the series, even those yet to come. Barring any catastrophe, these standard rules will not change again. It is highly recommended that owners of *Fifth Corps* and *Hof Gap* read the standard rules in *BAOR* carefully, since a number of changes are subtle and yet highly important to correct play of the games.

This article is intended to present all valid optional rules for the entire Central Front series, as well as identify rules applicable to the first two games (*Fifth Corps* and *Hof Gap*) which appeared in *BAOR*. Players should remove these center four pages to add to their games.

A number of exclusive rules in *BAOR* are also “standard” in nature and will be included in the two remaining games of the series (*North German Plain* and *Donau Front*). They should be considered standard for *Fifth Corps* and *Hof Gap* as well:

[17.3] WARSAW PACT MARCH ORDER DIAGRAMS

[21.1] WARSAW PACT DOCTRINE

BAOR Intermediate HQ Redesignations: 1981

DIV	TASK FORCE (old)	BRIGADE (new)	HQ LOC
1st Arm'd	Alfa	7th Arm'd	Soltau
	Bravo	22nd Arm'd	Hohne
2nd Arm'd	Charlie	4th Arm'd	Munster
	Delta	12th Arm'd	Osnabruck
3rd Arm'd	Echo	33rd Arm'd	Paderborn
	Foxtrot	6th Arm'd	Soest
4th Arm'd	Golf	11th Arm'd	Minden
	Hotel	20th Arm'd	Detmold

The following lists give the unit titles which are represented by abbreviations on the playing counters:

British:

AAC: Army Air Corps; **Ang:** Royal Anglian Regt; **BW:** Black Watch; **DER:** Duke of Edinburgh's Royal Regt; **GG:** Grenadier Guards; **Glo:** Gloucestershire Regt; **Hvy:** Heavy Regt; **K's:** The King's Regt; **KSB:** King's Own Scottish Borderers; **LG:** Life Guards; **LI:** Light Infantry; **Para:** The Parachute Regt; **Q.Hus:** Queen's Own Hussars; **Qns:** The Queen's Regt, **QRH:** Queen's Royal Irish Hussars; **O.Yeo:** Queen's Own Yeomanry; **RA:** Royal Artillery; **RE:** Royal Engineers; **RGJ:** Royal Green Jackets; **RHF:** Royal Highland Fusiliers; **RHA:** Royal Horse Artillery; **RRF:** Royal Regt of Fusiliers; **RSDG:** Royal Scots Dragoon Guards;

RWF: Royal Welch Fusiliers; **R. Yeo:** Royal Yeomanry; **WFR:** Worcestershire & Sherwood Foresters; **5 RIDG:** 5th Royal Inniskilling Dragoon Guards; **9/12L:** 9th/12th Royal Lancers; **13/18:** 13th/18th Royal Hussars; **15/19:** 15th/19th King's Royal Hussars; **17/21:** 17th/21st Lancers; **RTR:** Royal Tank Regt

Belgian:

A: Artillerie; **Bev:** Bevrijding; **CA:** Chasseurs Ardennais; **CaC:** Chasseurs a Cheval; **Cy:** Cyclistes; **Gd:** Guides; **Gr:** Grenadiers; **JtP:** Jagers te Paard; **Kar:** Karabiniers; **Lg:** Ligne; **Ln:** Lanciers; **WR:** Wielrijders

Warsaw Pact:

A: Artillery; **BE:** Belorussian; **DAG:** Division Artillery Group; **G:** Guards; **GA:** Guards Army; **GT:** Guards Tank; **GTA:** Guards Tank Army; **Hvy:** Heavy; **LR:** Long Range; **RAG:** Regimental Artillery Group; **SA:** Shock Army; **Spec:** Special; **T:** Tank; **TA:** Tank Army

Notes: British unit designations represent the composition of BAOR as of early 1981. Individual units are transferred constantly — in the case of infantry battalions, every two or three years. Warsaw Pact artillery units carry a brigade size symbol as they represent collections of battalions — even though the units with numerical designations are called divisional artillery “regiments” by the Soviets. ■■

[21.2] WARSAW PACT AIR SUPREMACY

[21.3] WARSAW PACT INITIATIVE

(Note: It is intended that the Warsaw Pact player have automatic initiative on all Game-Turns of all scenarios of *BAOR* and *Hof Gap*, as well as during the Battle for Fulda and Fifth Corps scenarios for *Fifth Corps*. There may be an occasion in the forthcoming games to have variable initiative, so the initiative segment has been retained in the sequence of play. It is highly unlikely, however, that it will be realistically used in the future.)

[21.6] NATO CORPS ARTILLERY

In the next issue of *MOVES*, there will be an article covering the linkage of all three games of the series, with scenario instructions, and an updated Master Unit Deployment List for *Hof Gap* and *Fifth Corps* which changes West German strengths, unit designations, and locations, based on recent Bundeswehr reorganization. The article will also deal with items such as the Warsaw Pact preemptive strike, and non-West German NATO paralysis.

[24.0] NUCLEAR WARFARE

GENERAL RULE:

Nuclear warfare may be initiated by either Player during the Nuclear Attack Segment of any Game-Turn. Nuclear warfare is not simultaneous; the Warsaw Pact Player resolves any nuclear attack he wishes to conduct in a single Nuclear Attack Segment before the NATO Player resolves any of his. If the NATO Player is the first Player in the game to actually resolve a nuclear attack, the Warsaw Pact Player may conduct his nuclear attacks after the NATO Player (in that Nuclear Attack Segment

only). Each Player may conduct nuclear attacks against Enemy units with nuclear weapons fired from his artillery units or delivered by airpower.

PROCEDURE:

The number of nuclear weapons available to each Player for the duration of the game, the strength of each, and the method of their employment is listed on the Nuclear Weapons Charts (24.6). As a Player uses his available weapons, he notes their expenditure on a separate sheet of paper.

CASES:

[24.1] USE OF NUCLEAR WEAPONS

The Nuclear Weapons Chart lists the method by which each type of nuclear weapon is employed, either fired from a certain type of artillery unit or delivered by air.

[24.11] An artillery unit may fire a nuclear weapon which it is eligible to deliver into any hex within its range. Certain artillery units possess a special range for firing nuclear weapons (as listed on the chart) which represents battlefield missiles which are attached to the artillery unit and for which separate counters are not provided. An artillery unit does not gain an FP for firing a nuclear weapon, but must be in supply to do so. A single artillery unit is allowed to fire only one nuclear weapon per Game-Turn.

[24.12] A Player may use a nuclear weapon deliverable by air anywhere on the Game-Map. This does not require the expenditure of an Air Point, but may only be executed if the opposing Player does not possess air superiority. Within these restrictions, any number of eligible nuclear weapons may be delivered by air per Game-Turn.

[24.2] RESOLUTION OF NUCLEAR ATTACKS

Each nuclear weapon is assigned an Attack Strength on the Nuclear Weapons Chart. To

resolve a nuclear attack, the strength of the weapon is compared to the Nuclear Defense Strength of the unit under attack. This strength is "1" if the unit is soft, or "2" if the unit is hard. The comparison, stated as a ratio, is located on the Combat Results Table as if a prepared attack was being conducted in flat terrain (regardless of the terrain actually in the hex under attack). The die is then rolled and the defender's combat result is applied to the unit being attacked. The attacker's combat result is ignored.

[24.21] Any number of nuclear weapons (within the restrictions of those available) may be assigned to attack a given hex or unit. However, a separate attack is conducted for each nuclear weapon used.

[24.22] If more than one unit occupies a hex in which a nuclear attack is being resolved, each unit is attacked separately by the full strength of the nuclear weapon(s).

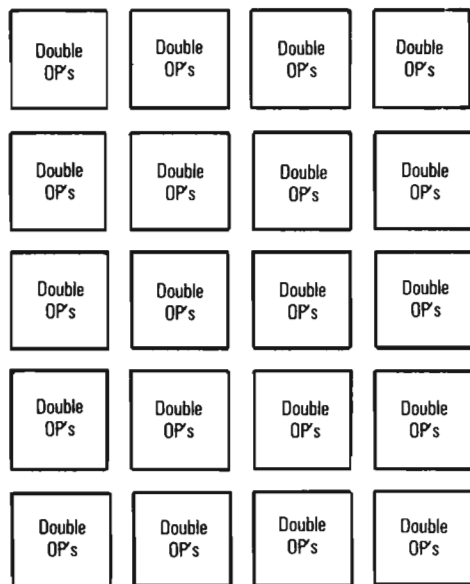
[24.3] EFFECTS OF NUCLEAR ATTACKS

[24.31] Any combat result incurred by a unit defending in a nuclear attack must be applied as an FP gain. No retreat is possible.

[24.32] A unit subjected to a nuclear attack (whether it suffers any FP gain or not) may not expend any Operation Points in the next Friendly Player Phase. The unit may be flipped to its FP side during the Phase however.

[24.33] NATO units are prohibited from entering any hex subjected to a nuclear attack (by either Player) in the first NATO Player Phase following the attack.

[24.34] The Operation Point cost for entering a hex subjected to a nuclear attack is doubled for the entire Game-Turn in which the attack is resolved. Players may use facsimiles of the markers shown below to indicate the effects of a nuclear attack in a hex.



[24.4] NATO ASSIGNMENT OF NUCLEAR WEAPONS

The NATO Player must plot nuclear weapon expenditure one Game-Turn in advance of actual employment. During the Nuclear Attack Segment, the NATO Player secretly writes down the identity number of a target hex or the designation of a target unit for each nuclear weapon he wishes to employ. He must also note the type of nuclear weapon used and the method by which it will be delivered (naming the specific artillery unit if the weapon will be fired by artillery). During the Nuclear Attack Segment of the next Game-Turn, the at-

tacks of all nuclear weapons so assigned are resolved. If a Warsaw Pact unit is the assigned target of an attack, and the unit has been moved adjacent to a NATO unit or into a city hex, the attack is cancelled. Likewise, if the chosen delivery system is no longer available (i.e., the Warsaw Pact has air superiority or the assigned artillery unit is not within range), the attack must be cancelled.

[24.41] The NATO Player may not choose a hex that contains a West German city, or that is occupied by, or adjacent to, a NATO unit as a target hex.

[24.42] A cancellation of a nuclear attack is considered an expenditure, and the assigned nuclear weapon is no longer available.

[24.43] The NATO Player may plot as many nuclear attacks as he wishes in a single Game-Turn, up to the limit of weapons provided by his Nuclear Weapons Chart.

[24.5] WARSAW PACT ASSIGNMENT OF NUCLEAR WEAPONS

Nuclear attacks conducted by the Warsaw Pact Player are resolved in the same Nuclear Attack Segment in which they are declared. Each nuclear attack is declared against a specific target hex containing any number of NATO units (see 24.22). As long as a target hex is not adjacent to Warsaw Pact units, any hex may be chosen as a target. The Warsaw Pact Player must adhere to a rigid schedule of nuclear weapon expenditure. In the first Nuclear Attack Segment that the Warsaw Pact Player conducts nuclear warfare, he may expend up to 33 nuclear weapons. In each of the next six Nuclear Attack Segments that follow, he may expend up to 6 nuclear weapons. At the end of this period, the Warsaw Pact Player may expend a maximum of 3 nuclear weapons per Game-Turn for the duration of the game. The limits on expenditure given above are maximums; the Warsaw Pact Player is free to expend fewer than allowed but doing so does not allow him to expend more in subsequent Game-Turns.

[24.6] NUCLEAR WEAPONS CHARTS

(see charts and tables)

[24.7] ATOMIC DEMOLITION MUNITIONS (ADM's)

Atomic Demolition Munitions (ADM's) may be used by the NATO Player only. They are nuclear weapons designed to enhance the obstacle value of the terrain.

[24.71] ADM's may only be assigned to friendly NATO units, and only during the Nuclear Attack Segment of the Game-Turn prior to the Game-Turn of use.

[24.72] On the Game-Turn following the turn of assignment of an ADM, the holding unit may detonate the ADM in any one hex that it passes through during the course of its first Movement Phase.

[24.73] A hex in which an ADM has been detonated costs a unit twice the normal number of OP's to enter. In addition, the effects of Autobahns, roads, and access hexsides are nullified by the ADM.

[24.74] An engineer unit that enters a hex subjected to ADM demolition restores the normal entry cost of that hex.

[25.0] WEST GERMAN TERRITORIAL UNITS

GENERAL RULE:

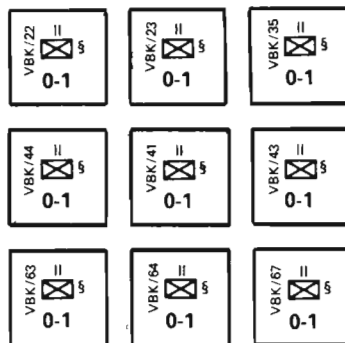
In each scenario the NATO Player may deploy a certain number of Wehrbereichskommando static infantry battalions. These units are deployed hid-

den and may never be moved. Static infantry battalions may be supported by West German artillery and attack helicopter units. Although these units are battalion-sized, they are considered to be company-sized for purposes of exerting a ZOC (see 6.24).

CASES:

[25.1] DEPLOYING

Before the start of play, the NATO Player secretly writes down the hex numbers of each city hex in which he wishes to place a static infantry battalion. During play, as soon as a Warsaw Pact unit moves adjacent to a city hex containing a static battalion, the NATO Player must declare that unit's presence. If the Warsaw Pact unit occupies a hex controlled by that static battalion, it must cease its movement as per 5.22. Players may make facsimiles of the counters as shown below to use during play.



[25.2] PROPERTIES OF STATIC BATTALIONS

Each static infantry battalion is treated as a soft unit possessing an Attack Strength of "0" and a Defense Strength of "1." Static battalions may neither move, attack, nor expend Operation Points in any manner. Static battalions may never retreat; they must absorb all adverse combat results by gaining FP's.

[25.21] NATO units of any nationality may be stacked in a hex occupied by a static battalion. The static infantry unit does not count for purposes of stacking, although it may add its Defense Strength to that of any units stacked with it.

[25.22] If units which are stacked with a static battalion are retreated as a result of combat, the static battalion is automatically eliminated.

[25.23] Static infantry battalions may never participate in an attack nor contribute toward the application of column shifts when resolving a NATO attack.

[25.24] The current FP level of each static infantry battalion is shown by placing the appropriate FP marker in the hex it is considered to occupy. The FP level of a static battalion is never averaged with other units occupying the same hex. Each static battalion may possess from 0 to 4 FP's; when such a unit is called upon to gain a fifth FP, it is eliminated. Remove the FP marker from play.

[25.3] AVAILABILITY OF STATIC BATTALIONS

The following static battalions are available for use in the first three games of the series, and must be placed within the limits of the cities listed:

BAOR: VBK 22 (Hannover), VBK 23 (Hildesheim), VBK 35 (Detmold), VBK 44 (Kassel).

Fifth Corps: VBK 41 (Koblenz), VBK 43 (Wiesbaden).

Hof Gap: VBK 63 (Ansbach), VBK 64 (Wurzburg), VBK 67 (Bayreuth).

[26.0] WEST GERMAN DOCTRINE

COMMENTARY:

Current West German tactical thought is heavily influenced by the political concept of "forward defense." With the advent of this doctrine, traditional German excellence in mobile defense has been sacrificed to the idea of holding as much ground, as far forward, as possible.

GENERAL RULE:

No West German unit may retreat to fulfill combat loss requirements until it is within 2 FP's of being destroyed. Therefore, a West German mechanized or armored battalion could not retreat until it had a cumulative total of 3 FP's. Similarly, a West German company could not retreat until it had absorbed at least 2 FP's, and an artillery unit could not retreat until it had accumulated 4 FP's (except when being attacked by counter battery fire only).

[27.0] POLISH UNRELIABILITY

COMMENTARY:

Polish forces are among the best trained and equipped units in the Warsaw Pact. While they would undoubtedly be very tenacious in the defense of their homeland, their enthusiasm for a Soviet war of aggression might be of a low order.

CASES:

[27.1] COMBAT LOSSES

To simulate deteriorating morale, *double* all combat losses against Polish units from the Combat Results Table.

bat losses against Polish units from the Combat Results Table.

[27.2] DETERMINING UNRELIABILITY

All Polish non-artillery units participating in attacks are subject to unreliability. For each such unit or stack, the Warsaw Pact Player must roll one die on the Polish Unreliability Table (27.3) at the time he declares combat. Based on the number of FP's the unit/stack in question currently possesses, the Table will yield a result which either allows or denies the unit the ability to participate in the attack. This procedure is initiated separately for each stack for each attack throughout the game.

[27.3] POLISH UNRELIABILITY TABLE (see charts and tables)

[28.0] DOCTRINAL VICTORY CONDITIONS

COMMENTARY:

Victory conditions for the Central Front Series are based on relative criteria regarding Warsaw Pact advance rates and NATO's ability to retain control of urban areas. These victory conditions have been modified for game balance. Actual "victory conditions" for the Warsaw Pact, based on their announced goals (i.e., planned rate of advance) are presented below. As an additional comment, the West Germans would consider the loss of 100 km of terrain, about half of the game map, as a devastating defeat.

GENERAL RULE:

Soviet victory conditions may be judged according to the following rates of advance:

Last Two Numbers of Advance Hex:			
Game-Turn	Marginal Victory	Substantive Victory	Strategic Victory
4	34	30	26
5	30	25	20
6	26	20	14
7	22	15	08
8	18	10	02
9	14	05	Exit
10	10	Exit	none

[29.0] EXITING ENEMY CONTROLLED HEXES

If the Phasing Player is attempting to move *all* the units in a particular Enemy-controlled hex out of that hex in accordance with 6.2, his die roll is modified as follows:

"1" is subtracted from the die roll during a P.M. night turn or during ground fog; or if the unit is separated from all Enemy units' ZOC's by a river hexside.

"1" is added to the die roll for each adjacent hex in excess of one, which contains an enemy unit exerting a Zone of Control over the Phasing unit or stack.

[30.0] HOF GAP TERRAIN

Units may not move, advance, or retreat into or out of a rough terrain hex except through Autobahn, road, or access hexsides on the *Hof Gap* map. Units may conduct normal attacks and exert Zones of Control into such hexes as usual. Airmobile and Airborne *Infantry* units, only, are exempt from any of the above restrictions.

[24.6] NUCLEAR WEAPONS CHART

NATO Nuclear Weapons

WEAPON SIZE/TYPE	ATTACK STRENGTH	NUMBER PER MAP	METHOD OF USE
BOMB			
100 KT	15	2	Air
50 KT	12	3	Air
10 KT	7	3	Air
3 KT	4	4	Air
MISSILE			
100 KT	15	2	{ US 4(5)4 SP*; BR 4(4)4 SP*; Bel 3(4)3 hard SP*; NL 2(8)2 SP*; WG 5(6)5 Arty*; FR 3(5)3 non-divisional Arty*
50 KT	12	3	
10 KT	7	6	
1 KT	4	7	
CANNON			
2 KT	7	7	{ US 4(5)4 SP; BR 4(4)4 SP; Bel 3(4)3 soft SP; NL 3(4)3; WG 5(6)5
1 KT	4	14	
0.2 KT	2	21	
ADM's	(see 24.7)	6	Any unit including non-artillery types)

Notes: This chart includes nuclear weapons for all games and NATO units, including **US** (United States), **BR** (British), **Bel** (Belgian), **NL** (Netherlands), **WG** (West Germany), and **FR** (French).

* = All units (except French) firing these weapons are assumed to have an attached *Lance* missile battery with a range of 27 hexes. French units are assumed to have an attached *Pluton* missile battery with a range of 30 hexes and a capacity to fire only 10 KT or 50 KT missiles.

Warsaw Pact Nuclear Weapons

WEAPON SIZE/TYPE	ATTACK STRENGTH	NUMBER PER MAP	METHOD OF USE
BOMB			
100 KT	15	4	Air
10 KT	7	4	Air
MISSILE			
100 KT	15	5	Non-divisional Arty*
50 KT	12	14	Non-divisional Arty*
10 KT	7	5	Non-divisional Arty*
20 KT	11	21	DAG Arty*
5 KT	6	21	DAG Arty*
CANNON			
8 KT	12	14	All Arty except RAG/DAG

Notes: Cannon nuclear weapons may be fired by divisional artillery which has a numerical identifier instead of a "RAG" or "DAG" designation.

* = Non-divisional artillery firing these weapons is assumed to have an attached *SCUD-B* missile battalion with a range of 70 hexes. DAG artillery firing these weapons is assumed to have an attached *FROG-7* battalion with a range of 17 hexes.

[27.3] POLISH UNRELIABILITY TABLE

CURRENT FP LEVEL	DIE ROLL TO ATTACK
0	1-5
1	1-4
2	1-3
3	1-2
4	1
5	na

Procedure: Roll one die for each non-artillery Polish unit, cross-indexing the current FP level of the unit/stack in question with the "Die roll to attack" column. The unit/stack may only participate in the attack if the die result is within the numbers shown (inclusive). *na* = not allowed.

Richard Berg's Review of Games

A Bi-Monthly Gamesletter of Independent Opinion and Criticism

Edited by Richard Berg

Volume 2, Number 1

From the Editor:

After a year out in the hinterlands trying to make a living on its own, *RBROG* now moves to *MOVES*. *RBROG* will try to bring you information on the most recent releases, critiqued by the best writers in the industry. This initial *MOVES/RBROG* is certainly indicative of that intention, with four top writers/designers contributing. We've got a lot of games on the back burner too, from Yaquina's *Battles and Leaders* to Mayfair's *Richard the Lionheart*, and we'll try to let you know about as many of them as possible. We'll also keep you informed on some of the more interesting — and often more humorous — aspects of the industry.

Essentially, our lead review — usually a game of exceptional merit or interest, or perhaps a flagrant disaster — will be in the "Forward Observer" mold. We'll then follow that with from two to four short (and hopefully incisive) reviews, all concluded with the unique *RBROG* "Capsule Comments." This issue we're featuring WWII (with a little Vietnam thrown in for flavor); however, each issue will not be restricted to any given subject or period. Whatever looks interesting, and whatever we think you'd like to know about, that's what we'll run. Also, if you've got an old favorite — some out-of-the-way masterpiece that no one has heard about — drop us a line. If we get enough requests for some of those old Third World Specials, we'll run those too.

Richard H. Berg

Hitler's War

Design: Keith Gross

Components: 16" x 17" mapsheet, 360 counters, 21-page rules book, 3 strength-display sheets, die, plastic bag, boxette.

Metagaming, \$7 (\$8 as of fall 1981)

Reviewed by Omar DeWitt

The bigger-is-better group will ignore this little gem, but those of us who like to get beyond setting-up a game will appreciate *Hitler's War*. The complex and multi-faceted WWII in Europe has been distilled, and we are left with a game that has the form and essence of that conflict in a compact format.

The mapsheet covers North Africa on the south to most of Scandinavia in the north, and runs from Great Britain past the Caspian Sea in the east. India, British Africa, and French Africa are represented on the map abstractly (as boxes), and can conceivably be invaded by the Germans. Each hex is approximately 300 km across.

Movement and combat are handled in a manner different from most wargames. Movement is unlimited within friendly contiguous hexes. Armies may be moved with-



out restriction through friendly hexes (i.e., hexes a friendly army passed through last). Movement across water is sometimes restricted. The strength and composition of each army is kept off-board on Army Record Sheets. During movement, army strengths can be reshuffled freely, and armies can be created and disbanded. Armies can move into nonfriendly hexes only during the combat phase. Any hex, unless it contains an army counter, has a garrison of one strength point.

The combat phase is divided into two parts, the first being initial firepower. The defender fires first, and then the surviving attackers fire. (There is one combat results table for everything from ground attack to strategic bombing.)

Advancing is not part of firing, but a separate phase. After the initial firing is completed, armies, one by one, may attempt to advance. Advancing is a function of three things: defender's strength, the number of attacking mechanized strength points, and the distance the attacking army has already advanced that turn. On the Advance Table, the number of defending strength points is cross-indexed with the number of attacking mechanized strength points to give the die roll(s) that will allow the attacker to advance into the hex. If successful, the attacking army can try to continue to advance, but "1" is added to future die rolls for each hex advanced that turn. It is an interesting system that works quite well; the hex-control counters that are provided must be used to keep track

of friendly hexes in contested countries. Large, mechanized armies can make startling advances across Europe, but an army with few or no mechanized strength points will be lucky to advance one hex per turn.

There are, of course, many decisions to be made in generating the armies around the board, but there are even more to be made in the production phase. Friendly and conquered industrial hexes give a player a certain number of industrial units each turn. These may be spent to build infantry, mechanized, amphibian, tactical air, paratroop, fort, fleet, submarine, ASW, strategic bomber, fighter escort, air defense, missile, and atomic bomb strength points. They may also be used to repair devastated industrial hexes and to attempt to advance a country's technological levels. What I like about these options is that a player can try different strategies in different games: Germany could put all of its resources into invading England, and the Allies could overemphasize strategic bombing. The game is short enough to make different approaches inviting. Each turn is four months, so the entire Second World War in Europe can be played in eighteen turns. Strategic warfare is appropriately abstract; submarines for the Germans and bombers for the Allies "attack" industrial units.

Special forces are worked into the rules in rather ingenious ways. For instance, paratroop strength points in an army increase its ability to advance in the combat phase, and a paratroop army can advance across sea hexes. Tactical air strength points in an army aid its firepower and may prevent an enemy army from retreating, thus eliminating it.

There are four scenarios of increasing complexity in the game. These are interspersed in the rules, and each succeeding scenario uses more rules. The first scenario is strictly a two-player game, but the other three are geared to three players: Axis, Russian, and British-US-French. All scenarios are easily played with two gamers, but this is just the game when an odd number of players get together.

The box blurb says, "Can YOU conquer Europe?", but there is little expectation that any German player will ever do so. Except for the Barbarossa Scenario, the victory conditions are simple: whoever controls Berlin at the end of the game wins.

Advancement in technology is simulated cleverly and simply. By expending two industrial units and rolling a 1 or 2 on the die, a player may advance one step in one of twelve areas. Some technologies, such as the atom bomb, cannot be produced until a certain level is reached. An increase in technology level means that an item, such as submarines, can be produced as a lower cost — a simple,

effective way to show the result of superior weapons.

One rule that I did not care for was national morale. Britain and Germany have morale levels that change because of conquests and bombing/missile attacks. This allows the Allies to fire-bomb Dresden rather than attack ball-bearing factories in Schweinfurt, and the Germans can rain V-2's on London. If a country's morale level gets too low, it is penalized on attack and advance die rolls and, ultimately, surrenders. This rule is based more on myth than fact; from all I have read, bombing did not lower morale.

There is a rationale for Germany to invade the countries it invaded historically. Germany will gain industrial units, depriving the Allies of them, and will also make the distance to Berlin greater.

The rules for *Hitler's War* are excellent. Several times I thought I had discovered an ambiguity or a loophole, but when I went back and re-read the rules, everything was covered. The rules are not stated and re-stated, but they are clearly written and logically organized. The only "trick" is that you must believe them. Those of us who have been wargaming since the "D Elim" days have many preconceived ideas; it is sometimes hard to get used to a game not in the normal mode. This is a set of rules that is very well written indeed.

The components are adequate. The mapsheet is neat, clean, and functional. The counters are of normal thickness, but I found the Soviet Army names, printed red-on-black, very hard to read. The Soviet hex-control counters are virtually indistinguishable from the German, but it is easy enough to use the back side for Soviet control. Note that, in the advanced game, there are not enough strength counters, especially 1's and 2's, and it will be necessary to augment these. Also, while there are helpful tables that summarize the rules, all tables are printed in the back of the rules booklet and are not conveniently available. These shortcomings should be expected in a game of this price.

Capsule Comments

Physical Quality: Adequate

Playability: Very good. After the new rules are assimilated, play is quite smooth.

Playing Time: Advanced game 5 to 6 hours. Scenarios as little as one hour.

Comparison: More logical, better written, and more fun to play than *WWII*. Much simpler than *Third Reich* and focuses more on grand strategy.

Overall: An excellent game at a price that's hard to beat. A Best Buy.

Kanev

Design: John Prados

Components: 17" x 22" 3-color map, 200 counters, rules booklet, boxed.

People's War Games, \$12

Reviewed by David J. Ritchie

The problems with *Kanev* have nothing to do with the topic. The battle chosen was a fluid and exciting affair which, despite its relative obscurity in the West, should have easily captured the hearts and minds of war-

gamers. The design, in broad outline, is creditable. There are no glaring errors of historical fact and any minor errors have been corrected in the addenda. But the game is poorly organized and presented and, ultimately, fails to please for this reason.

The situation facing the players is fairly straightforward. The German player is heading west in hopes of setting up a new defense line on the Dnepr. The Soviet player is driving south to cut him off and/or establish a bridgehead over the river, fatally piercing the new defense line. At the Soviet player's disposal are two armies, an airborne corps and a number of local partisan units. The German player has the XXIV Panzer Corps and some local security units. Game scale is 8 hours per turn and 1.67 miles per hex.

Kanev's mechanics will be recognizable to most wargamers. First, air operations are determined (the two sides first determining air superiority). Then, the German player moves, fights and, finally, conducts exploitation. The players then "change lobsters" and the Soviet player conducts air ops (if he previously got air superiority), moves, fights and exploits.

Exploitation is a function of combat results (a breakthrough result allowing one stack to move and fight again). Leaders and HQ's are used to control reserves (which may exploit even when they did not participate in a combat leading to a breakthrough). Air support is portrayed as additional combat factors. Artillery is ranged and may support, but not initiate attacks. There are special rules for gaining armor superiority in an attack, for partisans and for breakdown of German units.

Bluntly, there are a lot of good ideas here and the game should have been relatively simple and easy to play. However, the rules have (unnecessarily) been set in excruciatingly small type with very few headings to break them up. Further, there is an errata section at the end of the rules and a separate errata sheet included. Organization is poor, language unclear, and procedures muddled.

After two hours of rereading and playing with the counters, I am still unsure whether scatter or survival is executed first when determining the results of paratroops. I know what order is used for drop zones, but, after that, I get lost. Of course, this procedure is crucial since the hex a unit lands in determines its chances of survival (or is it scatter?). This entire procedure, which should have been the crowning piece of chrome in the game is simply gibberish.

Other problems having to do with development and production include hex numbers which are necessary for set up and which are so lightly printed (in a pale brown) as to be indecipherable, the substitution of *AE* for *AL* on the CRT (there is no *AE* result in the game), the dropping of an entire manuscript page from the rules (inserted in the errata sheet), and the use of confusing and contradictory terminology throughout.

Now, if this were a major company's release, I would be tempted to say that the game shows all the signs of having been rushed out in time for Origins and would proceed to castigate the publisher for ripping off the public and destroying a potentially good game in the process. But, assailing Third

World companies like PWG for bad rules, eccentric graphics and poor development is definitely bad form. Therefore, I shall simply advise that you save twelve dollars and wait for a revised edition.

Capsule Comments:

Physical Quality: Poor.

Playability: Difficult at best.

Playing Time: 3-4 hours.

Comparisons: Nothing comparable since it was the only major Soviet paratroop attack of the war.

Overall: A disaster for the Soviets and PWG.

Fall of South Vietnam

Design: Neil Zimmer

Components: One 12½" x 25" backed mapboard, 100 counters, 8-page rules booklet, boxed.

Yaquinto Games, \$8

Reviewed by John Prados

The denouement of the Vietnam war is the subject of this offering from Dallas-based Yaquinto Games. The game picks up after the American withdrawal and the Paris Agreements. It covers the ground situation in South Vietnam through the spring of 1975. *The Fall of South Vietnam* is evidently intended to be a beer and pretzel version of land war in Asia.

This is evidently Neil Zimmer's first effort as a published game. He is to be commended for choosing this difficult subject, a war whose significance is still under debate in the United States. The design is true to its advertising and can be briefly outlined. *Fall of South Vietnam* is an area game with a Cambodia holding area and South Vietnam divided into twenty provincial areas. The counters represent North Vietnamese infantry, NLF, and militia. South Vietnamese units include infantry, mechanized, armor, ranger, paratroop, marine, riverine force, and air force units. All units are generalized representations and therefore units have no factors. Pieces may generally move to the adjacent area (or further if they have specialized movement capabilities as with South Vietnamese pieces in this game). Movement is determined by a Unit Availability Chart for each player. Units enter provinces to have combat with the opponent and stacks exchange fire unit by unit. Units may be eliminated or retreated, and rounds of combat continue until only one side has pieces left in the province. Defenders may have separate stacks in the provincial areas and also in provincial capital cities. Action is fast and furious with an extremely high attrition rate. If the Unit Availability Chart did not restrict player capabilities, in fact, the game would doubtlessly end long before its allowed eight turns.

Game production values are adequate. The backed board is a nice feature although the storage features of the box are much less satisfactory. Counters are in pink, red, white, blue and green, with personnel, vehicle, and aircraft silhouettes. Rules format is a case of organization with sparse language which meets game situations despite brevity.

The game counters are of double the usual thickness as is customary with games from Yaquinto. Among the few production drawbacks are the rather drab mapboard art, which does not inspire interest in the game, and the Rodger MacGowan cover, which lacks a clear theme and is not up to Rodger's usual standard in my opinion.

The most appealing feature of *Fall of South Vietnam* must be the quick pace of the game. The whole can be finished in about two hours, maybe three for two inexperienced gamers. Action is direct and results are immediate. As the North Vietnamese player takes over provinces, the South Vietnamese Army becomes subject to desertion die rolls for each unit, which can critically affect the strength of defense lines. In addition, the operation of the South Vietnamese Air Force is attended by a 50% rate of operational losses regardless of the effects achieved.

Players desiring a full-scale operational game on the Vietnamese war will not find it here. *Fall of South Vietnam* has little of the feel of insurgency warfare — in this game strategies are positional and are mainly expressed in the stacking levels in each province. The use of the Unit Availability Charts gives a peculiar lock-step quality to play even though it does reasonably restrain the players' supply functions. Nor does the game have detailed Orders of Battle or a historical study for the historically-oriented gamer.

Fall of South Vietnam is definitely for the player who wants a quick light game on a board that can divert the mind from more onerous pursuits — a game to play while the home computer is cycling through the program to the latest TV-tube game.

Capsule Comments:

Physical Quality: Drab but serviceable.

Playability: Very good.

Playing Time: 2–3 hours.

Historicity: Poor.

Comparison: No direct comparison with a commercially available wargame is possible. Other Vietnam games cover other periods and/or operational levels.

Overall: Get a lot of beer and pretzels!

Divine Wind: Japan in the Pacific, 1941–1945

Design and Development: Stephen Newberg

Components: 22" × 27" mapsheet, 255 counters, 24-page rulebook, ziploc.

Simulations Canada, \$13.49

Reviewed by Nick Schuessler

Designing a single-map game of the Pacific theatre in World War II must be rated as one of the more masochistic aspects of the hobby. The relationships between air, sea, logistics, and intelligence are more complicated than the most complex ground combat system. If the designer abstracts too much, the play becomes unreal (e.g., GDW's *1942*) or ends up at the sandbox level (AH's *Victory in the Pacific*). Still, with only a single map, there must be a certain economy; otherwise, the thing becomes somewhat cluttered (SPI's *USN*). GDW's *Pearl Harbor* (2nd ed.) kept the complexity by going to a slightly larger

format (2 maps), which represented a good trade-off.

Divine Wind takes a slightly different approach by following the trend to the off-map chart to handle the necessary detail, while leaving the map and counter density in a manageable state. The map is divided into 12 areas, and an off-map log keeps track of the initiative, operations points allocations, subs, and construction for each area. Other logs provide a hit record for each of the air and naval counters deployed on the map. Turns represent one month, and the large hexes represent 250 nautical miles.

The game is built around operations points; the points function in a manner similar to the supply points in *War in the Pacific*. The map areas work something like merchant pipelines in *WITP*. As the points move from area to area, they are subjected to an attrition based on other enemy units in the area. Operation points are required for movement, search, repairs, and base construction. The number of bases in an area determines how many OP's the area may receive.

During the combat phase, another plot is required as players select the type of combat they wish: air-to-air, air-to-sea, sea-to-sea. Then a search is conducted, and if contact occurs, the combat is resolved. One interesting feature is the "surprise attack." If, during search, I find you, but you don't find me, only one-third of your air points are available. It is an elegant and simple way to depict the "Midway Syndrome."

The map is sparse but competent and the counters are up to the usual SimCan quality. Generally, the system reflects Newberg's stated intent: a game that "has the players...making decisions as to where and when to strike with how much force, rather than detailing the individual combat actions of field commanders or individual units."

This system is the basic justification for the extensive record keeping — much more than one would normally encounter in a game this size. The rules can only be described as turgid in style and form, but once you've struggled through the unbroken chunks of type, it's hard to see where Newberg could have simplified or abstracted without doing basic damage to his theme. Each component (air, land, sea, and logistics) is as basic as possible; that *Divine Wind* ends up so firmly in the micro-monster category is proof of just how difficult the Pacific theatre is to deal with.

Divine Wind places just behind *Pearl Harbor*, but well ahead of *USN, 1942* and *Victory in the Pacific*. The system is sound, but the "finish" (i.e., rules and charts) needs some more refinement. In any event, it's nice to see a publisher take on the challenge of the Pacific, rather than retreat into safer and less complex themes.

Capsule Comments:

Physical Quality: Good. No separate charts are provided; they're all in the back of the rule book, and they need more explanatory notes.

Playability: Extensive record keeping slows the game down.

Playing Time: After you've "shaken down" the system mechanics, about an

hour per turn. Short scenarios run 13 turns; the campaign game is 48 turns.

Historicity: Excellent. Both players are confronted with the strategic problems of the original participants.

Comparison: For a single-map Pacific game, the best of the lot.

Overall: *Divine Wind* is a good alternative to those who yearn after *War in the Pacific* but can't afford to rent a hall. The book-keeping makes it bad for solitaire, and the length puts it beyond the beer 'n' pretzels crowd.

Nick Schuessler is editor of *The Journal of World War II Wargaming*.

FEEDBACK RESULTS: MOVES53

Rank	Item	Rating
1	Designer's Notes	6.84
2	C'est La Guerre, Part II	6.70
3	Forward Observer	6.43
4	Anything to One	6.39
5	Forty-Four, Forty or Fight	5.99
6	Enhanced Napoleon at Waterloo	5.94
7	FireFight-City	5.87
8	Back on Little Roundtop	5.75
9	StatRep: China War	5.53
10	Opening MOVES	5.15
11	SPIBUS	4.79
12	In the Arena of Death	4.17
	This issue overall	6.13

FEEDBACK RESULTS: MOVES54

Rank	Item	Rating
1	Civil War Survey	7.00
2	Fifth Corps	6.88
3	Advanced Tactics, Part 1	6.66
4	Designer's Notes	6.55
5	The Kaiser's Battle	6.43
6	MOVES in English	6.41
7	The Next Next War	5.71
8	StatRep: The Black Prince	5.47
9	Computing Tactical Results	5.29
10	Citadel of Blood	4.66
	This issue overall	6.54

FEEDBACK RESULTS: MOVES55

Rank	Item	Rating
1	A Survey of the Arab-Israeli War Games	6.70
2	Advanced Tactics, Part 2	6.53
3	Designer's Notes	6.44
4	Central Front Series	6.42
5	Forward Observer	6.11
6	SPIBUS	5.94
7	MOVES in English	5.74
8	Opening MOVES	5.35
9	Convention Organizer's Data File Nr. 1	4.11
	This issue overall	6.32

HISTORY OF WARGAMING

FOUNDERS & MEMORIES

Looking Back on the Genesis of Fire & Movement

by Richard DeBaun

with Ray Lowe and Rodger MacGowan

Rodger MacGowan is one of those figures in gaming who are inextricably bound to a frame in time — associated with the first years of the magazine he created (and which by sheer blood-labor he built up to where it was, a well recognized piece of topography on the gaming landscape). Rodger remains with us as a sometime designer of box covers for various game companies — but I miss him most as editor/designer of his magazine. The natural friendly tone of Rodger's commentary and editorial direction gave the publication a unique quality that did not survive his departure. Shortly after his resignation I almost tricked Rodger into becoming a "MOVES West" Editor for an independent section of our magazine but his emotions and inclinations regarding game magazine editing were too mixed for him to take up the sword under a new flag. Still feel that way, Rodger?

— Redmond

It was the best of times and the worst of times.

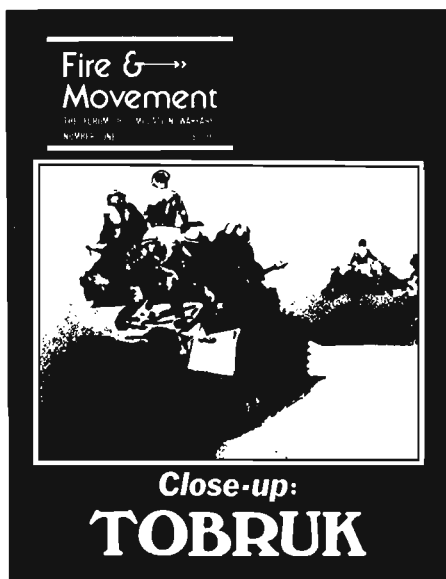
It was pre-*Squad Leader*, pre-*Terrible Swift Sword*, pre-*Air Force* and pre-*Tobruk*. *PanzerBlitz* was #1. The first "monster" games had just been released. *Dungeons & Dragons* was a rumor; nobody you knew had actually ever played the thing.

The wargame publishers were Avalon Hill and SPI, with a nod towards GDW and Battleline — and none of them carried any fantasy games. The hobby had its rivalries, but they were fun. There were good-natured jokes about Eric Dott's "iron mask" policy and Avalon Hill's mole at SPI. There was a sense of camaraderie, of innocence. We hadn't realized yet that wargames had become Big Business.

We still argued passionately over the old Reality vs. Playability chestnut, and the burning issue was the "glut" of wargames on the market. It was the time of the first Origins, when we started to come out of the closet.

Then, seemingly out of nowhere, there came a new, independent hobby magazine called *Fire & Movement*. Its avowed purpose was to wade through the glut of new games and give wargamers a peek into the box before they bought it. It wasn't tied to any of the wargame publishers and it didn't put out games of its own. The editors promised to call a spade a spade and let the chips fall where they may, and they made all kinds of other naive, but fervently believed, cliché dedications to editorial purity.

Fire & Movement was the brainchild of Rodger B. MacGowan, an artist and wargamer from Los Angeles. It evolved from an informal newsletter called *Arquebus* which MacGowan wrote occasionally for a few of



his wargaming friends. The early newsletter contained many elements of what later became regular features in *Fire & Movement*: capsule game reviews, game play-by-plays, hobby gossip, and MacGowan's incomparable illustrations. Several of his friends urged him to "go public" with *Arquebus*, and in February of 1975, MacGowan began looking for a printer.

The first positive response came from Baron Publishing, a small "Mom & Pop" printing outfit in LaPuente (East Los Angeles), California. Baron's owner, Jim Steuard, published *AFV*, a small magazine for armor freaks, and therefore didn't think MacGowan was totally crazy when he pitched his idea for a new wargaming magazine called *Fire & Movement*. Steuard agreed to print *F&M* on a trial basis — with the proviso that the magazine pay its own way after the first issue. Steuard wanted the magazine to be quarterly; MacGowan wanted a monthly. They compromised on a bi-monthly. To help Steuard fund the first issue, MacGowan contributed his savings, borrowed from friends Warren Williams and Mark Saha, and lined up a handful of advertisers (including the visionaries at Avalon Hill).

The first issue of *Fire & Movement* was released in May, 1976, without a single subscriber or retail outlet in sight. The magazine looked professional, was decently written, and reveled in the sheer fun of wargaming — and it took off like a rocket. By the end of its first year, *Fire & Movement* had a circulation equal to *MOVES* and was nominated for a Charles Roberts award (*F&M* won the award

for its second and third years). *Fire & Movement* was an idea whose time had come.

In the early days, *Fire & Movement* was a labor of love. No one on the staff was paid even a token gratuity until the end of the second year. (Baron always claimed to be "just breaking even" on the deal.) Even so, the original staff read like a "Who's Who of Wargaming," and included such hobby notables as Al Bisasky, Martin Campion, Frank Chadwick, Omar DeWitt, John Edwards, Roy Easton, Jack Greene Jr., Marc Miller, Tom Oleson, Stephen Peek, John Prados, Randy Reed, Mark Saha, Cliff Sayre, Craig Taylor, Charlie Vasey, and Ralph Vickers.

MacGowan worked as Editor and Art Director for the first two years of *F&M*'s existence, shaping its "personality" and guiding the magazine to success. During this period, in addition to his substantial graphics talent, he demonstrated diplomatic skills comparable to Henry Kissinger. MacGowan was able to maintain friendly relations with the hobby Establishment (i.e., the wargame publishers) while his reviewers cast stones at them. He even persuaded their employees to contribute articles to his magazine! MacGowan himself also authored or co-authored reviews on *Tobruk*, *Air Force*, *Firefight*, *Wellington's Victory*, *Warsaw Pact*, *Highway to the Reich*, and *The Next War*.

MacGowan gave up his editorial duties in June, 1978, when it became too difficult to run both his "real world" job as a TV graphics artist and his "hobby" job at the magazine. He remained as *F&M*'s Art Director for another year to help the transition between editors, but finally resigned from the magazine totally in June, 1979, in a dispute with Steuard over advertising policy. MacGowan is now graphics director at an educational television production studio and frequently does freelance artwork for various game companies.

MacGowan recently met with two members of *Fire & Movement*'s original staff — former Contributing Editor Ray Lowe and former Assistant Editor Richard DeBaun — to reminisce about "the good ol' days."

Lowe was one of the old *Arquebus* crowd who became one of *F&M*'s premier reviewers. He covered such games as *Air Force*, *Submarine*, *Burma*, *Star Soldier*, *Dauntless*, *Squad Leader*, *Agincourt*, *Fulda Gap*, and *Fortress Europa*. He now works for an investment company in Los Angeles and regularly communicates with beings from other planets.

DeBaun was *Fire & Movement*'s rewrite man. His job was to translate the manuscripts submitted to the magazine into some-

thing resembling English before they were printed. In addition, he himself wrote pieces on *Russian Civil War*, *Russian Campaign*, *Firefight*, *Wellington's Victory*, *Highway to the Reich*, *Custer's Last Stand*, *War at Sea*, *The Conquerors*, *Air War*, *War Between the States*, *The Next War*, and *Objective: Moscow*. He is now the advertising director of an international agri-business firm and often dresses-up like Bette Midler.

Return with us now to those days of yesteryear as MacGowan & Co. look back at the early days of *Fire & Movement*...

MacGowan: Remember the predictions of doom when we first started the magazine?

Lowe: "We've seen this happen before. After the sixth issue they'll fail..."

MacGowan: Right. A lot of people — people who were fairly important to the hobby — were saying that there was no room for another magazine. I think it's something that *Fire & Movement* not only survived, but has continued to be so popular with the gamers...

DeBaun: Now let's be fair, Rodger. The magazine *would* have failed had it not been a front for and funded by the CIA...

MacGowan: That *did* help.

Lowe: Actually, *F&M's* survival was something of a miracle, considering how the magazine was structured. It didn't have a staff like a regular magazine. There were less than six of us within long driving distances of each other —

MacGowan: — the group dubbed the "California Mafia." The rest of our "staff" was scattered around the world. I had to coordinate all the assignments by mail or telephone.

Lowe: Most of us on the masthead didn't even know each other, other than by what was written in the magazine. I don't think anyone on the staff other than Rodger had ever spoken to more than 20% of the guys.

MacGowan: At one time we had close to fifty people on the staff, and I knew every one of them in an individual way — their interests, their work performance, their connections; I knew whom to go to for particular types of articles. And there were guys on the staff who didn't contribute with articles, but who did contribute with things like support and feedback and expertise and contacts and awareness of things so that in combination they contributed.

Lowe: It's a strange sensation to realize "Hey, yeah, I was one of the original people..." What's funny for me is that from day one all the way until I wrote my last article for *F&M* I really didn't want to get involved. I couldn't afford the time. Getting a review done was like pulling my own teeth. I couldn't figure out why Rodger was calling me for articles when he had this battery of other writers out there...

DeBaun: That was a myth. There wasn't any battery of writers. There might have been fifty names on the masthead, but out of those guys there were only four or five writers.

MacGowan: All the feature articles in the first ten or so issues, for example, were done by the "California Mafia."

DeBaun: Given the "lost tribes" aspect of its organization, what do you think kept *F&M* together?

Lowe: Part of it was that there was nothing to fall apart. There was no building to fall down. There were no people to disperse. The one thing that would have killed off the magazine in the beginning was if one or two of the key guys had quit at the same time in the first few issues, since there weren't that many people doing the real work. That would have caused the magazine to fold.

MacGowan: I take pride in the fact that nobody quit...

DeBaun: There *were* a handful of assassination attempts —

MacGowan: — but nobody quit.

Lowe: Nobody knew they were hired, Rodger.

MacGowan: I think we had a really positive force...What do you call it, Rich — the "Brotherhood of the Hexagon"?

Lowe: Allegiance to the magazine was a strange kind of loyalty. It wasn't really a business. You didn't know most of the people. But you still felt like "this is *ours*."

MacGowan: Nobody was paid any money, yet they worked for the magazine anyway. There was a feeling, a commitment, a sense of fun that wasn't anywhere else. I can remember the excitement in the letters. And this applies not only to staff members, but to the designers and developers who took time out from their busy schedules to write Designers Notes and didn't expect any money for it or ask for any *quid pro quo*.

DeBaun: I think that spirit carried over to the readers. I think that whole sense of "Hey, we're just guys like you and your friends" is what helped *F&M* become successful. It was a feeling that we consciously tried to communicate.

MacGowan: I think we struck a chord with the mass of guys out in wargameland. When we started *F&M*, there was no real "gamers' lobby." Game designers and developers were, by and large, "safe." Nobody was criticizing them.

DeBaun: *Everybody* was criticizing them. It just wasn't in print.

MacGowan: *F&M* changed that. Hopefully, we caused some improvement in the hobby.

DeBaun: I don't see anybody recalling lemons from hobbyshop shelves...

MacGowan: But we did have influence. Readers paid attention to what was printed in *F&M*, and more than one game publisher has told me *F&M* reviews have noticeably affected game sales.

DeBaun: I doubt that you'd get them to admit that publicly. It seems to be an unwritten law that game publishers are never really wrong and game reviewers are "nitpickers." I remember one review I wrote of a game which had been well-received elsewhere. In my piece I listed a plethora of production glitches and design snafus, none of which was particularly devastating by itself, but which in combination indicated some lousy quality control by the publisher. (Incidentally, I claim the distinction of being the first

person to use the word "plethora" in a wargame review.) Anyway, my conclusion was that the game might be OK, but the publisher had been pretty sloppy in putting it together. The publisher reacted as though I had raped a nun in church.

MacGowan: I remember...I was accused of ordering you to write a deliberately negative review which would stir up controversy. This was somehow supposed to increase our circulation. There were all kinds of conspiracy theories — a lot of smoke on that one.

DeBaun: The point is that despite the paranoid reaction, despite the smoke, despite the standard counter-charge of "nitpicking," when the second edition of the game came out most of the things I had complained about had been corrected.

Lowe: Even after we knew the magazine had some "influence," I was still surprised that designers paid any attention to us. The last time Dunnigan came out to the coast, he took a group of us out to dinner and he mentioned how some reviewer had hacked his Designer's Choice *Agincourt* to pieces. My wife and I were sitting next to him and we were the ones who had done the hacking...Even after all that time he remembered that somebody had axed his favorite game.

DeBaun: You should have been more gentle, Ray. It was his first time.

MacGowan: Speaking of influence, remember how every so often we would be accused of being a front for one company or another, of playing favorites?

Lowe: "Dear Sir, I've analyzed the mix of articles in your magazine and you've had 35% on games from company 'A' and 25% on games from company 'B' so you've obviously been bought off..."

MacGowan: Right. Corrupted by the sinister forces of SPI...

Lowe: What a joke! The game companies didn't even know my name, much less pay for the yacht's upkeep.

DeBaun: What I found depressing was not that I got accused of selling out, but learning once I was ready to sell out that nobody was buying.



Lowe: I remember when we used to discuss the mix of articles that went into the magazine it never had anything to do with who published what game. It was always in terms of what would be a nice mix of articles to make an interesting, appealing issue.

DeBaun: Well, yes and no... We would *not* run an article just because it was on so-and-so's game, but I do remember a conscious policy of trying to give exposure to the smaller game companies, not to limit ourselves to just the major publishers.

MacGowan: Another factor was that there were simply just too many games to cover. We were only one magazine running on a pseudo-bimonthly schedule. There had to be some selectivity. I had a policy we at the top all agreed with —

Lowe: — the “top” was pretty close to the bottom —

MacGowan: — the policy was to concentrate on the very latest games, to get the information out on the new games as quickly as possible.

Lowe: I always felt we were the *Consumers Report* of wargaming, a sort of buyer's guide.

MacGowan: That was the original concept of the magazine. It meant we wouldn't be doing articles on the old favorites. It also meant the companies who published the most new games got the most coverage.

Lowe: The idea was to describe the new games, to tell gamers what they were like. Nobody could afford to go out and buy them all, so the only way a guy would be able to find out what a new game is like, aside from the publisher's propaganda, is through a magazine like *F&M*.

DeBaun: And despite all the good intentions, the bottom line on what was printed in *F&M* was often simply a case of we ran what we did because that's all we had to run.

MacGowan: I don't think many people realize what it takes to put a “timely” review together.

Lowe: The lead time on the average review, the time from whenever the reviewer got a copy of the game to the time the article hit the stands, was what — six months?

MacGowan: At least that. And out of that time the writer might have only three or four weeks to learn and play the game and write his review.

Lowe: That meant that even if we worked off the late, pre-production edition of a game we weren't going to get the article out until substantially after the game was already out... By the time the thing comes out in print, you've forgotten what you've written.

DeBaun: That time pressure was what kept most of the magazine's reviews “superficial” in comparison with reviews of art, movies, music, etc. We didn't have the time to let the games stew, to savor their flavor, to find those subtle points which can only be discovered by playing a game for more than two or three weeks.

MacGowan: The energy level required to do a good game review as opposed to a movie or record review is a lot different. You can be tired and let a record or movie “happen” to



you, but you've got to put out a lot of effort to get into a game. You can sit down and listen to a record in an hour, but it takes an hour just to read the rules to most games. I really came to respect the people who were putting things together for the hobby magazines because I knew how much effort they were putting out.

Lowe: Every once in a while I'd hear the criticism: “So-and-so doesn't know what he's talking about because he hasn't spent enough time playing the game.” As though you have to play a game as much as Rodger has played *Afrika Korps* before you can say anything about it.

DeBaun: “You don't have to eat the whole omelet to know it was made with rotten eggs...” Even so, we always tried to be very upfront about the situation with our readers. “Listen, guys,” we'd say, “this is just meant to be a peek in the game box — our first impressions of the game, not the final word.” But then having said that, knowing we weren't going to be absolutely right every time, we had an obligation to be as right as we could under the circumstances. It's a commitment I felt, anyway, and I'm sure it was the same for you and Mark Saha and Brent Ellerbroek and the few others who did our best reviews.

Lowe: That's one of the reasons I always felt it was important to describe the game as thoroughly as possible in my reviews, knowing that even if the first impression was inaccurate readers would still have a pretty good idea what the game was about, would have enough information to make a reasonably informed buying decision.

DeBaun: One of the things I always said to Rodger was “never apologize for anything that goes into the magazine. You shouldn't have put it in if you have to apologize later.” Yet I wish we'd had the opportunity to go back at the end of each year and do updates on our reviews. I've looked over all my stuff and found I've revised my opinion one way or the other on nearly all the games I covered. I'm not saying I changed my original opinion 180-degrees, but there are things about the game I didn't notice the first time around — things I'd either missed or things which didn't surface until after a lot more play.

MacGowan: How much reading did you do to prepare for a review?

Lowe: Very little. If I wanted to comment on the history, then I would do some research. But you don't have to be an expert on the subject of the game to do a review. That only gets it from one angle. An historian might have a better understanding of the context, but it may not help him play at all.

DeBaun: It can even be a disadvantage. History is just a matter of interpretation anyway; look at all the daily newspapers. And if you're not careful you can get wrapped-up in that stupid “whose-sources-are-better?” argument. Or silly debates over the proper spelling of hamlet in lower Slobovia. This is not to say you don't pay attention to what a designer has done to history in his game. In fact, one of the hopes behind having Designers Notes in *F&M* was that the designers would reveal the historical rationales behind their games, what they had factored out, and why they chose to emphasize certain chrome. The Hill/Greenwood *Squad Leader* piece was the best that came out of this. It was terrific. We got to see the “why” behind the game. We rarely got this kind of information, though.

MacGowan: The reason I institutionalized Designers Notes in *F&M* was that they helped bring out the *people* behind the games. For example, GDW isn't just a “company” anymore. There are designers, developers, a staff, playtesters. Reading their thoughts in the Designers Notes introduced us to their personalities. It helped humanize the hobby in a way it hadn't been before.

DeBaun: We were naive about the Designers Notes in a couple of ways, though. I remember I used to think that they were a way to keep everybody honest, designers *and* reviewers. That if you put Designers Notes alongside a review the readers would be astute enough to see whose trying to pull the wool over whose eyes. Some guy wrote in around issue seven warning “Hey, you might be kidding yourselves about that.” I think he was right, especially when you take a look at what we were getting on the feedback cards. Some of the comments were incredible.

Lowe: A lot of Rodger and my phone conversations were about the latest feedback cards that came in. “That makes *twelve* now...” I was always surprised that you took as much direction from them as you did.

MacGowan: Trying to remember back now, it seems that 33% of the decisions were based upon feedback cards, 33% were based on feedback I got from the staff, and 33% was based on what I felt myself.

DeBaun: We've had several “spirited” discussions about the role of feedback in guiding the magazine. I've always felt management by reader feedback is the kind of exercise that produced *The Beverly Hillbillies*.

Lowe: You should let their opinions stimulate your thinking about what you're going to do, but you shouldn't treat them like stockholders.

DeBaun: Especially when you tabulate the cards and they say “this was the best issue ever!” — and you know in your heart that it isn't true at all.

MacGowan: We started to get a couple hundred cards back each issue and they became important in the sense that if a reader took time to fill out the card he must have felt something — he must have been serious.

Lowe: *F&M*'s response was sort of "if you care about us, we care about you..."

MacGowan: They criticized us for all kinds of things. We were even accused of being too "slick" looking.

DeBaun: The doctor's hands were too clean?

MacGowan: I got a long letter from the president of one of the smaller game companies. He couldn't understand why we were so artistic, so graphic.

Lowe: After all, you can't read pictures.

DeBaun: I thought they were supposed to be worth a thousand words?

MacGowan: He really freaked on it. Why is this picture here? Why do you show the counters to the game? Why did you put in a copy of the map?

DeBaun: Didn't you tell him it was because the readers were illiterate? We should have shown him some of the feedback cards... Actually, it was because the staff was illiterate. We'd use up all the words we knew among us and then have to fill up the rest of the space with pictures... Seriously, I think a major factor in the rapid growth of *F&M* was its physical appearance. The thing *looked* professional. And I think that professional appearance supported a lot of unprofessional reviews. It gave the magazine an aura of legitimacy.

Lowe: I remember one of the funniest examples of that was when someone — and this was somebody in the business who should have known better — approached Rodger with the idea that the *F&M* staff organize Origins one year. It was funny because it showed that people "out there" thought that there was something substantial, something physically substantial behind the magazine, when actually *F&M* was just an idea shared by a couple of guys who happened to be passing through the same part of the universe at the same point in time.

DeBaun: The myth was that we all worked out of the penthouse suite of the *Fire & Movement* building in the heart of Century City. The truth was that we were just plain, ordinary, average wargamer guys on a mission from God.... ■■

StatRep: [continued from page 34]

Rules Dispute: 5.90

Average of 31 responses: 9 is none of consequence, 1 is constant disputes.

Comments on the Game System

Commando has a highly complex set of game mechanics which must be learned before the best results can be enjoyed. These are not layered in the conventional manner, but gamers may find the rules easily learned by limiting the number of different weapons to be used in the first few games until they have a good grasp of the basic system, and then adding to this until the complete system is being utilized. The historical game is a must for anyone planning to play the role-playing variations.

All aspects of the game are important, so each gamer should assess the strengths and weaknesses of his forces carefully. When units have high panic and preservation factors, it is necessary to find ways to offset these problems. The same applies to endurance, combat bonuses and debits, weapons available, and observation codes. Most of the data provided in the *Commando* scenarios is difficult to evaluate until it has been used once or twice.

There are gaps in the game system. One area of dispute is attempting observation. The rules allow each man one attempted observation during the observation phase. In the Actions off Vaagso Island scenario, men moving up the beach and failing to observe an enemy man in a bunker would presumably trip over him on entering the bunker from the rear, a point that creates many disputes.

Despite a few rules that need to be cleared up, a little common sense will generally provide the answers, and players can always establish their own house rules on any point they find confusing. Since this game really should be played in sets with sides reversed for the second game, any house rules added would have the same impact on both players.

Attempting to play with too many types of weapons is not recommended, since this slows the pace of play. The lack of unit counters takes a little getting used to, but it works fine most of the time. Most players here still prefer counters on their game maps, but others may find the pencil marks to their liking. *Commando* is a good game, recommended for those with the patience to learn it thoroughly. ■■

CHICKAMAUGA CONVENTION REPORT

by Bill Watkins

\$400 in prizes! All new faces! The confounding of conventional wisdom! All in all, the best *Chickamauga* tournament in years. *Chickamauga* is one of the most intense and enjoyable games ever developed. However, the fact hasn't kept the tournaments from degenerating — same players year after year, same styles year after year. We really didn't have to play the tournament, we could just line up in order of probable finish. The situation got so bad I described last year's tournament as: 32 acolytes entering the room behind their High Priest (Hessel The Polyester). Solemnly, they join hands, adopt their most sincere facial expressions and intone the sacred words, "Gee, guys, I haven't played this game in a year!"

This year was different. Most of the old pros missed the Cherry Hill turnoff for Gen-Con East and were last seen heading for Canada. Consequently, most of the players were newcomers. Neither of the two finalists had ever been in a *Chickamauga* tournament before. In fact, second place finisher Phil Rennert couldn't remember ever having played the game against a live opponent!

The quality of play didn't suffer. Winner George Young had already won the *Eylau* tournament and Phil had bagged the Micro 600 title. These guys are pros. The final game wasn't settled until the next to last turn, when Phil was forced to make a 1-2 attack and threw an Attacker Eliminated. Close, very close.

Winner George Young made a remarkable comeback. The very bloody game had us old pros believing George's Confederates were beaten before the first day ended. Luckily, George wasn't listening. He is going to be tough to beat next year.

SPI enlivened the proceedings by donating almost \$300 worth of games for a drawing among all the tournament entrants. I made sure SPI gained maximum publicity for their generosity by having the winners' names drawn by Marc Miller of GDW!

One other interesting result. Conventional wisdom had it that the Confederates will win the early rounds and the Union the later rounds, as the better players emerge. Our results were just the reverse. Probably a result of all those new players — none of whom had heard the conventional wisdom.

Either way, we still aren't sure the special balancing rules really balance the game. We'd like to be sure, before next year's tournaments. If you're not familiar with the balancing rules, they are: 1) Cavalry moves ½ MP on roads (you can combine on and off road movement); 2) Ineffective units on the map at the end count as victory points for your opponent — the only exception being for Confederate units which end east or south of the river; 3) The Confederates receive a train on Game-Turn 5 as a regular reinforcement. In addition to gaining attack effectiveness at night, units of both sides may regain effectiveness by remaining motionless adjacent to their train for one full turn. Also, no Union unit that exits before the Union train scores any victory points. Try these rules and send me your comments. ■■

Desert Fox Addenda as of September 1981

[7.57] (correction) The notes to the table contradict 7.55 with regards to the Game-Turns on which rolls on the table are modified. Case 7.55 is correct.

[8.51] (clarification) Any one unit of any size may be transported by sea, or any number of units whose total of Stacking Points does not exceed 1 could be transported.

[11.9] (correction) 22 Armd appears in the illustration with an Armor Rating of 2. The unit in the illustration should be 22 Armd at type 3 Armor (and thus have a Combat Strength of 8 be-

fore halving for combined arms). The rest of the example is correct.

[13.2] (addition) A line is missing. The third sentence should read, "Non-motorized units that are eliminated and cannot trace a line of communications go into the Destroyed Units' Box." The fourth sentence should then begin, "If a motorized unit which is out of Combat Supply or cannot trace a line of communications is eliminated, the owning player..."

[5.18] (correction) The Italian *Articelere* Armd Arty unit should arrive on Game-Turn 13 (not 18). Game-Turn 18 is mistakenly printed both on the unit's counter and in 5.18. ■■



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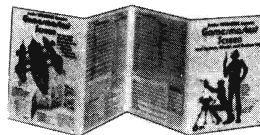
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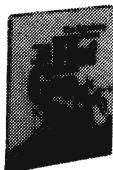
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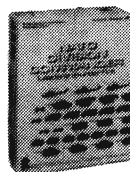


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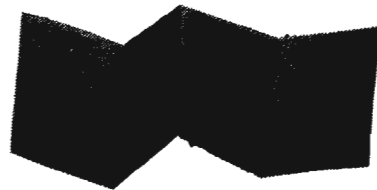
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SpiBus

Reviews of Tanktics and Everest Explorer

by Ian Chadwick

TANKTICS: Computer game of Armoured Combat On the Eastern Front

Until now I have been singularly unimpressed with the offerings Avalon Hill has made in the computer game market. Their games *Planet Miners*, *North Atlantic*, *Convoy Raider* and *Midway* are some fun to play, but hardly endless entertainment or challenge. The latter two are diluted versions of two of their own boardgames: *Bismark* and *Midway*. Unfortunately, neither is a terribly good version of the original. *B1 Bomber* and *NukeWar* both struck me as boringly puerile and pointless. None of their computer games except the two adventures (*Lords of Karma* and *Empire of the Overmind*) have provided me with more than the initial novelty play, and now worn off, these games gather dust on the shelf.

So it was when I discovered yet another Avalon Hill computer game had made its appearance on the shelves: *Tanktics*. Subtitled "Computer Game of Armoured Combat on the Eastern Front," it includes with the program tape two 16" x 22" mapboards and 240 counters. I was interested; it was all packaged up like a real wargame — good graphic box art, illustrations of counters and board on the back above a brief description of the game ("You are outnumbered two to one, but your orders are firm: stop the Soviet tanks."). Nicely done, but I expected no more than mediocrity given their track record (I believe it's not an entirely unfounded expectation from the company whose latest catalogue has a glaring typo on the front cover: "A Peek (sic) above the rest"). Nonetheless, dedicated gamer and unabashed consumer that I am, I bought the game and took it home.

Much to my surprise, *Tanktics* turns out to be a decent game. Not great mind you, but not bad. In *Tanktics* you, as the German, are pitted against twice as many tanks and/or anti-tank guns controlled by the computer (Soviet). No infantry, armoured cars, halftracks or artillery as in *PanzerBlitz*, but the German has a choice between five types

of tanks and three types of guns. He can choose from Panzer IIIj, IVh, V, VIe and VIb tanks, a different type for each of his up to eight tanks chosen. The lower numbered tanks have weaker armour and worse guns, so they should only be taken if the player finds he can consistently beat the computer with a better tank. The same holds true with the German anti-tank guns; there are 50, 76 and 88mm guns ranging from moderate to very strong in rating.

The player can also choose which one type of tank the computer uses — T34/76c, T34/85, KV-I, KV/85, JS-I and JS-II. There is only one Soviet anti-tank gun: the 76mm rated as good. Tanks have different movement allowances ranging from a low of 6 for the Russian KV's and 7 for the Panzer IVh to 11 for both the T34's and the Panzer V.

There are five scenarios from which to select, reminiscent of *PanzerBlitz*: meeting engagement, hedgehog defense, armoured assault, line defense and line assault. In the second and fourth the player is defending against a computer attack, while the situation is reversed in the third and fifth. The first scenario is somewhat of a free-for-all as both sides try to capture an objective hex.

There are no guns allowed in the first scenario.

Once everything is set, the computer displays the position of the player's tanks and which, if any of the computer's tanks the player can see (and if so, which tanks are doing the spotting). No graphics are displayed, just text (in the TRS-80™ version anyway). You choose the correct counters from the mix and place them on the map, changing positions as necessary (guns cannot move). There are only three commands: fire (if your unit can spot a target), look (displays spotted targets; this is redundant since the computer's units are already displayed with which units spot them), and move (using the compass rose to move in that direction and 7, 8 to turn 60 degrees counterclockwise or clockwise). Facing is only important in that you can turn your frontal (the thickest) armour to face the enemy and lower the chances of a hit.

What can be spotted, combat results and Soviet movement and fire are all controlled by the computer. The delay between turns is not particularly long, since although the program is written in BASIC, it makes extensive use of machine language subroutines (although I can't understand why the entire program is not in assembly language). The computer isn't terribly bright and I routinely beat it in the meeting engagement or when I play a defensive scenario unless I choose a weaker tank than the computer uses. However, it's a tough opponent to beat if the player assaults a computer-held position (especially when faced with its two-to-one superiority). Victory is based on points awarded for enemy tanks destroyed, achievement of the objective hex and for each hex traversed towards the objective. Points are deducted for moving away from the objective. Points for destroying enemy tanks increase the more that are destroyed.

Tanktics isn't a great game, but it's a step in the right direction and AH's first real computer wargame. For that matter, it's in short company insofar as there are few computer games which can be classified as bona fide wargames. AH has finally moved up in the industry and I can only hope we will see more and better such products. Who knows? Maybe they'll include infantry next...or even a computer *Squad Leader*!

Tanktics is Avalon Hill's new computer wargame of armoured combat on the Eastern Front. It comes with a cassette tape which includes versions for the TRS-80, Apple™,



Pet™ and Atari™ microcomputers, plus two 16"×22" mounted mapboards, 240 counters and instruction booklet. Game design by Chris Crawford. Solitaire play only.

View from the Top: EVEREST EXPLORER from Acorn Software Inc.

Mount Everest has challenged man for decades; first conquered by Sir Edmund Hillary and Tenzing Norkay in 1953, it has been the subject of organized assaults ever since. It is again come into news prominence as Sir Edmund again leads an expedition up the still virgin east face this fall. For those of us not quite up to scaling this most high peak, Acorn has provided us with *Everest Explorer* for armchair mountaineering.

Initially a player is given a budget from which he or she must choose the number of climbers and sherpas plus the balance of the expedition's equipment (tents, oxygen tanks, food and fuel). You then choose which day to begin (April 1 to November 1) and which of the two routes to begin ascending (the easier south col or the difficult west ridge). From then, each day begins with a menu of weather report, camp status, climber status and issuing climbing orders. An icefall separates camp one and two locations and a path must be cleared before any attempt can be made to carry supplies up.

There are five other camps to be established before an attempt at the summit can be made. You must bucket-brigade supplies from the lower camps to each successive higher camp. Care must be taken not to tire climbers with too much weight and by sending them out in bad weather. Morale is important in the disk version of the game too. It's a long, tedious process and the expedition is subject to avalanches, frostbite and altitude sickness. Sherpas are better than climbers and should be reserved for high altitude tasks.

Everest is not exactly an exciting game, being mostly one of exacting logistics and repeated tasks established by meticulous planning. There is some excitement in the final attempt at the peak but it's lost somewhat in the trying effort of simply reaching the last camp. It is remarkably similar to another game called *Assault on Everest* which originally appeared in *Softside* magazine...similar enough that one must suspect the designers knew of the game and used it as a model.

While not the game for the arcade enthusiast, *Everest* does provide some interesting challenge in the correct establishment of a rigid logistical structure. Of real interest to the disk user is the technique Acorn has used to protect the disk from software pirates...verrrrry interesting, and if aspiring authors out there manage to break it, they should take note of the method.

Everest Explorer is available for a 16K Level II or a 32K Disk, TRS-80. Designed by William Godwin and Don Knowlton, it's from Acorn Software Products. No graphics, just text display; solitaire play only. ■■

Playback

READER REVIEWS

Playback ratings are reader evaluations of games that are acquired through *S&T*, *MOVES*, and *Ares* 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 39.

	Kaiser's Battle	Citadel of Blood	Grenade	Voyage of the Pandora	Hof Gap	Across Suez	Typical Rating Range
Publisher	SPI	SPI	SPI	SPI	SPI	SPI	
Publication Date	11/80	11/80	1/81	1/81	10/80	8/80	
Price	10.00	8.00	na	na	10.00	8.00	
Nr. of Players Reviewing	80	40	60	42	42	27	
Date Reviewed	7/81	7/81	7/81	7/81	7/81	7/81	
A. Map, Physical Quality	6.55	na	7.03	7.14	7.83	6.04	6.1-6.8
B. Rules, Physical Quality	6.49	6.63	6.82	6.98	7.05	6.00	6.4-7.1
C. Counters, Physical	6.46	6.25	6.95	7.00	7.33	5.96	6.5-7.2
D. Ease of Play	6.41	6.73	6.74	6.91	6.07	6.85	6.3-7.0
E. Rules Completeness	6.79	6.55	6.85	6.64	7.10	6.63	6.3-6.9
F. Play Balance	6.21	6.42	5.79	7.06	6.49	5.59	6.1-6.7
G. Game Length Suitability	6.68	6.45	6.72	7.37	5.95	6.48	6.2-6.8
H. Set-Up Time Suitability	6.17	7.83	6.23	7.48	6.21	6.63	6.2-6.8
J. Complexity Suitability	6.47	5.88	6.53	6.61	7.00	4.89	6.2-6.9
K. Realism	6.51	4.37	6.41	6.27	7.07	4.11	5.9-6.5
L. Overall Rating	6.64	6.35	6.55	7.39	7.10	5.26	6.1-6.8
M. % Who'd still buy	69%	68%	75%	83%	90%	42%	77%
N. % Rec'd money's worth	78%	73%	86%	90%	93%	48%	82%
S&T SURVEY DATA							
% Who've played game	53%	26%	40%	28%	28%	18%	
Acceptability Rating	6.3	6.0	6.0	6.5	6.7	5.6	
Complexity Rating	5.8	5.0	5.4	5.3	7.1	4.5	
Game Length (hours)	4	2	4	3	7	2	
Solitaire Playability	6.4	7.0	6.2	8.5	3.0	6.7	

THE KAISER'S BATTLE

Design and Development:

Joseph M. Balkoski

Art: Redmond A. Simonsen

Comments: The March 1918 German counteroffensive in Picardy that almost crushed the British 5th Army. Drumfire, rolling and SOS artillery barrages; trench defenses; weather effects; air observation; stossgruppen infiltration.

CITADEL OF BLOOD

Design and Development: Eric Smith

Art: Redmond A. Simonsen

Comments: Adventurers enter the Citadel to destroy the evil X the Unknown and his Hellgate. Room and corridor chit construction, traps and detouring, negotiations and bribery, magic spells, unusual room features.

OPERATION GRENADE

Design and Development:

Joseph M. Balkoski

Art: Redmond A. Simonsen

Comment: Second of Victory in the West series simulates the US 9th Army's offensive in the Rhineland of Germany in February 1945. Tactical and strategic movement, limited intelligence, entrenchments, Roer River flood, German Volksstrum.

VOYAGE OF THE PANDORA

Design:

John H. Butterfield with Edward J. Woods

Art: Redmond A. Simonsen

Development: John H. Butterfield

Comments: Solitaire game of interplanetary exploration for alien lifeworlds and intelligences. Interstellar movement, preparing expeditions, exploration, robots and tools.

HOF GAP

Design: Charles T. Kamps, Jr.

Art: Redmond A. Simonsen

Development: John H. Butterfield

Comments: Second in Central Front series simulates Warsaw Pact attack near Coburg, Kronach, Hof and Cheb Gaps. Three scenarios (one with *Fifth Corps*) and rules for friction and operation points, Soviet doctrine.

ACROSS SUEZ

Design:

Mark Herman with Jim Dunnigan

Art: Redmond A. Simonsen

Development: Bob Jervis and Brad Hessel

Comments: Operational level game of the Battle of Chinese Farm in the October 1973 Arab-Israeli War. Combined arms combat, surprise and shock of first combat, effects of nighttime, crossing the Suez Canal.



STATREP

COMMANDO

A Statistical Report of Game Characteristics

by Claude Bloodgood

Commando was eagerly awaited by gamers at the Virginia State Penitentiary, and a small group of hard core gamers jumped at the chance to try it out. While the game was anticipated for its role-playing variations, the play here centered on the historical scenarios. Some attempts at role-play games have resulted in gamers reverting back to the basic historical variations; the mixture of the two seems to lack something.

The game features some excellent areas, but also has a few snags. The wide range of weapons that can be utilized should be great; unfortunately, the game system bogs down when too many types of weapons are used. Key statistical data used for both sides is too complex for easy scenario design — a definite drawback in a game that is offered specifically for gamer expansion along the role-playing lines. To balance all the key data is a major undertaking.

Commando will hold your interest with the regular scenarios provided, and does create a good historical replay of several events. It offers a fine insight into small unit and individual problems in combat, and it is great as a small unit tactics primer.

The role-playing variations lack feeling, personality, and other key attributes that

make other role-playing games flow so well. Perhaps this will be improved in subsequent games of this type, and if it is, a future *Commando* type game could just become the hottest game in town. The promise is there, but only a promise so far; the potential needs to be better developed.

Statistical Analysis

Participating Players: 31

38.3% of active players selected *Commando* from an inventory of over 90 titles available during the six months ending 4/15/81.

Repeat Players: 21

67.7% of 31 participants played the Actions off Vaagso Island scenario after completing one set (both sides played) of the Raid on Entebbe scenario.

Total Games Played: 66

The Raid on Entebbe scenario was played 34 times, and the Action off Vaagso Island scenario was played 32 times.

Average Playing Time: Varied with scenario and level of play

Participation in the Raid on Entebbe scenario totaled 215½ hours for 34 games, an average of 6.34 hours per game; the average is a good indication of the time required for an initial game of *Commando* between players with average gaming experience, but new to *Commando*. The experience gained in playing one set makes a repeat set much quicker to play — e.g., in the Actions off Vaagso Island scenario, only 105 hours were required for 32 games, an average of 3.28 hours per game. These times reflect historical game play only, and do not provide data on the role-playing game. With insufficient data for meaningful averages, a good estimate of role-playing scenario times would likely run about double that of the same scenario in the historical game.

Shortest Recorded Game: 0.67 hours

British Commandos caught landing on beach by alert German defenders in the Actions off Vaagso Island scenario. When luck runs bad, it can be very bad! The final tally was 4 dead, 4 wounded commandos; the Germans suffered only one casualty, a wounded man. Both sides were played by moderately experienced gamers with prior experience in *Commando*.

Longest Recorded Game: 13.50 hours

The Actions off Vaagso Island scenario can get involved if the play is drawn out long enough for the German reinforcements to begin arriving. This one was botched by the British player after near success in the early stages, culminating in disaster when the Germans pinned them down and held them until enough reinforcements were available to make a final assault on the trapped commandos. Both sides were played by experienced gamers with prior experience in *Commando*.

Raid on Entebbe Results: Israelis 27-7

Victory conditions were modified to provide a clear result. Israelis win if both hostage groups are exited (with no more than 10 hostages killed), and no more than three Israeli men are killed or incapacitated; failure results in a Ugandan victory.

Actions off Vaagso Island Results:

British 18-14

Victory conditions were modified to provide a clear result. British player wins if target building is at least partially destroyed, and there are fewer than six British casualties; failure results in German victory.

Game Imbalance: Varied with scenario

The Raid on Entebbe victory conditions, as modified, produced a total imbalance of 58.8% which is unplayable. The problem is not with the victory conditions, but with the scenario itself; sleeping guards won't win under any set of victory conditions, and the Observation Code assigned to the Ugandans is the equivalent of a sleeping unit's expectations when they are surprised. This is contrasted by the fine balance in the Actions off Vaagso Island scenario, which has a 12.5% imbalance that can be improved with minor modifications of victory conditions.

Game Balance Analysis

The range and scope of provided and potential scenarios in *Commando* is limited only by the imagination of gamers. Most scenarios which are provided will require adjustment to victory conditions to make them competitive. These were designed to duplicate historical actions, and unfortunately, few historical actions were balanced. Scenarios created by gamers are likely to prove more competitive, and thus also more interesting because a balance can be achieved. Balancing a created scenario is not easy. Every piece of data provided can throw the balance of a scenario completely out of whack. Designers should create very simple scenarios and once these are balanced then expand them gradually to keep them in balance.

Subjective Analysis

Play Balance: 6.51

Average of 31 responses: 9 is perfectly balanced, 1 is totally unbalanced.

Playability: 6.96

Average of 31 responses: 9 is supremely playable, 1 is unplayable.

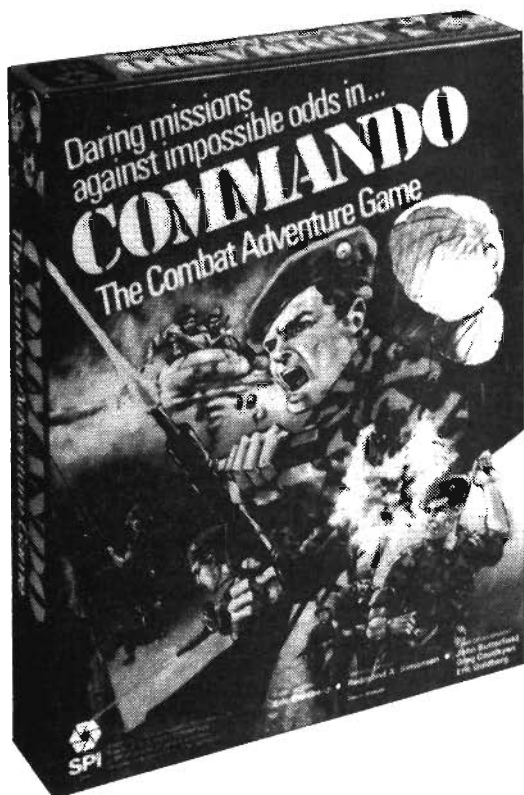
Length of Game: 6.90

Average of 31 responses: 9 is exactly the correct length, 1 is much too long or short.

Game Challenge: 8.09

Average of 31 responses: 9 is extremely challenging, 1 is no challenge.

[continued on page 29]



YANKS STOP HUNS AT BELLEAU WOOD

Paris is saved by the Marines. Today, the Allied High Command announced the Huns were retreating to their trenches after encountering the Yanks at Belleau Wood. It seems the spirited Marines, although outnumbered and short on supplies, were able to give the Huns a bloody nose, and stop their advance on Paris, thus preventing the fall of the French Capitol!

Historical Alternatives announces the release of the game BELLEAU WOOD. Designed by Mr. Roger Nord, it was two years in the development. BELLEAU WOOD ranks as one of the finest games on WWI.

Using a unique game system, BELLEAU WOOD simulates WWI combat as it actually was. You'll discover why the machine gun was such a deadly defensive weapon. See artillery blow holes in the enemy lines, clouds of gas float over the field of battle.

Yet, in the final analysis, it is the responsibility of the Infantry to take and hold the ground. BELLEAU WOOD is a Company ground level game with daily turns. Covering the entire battle from the French retreat to the American counter attack on the Huns, both sides have opportunities for offensive and defensive strategies. The game is highly mobile, with no trenches on the three color 34" x 22" game board. Comes complete with map, 270 die cut counters printed 3 colors front and back, a 16 page 'easy to read' rule book and boxed for only \$11.00

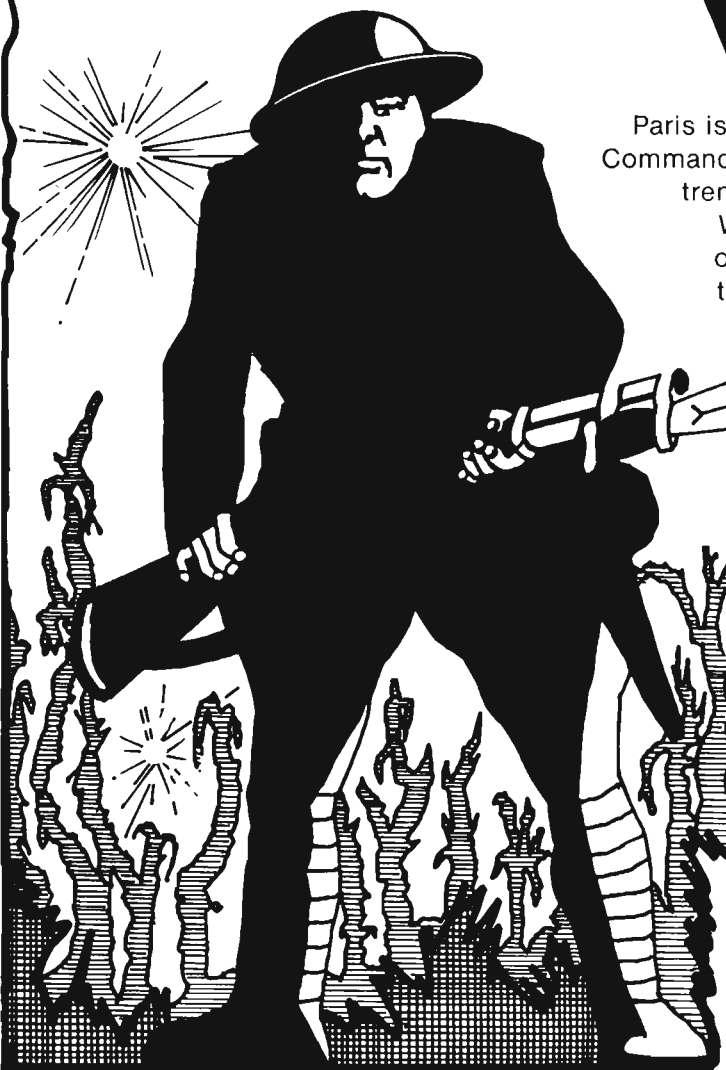
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Leetown or Curtis *(continued from page 11)*

1300-1400. The battlelines sway back and forth as Little's and Dodge's men attack and counterattack. Casualties increase and ammo decreases as the 2 Mo runs out. Carr is killed by a minie ball while overseeing Dodge's dispositions; Dodge immediately takes overall command.

McIntosh gets into the fray, sending the 9 and 11 Texas Cav against Hayden's Battery and the 9 Ia (on the northeastern edge of Cox's Field), making little headway and taking heavy losses. Hayden's battery limbers and retreats 250 yards. Artillery continues to play on the 11 Texas which loses 200 men in 30 minutes. McIntosh widens his assault, going after Hayden's Battery A on the east fringe of Cox's Field with the 2 Ark Cav and the 1 Ark MB. Casualties increase as the Union cannoners blast holes in the Confederate ranks with grape and canister. Running out of ammo the 11 Texas Cav rushes the 9 Ia and captures over 100 prisoners.

Little's and Slack's brigades maintain pressure on Dodge, forcing him back despite their heavy losses. Brig. Gen. Green finally takes command of Price's troops, thus restoring order.

On the far right flank, McCulloch begins a flanking maneuver to cut the roads east of Leetown. Pattison's and White's brigade of Jefferson Davis' Division arrive to the southeast of Leetown and are directed toward Curtis' HQ.

1400-1500. Dodge begins a concerted withdrawal from Elkhorn Tavern as Vandever attempts to stave off McIntosh's large brigade. Hayden's two batteries are severely shot up and the 25 Mo loses heavily under McIntosh's assaults. Little and Price continue to press Dodge's troops as they retreat to 300-400 yards south of Elkhorn Tavern. The 1 Ark MB and Whitfield's Cav suffer heavy casualties as they assault Bowen's Cav and battery on the southeast side of Cox's Field, but the 25 Mo (Vandever) ceases to exist and the 24 Mo loses heavily from Confederate assaults. Price's 2 MSG loses 100 men.

Pike nears the Leetown-Curtis HQ road and threatens to cut it. The Leetown defense begins to shift to the east in response to the Confederate maneuver. Pattison and White draw near Curtis' HQ as Dodge's troops appear on the north edge of Ruddick's Field retreating before Little, Price and McIntosh.

1500-1600. Becoming part of the eastern flank, McIntosh attaches to Van Dorn and reports casualties to his brigade in excess of 1,200 men killed, wounded and missing. His men have virtually surrounded the remnants of Vandever's brigade east of Cox Field (hex 1939). Little and Price continue the pursuit of Dodge as the 9 Ia is cut down virtually to a man. The 2 MSG loses heavily from the fire of the 3 Ill Cav.

To the west Asboth's command arrives on the field southeast of Leetown, assuming position on the right flank (hex 0516). Smith's and Jenks' independent regiments take position on Asboth's immediate left. Hebert cuts the road to Curtis HQ as Greusel's brigade continues to shift units to the east of Leetown.

To the right the 4 Ia loses over 200 men in a half hour to the pursuing Confederates as it covers the retreat of Dodge's brigade. Good's Battery executes well as it plays havoc on Bowen's independent regiment.

1600. Hebert and Pike launch an all-out assault on Osterhaus and Asboth. Within one-half hour, over 400 Confederates are missing from the ranks. The 2 Mo takes heavy casualties from the musket fire of the 3 La but holds the line gallantly.

To the east McIntosh, Little and Price attack together but the withering fire from Dodge's and Davis' brigades send them reeling back with heavy

losses as they are driven to cover. Casualties mount for the bluecoats too as the 2 Mo and the 4 Ia lose 200 men and Welfey's Battery is overrun.

Sigel's troops arrive and bolster the beleaguered eastern flank. Vandever is wounded and taken to the rear as casualties mount on both sides.

1700. The Confederates attempt to move their batteries closer on the northwest side of Leetown and take heavy crew casualties from the fire of the 22 Ind. Action slows near Leetown as both sides see that night is coming on. An artillery barrage sends Stand Watie's Indians streaming to the rear.

On the left flank the Confederate assault is almost played out. McIntosh's casualties have disheartened his men. They will advance only with great difficulty and they retreat after short periods of fighting. Van Dorn pulls McIntosh from the line and sends him to McCulloch. Little and Price continue their assaults. While leading a charge of the 2 Mo, Little takes a bullet in the leg and is helped from the field. Col. Gates assumes command and immediately presses the attack. Bowen's and Peoria's batteries each lose a gun from Rebel counterbattery fire as Union supply wagons arrive to distribute ammunition.

1730. Despite the heavy losses, Little's 2 Mo overruns Peoria's Battery C, while on the far left flank Col. Green (Price's replacement) is wounded and succeeded by Col. Clark, but only after 30 minutes of indecision. Yankee batteries continue to lose guns to overwhelming Confederate counterbattery fire.

Fighting peters out as ammunition is distributed to waiting Union units. Nightfall brings calm to the field.

Night. Straggler recovery is only marginally effective as the Confederates can gather only 400 men while the Yankees manage to gather 200. New BCE's are:

Union

Greusel: 7 of 8
Pattison: 7 of 8
White: 7 of 8
Dodge: 10 of 14
Schaefer: 3 of 4
Coler: 12 of 14
Bussey: 4 of 5

Confederate

McIntosh: Exceeded BCE
Pike: 6 of 9
Hebert: 15 of 36
Little: 11 of 15
Slack: 4 of 6
Price: 19 of 31

0700. McIntosh continues his westward movement as Price and Little launch a coordinated attack on the northern and eastern flanks of the Union arc. The 1 Mo and 7/9 MSG lose 100 men quickly, while 5 other regiments are thrown back by Union firepower. Their only gain is 100 prisoners from Dodge's 3 Ill Cav.

Hebert and Pike drive forward into Osterhaus and Asboth's lines. Pike is wounded and leaves the field, as does his entire command. Hebert manages to overrun Hoffman's Battery A and Elbert's Battery A. General McCulloch is shot through the head and carried from the scene of the carnage.

0730-0830. As though the death of McCulloch was an omen for every man on the field, the regiments of Hebert's brigade become increasingly more difficult to rally and direct toward the Union lines. McIntosh is only now arriving from the northeast. Once more the Confederates throw themselves at the solidly positioned Yankee lines, and after some initial success (300 killed and captured bluecoats), they are repulsed with 400 casualties.

Action in the east slows as Federal dominance asserts itself. Col. Gates is wounded and no one knows who shall command. Hebert assumes command of the right wing only to discover that his men will fight no more. Rather than risk a rout and uncontrolled losses, Hebert withdraws to the north.

0830. Only Price's brigade continues to fight as the other left wing units are too shot up to attack. Seeing that nothing good can come of continued fighting, Van Dorn orders a general withdrawal.

STATISTICS

Confederates

Captured or destroyed: 27 guns
Captured: 500 Federals
Killed, wounded or missing Federals: 1600
Killed: Gen. Carr
Wounded: Vandever
Captured: Elkhorn Tavern
Vandever's BCE

Total: 113

Union

Destroyed: 1 gun
Captured: 200 Rebels
Killed, wounded, missing Rebels: 4500
Killed: Gen. McCulloch
Wounded: 5 brigade officers
Held: Leetown and Curtis' HQ
Hebert's and McIntosh's BCE

Total: 171

Conclusions

The first two hours of this battle are relatively identical for all playtests, assuming that a Confederate brigade is dispatched to aid Van Dorn. The combat after 1200 hours, however, will vary considerably. In this sequence the Rebels receive a serious blow when Price is wounded in his very first attack. This, plus a replacement time of 1½ hours, virtually doomed the Confederate flanking maneuver. No less serious would have been Little's demise. Even so, the Rebels did pretty well. Vandever was completely wiped out, although McIntosh took serious losses in doing so. The most that can be said about this is that only units with less than 700 men should assault in the open. Sevens and eights take casualties too easily.

Confederate counterbattery fire was, as usual, highly effective. This will always be a bright spot for the Rebel since he can site them without regard for assaulting enemy infantry.

The Leetown assault was thrown in to show how useless it generally will be. If Curtis HQ is the prime objective, a player should be satisfied in cutting off Leetown and screen it. On the other hand, perhaps, Hebert can gradually shift to the east while Pike holds the Yanks at bay. Hebert's BCE should be kept intact, however, since that will keep the Confederates in the fight until the end of the second day. ■ ■



Designer's Notes (continued from page 4)

The major addition of interest to the players, however, should be the addition of five new historical scenarios and nine extended campaign scenarios. The historical scenarios cover the Heligoland Bight action in August of 1914, postulating that the German battlecruiser fleet had left port in time to influence the outcome of the action; and four scenarios in the Mediterranean during WWII, some hypothetical. The extended campaign rules have been extensively revised, and scenarios of varying degrees of historicity included as well as the abstract scenario present in the original game. These scenarios deal with actual or possible naval wars in the period covered by the game, and I list their names here to give you some idea of what they are like: North Sea Duel, 1914-16; French vs. Austrians in the Med, 1914-15; WWI Grand Campaign; Brits and Yanks, 1919-25 (ahistorical, but allows the players to pit the two greatest fleets against each other); Mussolini's War, 1935; Pacific Battleships, 1939-45; Germans vs. British, 1939-43; Italians vs. British, 1940-42; The Naval War in the West, 1939-45.

If time allows, some Russo-Japanese War scenarios may be added. The difficulty here is that most of the capital ships involved on both sides were pre-dreadnoughts and the current countermix includes none. I would have to do some substantial research, and the pre-dreadnought counters would wind up on the back of, say, WWII American battleships — tacky, but perhaps justifiable in order to add a few extra scenarios.

The last question to be resolved at this point is whether the map sections will be the old-style 10" x 10 1/2", which have to be folded down the middle to fit into the game-box, or new 8 1/2" x 11". The latter is obviously preferable, but may require the production of new plates, an expensive process. We shall soon see.

Greg Costikyan

Hot Spots

The emphasis of playtesting on *Hot Spots* has shifted from the first scenario (an Iranian and Iraqi meeting engagement in 1980) to the second scenario which is placed in Iran in 1986. This scenario postulates a Rapid Deployment Force that is equipped with high technology coming up against a Soviet T-72 tank battalion. The US force possesses MPWS (Mobile Protected Weapon System) and LAV (Light Armor Vehicle) armored fighting vehicles; both of these systems are now in the testing stage. Though the US force is outgunned, it has helicopter and air support and is better led than the Soviet force.

The scenario begins with the reconnaissance elements of both sides entering the map on Game-Turn 1, with the rest of the forces entering on Game-Turns 2 and 3. Game-Turn 4 would probably go something like this: The Soviet battalion commander has been receiving reports for the last hour of contact with the enemy forces. He decides to initiate a formation change from a movement to contact into a hasty assault (the Soviets are on an offensive mission); chances for success are 45 percent. Due to the various friction of war factors (mostly lack of good intelligence),

this attempts fails.

The US commander having identified the Soviet axis of advance, has already changed his formation into a hasty defense. His indirect support (mortars and artillery) open fire on the identified Soviet positions, causing widespread suppression. Meanwhile, the US maneuver elements move and trigger enemy opportunity fire when sighted. The US commander reassesses his position at this time and decides to "dig in," modifying his formation into a deliberate defense; he has an 83 percent chance of passing the check and succeeds.

The Soviets then conduct similar types of action (indirect fire followed by movement and direct fire). At the conclusion of the Soviet player's actions, the fourth Game-Turn ends.

The preceding comments relate the key events that are undertaken during a player-turn. The crucial action centers on the ability of a player to modify his force structure to allow for maximum utilization of all the available forces. This particular scenario ended in a US victory. The Soviet attack stalled due to the "dug in" nature of the US positions; a successful counterattack was later launched from these positions which broke the morale of the Soviet force and eventually resulted in their withdrawal off the map. Playtesting continues: more next time...

Mark Herman

Battle over Britain

This game is finally out of my office and in the hands of art and production. I have been working on it off and on for the past two years and am very proud of the results. During that time I had the pleasure of reading and re-reading a number of excellent books on the subject. Just in case there is no room for a bibliography in the printed rules, I'd like to mention a few of them here.

From a game design and hard information viewpoint, Francis K. Mason's *Battle over Britain* (Doubleday, 636 pp.) is a goldmine. The book includes a complete day-by-day account of the entire campaign with details on every single aircraft destroyed or damaged on both sides. Other features include an account of the German air raids in World War I, the development of the opposing air forces between the wars, and numerous orders of battle and appendices. On top of this, the book is excellently written, giving colorful, accurate accounts of all facets of the conflict. Unfortunately, the book is hard to find.

The Hardest Day by Alfred Price (Scribners, 246 pp.) is a complete account of one day (Aug. 18, 1940) of the Battle of Britain. On that day, over 130 aircraft were destroyed. The author discusses every raid from an eyewitness viewpoint, using them as examples of the overall conduct of the battle. Good order of battle information, casualty listings and maps of each raid make the book a valuable research source. I used three raids described in *The Hardest Day* as scenarios in the Combat Game of *Battle over Britain*.

Fighter by Len Deighton (Ballantine, 311 pp.) recreates the feel of the battle and the period beautifully. The political, military and technical developments that led to and affected the campaign are described. The

British and German personalities that participated in or directed the battle are featured. How they affected the Battle of Britain, and how it affected them makes fascinating reading. From a game design viewpoint, the book is light on hard data.

Fly for Your Life by Larry Forrester (Bantam, 368 pp.) has little to offer to the researcher but is a great read, being the exploits of British fighter ace, R.S. Tuck. The book covers his entrance into the RAF, his numerous amazing air engagements during the Battle of Britain, his capture and internment by the Germans, and his escape into and out of Russia.

Battle over Britain is due out at the end of the year and will include a 22" x 34" game-map, a 17" x 22" British Airfield Display, a German Raid Display, an 11" x 34" dividing screen with all the important charts and tables, 600 counters and 40 pages of rules and logs.

John H. Butterfield

INSTRUCTIONS TO AUTHORS FOR MOVES MAGAZINE

Most of the articles in *MOVES* are written by its readers. We'd like you to give it a try — if your article is well-written and on a subject of interest to our readers, there's a good chance that it will see publication in *MOVES*.

Types of Articles: *MOVES* features a variety of types of articles in each issue. We are looking primarily for the following kinds: *Operational Analyses* dealing with the tactics and strategies in a specific game; *In-Depth Reviews* intensively describing a specific game with particular attention to its simulation system and playability; *Documented Plays* describing or commenting on the move-by-move progress of an actual game; *Field Reports* providing organized, valid information on some aspect of conflict simulation in general; and *Scenarios and Variants* that add additional scenarios and optional rules to existing games.

Manuscript Requirements: Typewritten and double-spaced; 25 lines per page. Number and tag pages with the author's last name. Cover sheet should contain full name, address, suggested title, honorarium preference and social security number.

Honorariums: For all published articles, *MOVES* pays an honorarium at the rate of \$9 per 10" of edited text, calculated to the nearest half column. Authors may elect to take their honorarium in SPI products at the rate of \$18 per 10" rendered against the list price of the items. Payment will be rendered 30 days after publication.

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British authors send submissions and correspondence to Charles Vasey, 14 Osprey Gardens, Selsdonvale, South Croydon, Surrey CR2 8TB. **Canadian** authors send submissions to Ian Chadwick, 303-15 Bideford Ave., Toronto, Ontario M5M 4C2.

Feedback

MOVES 59, October/November 1981

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 stapled insert 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, zero always indicates *no opinion* or *not applicable*. When a Question is a yes or no question, 1 means *yes* and 2 means *no*. When a question is a rating question, 1 is the *worst* rating, 9 is the *best* rating, 5 is an *average* rating, and all numbers between express various shades of approval or disapproval.

SECTION A

1-3. No question (leave blank).

Questions 4 through 24 ask you to rate the articles in this issue on a scale of 1 (poor) to 9 (excellent). Zero indicates *no opinion*.

4. BAOR
5. Remember the Maine!
6. Founders & Memories
7. Leetown or Curtis
8. SPIBUS
9. *MOVES* Canada
10. *MOVES* in English
11. Designer's Notes
12. Richard Berg's Reviews of Games
13. Stat Rep: Commando
14. Your *MOVES*
15. This issue overall
16. Was this issue better than the last one?
- 17-24. 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 do not 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 the 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 greater complexity. Use these games as guidelines: 4-5 = *Chickamauga*; 7 = *Cityfight*; 9 = *Air War*.

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; 3 = 3 years; 4 = 4 years; 5 = 5 years; 6 = 6 years; 7 = 7 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; 4 = 10-15; 5 = 16-20; 6 = 21-25; 7 = 26-30; 8 = 31-40; 9 = 41 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 like to see games and articles done. 1 = Ancient (Roman, Greek,

Biblical, 3000BC-600AD); 2 = Dark Ages and Renaissance (600AD-1600AD); 3 = 30 Years War and pre-Napoleonic (1600-1790); 4 = Napoleonic (1790-1830); 5 = Civil War and 19th Century (1830-1900); 6 = World War One (1900-1930); 7 = World War II (1930-1945); 8 = Post-World War II (1945-present); 9 = Science Fiction and Fantasy.

36. How did you purchase this copy of *MOVES*? 1 = by subscription; 2 = by mail, as a single copy; 3 = in a store; 4 = it was passed along to me by a friend; 5 = other means (please describe).

37. Would you be interested in seeing more prototype game articles (e.g., "Remember the Maine!" by Thomas Smiley) appear in *MOVES*? 1 = yes; 2 = no.

38. Do you own or plan to buy one of the following microcomputer systems? 0 = I have no interest in microcomputers or microcomputer gaming; 1 = I own an Apple II; 2 = plan to buy an Apple II; 3 = own a Radio Shack TRS-80; 4 = plan to buy a TRS-80; 5 = own an Atari 800; 6 = plan to buy an Atari 800; 7 = own some other microcomputer; 8 = plan to buy some other microcomputer; 9 = have no plans to buy a microcomputer because I already have access to a microcomputer.

Questions 39 through 48 ask you where you buy adventure/hobby board and role-playing games. Please answer the following questions using the following scale: 0 = I never buy games by this method or through this kind of store; 1 = I rarely buy games this way; 2 = I occasionally buy games this way; 3 = I usually buy games this way, but occasionally by other means; 4 = I almost always buy games this way.

39. By direct mail from the game manufacturer
40. By direct mail from independent game retailers
41. In adventure gaming specialty stores
42. In hobby and gaming stores
43. In general gaming stores
44. In chain department stores (e.g., Penney's)
45. In independent department stores
46. In general merchandise stores
47. In discount stores
48. Other means (please describe on feedback card)

If you buy computer games for any computer system, please answer questions 49 through 58 indicating in which kind of store you purchase them, using the following scale: 0 = I do not buy microcomputer games; 1 = I rarely buy games at this kind of store; 2 = I occasionally buy games at this kind of store; 3 = I usually buy games at this kind of store, but occasionally at others; 4 = I almost always buy games at this kind of store.

49. Franchised computer outlets (e.g., Computerland or Radio Shack)
50. Independent computer outlets
51. Adventure gaming specialty stores
52. Hobby and gaming stores
53. General gaming stores
54. Chain department stores (e.g., Penney's)
55. Independent department stores
56. Electronics stores
57. Discount stores
58. Other (please describe at bottom of feedback card)

Please rate the level of complexity of the following games on a scale from 1 to 9, with higher numbers indicating increased complexity. Use the following games as guidelines: 1 = *checkers*; 4.5 = *Chickamauga*; 7 = *Terrible Swift Sword*; 9 = *Air War*. Games are SPI publications unless otherwise indicated.

59. Desert Fox
60. Cedar Mountain
61. Fighting Sail
62. Task Force
63. Hof Gap
64. Crescendo of Doom (AH)
65. Cross of Iron (AH)
66. The Longest Day (AH)
67. Fortress Europa (AH)
68. The Fall of France (GDW)
69. Suez 73 (GDW)
70. 1941 (GDW)
71. Stalin's Tanks (MGC)
72. Operation Pegasus (TFG)
73. C.V. (Yaq)

74. Superiority (Yaq)

75. Campaigns of Napoleon (West End)

76. Assault on Tobruk (SimCan)

77. Air Cobra (OSG)

78. Doro Nawa (Paper War Games)

Rate the following game proposals on a scale of 1 to 9, with 1 indicating very little intention to purchase if published and 9 indicating a definite intention to purchase if published.

79. Empires of the Ancient World. The empires of Alexander the Great, the Seleucids, Carthage, Persia and Rome all rose to great heights, only to fall to other, more vital empires. Often, the fortune of an empire depended on a single, great leader, but it could also hinge on the organization of the army and state. *Empires of the Ancient World* would use a variant of the award-winning *Empires of the Middle Ages* game system to simulate the ebb and flow of empires. The major difference would be that players can conduct more detailed endeavors per year through the use of army and bureaucracy units; as these units are built and deployed, a player is given an extra military or administrative endeavor. A state that has overextended itself may face mutinies and civil war if it becomes bankrupt or suffers extended famines. Barbarian migrations are another headache, though they may become incorporated into an empire's populace peacefully. A player would be allowed to establish his own form of government — republic, democracy, monarchy or divine kingship — each having its own advantages and drawbacks. The game would include 600 counters, a 22" x 34" map of Europe and the Near East, and rules with numerous scenarios. To sell for \$20.

80. Belisarius. In 535 AD, one of the most backward campaigns in history was launched, 8,000 soldiers of the Eastern Roman Empire were ordered to invade all of Italy, then occupied by an entire Gothic nation with a quarter of a million man army. The armies were not as mismatched as it might appear, however, for the Romans were led by the military genius Belisarius, unquestionably the best captain of the first millennium AD; the 8,000 men were Belisarius' elite Household Regiment, a collection of hand-picked Huns, Vandals, Persians, Thracians and Moors, the finest fighters of the known world. With no front lines, *Belisarius* emphasizes position and maneuver, rather than attrition and sheer brawn. The game would also feature detailed command, morale, and siege systems, and re-create the different compositions and tactics of the opposing forces. Special rules would cover the native Italian population, the recruitment of captured enemy troops, and the jealous rivalry between Belisarius and the Emperor Justinian. *Belisarius* would include a 22" x 34" map, 200 counters, and 8-12 pages of rules; a possible S&T game. To sell for \$12.

81. The Battles of Frederick the Great. This quad game would cover four major battles: *Rossbach* (Nov. 5, 1757 against an Austro-French army), *Leuthen* (Dec. 6, 1757 against a superior Austrian Army), *Prague* (May 6, 1757 again opposing the Austrians), and *Torgau* (Nov. 3, 1760 versus the continually persistent Austrians). These games would be designed to emphasize the tactics of the day and the problems of leadership in the field during the 18th Century. The game system would be adapted from the *Austerlitz* system, where morale and troop quality are almost as important as sheer weight of numbers. The quad would include four 17" x 22" maps, one set of standard rules, 4 sets of exclusive rules, and 400 counters. To sell for \$20.

82. In the Service of the Queen. It is the Victorian Age, the map is crimson, and the sun never sets, don't you know. You are a likely young lad recently graduated from the best public schools, and pater feels its time for you to make your own way. The options are many: pater will buy you a commission if you like, or you can off to Europe on the Grand Tour, or hie thee to Injah. *In the Service of the Queen* is a role-playing game for Victorian gentlemen in the Age of Empire, the game will include rules for character generation, personal combat, army combat, the military life, parliament and politics, business and The City, crime and criminals, and social rules for Britain, the Continent, and India will be included, as well as detailed descriptions of those places, a series of suggestions for adventures and the like. Future supplements might expand the game to allow players to start as Frenchmen, Germans, Americans, and Russians; cover other parts of the world in as much detail as the original game covered Britain and India; and expand the rules to allow players to enter business and the diplomatic corps. *In the Service of*

the Queen will include three 17" x 22" game-maps and three 40-page rules booklets. To sell for \$20.

83. The Santiago Campaign. From 22 June to 3 July 1898, the American Army came to the aid of the navy to open a route through Cuba to take Havana. Landing at Daiquiri, the rag-tag American force was almost stopped; eventually, they were able to trap the Spanish troops in Santiago. Shortly thereafter, the Spanish government sued for peace. *The Santiago Campaign* would be based on Timothy Smiley's article in this issue and would include two games in one system. A strategic level game would follow the pursuit of the Spanish squadron as it approaches Cuba and the attempt of the American Navy to keep them safely bottled up in Santiago. Half of the 22" x 34" game map would show the Caribbean area, and part of the 200 counter mix would include the ships that took part in the campaign. The other half of the map would be at a one mile per hex scale and the rest of the counters would be company-size units. Rules would cover the initial American convoy capacity, hidden placement of Spanish troops, the effects of leadership and morale, Yellow Jack and attrition, and abstract naval combat. To sell for \$12.

84. Ace! At 5 AM you roll out of your cot to drink bad coffee on a frozen patch of dirt while mechanics check out your plane. You climb into the cockpit, pull down your goggles, and yell "Contact!" In the skies over Belgium, your flight meets three Fokkers silhouetted high against the sun. You lose three friends that day, but add two stars to the fuselage of your craft. That night you swap lies with the other pilots at the cantina in town. *Ace!* may be used as a game of WWI fighter combat or as a role-playing game detailing the life of a WWI ace. The combat system would be relatively simple, using a three-dimensional movement system rather than the complicated mechanics used to simulate 3-D movement in *Air War*. Statistics for most of the major aircraft of the war would be included. The role-playing rules would include rules for promotion, the military bureaucracy, capture by the enemies, getting home from behind the lines, the politics of the war, rest and recreation, and so forth. It would include eight 8" x 11" maps, 200 counters, 16-page combat rules, 32-page role-playing rules, and percentile dice. To sell for \$20.

85. Smoke Filled Rooms. The time is sometime in the late 19th or early 20th Century, the place any American city. Each of as many as six players is a political boss, and each wants his man elected mayor. There is money to be raised, papers and judges to be bribed, speeches to be delivered, political enemies to be backstabbed, and votes to be rallied. Through the long hot summer, you and your cronies must campaign hard — so that the spoils of autumn may be shared by the right clique. *Smoke Filled Rooms* is a simple, fast-moving, multi-player game of corruption and big-city politics. Vote early and vote often! It will contain a 22" x 34" map, 400 counters, and four pages of rules. To sell for \$15.

86. Montgomery of Alamein. The Battle of Alamein has never been adequately simulated in the historical gaming field. The major reason for this lack is that two of the most important facets — command control and supply — are features of that military action which only now can be adequately simulated through gaming techniques. In the First Alamein, Rommel made his initial attempt to break through the strengthening British line and press toward the pyramids. In Alam Halfa, he made his last, hopeless assault, short of fuel and supplies, attempting to smash the British before their supplies and manpower were built up as materiel flowed in from Britain and America. In the Second Alamein, Montgomery won the first great British victory in a set-piece battle, utilizing what critics maintain was the most unimaginative strategy possible. *Montgomery of Alamein* simulates these three decisive battles in detail. Step losses, mobile reinforcement and reaction rules simulate the elements of armored warfare in the desert. Special attention would be paid to the problems of supply and leadership. A link game allows players to play each battle in turn, the results of one influencing the dispositions and forces available for the next. The game will include 400 counters, a 22" x 34" map, and 24 pages of rules. To sell for \$15.

Each of the following three game proposals would simulate armored combat in WWII and the modern period on a company-level. The scale would be 1 kilometer/hex and two hours/turn. Emphasis would be on the interaction of combined arms, maneuver, morale and crew quality to simulate tank combat as has never been done before. Each game would contain one 22" x 34" map, 200 count-

ers, and 16 pages of rules; each would be a possible S&T game. To sell for \$12. Rate each game separately.

87. Battles on the Chir River. On 7 December 1942, the Soviet 1st Armored Corps smashed through the defensive line of the German 336th Infantry Division on the river Chir, 150 kilometers southwest of Stalingrad where the German 6th Army was encircled. In a series of brilliant counterthrusts, the 11th Panzer Division under the command of General Balck cut up the Soviet spearhead and secured the bridgeheads on the Chir. The game would include three scenarios — the attack to check the Soviet advance on the 7th, the flanking maneuver on the 8th, and the securing of the bridgehead at Lissinski on the 11th — plus a campaign game to link all three together.

88. Sidi Rezegh. On 19 November 1941, the British 22nd, 7th, and 4th Armored Brigades attacked Rommel's flank in an attempt to envelope his army which was preparing to besiege Tobruk. The battles which resulted are classic in their use of armor in open terrain, and also in the way in which the proper combined arms in the right place at the right time could turn the tide. Scenarios would include the clash between elements of the British 7th Armored and Panzer Regiment 5 northeast of Gabr Saleh on the 19th, and the concentration of Sidi Rezegh on 21 November. A campaign game would link the scenarios.

89. Mortain. Hitler's counterattack during the Cobra operation in Normandy was Germany's last chance to stop the Allied breakout into the heart of France. Hastily organized and hampered by Allied airpower, elements of 47th Panzer Corps drove into Patton's flank in an attempt to reestablish contact with the coast. It was a small, quick battle of German armor vs. US infantry that could have been a German victory.

90. Global War II. The entire Second World War would be simulated on four maps with combat units representing the various corps/armies, naval battlegroups, and air wings that participated. The time scale would be one month/turn, with the option of playing the entire campaign or one of the six year scenarios (from 1939 to 1944). Not a simple rehash of the original game, *Global War II* would stress production, logistics, and the ability to maintain strategic lines of communication in order to keep a national economy functioning. The combat system would rely on a new examination of strategic warfare; combat results would call for divisions to be lost or for the disruption of unit cohesion. An enemy unit totally disrupted would be forced to retreat, allowing for dramatic pursuits (such as happened in the opening phases of the Barbarossa campaign). The rules would cover merchant convoys, submarines, strategic bombing, guerrilla warfare, national economies, breaking codes, and special weapons systems (like ol' reliable, the A-bomb). In addition to the four 22" x 34" maps, the game would include 1,200 counters, displays, and extensive rules. To sell for \$50.

91. Crisis in the Ukraine: Von Manstein's Last Victory. In early March, 1944, two Soviet Fronts launched a two-pronged attack under Marshals Zhukov and Koniev. Within three weeks they had encircled the German 1st Panzer Army. Zhukov calculated that the Germans would attempt a breakout to the southwest, where the jaws of the pincer were closing, so he rushed troops there to solidify the trap. Von Manstein, the German Army Group Commander, was determined to avoid another Stalingrad and was aware of Zhukov's reinforcements blocking his exit to the southwest. He launched the breakout to the northwest — in a blizzard and across three river lines — to link up with the German lines and save the bulk of the army to fight again. *Crisis in the Ukraine* would recreate this campaign of attack and counterattack, using a modified *Panzergruppe Guderian* game system. The game would have a 22" x 34" map, 200 counters and relatively simple rules; a possible S&T game. To sell for \$12.

92. Hell's Highway: Operation Market-Garden. In September of 1944, the Allied drive across France had reached the limit of its logistical tether, and a decisive blow had to be struck to prevent the Germans from reorganizing. Montgomery devised Operation Market-Garden to deliver that blow, but it was not to be. Various intelligence lapses failed to notice units of the 9th and 10th SS Panzer Divisions refitting in the area of Arnhem, where the entire British 1st Airborne Division was to be parachuted. This fine division was cut to ribbons, and the entire operation was a failure. In the two previous games SPI has done on this subject (*Arnhem* and *Highway to the Reich*), the scales were as disparate as night and day, and neither gave the player a proper perspective on the entire operation, one being too simple and the other too cumbersome. *Hell's Highway* would be a game of the entire Market-Garden campaign portrayed on one 22" x 34"

map, split down the middle a la *Desert Fox*, to yield a 17" x 44" playing surface on which the long road (Hell's Highway) the Allies were trying to capture will be represented. Using 200 company/battalion sized units, the game would have 6 hour Game-Turns and a scale of one kilometer per hex. The system would emphasize unit integration and tactics. A possible S&T game. To sell for \$12.

93. Operation Polar Circle. Where is the enemy? How many men does he have? What is the quality of his forces? How can he best be defeated? These are some of the questions which the Intelligence sections of our armed forces must answer if we are to win any battle; without this information (in accurate form) the combat arm is useless. *Operation Polar Circle* would simulate a raid on a POW camp in North Vietnam, based loosely on the Son Tay raid in 1970. Instead of emphasizing the raid itself (which would be simulated), the players will primarily engage in an intelligence gathering process first, planning all the factors of the assault. Using a paragraph-story system, the game will present players with various information, some spurious, which they will use to make choices about where they will attack, with what strategy, and at what time. If the information process was inaccurate, results may range from the POW's being gone (which happened historically at Son Tay) to the elite assault force being totally annihilated. Players who plan without care will always lose; players who are meticulous will prove more successful. It will include a 17" x 22" map/display, 100 counters, 16-page rules booklet with a 16-page paragraph booklet; a solitaire game, possibly appearing in S&T. To sell for \$12.

94. North Cape. The second "Winter War" might occur during the Warsaw Pact invasion of Western Europe, as the Soviets attempt to seize the vital airfields and naval installations of northern Norway. The Soviets have two motorized rifle divisions, an airborne division and a naval infantry regiment poised to attack Norway's lone Brigade North. To reinforce Norway rapidly and hold the airfields, NATO has British commandos, American and Dutch marines and the Allied Mobile Force. *North Cape* would use a modified version of the Central Front system with new rules for amphibious operations, naval gunfire, air defense, severe weather, and Finnish and Swedish neutrality. (How will each nation react to the invasion of their air space? Will the transit of Soviet troops be allowed through Finland?) Both players will have amphibious forces and a variety of ways to employ them. The NATO player may also have naval reinforcements and an LPH (helicopter carrier), permitting "vertical" operations. The game would include a 22" x 34" map, 200 counters and 12 pages of rules; a possible S&T game. To sell for \$12.

95-96. No question

SECTION B

The results of the following survey are used in our Playback system. This system reviews games by showing the response of the people who play the games. Questions 104-192 are part of Playback. After each game title there are fourteen questions, lettered A through O. Questions A through M are answered with a 1 (poor) through 9 (excellent) rating. Questions N and O are answered 1 (yes) or 2 (no).

- A.** What did you think of the physical quality and layout of the mapsheet?
- B.** What did you think of the physical quality and layout of the rules folder?
- C.** What did you think of the physical quality and layout of the unit counters?
- D.** What did you think of the game's ease of play (how well the game moved along)?
- E.** What did you think of the completeness of the rules (was everything thoroughly explained)?
- F.** What did you think of the game's play balance (was the game interesting for both sides)?
- G.** What did you think about the appropriateness of the length of the average game?
- H.** What did you think of the amount of time required to set up the game before beginning to play?
- J.** What did you think of the appropriateness of the game's complexity?
- K.** What did you think of the game's realism?
- L.** What did you think of the game overall?
- M.** What did you think of the game's solitaire playability?

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

O. 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 write a zero in the boxes.

DESERT FOX

- | | |
|-----------------------------|------------------------|
| 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 (solitaire) |
| 109. F (balance) | 116. N (then and now) |
| 110. G (length) | 117. O (money's worth) |
| | 118. No question |

DELTA VEE

- | | |
|-----------------------------|------------------------|
| 119. A (map sheet) | 126. H (set-up time) |
| 120. B (rules) | 127. J (complexity) |
| 121. C (counters) | 128. K (realism) |
| 122. D (ease of play) | 129. L (overall) |
| 123. E (rules completeness) | 130. M (solitaire) |
| 124. F (balance) | 131. N (then and now) |
| 125. G (length) | 132. O (money's worth) |
| | 133. No question |

THE ALAMO

- | | |
|-----------------------|-----------------------------|
| 134. A (mapsheet) | 138. E (rules completeness) |
| 135. B (rules) | 139. F (balance) |
| 136. C (counters) | 140. G (length) |
| 137. D (ease of play) | 141. H (set-up time) |

- | |
|---------------------|
| 142. J (complexity) |
| 143. K (realism) |
| 144. L (overall) |

JACKSON AT THE CROSSROADS

- | | |
|-----------------------------|------------------------|
| 149. A (mapsheet) | 156. H (set-up time) |
| 150. B (rules) | 157. J (complexity) |
| 151. C (counters) | 158. K (realism) |
| 152. D (ease of play) | 159. L (overall) |
| 153. E (rules completeness) | 160. M (solitaire) |
| 154. F (balance) | 161. N (then and now) |
| 155. G (length) | 162. O (money's worth) |
| | 163. No question |

THE BATTLE OF CORINTH

- | | |
|-----------------------------|------------------------|
| 164. A (mapsheet) | 171. H (set-up time) |
| 165. B (rules) | 172. J (complexity) |
| 166. C (counters) | 173. K (realism) |
| 167. D (ease of play) | 174. L (overall) |
| 168. E (rules completeness) | 175. M (solitaire) |
| 169. F (balance) | 176. N (then and now) |
| 170. G (length) | 177. O (money's worth) |
| | 178. No question |

SPIES!

- | | |
|-----------------------------|------------------------|
| 179. A (mapsheet) | 186. H (set-up time) |
| 180. B (rules) | 187. J (complexity) |
| 181. C (counters) | 188. K (realism) |
| 182. D (ease of play) | 189. L (overall) |
| 183. E (rules completeness) | 190. M (solitaire) |
| 184. F (balance) | 191. N (then and now) |
| 185. G (length) | 192. O (money's worth) |
| | 193-196. No question |

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