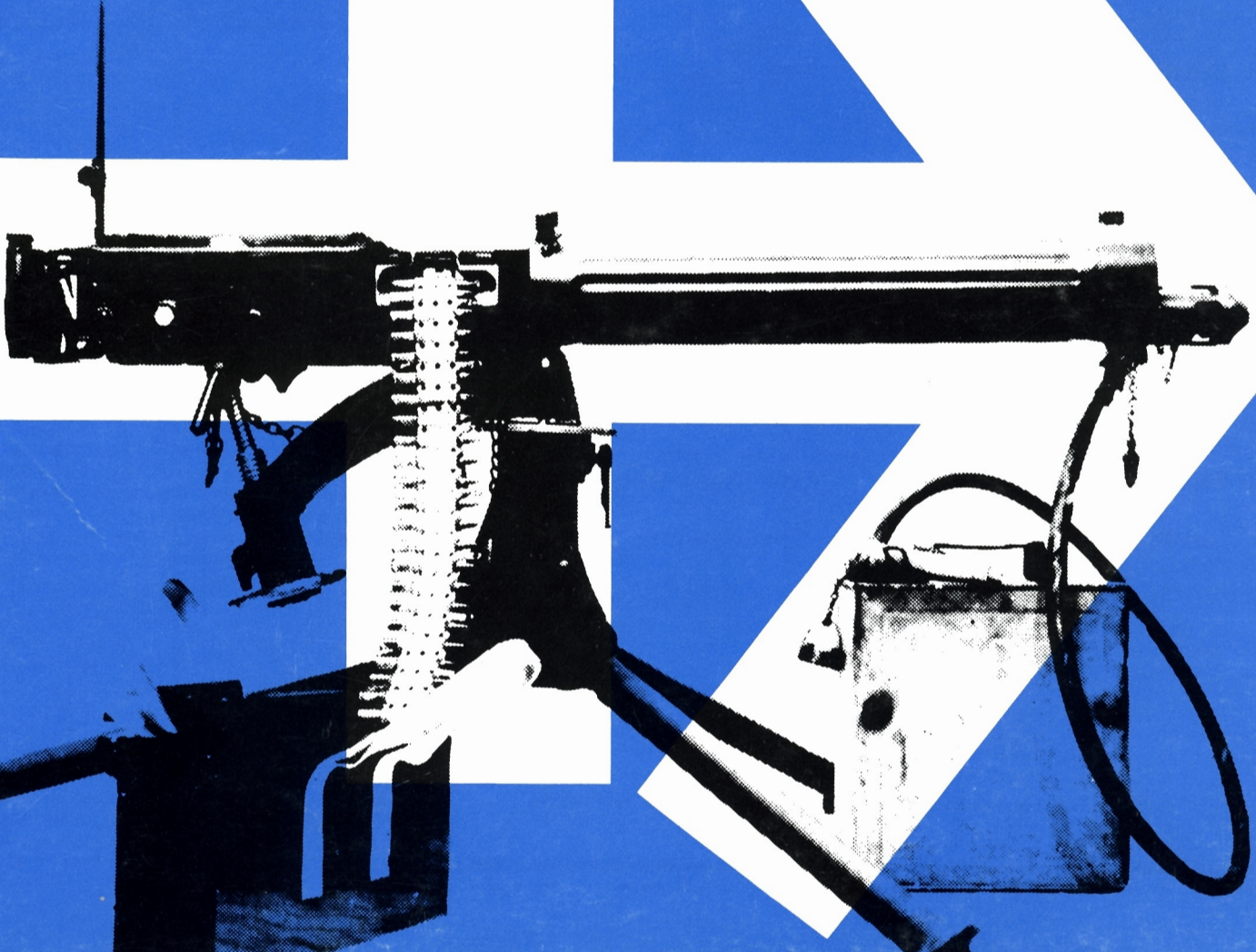


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# MOS

Conflict  
Simulation  
Theory and  
Technique

tactical weapons symbols







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**Research Director** Albert A. Nofi  
**Associate Editors** John M. Young, Stephen B. Patrick

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## Designer's Notes

A rather large shot of good news this time around. The improvements in *MOVES #2* (based on criticism of *MOVES #1*) were much better received than we expected. Following up on those topics that were best received, we have made *MOVES #3* an even better effort than the first two issues. In this issue we introduce and/or "standardize" a number of editorial features. A regular feature from now on will be the Game Profile. In this issue *Leipzig* is "profiled." In our next issue we will cover either *Grenadier* or *The Franco-Prussian War*. The *Leipzig* profile, incidentally, was not done by a regular staff member, but by a local subscriber. One of the people who regularly shows up here on Friday nights for playtesting. Among other things, this proves that the full-time staff here doesn't "walk on water" (there are always a few who'll believe that sort of thing).

Another now "standard" feature is an "irregular" series of articles by Redmond A. Simonsen. His influence on what we produce is often understated (and mis-understood). Simonsen not only designs game components, he also takes an active part in developing the

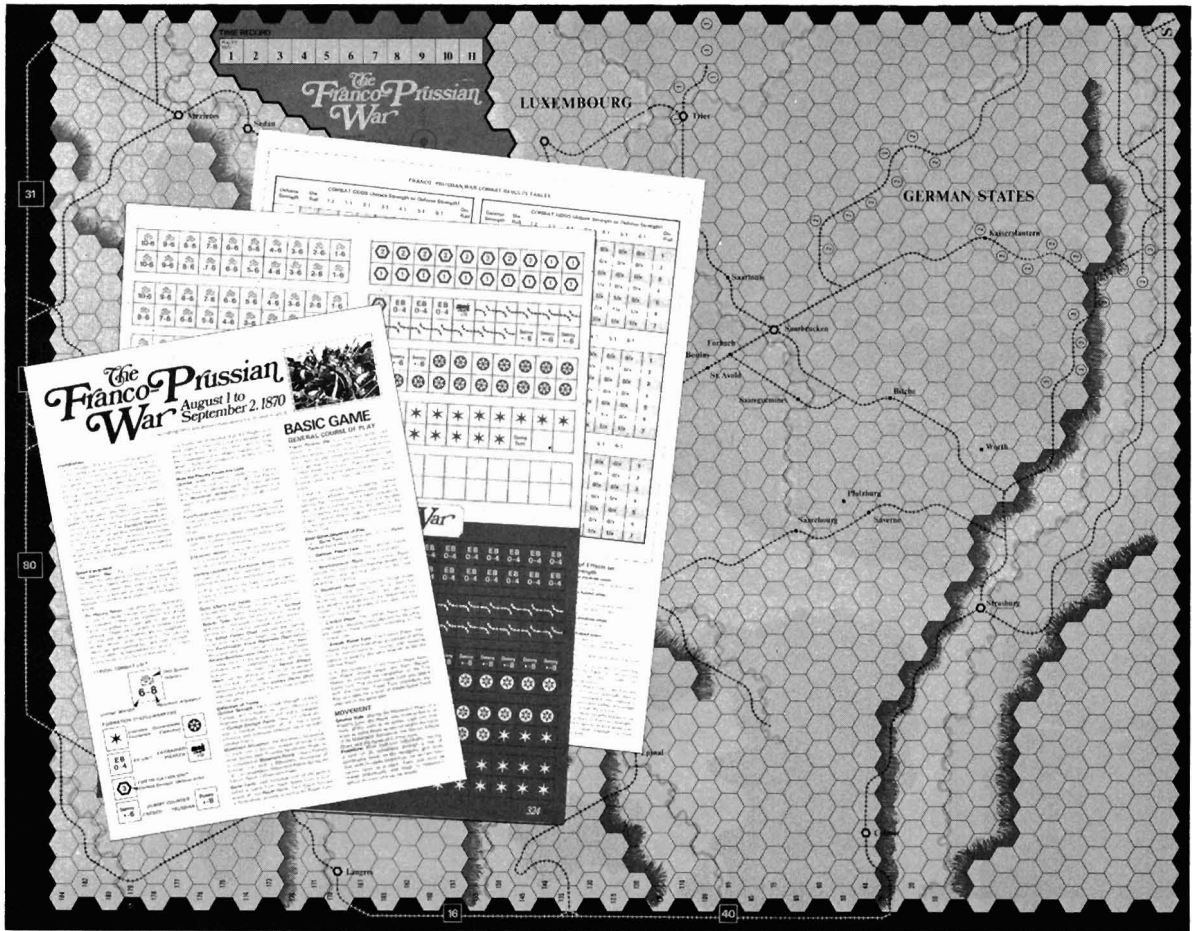
(continued on page 21)

## PRICES ARE RISING

You may have noticed that the prices on our games are now up to six dollars (\$6.00). The reason for this is quite simple. We need the money. Why do we need the money? We need it to pay for things we never needed before. First there's equipment. Not just mundane things like typewriters and pencils, but also a typesetting machine, a computer and sundry other gadgets. and then there's people. Salaries. For a long time we payed very little or nothing. But during the last year we have, more and more, been pretty much forced to pay living wages (our 30 person staff now averages \$107 a week. The boss of the whole show gets \$150, so nobody's getting rich). Secondly, there's money needed that falls under the rather obtruse heading of "capital." We introduced three new games in this issue and will introduce at least three more new ones in the next issue of S&T. We are also going to upgrade the quality of all our games within the next year. This takes time to do and in the meantime we have to pay the bills. Many improvements have already been made (you may have noticed that most of our latest games "played" better and had fewer flaws in them. This is no accident, it's the result of many hundreds of hours of work). We have never received any "outside investment." The money has come from the people who buy our products while much unpaid time has come from the people who work here. To expand our operations, to give you more of what you obviously enjoy, we need money. And you are our only source of money. This entire situation will be explored at greater length and detail in the next issue of S&T. Right now, we've got work to do.

# NEW! Franco-Prussian War

- Attrition Combat Results
- Limited Tactical & Strategic Intelligence
- Variable Orders of Battle



In 1870 France was considered the dominant military power in Europe. Germany was divided into dozens of small states, the most powerful of which was Prussia. By the end of the Franco-Prussian war, *Germany* was the most powerful country in Europe, a unified empire under the Kaiser; France was defeated and deeply wounded by the loss of two provinces, Alsace and Lorraine. From 1871 to the First World War European diplomatic and military history is a record of adjustment and reaction to the results of the Franco-Prussian War. Indeed, for the French and Germans, World War One was a second round, meant to consolidate or reverse the battlefield decision of 1870.

*Franco-Prussian War* simulates the decisive early stages of this little-known but highly significant conflict. In developing *Franco-Prussian War*, the design team at Simulations created a strategic/grand-tactical "game system" which is broadly applicable to most 19th Century conflicts. The elements of this system include:

**Tactical and Strategic Limited Intelligence:** Before aerial reconnaissance armies moved in the "Fog of War." In *Franco-Prussian*

*War* each army has only a few units on the map at any one time. These units are moved face-down and include "dummy" counters which look like units but have no Combat Strength. The effect of this "fog" on the game is fascinating; players' "styles" change radically in the absence of clear knowledge about enemy strength and deployment. In the advanced versions of *Franco-Prussian War*, players are not only ignorant of enemy tactical position but do not know the enemy Order of Battle or even, for example, whether Luxemburg is neutral or allied with Prussia.

#### *Attrition Combat Results Tables:*

There are six Combat Results Tables in *Franco-Prussian War*, one for each of six Strength Levels of defending units. When a unit suffers losses in Combat it is replaced by a counter with the same historical designation but fewer Strength Points. Weaker units are easier to defeat in battle so that keeping a unit in Combat too long wears it out. Players gradually learn (as generals do) to pull units back and give them replacements. Since there are few units on each side and all replacement counters are provided with the game, the

process of attrition is easy "mechanically" and does away with the abrupt (and luck-ridden) elimination of strong units. It is also an excellent simulation of the effects of concentrated strength and prolonged combat.

#### *Troop Deployment Options:*

In advanced versions of the game players must decide whether to concentrate the Combat Strength of their units (while losing Zones of Control) or retain their "extended" Zones of Control (while halving their Combat Strength).

The 22x29" mapsheet for *Franco-Prussian War* is printed in blue and black on heavy cardstock, and covers the strategic border regions where the decisive battles of the war were fought. The unit counters are printed back and front to keep the French and Prussian armies distinct while moving. All replacement counters are included so that there is no "book-keeping" to keep track of losses. The Rules Folder is 35x11" and includes basic and standard games plus optional rules on deployment of troops and varying Orders of Battle.

*Franco-Prussian War* is available from Simulations Publications for \$6.00.



# GAME PROFILE

# Leipzig: Reality as a Game

by Phil Neuscheler

The spring 1813 campaign of Napoleon is a superb example of the greatness and failure of Napoleon himself. A discussion of this campaign in a simulations context will illustrate the possibilities of Napoleonic concentration, the shortcomings of Napoleon as a general, and the "feel" of the game *Leipzig*.

Much of the situation described in the game set-up took place before the opening moves of the game of *Leipzig*. Napoleon had just lost his shirt in Russia. Much of his prestige was in shadow, his allies, especially Prussia and Austria, were far less committed than any dictator would like. In fact, Prussia soon became an active enemy, and Austria became a hostile neutral, just waiting for a sign of weakness on the part of Napoleon to strike. Napoleon naively thought that since the Emperor of Austria was his wife's father, Austria would continue to back him. But women, including Napoleon's new empress, are sometimes thought to be spoils of war.

Eugene, the Viceroy of Italy, was the commander of French forces while Napoleon scraped up another army in France. He was beset by one disaster after another. The major disaster was the defection of Yorck, who had commanded the left wing in the push into Russia. He had an almost untouched force, and when he began threatening the left wing of the French, he forced them to abandon Danzig and retreat to the left bank of the Elbe, where we find them at the outset of *Leipzig*. Yorck, by the way, was originally English and English writers are fond of spelling his name York.

Eugene is seldom given his due. He was no experienced general, yet he managed to hold the French together, along with whatever petty German state's troops he had responsibility for. At least he was better than Miloradovich. Meanwhile, back in France, Napoleon mobilized reservists, youths, and draft evaders into some semblance of order, and set off on another campaign. When asked about the tender age of many of his recruits, Napoleon retorted with a classic that adequately summed up his views on human worth in warfare: "A boy can stop a bullet as well as a man."

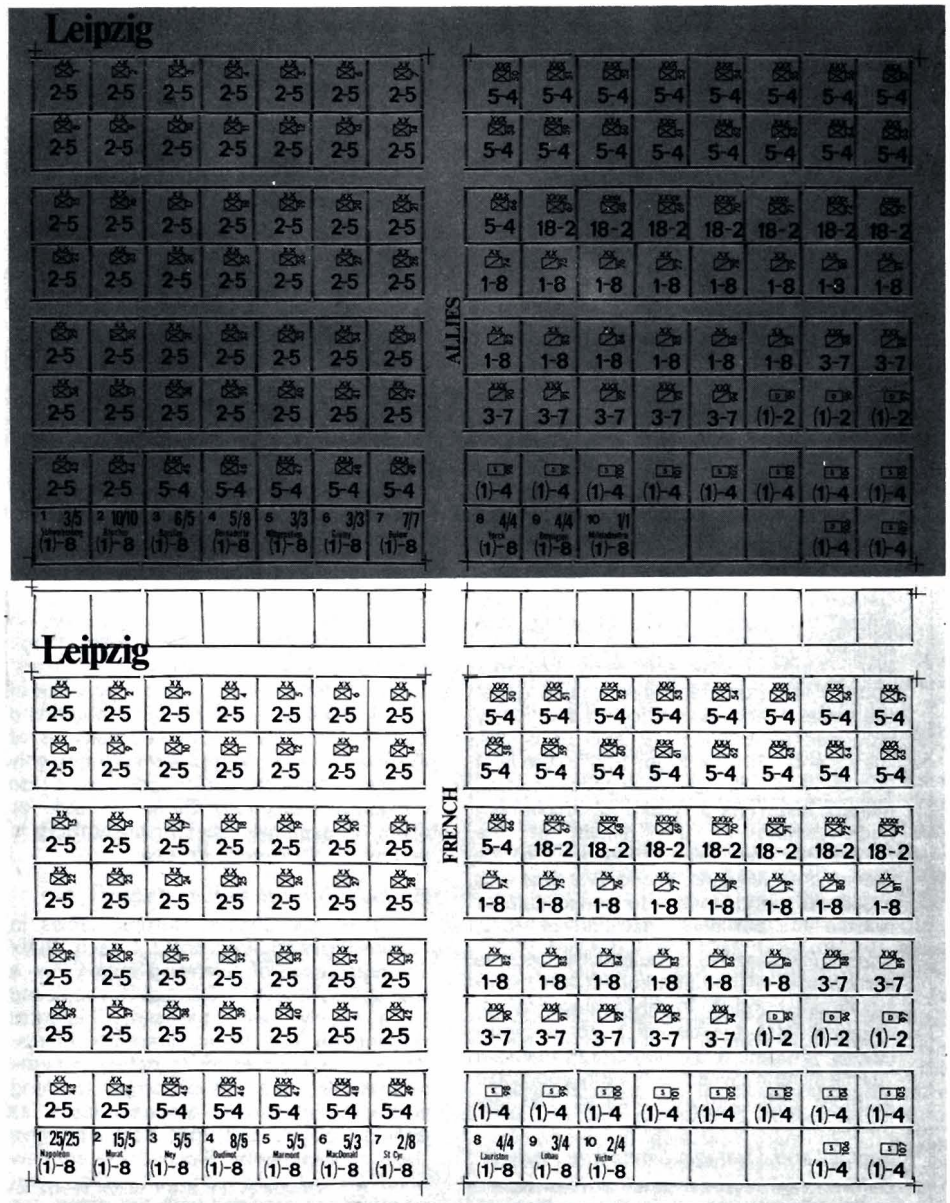
Napoleon's new force had severe difficulties. The most serious was a crippling lack of cavalry. Cavalry is supposedly the hardest of all arms to train. To make matters worse, French horses were less able to stand the rigors of the campaign than breeds of other nations. Consequently the French were never able to adequately scout their opponents during this campaign, and were unable to trap their opponents or exploit French victories.

Before the historical analysis is started, a word about the accompanying diagrams is in order. Three diagrams are included. Each is identified by the exact date and approximate

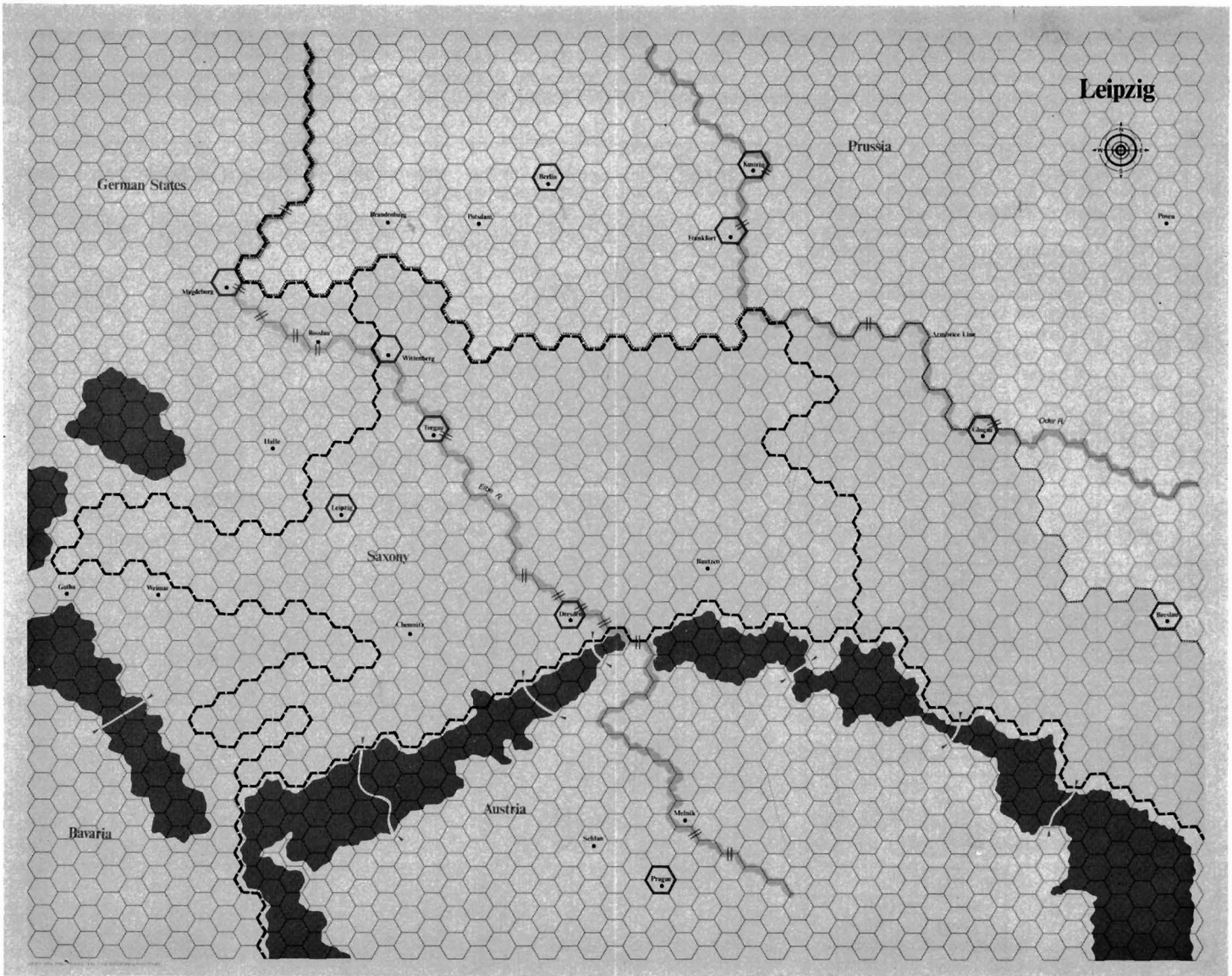
Game-Turn, in the *Leipzig* Spring Scenario. In each case the player to move is indicated. Battles are indicated in insets to the first two maps. Situations occurring before 25 April 1813 and after 6 June 1813 are not shown. Each diagram is a portion of the actual gameboard of *Leipzig* and all units represented are pieces from the game. By following the concentration and movement of pieces in the diagrams, a

player can see how simulation equates historical reality. In any actual game, historical movements will probably not be duplicated, but a game will come into better perspective if historical moves are understood. It is especially interesting to note that only two major battles were fought and that actual moves rarely made use of forced marches. Diagrams show moves 6, 10 and 12 of "the real game." A good idea of

(continued on page 6)







Leipzig is one of the older and more popular Simulations games and so has gone through several versions of game components. The latest is the addition of color to the second version of the second edition. Rivers are now shown in dark blue and the French groupement area (in case of an armistice) is in light blue. The 22x29" mapsheet depicts the central European theatre where the major campaigns of 1813 took place, from Berlin to Prague, Bavaria to Poland. The game scale is grand tactical; each hex represents 10 kilometres, each game turn a week.

The 255 die-cut counters for Leipzig include all units and leaders of the original campaign, ranging from Napoleon who can add 25 Combat Points to any army he accompanies, to Miloradovich who can only add one. Units combine in a pattern that reflects the trade-off between mobility and concentration. Thus, two 2-5's become one 5-4, and three 5-4's become one 18-2.

Leipzig's rules are type-set on a 22x14" single-folded sheet. They form Simulation's basic Napoleonic game system. Jim Dunnigan contributes to Leipzig the most extensive historical commentary in any Designer's Notes.

### Prussian

Prussian units are numbered 1-100. The numbers 1-100 are printed on the top of the counter. The numbers 1-100 are printed on the top of the counter. The numbers 1-100 are printed on the top of the counter.

### French

French units are numbered 101-255. The numbers 101-255 are printed on the top of the counter. The numbers 101-255 are printed on the top of the counter.

### Leaders

Leaders are numbered 256-258. The numbers 256-258 are printed on the top of the counter. The numbers 256-258 are printed on the top of the counter.

### Fortress and Siege

Fortresses are numbered 1-10. The numbers 1-10 are printed on the top of the counter. The numbers 1-10 are printed on the top of the counter.

### How to Use the Scenarios

The Scenarios are numbered 1-10. The numbers 1-10 are printed on the top of the counter. The numbers 1-10 are printed on the top of the counter.

### French Forces & Standard Order of Battle for Spring Scenarios

Division	No. & Type of Div.	Leader No.
1st	1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100	101-105

### French Forces & Standard Order of Battle for Summer Scenarios

Division	No. & Type of Div.	Leader No.
1st	1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100	101-105

### French Forces & Standard Order of Battle for Campaign Game

Division	No. & Type of Div.	Leader No.
1st	1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100	101-105



the physical layout of the game can also be seen in the diagrams. Those readers who are unlucky enough to not have a copy of the game may take heart in knowing that *Leipzig* now has a two-color map which shows the

French regroupment area in case of armistice in light blue (this was introduced with the second printing of the second edition). At the outset of this campaign, Napoleon anticipated a quick march across Prussia to

Danzig. This march would have cut both Prussian and Russian supply lines and forced both armies to retreat. Napoleon could have then wheeled to face his enemies using Danzig as a supply base. He anticipated a strategic

KEY TO MAPS

The three diagrams in this article show the Spring Campaign of 1813, in terms of the game *Leipzig*. French units are depicted in italic type, French leader units are represented by their identification number in a circle. Allied units are shown in regular type and Allied leader's identification numbers are in boxes.

FRENCH

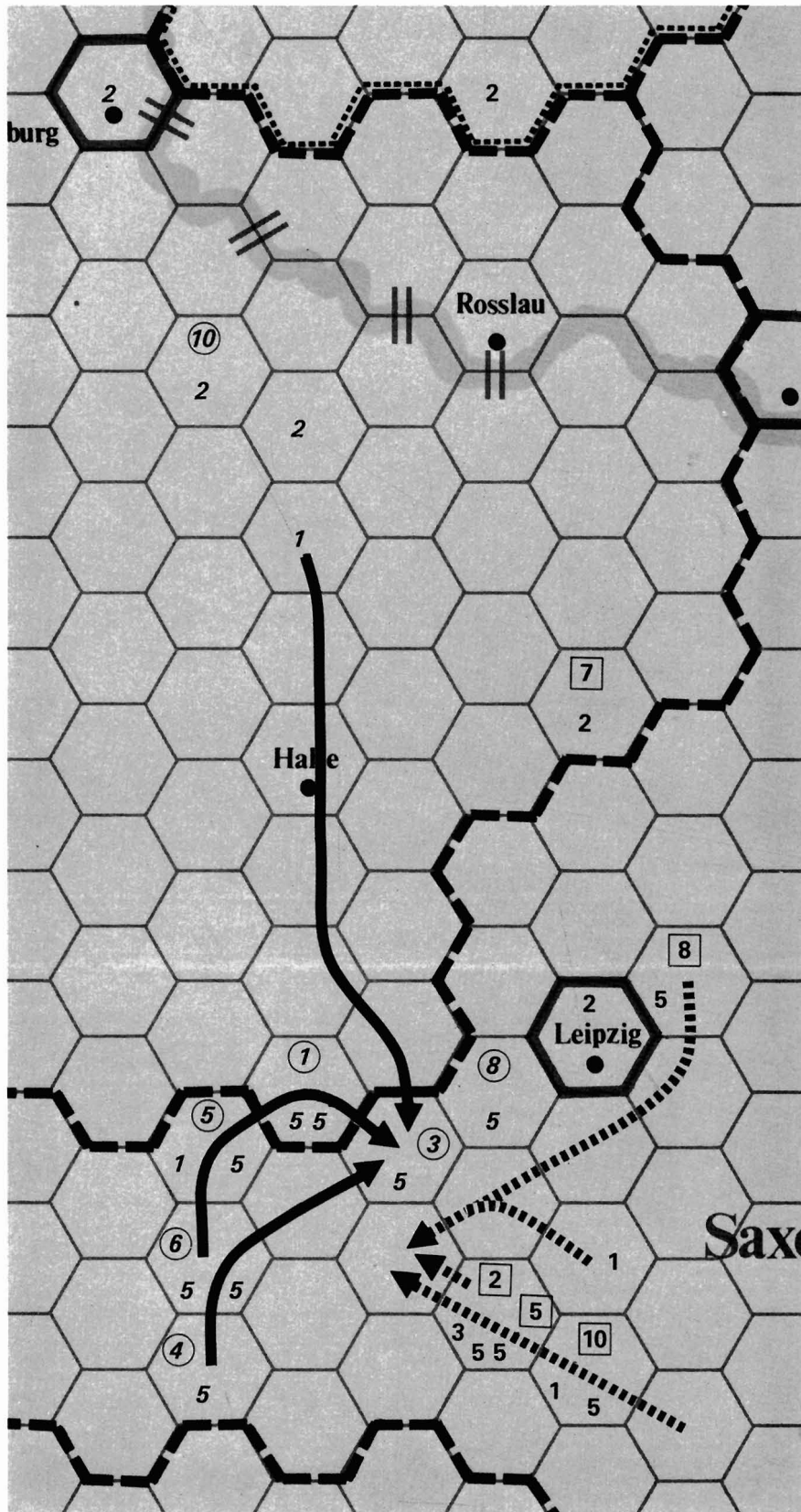
= 1	= 2
= 3	= 5
= (1)	= (3)
= (4)	= (5)
= (6)	= (7)
= (8)	= (10)

ALLIES

= 1	= 2
= 3	= 5
= (2)	= (3)
= (5)	= (7)
= (8)	= (10)

Allied Movement  
 French Movement

DIAGRAM 1: Concentration for the battle of Lutzen: initial position 30 April 1813. In terms of *Leipzig* it is Game-Turn 6 with Allies to move first.





victory at this point, and a speedy end to the campaign. Austria would not have entered the fray because of the hopelessness of the Allied position. Here one gets an idea of the ability of Napoleon's army to force march. Although the

march was never undertaken, Napoleon thought it could be done, which is some indication of its realism. The march would have been done in 20 days according to his calculations. In game terms, this means that all

units would have had to march 18 hexes per turn, and the march would have ended on game turn 5 with most of the French forces off the east edge of the map. It was anticipated that Berlin would be captured and French

**FORCED MARCH DICE**

It's more profitable to use the triple movement table than the double movement table in *Leipzig* if you're willing to take the risk. This sounds contradictory at first, but let's dig deeper. There are three ways of marching in *Leipzig*: —cautiously, slightly aggressively, and aggressively. If you're cautious, you don't force march unless you have a supply counter to use, if you're aggressive, you use the triple table, and take a definite amount of risk. If you're not willing to take that much risk, you use the double table and move slightly slower. The risks aren't that different, though, with a single notable exception which will bear closer looking into later.

I'll start out by showing how you can check up on my figures. Look at the Triple Allowance Forced March Table. On the second die roll (assuming you rolled a 1, you notice that there are two chances out of six to get home free, three chances of getting a D (dispersal) and one chance of being destroyed by an X. Now three chances out of six means 1/2 the time, you can reasonably expect to get a D result. Everybody knows that 1/2 is the same thing as 50%. And so it goes; 2 chances is 2/6 or 1/3 which equals 33%, and 1/6 is 16.7%. (I've rounded out the fractions.) Simple, isn't it. It's also tedious, so I've worked up a table to show massed percentages. Don't let those numbers confuse you — that's what this article is trying to avoid.

Just looking at the Forced March Table without any thought, might just be the most confusing thing around. If you just look at lines 1 and 3, you get the same impression that I got at first — the impression that trying for a triple is self defeating in an unacceptable number of cases. It isn't really that bad. As an example, say you wanted to move twice as fast in order to accomplish something, and could really put your opponent in a bind if you could move three times as fast as normal. You could just look at the triple table and sigh, settling for the double table, or use up one of your (too few) supply counters to accomplish the move. But now look at the second line of the table of percentages. You can see that double movement on the triples table gives you a 50-50 chance of moving twice as fast. That's better than the doubles table! True, you have a better chance of being eliminated, but how important is it to move fast, anyway? It might be worth the risk. And suppose you come up with a "D". You're still one normal Movement Allowance beyond a unit moving at regular speed when the dispersed unit resumes ordinary status. That might be worth the risk itself.

Looking at the other lines of the table, the second throw possibilities are analysed. On the triples table, the chances of a "X" or a "D" are slightly better than on the doubles

table. But the point is, they *are* better, if only by a fraction of a percent. Casinos throughout the world make their money on fractions of a percent. The most important thing is, though, that using the triples table allows you 50% of the time to choose whether to take another risk *After* you've moved as far as the doubles table could possibly allow you to go, and you don't have to take the risk over again, you can stay put. Once again, take a larger risk, and

get a larger reward if luck is with you. Of course, if that lady is not smiling on you while you play forced march dice, all the analysis anyone can make won't prevent your demise without a battle. The tables are a reasonable balance of risk and reward. So if you always get fives on the triple table, and get a six the first time you try the doubles, you might as well start moving at a more leisurely pace. That is, if you have any units left to move.

	% CHANCES FOR RESULT:			
	●	D	● or D**	X
1. Double Mvt Table as a whole	36	39	75	25
2. Double Mvt on triple table	50	16.7	66.7	33.3
3. Triple Mvt Table as a whole	8.3	41.7	50	50
4. Double Mvt Table, first throw 3	16.5	66	82.5	16.5
5. Double Mvt Table, first throw 4	0	66.7	66.7	33.3
6. Triple Mvt Table, first throw 1	33.3	50*	83.3	16.7
7. Triple Mvt Table, first throw 2	16.7	50*	66.7	33.3
8. Triple Mvt Table, first throw 3	0	50*	50	50

\*Dispersal in effect after unit has moved 3 times normal rate, the situation referred to in the text

\*\*Simply first and second columns added together — included to give survival comparison.

Forced March Tables							
Double Allowance (All units)				Triple Allowance (Infantry only)			
1st Die Roll	2nd Die Roll						
	1	2	3	4	5	6	
1 ●							
2 ●							
3 J	●	D	D	D	D	X	
4 K	D	D	D	D	X	X	
5 D							
6 X							

1st Die Roll	2nd Die Roll					
	1	2	3	4	5	6
1 L	●	●	D	D	D	X
2 M	●	D	D	D	X	X
3 N	D	D	D	X	X	X
4 D						
5 X						
6 X						

**Explanation of results:**

●: no effect; unit may finish remainder of march.

D: unit dispersed *after* completing march.

X: unit destroyed.

J,K,L,M,N: unit has option of not completing march, or of rolling die again to attempt to complete march.

**Example:** 2-5 unit attempts to triple its Allowance by force march; unit moves ten Movement Points first, and then rolls die for the Triple Allowance table. Die roll is "2"; Player has option of not completing march, or rolling for the subsidiary M table. Player rolls again, obtaining a "4," and unit completes march, but is dispersed at end.



forces then in various fortresses and fortified camps would have been relieved and included in the French main force. This plan was never adopted because of the lack of French cavalry, the poor supply position of the French, the actions of the Allies, and perhaps because Napoleon, after seeing first hand the condition of his raw troops, decided it was, after all, impossible.

As the campaign started, French forces concentrated in the vicinity of Gotha where we find them in the historical set-up situation of the Spring game. It must be remembered that *both* sides were still mobilizing during the entire spring 1813 campaign. Thus, despite heavy losses on both sides, armies in the field were larger at the Armistice than at the beginning of the campaign. The French started out with 137,000 men and had 154,000 men at the Armistice. The Allies started with 73,000 men and had grown to 95,000 men by 2 June, not counting the Austrians, who were then mobilizing. All figures in this article are approximate and vary according to whose lies they are based upon.

The French lack of cavalry was felt early in the first battle when Blucher's outposts were only a few miles from Ney on the day before the battle, but were not spotted by the French. Napoleon was advancing rather blindly on Leipzig for want of anything better to do when he was hit on his right flank by the combined Prussian-Russian army. Leipzig itself was only screened by a single division of Prussians under Kleist. Napoleon was near Leipzig with three corps and the Guard. He believed that the main Allied force was there. When unexpectedly attacked, Ney occupied the small villages in front of the town of Lutzen and held them tenaciously, stalling the Allied thrust but taking great losses. This gave the main French force time to concentrate at the battlefield, and Napoleon won a tactical victory. His losses had been high, though: 18,000 to the Allied 11,500. Further, he was unable to exploit his victory because of his lack of cavalry. Although Napoleon won, it was an indecisive and costly victory, and he was to feel the results of it later on.

The battle of Lutzen shows the ability of the French Army to rapidly concentrate on a point that was not on its planned route of march. It also shows a fatal flaw in the grand tactical scheme of Napoleon. For although corps commanders were able to wheel and change face, at a critical juncture, two corps south of Ney stopped and waited for orders even though they could hear the sound of fighting within easy marching distance. This particular fault was to become even more important in the next great battle. The Allies also made mistakes. Chief among these was their failure to properly exploit their cavalry superiority. While the forces became engaged, but before Napoleon had been able to concentrate, well-placed cavalry could have impeded if not stopped the concentration. Instead, it was kept in tactical reserve and later came under fire from French artillery. It's only active use was to screen the Allied retreat. Napoleon's concentration for battle couldn't have taken place if the Russian cavalry had charged the French. At the battle of Lutzen, the French had 137,000 infantry, only 8,000 cavalry, and 372 guns. The Allies had 64,000 infantry, 24,000 cavalry, and 552 guns. Two interesting sidelights to Lutzen were the death of Scharnhorst and the defection of Jomini to the Prussians. Jomini, Ney's chief of staff, survived to write some

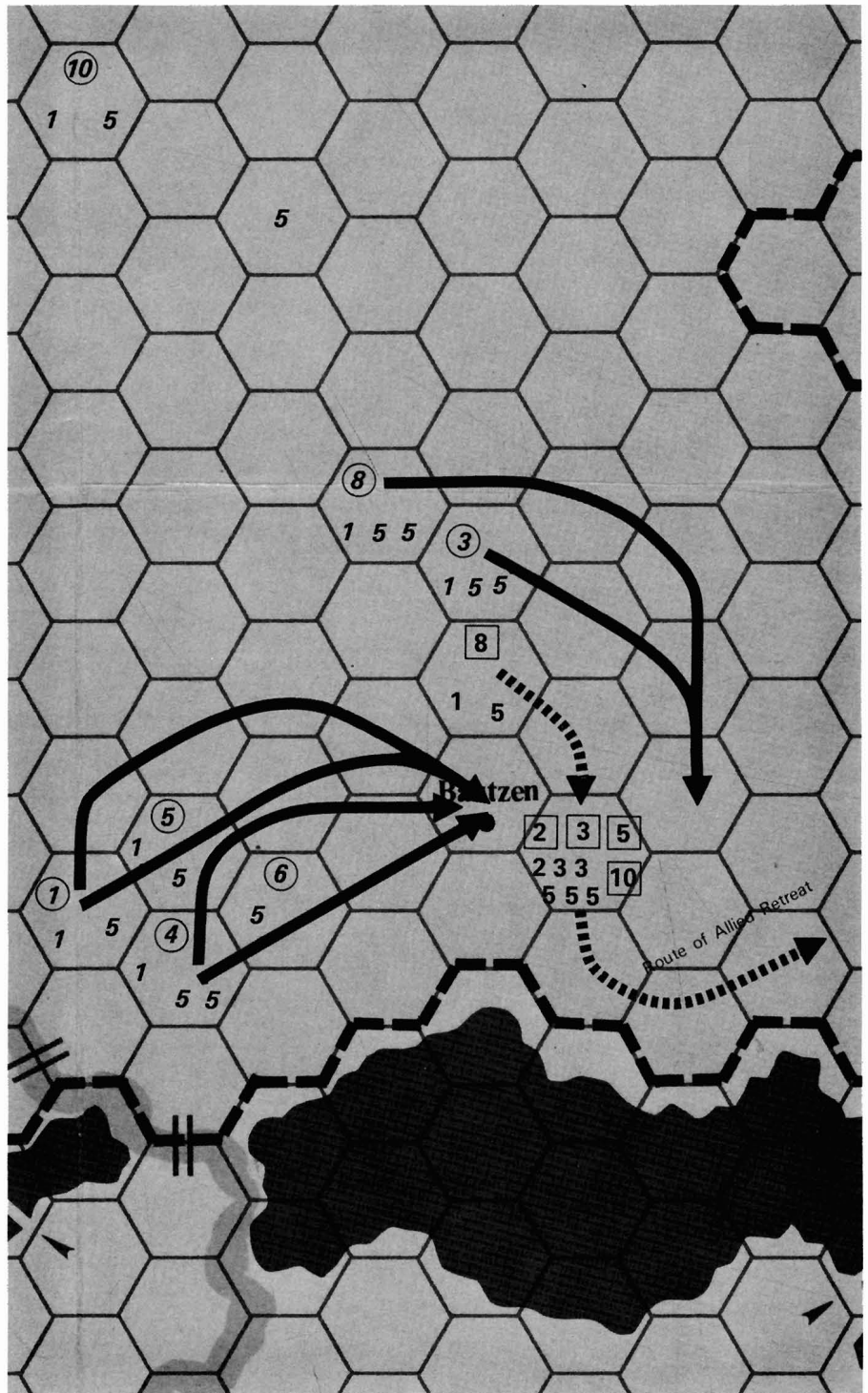
highly perceptive and critical comments on the campaign.

After their defeat at Lutzen, the Allies quickly retreated to a spot just outside of the town of Bautzen which they proceeded to fortify with two lines of trenches and redoubts. Napoleon marched leisurely towards their position and dispatched Ney to threaten Berlin. This proved to be an over-ambitious plan, for the Prussians merely screened Berlin and the need for Ney

was felt in the south. A comment on the ineffectiveness of fortified works is obvious by the Allied movements and the subsequent battle of Bautzen. The Allies gave up Dresden without a fight, and the French were able to pierce the prepared works at Bautzen. Both these points show fortification to be less powerful than commonly believed.

The Allied position at Bautzen looked strong, but was not. They had been joined by 13,000

DIAGRAM 2: Concentration for the battle of Bautzen: initial position 19 May 1813. Game-Turn 9, French to move first.







Russians under Barclay. (In the game, these troops start at Posen.) Against the 96,000 Allies on the field at Bautzen, Napoleon had 104,000 infantry and 12,000 cavalry (plus Ney's 80,000). But Napoleon had greater advantages than his numbers would indicate. He had gained momentum, and his own troops had gained confidence after Lutzen. The Allies were bitterly divided. They blamed each other for their previous defeat, and suffered a split in strategic aims. While the Prussians wanted to protect Berlin, the Russians were more interested in defending Poland. The field of Bautzen was a largely unsatisfactory compromise. Further, the titular commander in chief,

Wittgenstein, was less competent than younger, more aggressive leaders, and lacked the trust of other generals.

The battle started when Ney's hard-marching corps dislodged a covering force from Konigswartha just north of Bautzen. As Ney continued to press forward, the combined might of four corps and the Guard under command of Napoleon made contact and began to drive into the Allied positions. At this point Ney stopped and waited for orders to continue. A previous order of Napoleon's led him to waste two precious hours. When Ney began to move again, the Allies were in retreat behind their powerful screen of cavalry. Both

sides had lost about 20,000 men apiece. Napoleon had nobody to blame for the successful Allied withdrawal but himself. Once more decisive victory had eluded him. Had Ney pressed on with all possible speed, Bautzen would have become the battle of annihilation that Clausewitz later called the capstone of Napoleonic strategy. But it was the Emperor's own character that created the debacle. Had Napoleon allowed his corps leaders more consistent freedom of action and trained them in the rudiments of his own strategy, Ney would not have stopped, and the Allies surely would have had the greater part of their force trapped and eliminated. Perhaps

## HOLIDAY IN GLOGAU

There are a couple of fortresses to the east of the *Leipzig* map whose names sound like those of a pair of weird Silesian dwarfs. Glogau and Kustrin rarely come into play themselves, but are a key to much of the rest of the game. These two were true fortresses and held out under siege until April 1814. The fortress character of other fortified hexes, however, is overemphasized in *Leipzig*. This overemphasis leads to a staticness in game play which can easily turn into a pattern of containments and sieges rather than a fluid series of battles and maneuvers.

Fortresses had been crucial in the century preceding the French revolution, but had lost much of their power to control campaigns by 1790. There are two reasons for this turnabout. The first is the increased mobility of artillery. Roads had improved since 1700 and great changes had been made in the mountings of the guns themselves. A French general named Gribeauval had strengthened and lightened mountings of all cannon in the second half of the eighteenth century. This change, together with the increasing specialization and proficiency of artillerymen increased the effectiveness of artillery to the point where walls that had been impregnable in 1700 now fell to a determined attack. Holes could be torn in masonry ramparts faster and easier, and the introduction of the first truly mobile siege mortars made indirect fire over those same ramparts possible. Thus, most fortifications became less worthwhile than they had been previously. The method of attacking fortresses was a well established practice by the time of Napoleon. A system using progressive series of trenches called parallels was developed in the early eighteenth century by Vauban in the siege of a Dutch fortress city of Maasricht. Diagram A shows this method. Besiegers literally dug their way to the walls. Starting out of cannonrange, they dug up to a point within 600 yards of the walls (half cannon range), and established firing positions; this was the first parallel. Then a second parallel was established closer to the walls and cannon emplaced which could fire at the main wall. Lastly, a third line of trenches was established from which the final attack could be launched. By this time the main defence work had been breached and the fate of the fortress was almost certain. The timing of the siege depended on the forces engaged, but a determined attack by

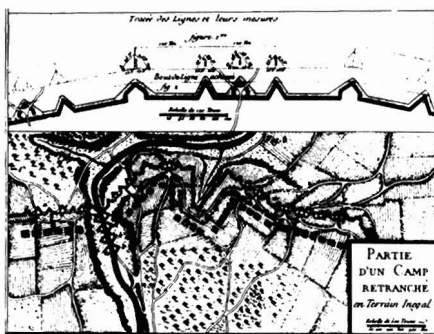
superior forces well supported by artillery had an almost certain chance of success. Confidence in fortifications was at such a low ebb that Prussian forts confronted by Napoleon's troops in 1808 sometimes surrendered at the mere approach of the French.

Diagram A



The point is that the game *Leipzig* overrates fortifications. A fortified camp or city had even less chance than a masonry fortress. Diagram B shows a fortified camp and it is easy to see they are less complex than the standard fortress in diagram A. In addition, they were often mere earthworks and couldn't withstand concentrated artillery fire. The historical analysis shows that sieges at major cities were not undertaken. The reason for this is that they were largely indefensible.

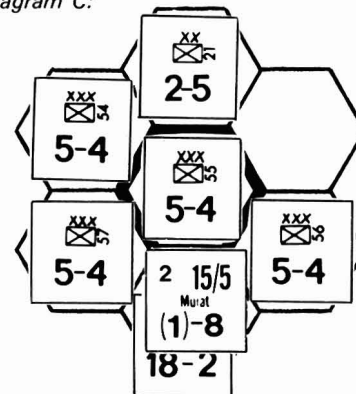
Diagram B



A rule change is necessary to alter the great defensive power of fortification in *Leipzig*, and a proposal follows. Most of the fortified hexes in the game were field fortifications rather than actual fortresses. Kustrin, Glogau, and Berlin (Spandau) are the only true masonry fortresses represented. These

three Fortresses should remain as they are in the game. Because of the progressive deterioration of defence during a siege, I propose a progressive lowering of defence strength when any other fortified hexes are *completely surrounded*. Fortified hexes now have defence factors tripled. On the first turn of investment, this should still hold true — frontal attack on fortification is always costly. But on the second turn of investment (being surrounded), the Fortress bonus should reduce to twice normal defence, and on the third turn of investment defence strength should return to normal. The reason that the three fortresses mentioned (Kustrin, Glogau and Berlin) do not lose defensive power is that troops inside a true fortress could always install field fortifications (retrench) in a breach and thwart the attacker.

Diagram C:



In addition, it has been suggested by Redmond Simonsen that leader counters as illustrated in Diagram C be allowed to affect adjacent attacks. The reason for this is the fact that command and control — which the leader counters represent — is easier in sieges than in open battle, and therefore could affect larger bodies of troops. This rule has the effect of making it possible to carry a defence work by storm if enough command emphasis is used, but a premature storming will always be costly.

With these rules fortifications will take on their true value — that of impeding progress rather than prohibiting it, and game play will become more fluid and Napoleonic. Without a rules change for Fortifications, *Leipzig* is a good game. With the change, it is even better.



this is being too hard on Napoleon — Ney, for one, might have very well been unable to learn these rudiments. But the criticism comes from Jomini and others, and is widely accepted.

Now comes a part of the campaign which is the most discussed. Jomini considers the action which Napoleon now took to be his greatest folly.

Those who defend Napoleon, foremost of whom is the late resident historian of St. Helena, take another view of the matter.

After their narrow escape from Bautzen, the quarreling and disunited Allies fled toward the south. The French, who marched at a rate of 120 paces per minute to their enemies' 70, advanced almost unimpeded to Breslau and took the city. Meanwhile, the retreating Allies reconcentrated near the small town of Schweidnitz. It appeared that Napoleon had out-fought, out-marched, and cornered the Allies against the mountainous border of neutral Austria. A look at the third diagram shows their desperate position. The Russian-Prussian forces were nearly surrounded, cut off from supply and disheartened. Moreover, their new commander, Blucher, planned to attack the French, a mistake he was actually to make two years later at Ligny.

Any game commander would have wiped the Allies off the map at this point. Besides the obvious advantages of strategic victory, Napoleon had others. After such a defeat, the Austrians would never have gone over to the offensive, and may have reaffirmed their "friendly" neutrality in spite of their now almost fully mobilized army. Napoleon could

have marched into the rich province of Silesia and eased his crippling supply situation. The bridges over the Oder at Kustrin and Glogau were still held, and in fact, the siege of Glogau had been lifted, so Napoleon's path east was unobstructed. But instead of gambling on such a victory, Napoleon declared an Armistice!!!

Jomini has some of his best moments in describing the stupidity of this move. Even Napoleon's admirers have a bad time explaining why he made the armistice. Napoleon's explanation of not having enough cavalry or supplies sounds weak. Even the assertion that Austria was about to enter the war is questionable if a decisive victory could have been achieved. Had Austria entered before the armistice, it may still have been better to defeat the Allies before Austria could join them. There would never have been a combined battle like Leipzig. Although there are always many imponderables in a historical "what if" situation such as this one, maybe the answer lies with Napoleon himself. Perhaps he was tired of the situation, or overconfident of his ability to hold the Allies while defeating the Austrians. This latter course is the one he eventually took. The basic conclusion that this commentator comes to is that in his own mind, Napoleon somehow lost sight of the victory he had been pursuing across Germany. And once concentration had been lost on the battlefields of Napoleon's mind, no amount of concentration on the battlefields of Germany could stave off the defeat that awaited the French dictator at the hands of the combined Russian, Prussian, and Austrian armies. Napoleon's resistance continued for almost a

year, and he won some of the most brilliant victories of his career in his retreat after Leipzig, but he lost his Empire somewhere between the otherwise insignificant German towns of Bautzen and Schweidnitz.



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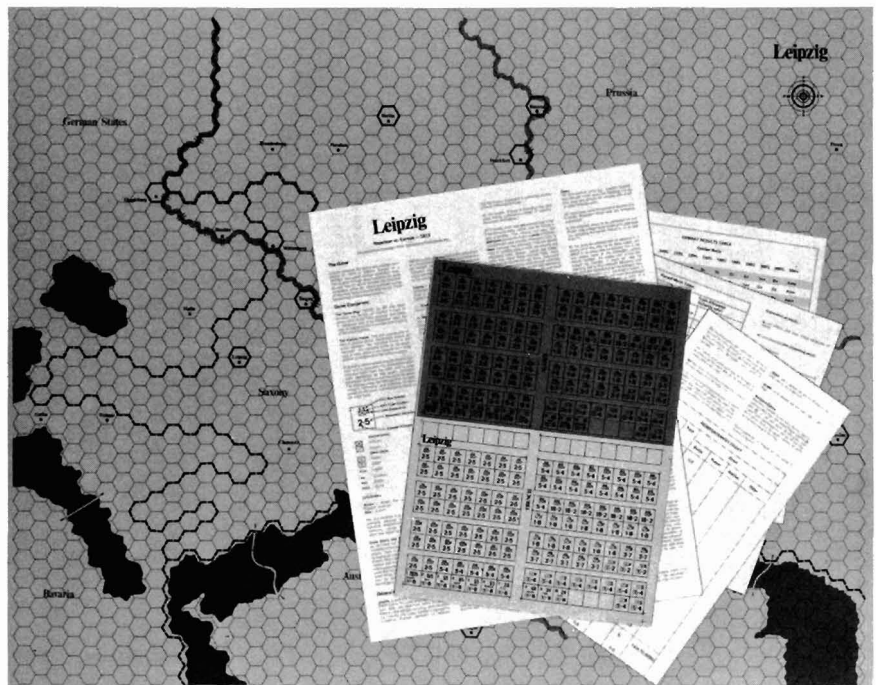
Not so different from the old address, is it? In fact it's fairly easy to confuse with the old address . . . the only difference is that now it's **Forty-four (44)** instead of **Thirty-four (34)** East 23rd Street. Don't worry about any mail you've recently sent to our old address — the Postal Service will forward it to us.

# Leipzig

## The Battle of the Nations: 1813 Napoleon vs. Europe

The disastrous Russian campaign of 1812 shattered Napoleon's dreams of world empire. When the victorious Russian Army pursued Napoleon into Prussia in the Spring of 1813, French hegemony in Europe hung in the balance. The campaign that followed (known as the Leipzig campaign after its final battle) was a military classic. Napoleon had better generals and the "central position" (i.e. he was surrounded by Prussians, Russians, and Austrians). But the larger, better equipped Allied armies were divided and Napoleon hoped to destroy them piecemeal. **Leipzig** uses a revolutionary game system to recreate the feel of Napoleonic strategy. The key problems of strategic approach, attrition on the march, concentration for battle, and supplies are accounted for by unique rules. Eight scenarios (four Spring, three Summer and one complete Campaign Game) allow players to simulate the political and diplomatic aspects of the campaign such as Austrian Intervention or Neutrality, the defection of Napoleon's German allies and the anti-French rebellion that swept Germany. The tactical skill of commanders is represented by counters that affect the ability of the units they accompany to attack or defend. **Leipzig** is available from Simulations Publications for **\$6.00**.

- Revolutionary new game system . . .
- . . . Captures the "feel" of Napoleonic strategy.
- Leader counters have decisive importance.



# TACTICAL SERIES BATTLES: BICOCCA

by Albert A. Nofi

Many of the readers of *MOVES* and *S&T* own one or more of the Tactical Series Games developed by Simulations Publications over the last couple of years. This series attempts to recreate small unit combat at various periods in history. At present, the series comprises games covering the following periods of Western military history: *Phalanx* (500 to 100 B.C.); *Centurion* (100 B.C. to 700 A.D.); *Dark Ages* (700 to 1300 A.D.); *Renaissance of Infantry*, generally known as *Tac-14* (1150 to 1550 A.D.); *Grenadier* (1680 to 1850); *PanzerBlitz's* predecessor *Tac-3*, and *Combat Command*, which simulate operations in Europe in WWII; and *Grunt*, which deals with Vietnam. In all of these games, a number of different scenarios or situations are presented to the players. Usually, these give a general outline of the events as they occurred and provide information on order of battle in terms of the particular game's unit counters; general

set up rules; minor modification to the basic game rules; and victory conditions. Most players pitch right in and try these situations out, feeling that they are recreating history. But some players are more particular and we often receive letters noting that one or more parts of a particular scenario are apparently incorrect in light of the actual situation or that the deployment notes are too vague to permit an adequate recreation of the events.

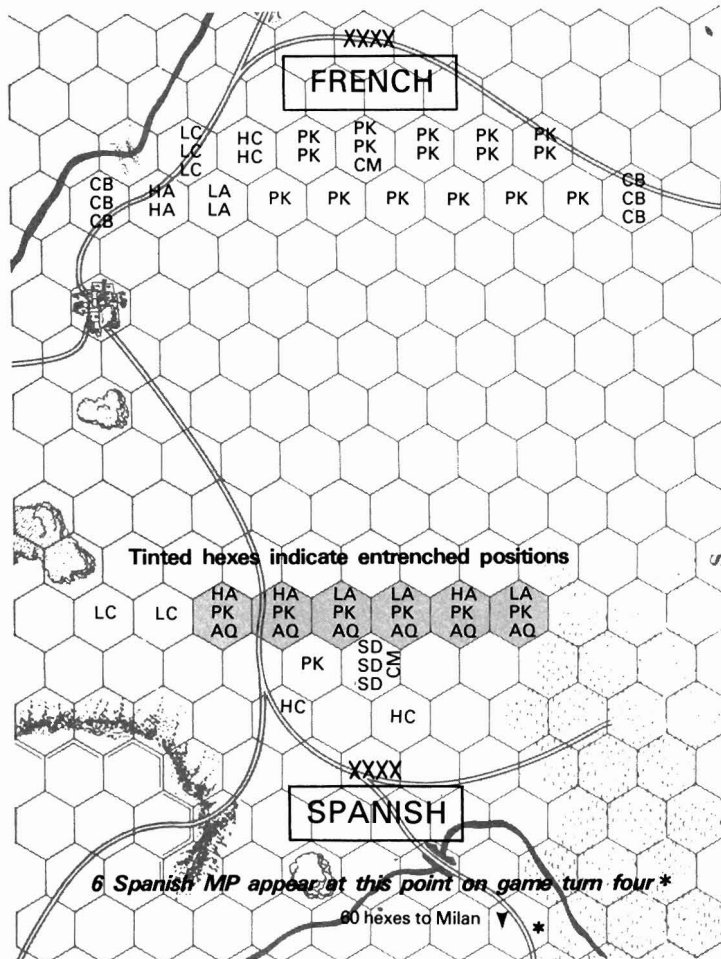
As a result of this we would like to institute an occasional series, usually no more than one or two pages, expanding particular scenarios. Each short article would be devoted to presenting a fairly brief examination of one scenario selected from one of the games. The article which follows, on the *Tac-14* BicoCCA scenario, is the first such and the readers are asked to indicate their feelings on this type of article in the *Feedback*.

In early 1522 the French, undaunted after nearly thirty years of unsuccessful efforts to subdue Italy, again launched an invasion of that country, with the intention of conquering the Duchy of Milan, which was at this time a Spanish satellite. The Spanish and their Italian allies objected. The key battle in this campaign was that at BicoCCA, about four miles northeast of Milan. The French, reinforced by their Venetian allies, some Italian mercenary troops, and their Swiss client states outnumbered the regular Spanish and Milanese troops so the latter took up position in the "Park of BicoCCA."

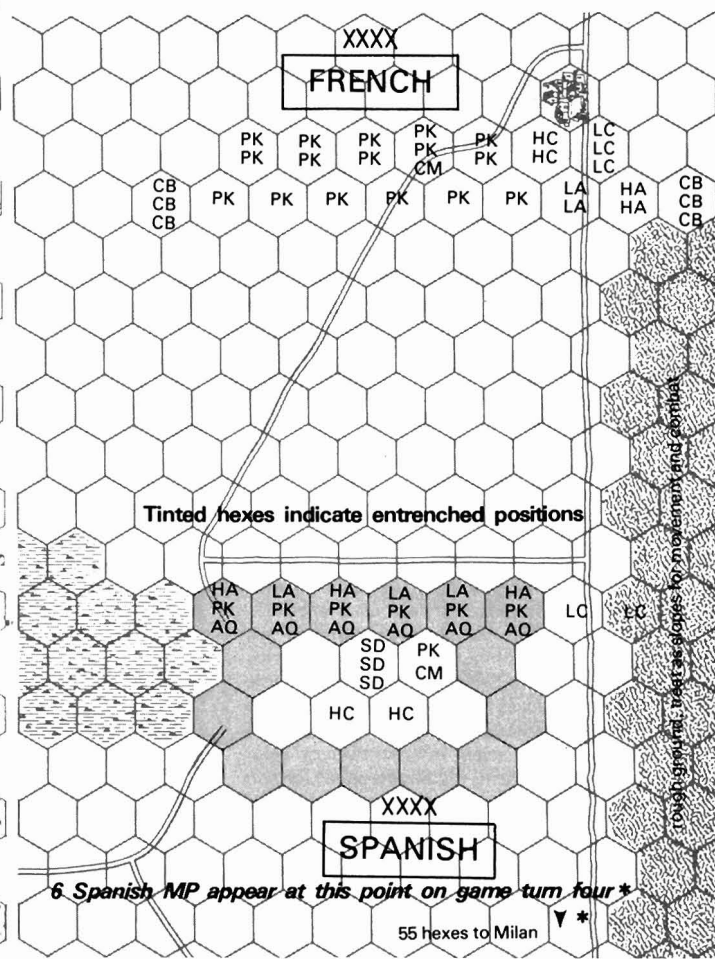
This "Park of BicoCCA" was a private luxury garden about 600 by 400 yards, surrounded by a wall and ditch. It was large enough to permit the entire Spanish force to be deployed within the shelter of the walls. To its left there was a sizeable marsh and to its right there was some farm land which was not conducive to rapid maneuver. In Map A based on the actual *Tac-14* mapsheet, some liberties have been taken in recreating this position. Thus, the marsh is to the right and the mixed terrain to the left, while the walls and ditch are represented by a row of trenches, and only on one side of the position. The hill immediately on the Spanish left flank, however, provides some measure of protection, similar to the actual wall and ditch on that flank. Map B is a new map, based on the actual terrain.

The actual armies involved, with their equivalents in *Renaissance of Infantry* unit counters, are given in the accompanying tables.

Map A



Map B





The deployment shown takes up the battle after the preliminary skirmishing between light cavalry forces ended and just before the Swiss pikemen of the French made the principal attack of the day. In the actual battle some 8,000 Swiss in two massive columns several times tried to storm the park. Casualties were enormous, some 1,000 Swiss falling to cannon and arquebus fire before even reaching the ditch and another 2,000, including most officers and senior enlisted men, fell in trying to get out of the ditch and onto the walls. Finally the Swiss gave up and fell back. The Spanish commander decided against a pursuit on the reasonable grounds that the French still had plenty of Swiss left, and the Swiss were famed for ferocity in defense. The French commander, meanwhile, threw some Italian light troops into action to cover the withdrawal of the battered assault troops. The next day, the remainder of the Swiss decided to march home, leaving the French commander with no option but to go home himself. Another round in the seemingly interminable series of Franco-Spanish wars for the mastery of Italy was over.

Could the outcome have been different? Well, while it is true that the Spanish position was excellent, the arrogance of the Swiss undoubtedly helped to defeat them. The French commander had wanted to try to turn the Spanish position and threaten Milan, thus forcing the Spanish into a pitched battle or, at least, getting them onto terrain less favorable to the defense. The Swiss, however, threatened to go home immediately if an attack was not made, and arrogantly stated

that the Spanish would not stand before them. They were wrong. If the French had threatened the Spanish links with Milan — represented on the accompanying map by the two roads leading off the "southwest" edge of the map, the Spanish would have had to shift front to face them, taking up positions less favorable to the defense. Since the Spanish were outnumbered in total manpower, considerably so if one excludes the militia, (although they did have an edge in firepower)

the battle would have been a bit more even in such a situation.

That, in brief, is the Battle of Bicocca. It is suggested that all regular *Renaissance of Infantry* rules apply to this recreation of the battle.



#### ORDER OF BATTLE

##### BICOCCA 27 APRIL 1522

#### THE FRENCH ARMY troops

16,000 pikemen  
1,000 heavy cavalry  
1,500 light cavalry  
6,000 crossbow & arquebusiers

#### artillery

c. 28,000 men

#### THE SPANISH ARMY troops

7,000 pikemen  
3,000 swordsmen  
6,000 militiamen\*  
1,000 heavy cavalry  
1,000 light cavalry  
6,000 arquebusiers

#### artillery

c. 27,000 men

#### combat units

16 PK  
2 HC  
3 LC  
6 CB  
} 2 HA  
} 2 LA

\*These arrive at the beginning of the Spanish player's fourth movement turn behind "Bicocca" on the edge of the full mapsheet.

#### combat units

7 PK  
3 SD  
6 MP  
2 HC  
2 LC  
6 AQi  
} 3 HA  
} 3 LA

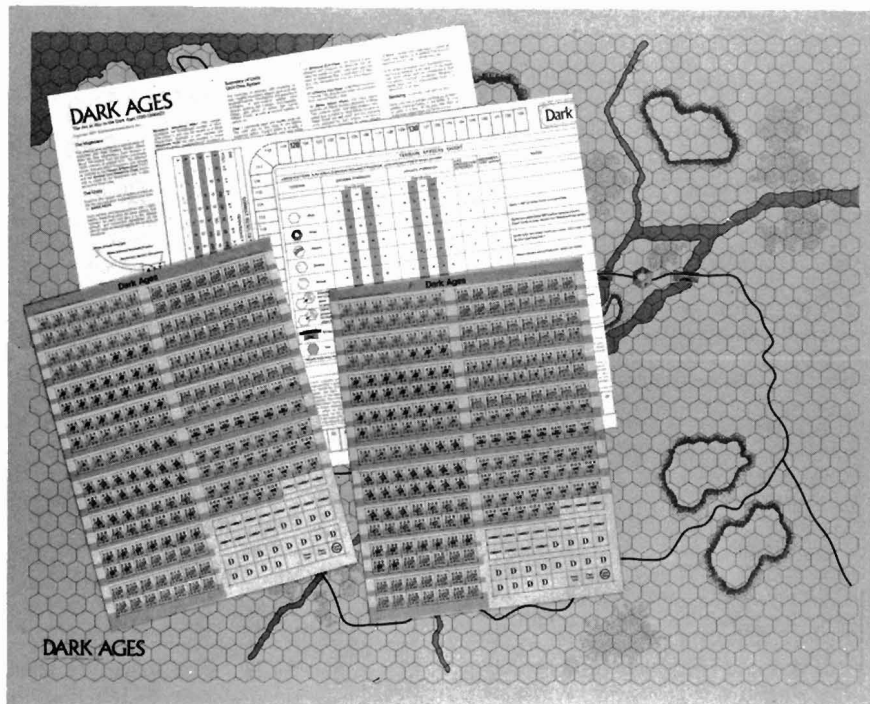
Obviously, for pikemen, militiamen, swordsmen, crossbowmen, and arquebusiers the ratio is one unit counter per 1,000 men, while for cavalry it is more like one per 500 men. Artillery, of course, is separate from these figures. Some liberties were taken in arranging these orders of battle. Thus, the French missile armed infantry is equipped exclusively with crossbows when in reality they had a mixture of crossbows and arquebuses. In the game, however, there is no functional difference between the two types. The Spanish, on the other hand, were given improved arquebuses, largely because of their 30 years of experience with this weapon.

# Dark Ages

## Tactical Warfare: 700-1300 A.D.

**Dark Ages** is a tactical scale game of warfare from the collapse of the Roman empire to the waning of the Middle Ages. Although this period saw little advance in civilization, some of the most crucial battles in Western History took place. **Dark Ages** covers all the major military systems that fought those battles including Vikings, Crusaders, Moslem cavalry, Byzantine legions, and the devastating Mongol Hordes. Fourteen scenarios cover major battles from the invasion of France by the Moslems (Battle of Tours, 732) to the Mongol invasion of the Holy Roman Empire (Battle of Liegnitz, 1241). The Historical Commentary explains the significance of the battles and allows players to assess their outcomes. A map of Europe and the Near East shows the location of each battle. Victory is gained by destroying enemy units and a special rule accounts for the "panic threshold" of Medieval troops who see their army being cut to pieces. There are six types of infantry units from Militia Spearmen to Crossbowmen; four cavalry types; and a provision for Viking fleets to carry and disembark units. These units and the scenarios enable players to recreate the battles that preserved "Christendom" as a cultural unit and shaped European politics to this day. Available from Simulations Publications for **\$6.00**.

- Includes Crusaders, Moslem, Vikings and Mongols
- Medieval tactics; infantry, cavalry, and bowmen.
- Six types of infantry, four cavalry, 17 battles.



# Advanced Withdrawal

by Ron Pazdra

*This revision of Napoleon at Waterloo expansion kit is not "official SPI policy." It is, however, a thoughtful and interesting piece of work by one of our subscribers and we offer it to allow readers to experiment with Ron Pazdra's changes.*

Just looking at the sheer size of the French units in the *Napoleon at Waterloo* expansion version leads the novice to assume that the game will be a walkover for Napoleon. But in practice, due to what I consider somewhat "sticky" rules for combat, these powerful French units often vegetate at the hex where they were originally committed without achieving a decisive breakthrough. With a few modifications in the rules the expansion kit becomes a far more interesting game.

The idea is that a unit which begins its move in an enemy Zone of Control has no move to make (in the particular case of *Napoleon at Waterloo*, Expansion version, I am not talking about cavalry). Consequently, a retreat followed by advance can deprive the opponent of perhaps three times as many of his own units, and this is the tactic I am going to treat: pinning followed by out-maneuvering. The notion is that instead of pushing the enemy in meaningless ways, you inflict your will by depriving him of motion!

Of course, the *NAW* expansion version already contains the idea that adjacent opposing units are locked together, but I find things wrong in that game. Basically it is that neither side is committed to make attacks as they must in the basic game. This makes it impossible to remove weak units from the front and beef them up with "spearhead" units. All the defender has to do is move his units so as to totally invest his opponent's units and sit tight while he gets buffeted back at largely static odds. Granted, if he is incompetent, things may eventually unravel, but in a game with only 10 moves (incredibly short!), the active player (*Napoleon*) needs most of his units available most of the time if he is to overcome the stringent victory conditions. In other words, pinning should not be free.

Here is what to do. The game's format is unchanged; but like *Stalingrad* and *Avalon Hill* games of that ilk, attacking is mandatory if you enter enemy Zones of Control; if you don't want to fight, don't go in there. (The front runs down the middle of the free hex line that generally separates combatants between player-turns.) All adjacent enemies must be engaged; you cannot attack at less than 1-4; you may attack with artillery. (That's important. A little art'y can go a long way.) All friendly units adjacent to an enemy must engage some enemy — very ordinary and logically necessary. Each side handles his own pieces unless a retreat result occurs, then the winner retreats his opponent as outlined below, and may move non-artillery units participating in the attack into the vacated hex, if they are not in an enemy Zone of Control at that time. No change. The defender may also advance after an *Attacker retreat*, but this is rarely important. The key idea is as follows: The *defender* has the option to "withdraw" any unit that has been attacked immediately

after the attack, supposing a *DR* has not been rolled and the units have survived combat. A withdrawal is conducted precisely as if it were a retreat except that is it the defender who moves as he wishes, within the guidelines of retreat. He may withdraw all or none of these units as he wishes (he usually wishes). It is important to note that the attacker never has an option to withdraw. If a unit advancing after combat moves adjacent to a withdrawn unit, it is of course pinned; which is to say it will begin its move adjacent to an enemy and be compelled to attack in place. All remarks about pinning apply, of course, to non-cavalry units. Notice also that units of the defender which have not been engaged during that turn can be pinned by unexpected (to them) advances.

A few more points: all artillery fire is still resolved before all other combat; advance and withdrawal occur immediately after combat resolution. Finally, because of possible fluctuations in fortune during the combat phase, it is necessary for the attacker to target each of his units onto an enemy before commencing the phase; that is, he cannot shift stacks following a lucky or unlucky break somewhere in the phase. I have never found this an encumbrance to play. Attacks of any kind, artillery or non-artillery, may be resolved in any order; the order can be vitally important, in fact, tactically crucial, because this game depends much on board geometry.

Now about retreats. They work like this:

The winning player has full discretion about where to retreat a stack of losing units provided he respects the following priorities: If hexes which are not in enemy Zones of Control are available, all retreating units must be moved into them.

If this requires disruption of any units occupying those hexes this disruption must be minimal. You may disrupt in any way you please provided that there is no other way to disrupt that would involve the motion of fewer pieces. No counter may be moved two hexes in one disruption.

If frequently happens that withdrawn units must be disrupted. In this case, the withdrawn units must remain adjacent to the hex they originally vacated if possible. If not possible, disrupt another stack. If this is impossible, go ahead and disrupt the withdrawals as you wish, always keeping the disruption minimal.

Units being retreated must be retreated onto or adjacent to some other Friendly units, or if this is impossible, at least adjacent to each other. For example, a stack of three could be dispersed onto three hexes, but if no other units were around, these hexes would have to be adjacent.

This last remark does not apply to units being *withdrawn* by the defender; all others do. Defender has full discretion when voluntarily withdrawing. By judiciously stacking units behind your lines (if units are available to do this), it is often possible to make the enemy retreat you as you wish. This is called conducting a brilliant disengagement. The above rules are a bit tedious, but their clear formulation greatly increases realism.

Now for an item that makes life interesting — retreat through an Enemy Zone of Control (henceforth called EZOC). This can be done provided:

First, that no hex except EZOC is available for retreat.

Second, that at least one friendly unit is in the EZOC you propose to use at the exact time you are using it.

Third, that no unit about to participate in an impending attack is disrupted. (if attacker is attempting the retreat).

Fourth, that no unit under impending attack is disrupted. (This rule is very significant.)

Fifth, that no unit is disrupted which has been "fixed" — that is, a unit adjacent to an enemy unit which has actually advanced one hex after combat. This is a stronger condition than simply being adjacent. Friendly units that have withstood an artillery attack (the art'y does not retreat, remember) and, have declined to withdraw are capable of being disrupted by an adjacent retreat or withdrawal if no other attack has fixed them by advancing next to them before the intended retreat.

All disruptions are, of course, conducted minimally.

Note that a residual friendly unit need not remain in the retreat hex to "hold it open." If all the above is satisfied, a stack of three can be disrupted completely to make room for three more units.

If there is absolutely no retreat available, units forced to retreat are *elim* instead. If there is partial room for retreat, the units to survive are winner's option (sorry, that's logic). If a unit is retreated onto a partial stack forced itself to retreat in turn, the first unit goes along or not at the winner's option.

What is also of utmost importance is the fact the withdrawals are conducted through precisely the same rules (except that defender is moving his own units). This occurs very often when a defender is trying to get out of a tight squeeze. There are "double withdrawals" (2 hexes) at defender's option just like "double retreats".

Again, the above is perhaps tedious, but necessary, because without this system too many pieces get destroyed accidentally, and the kinds of gambles that could now occur would be too dangerous. The above rules allow you to take tactical risks and survive, provided you have plotted your attacks or withdrawals carefully. You may have realized by now that for the inferior force, the problem is partly to survive the initial attack, and partly to cope with the forced "counter-attack" on the ensuing half-turn. Basically, the loser is not chased off the board but is unable to disengage himself from the enemy and maintain a viable front line. Because of this, the deployment of units before you accept battle is quite important. Also, players will find things often do not go as planned if you play as I do and make attacks per turn at 2-1 or 1-1, which seems the best way to rout the British if you play *Napoleon*, or delay the French if you play *Wellington*. (The Tommies usually catch



their lunch from the Frogs — which suits me in this instance — so their game is more limited, but they are also compelled to attack in order to survive.) In any case, the amount of unplanned motion that occurs seems to reflect the confusion of battle quite well. Both players will generally see between Player-Turns exactly what the new battle front is. My experience is that attrition will be moderate until around mid-game when the lines may be seriously distorted, then the world will begin to come apart. But it is necessary for Napoleon to maintain outstanding pressure. Players should not consider “strategic movements” to be a waste of time. Such moves can certainly pay off.

Some people may grumble about the theme of forced counter-attacks. Basically, there are two kinds of Combat Results Tables: those with simultaneous attrition (i.e., results for both *A* and *D*, showing both sides were fighting), and those with unilateral attrition (e.g. *Panzerblitz*). Since both sides are conducting the combat in *Napoleon at Waterloo*, the “counter-attack” is really just an extension of the original battle seen from a different angle. In this case, one cannot actually say who is initiating the action. One can always rationalize what is being represented by a good model, if you bear in mind that unit counters are only a presentation of an abstract configuration of capacities and incapacities. For instance, it is probably true that a badly harassed combatant could break off the engagement in time, but that would probably lose him the battle, so either resign or play my way. It is true that this game does not

really portray the “Napoleonic system” of developing a battle and committing reserves when the time is generally “ripe,” but neither did Napoleon in the original battle. These remarks are pertinent to all Napoleonic period “tactical” games.

This is my idea of a good game; at least as I have played it, there is an enormous amount of tension in this game. It is possible for me at least to read rules and get an idea of what a game is like fairly quickly, but to tell which games will “click” and which are disorganized drags is very hard without playing, as you know. There is a great deal that must go into a game before it becomes interesting, as well as accurate, and very little of it is on the surface. The modifications I have made here are what I deem minimal ones; despite the nuisance of describing them on paper they are simple.

I have organized my thinking around your excellent Combat Results Table. I tend to regard that, as well as the format, as the heart of any game. As usual my technique was to play an ordinary game and then ad hoc what I wanted to see, relying on the justification of effect-on-play. The actual process took only an hour or two, I regret that the game is still highly dependent on the geometry of the hexes, as are all games of this nature; it will require cleverness to put continuity of action back into discretized representations. As they stand the rules are intermediate and the play simple, but tricky. It is the latter fact which is most important to me.

It might help you to know that I play wargames a little like I play chess. A short game is about

six hours to me, and in the case of many games, like *Napoleon at Waterloo*, the phrase “game time is real time” about sums it up. I do not think this is against the spirit of combat command; in these games one is dealing actually with a different kind of decision process altogether, since you have total information and complete control, so there is actually no rub. It has occurred to me that to get closer to the spirit of real military planning and operations one thing you could do would be to set up your game a little like auction bridge, each side would secretly contract to win certain objectives of various value as targets and then be committed to doing this. That would not be mechanically difficult to arrange.

Let me conclude by complimenting you on your productions once again. It seems to me that *MOVES* magazine would be a good place for the kind of supplemental remarks that one can occasionally make about rules and special situations that do not merit inclusion in a rules folder, but definitely do merit discussion somewhere before an interested audience; perhaps you will be able to start a *MOVES* Convention on general matters of conduct. I might add that I hope to see neither history nor game variants appearing there (though game augmentations might be O.K.), but rather an analysis of motives, purposes, systems, implementations, etc. in games.

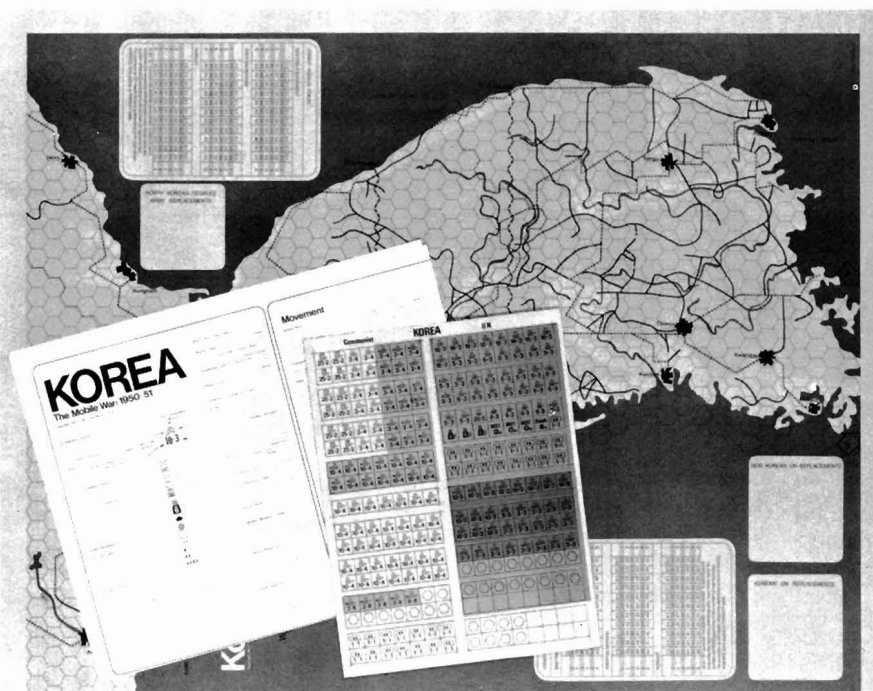


# Korea

## The Mobile War: 1950-51

The Korean War is best known as a bloody, indecisive stalemate reminiscent of the First World War. But for almost a year, at the height of the Cold War, a dynamic, see-saw struggle was waged in that small Asian peninsula between United Nations and Communist forces. **Korea** covers this early, mobile stage of the war. The Invasion Game (25 June to 21 September, 1950) begins with the North Korean Peoples' Army driving its South Korean counterpart reeling toward the vital port of Pusan. The Intervention Game (26 November to 27 January 1951) shows the startling impact of the Chinese counter-offensive that drove United Nations forces from North Korea. The Stalemate Game (28 January to 23 June, 1951) shows the development of the situation that lasted till the end of the war as UN forces slowly grind the Communists back toward the 38th parallel. The Campaign Game includes all three. Die-cut counters represent all the forces that took part in the original campaign. There are counters providing for naval gunfire, sea transport, amphibious landings, fortifications and supply. A special rule accounts for the amazing infiltration tactics of the Chinese armies. Available from Simulations Publications for **\$6.00**.

- Division level game of the Korean “police action”
- Naval gunfire and amphibious invasions offset . . .
- . . . Special infiltration tactics of Chinese armies.



# COMPENDIUM OF WARGAME PUBLICATIONS

by George Phillis

I present the following table of information on the 52 wargaming magazines of which I am aware. Alert readers will notice that I have omitted from this list the restricted-circulation magazines of which I am aware. In particular, the *IFW Messenger*, the *Spartan Chronicle*, and the *IFW Voting Unit* magazines have all been left out.

Magazines have been listed by name. The second column of each listing gives the address of each magazine; where business and editorial addresses are different, I give the business address for the magazine. The third column gives the subscription price, the single-issue price, and the publication rate. Where a schedule of different subscription rates is found, I give the one-year rate for

MAGAZINE	PUBLICATION ADDRESS	SUB PRICE ISSUE PRICE FREQUENCY	NO. OF PAGES NO. OF WORDS PRINTING PROCESS	CIRCULATION	GENERAL CONTENTS	NOTES
AFV-G2	Baron Publishing Comp. P.O. Box 293 La Puente, CA. 91747	\$6.00/year \$0.60 monthly monthly	34 pages 33,000 words offset	unknown	military history model news conversions	of interest to modern miniatures players
ALBION	Don Turnbull 6 St. George's Avenue Timperly, Cheshire, England	\$0.25 plus post- age per issue monthly	26 pages 25,000 words mimeo	c.125	game reveiws board game tactics	the only English boardgaming magazine
ALNAVCO LOG	Alnavco Box 3 Westfield, N.J.	\$3.00/year quarterly	28 pages 32,000 words offset	unknown	naval miniatures battle reports conversions	probably the leading naval wargaming magazine in the U.S. (20th century only)
ANSCHLUSS	Joseph O. Antosiak 3637 Arden Avenue Brookfield Ill. 60513	\$1.00/12 issues unknown	2 pages 1,600 words mimeo	small	"Origins" postal games	just starting operations
THE ARMCHAIR GENERAL	The Armchair General P.O. Box 268 Vienna, Virginia 22180	\$4.00/year \$7.00/2 years \$2 per year	36 pages 17,500 words offset	unknown	land miniatures, all periods	covers all phases of miniatures gaming
BATTLE FLAG	Vernon J. Stribling 406 Crockett Avenue Philadelphia, Miss. 39350	\$2.00/10 issues \$0.25 each monthly	10 pages 5,000 words mimeo	100-	game reveiws new games military history	good game reviews, but still a local production improving with age
BATTLEFLEET	W.E. McKenzie 16 Hugo Road London N15 5EU England	\$5.00/year monthly	14 pages 7,000 words mimeo	unknown	naval wargaming all periods	club magazine of the London Naval Wargames Society
DER BRANDERBURGER	John Mensinger 1320 Magnolia Avenue Modesto CA.	\$2.50/year monthly	24 pages 12,000 words spirit master	unknown	military history AH, SPI game articles	improving with time; may have stopped publishing
CANADIAN WARGAMER	John Mansfield 2111-14th Ave SW Calgary, Alberta Can.	\$2.50/year incl. Trumpeter semi-yearly	30 pages 16,000 words offset	100 +	board and miniatures games good artwork	best drawings. published at the whims of the editor, not on a schedule
COLLECTORS JOURNAL	T.P. Kapps 1225 Saxon Avenue Bay Shore, N.Y. 01170	\$3.50/year \$0.35 each monthly	advertising as available offset (4 + pp)	unknown	advertisements	for model collectors, book and magazine collectors
THE COURIER	R. Bryant 45 Willow Street Brocton, Mass. 02401	\$3.00/year 8 per year	32 pages 23,000 words offset	750 +	miniatures, esp. Napoleonic, moderns	the longest miniatures magazine. Specializes in battle reports and uniforms
D-ELIM	Daivid Isby 32-25 88th St. Jackson Hts., N.Y.	\$4/year bimonthly	20 pages 14,000 words mimeo	150?	wargaming, all phases	hasn't published since mid-Summer
EUROPE '44	Oliver Wischmeyer 7614 Forest View Dr. St. Louis, MO. 63121	\$2.50/year \$0.50 each monthly	40 pages 22,000 words mimeo	150	AH modern land board games game reviews	concentrates on D-Day, Stalingrad Afrika Korps, Blitzkrieg and Anzio; also covers other games of same period
FIELDCOM	Lee Atwood 40 Coe Street Winsted, Conn. 06098	\$2.16/year monthly	16 pages 8,500 words mimeo	unknown	game reveiws club news	club magazine of the Connecticut Special Service Forces (Winsted, Connecticut).
FLAK	Kevin Slimak Goodale 309, 3 Ames Street Cambridge, Mass. 02139	free to members bimonthly	2 pages 1,500 words mimeo	small	society news ordnance	magazine of the IFW Strategic Air Warfare Society
THE FLYING BUFFALO'S FAVORITE MAGAZINE	Richard Loomis 8149 E. Thomas Road Scotsdale, Ariz. 85257	\$2.00/year monthly	6 pages 4,500 words offset	400	Nuclear Destruction battle reports	information on Nuclear Destruction and other games designed by the publisher
FUSILIER	C.C. Johnson 3551 39th Street, NW Washington D.C. 20016	\$3.00/year \$0.60 each bimonthly	10 pages 6,500 words offset, mimeo	unknown	uniform and color information	most concentrated single source of articles on uniforms and colors
GAME DESIGN	Simulations Publications 44 East 23rd Street New York, N.Y. 10010	\$3.00/year \$0.75 each discontinued	1 sheet 18,000 words offset	500	game design variants SSG game articles	now merged with S&T Supplement into <i>Moves</i> , back issues available
GAMER'S GUIDE	19 Royal Road Rockville Center, N.Y. 11570	\$1.35/year \$0.15 each 10/year	8 pages 4,200 words mimeo	unknown	advertisements wargaming news	personal and club advertisements for game, magazines, and other materials. Survey in each issue
GAMESLETTER	Don Miller 12315 Judson Road Wheaton, Md. 20906	\$1.00/6 issues \$0.20 each monthly	10 pages 6,500 words mimeo	150	magazine reveiws N3FGB news	magazine reviews include listing of all contents. Covers chess and related gaming magazines
THE GENERAL	The Avalon Hill Company 4517 Harford Road Baltimore, MD. 21214	\$4.98/year \$1.00 each bimonthly	16 pages 24,000 words offset	5000 + 5000 gratis	AH game articles history	the original board wargaming magazine. Deals only with Avalon Hill products.
GLADIATOR REPORT	Russell Powell 5820 John Avenue Long Beach CA. 90805	\$3.00/year \$0.30 each monthly	variable; c.8 pages 6,000 words offset	300?	SICL club news SICL tournaments	published for SICL members.
GRUNDSTEIT	Stephen Marsland 78 Genesee Street Greene, N.Y. 13778	\$2.50/year monthly	12 pages 8,000 words spirit master	100?	game design game tactics	originally planned to concentrate entirely on game design articles
GUIDON	M.F.C.A. P.O. Box 8 Rutledge, PA. 19070	\$6.00/year \$1.50 each quarterly	28 pages 14,000 words offset	unknown	military history uniforms	the oldest wargaming/miniatures magazine (began 1946). Journal of Mil. Figure Collectors of America
HOOSIER ARCHIVES	Walter Buchanon R.R.3 Lebanon, Ind. 46052	see notes weekly	3-4 pages 3,000 words spirit master	unknown	Diplomacy	free in exchange for stamped, self-addressed envelopes



counts, multi-year discounts, and so on.

The fourth column of each listing gives the number of pages and the number of words in a typical issue. Where issues are of variable length I use the figures for the most recent issue. This column also indicates the type of printing used in the magazine: "spirit master" (often incorrectly referred to as "hecto" or "hctograph"), "mimeo" (which includes both mimeograph and Gestetner processes), "offset" (any sort of photo-offset printing), and "photocopy" (the Xerox and its relatives).

The fifth column gives the approximate circulation of the magazine. Some of the numbers are more exact than others; an error of 50 or so in most of the numbers would not be surprising. For the large-circulation magazines, a 20% error would not be remarkable. In the next compendium, I hope to have more precise circulation figures.

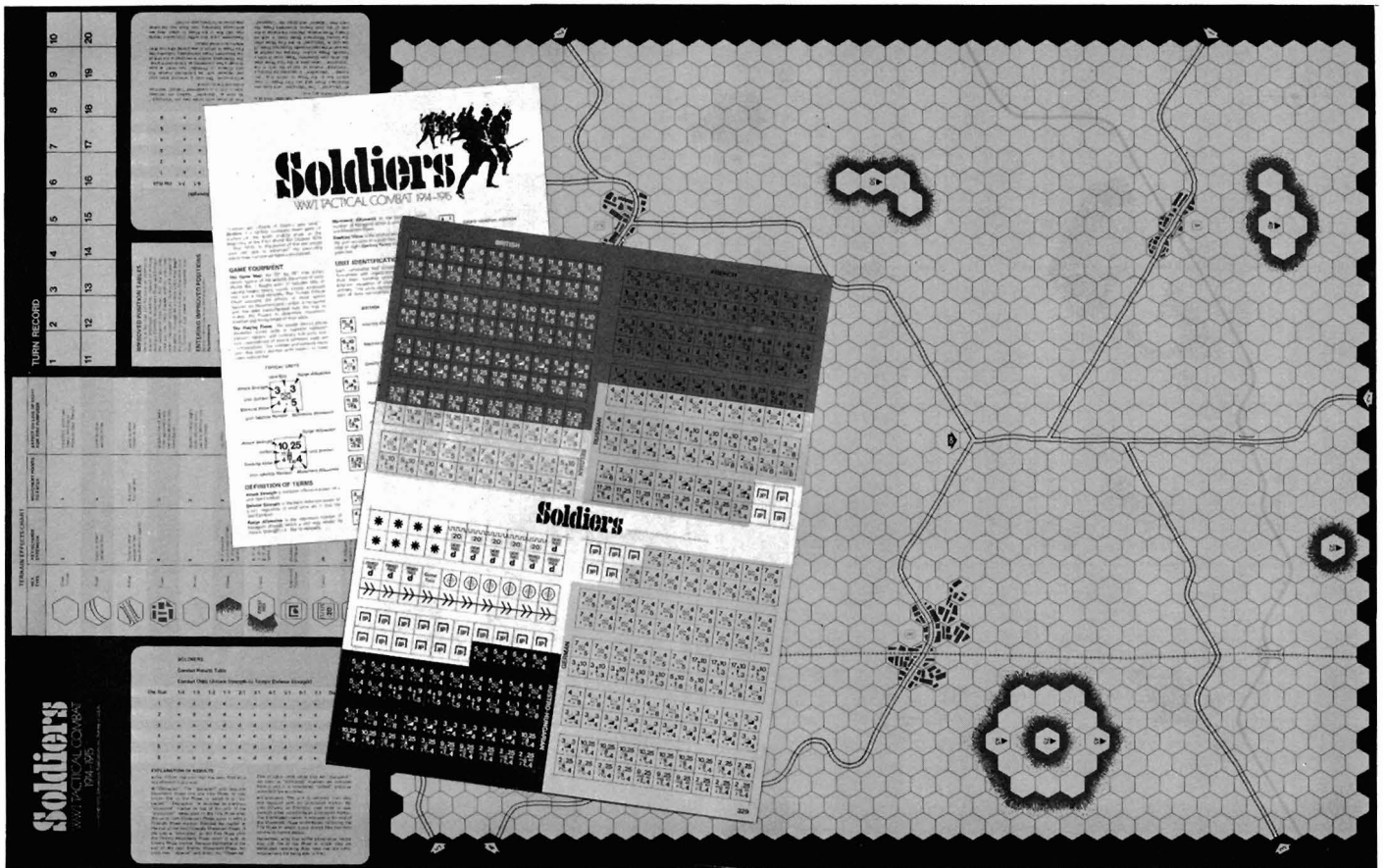
The sixth and seventh columns describe the contents of each magazine. Column six describes the types of articles published in the magazine while column seven is used for specific comments on printing, history and origin.

THE INTERNATIONAL WARGAMER	Len Lakofka 1806 N. Richmond St. Chicago, Ill. 60647	\$6.00/year \$0.60 each monthly	24 pages 20,000 words offset	500	all phases, concentrates on miniatures rules, game reviews	wargaming magazine
IW SUPPLEMENT	Len Lakofka 1806 N. Richmond St., Chicago, Ill. 60647	see note	variable mimeo	350	IFW club news	mailed to all IFW members, mostly with the International Wargamer
KAMPFGRUPPE PEIPER WARGAMING JOURNAL	Thomas Sobbotke 219 Middaugh Road Clarendon Hills, Ill. 60514	\$1.50/year bimonthly see note	6 pages 3,000 words photocopy	unknown	general gaming	no longer published; back issues only
KOMMANDEUR	R.E. Johnson P.O. Box 134 Whippany, N.J. 07981	\$2.00/year quarterly	10 pages 18,000 words offset	100-300	AH and other board games	club magazine of the Avalon Hill International Kriegspiel Society
LIBERATOR	Stuart Gilbert 1540 San Altos Place Lemon Grove CA. 92045	? monthly	10 pages 10,000 words spirit master	unknown	military history ordnance	high-grade spirit master printing. Club magazine of SHAEF
MINIATURE WARFARE	Miniature Warfare Number One, Burnley Rd. Stockwell, London SW9 U.K.	\$9.00/year monthly	28 pages 13,000 words offset	8,000	miniatures photographic material	the English professional magazine. No boardgames articles
MOVES	Simulations Publications 44 East 23rd Street New York, N.Y. 10010	\$7.00/year \$2.00 each bimonthly	32 pages 35,000 words offset	2,000	covers all aspects of map wargames	S&T's companion magazine on theory and techniques of Conflict Simulation
NUMENOR	Rod Walker 4719 Felton Street San Diego, CA. 92116	\$1.50/10 bimonthly	10 pages 8,000 words spirit master	100	Diplomacy bibliographic and game data	records postal diplomacy games and rating system
PANZERFAUST	Don Greenwood 124 Warren Street Sayre PA. 18840	\$4.80/year bimonthly	60 pages 45,000 words(?) offset	500	wargaming, all phases	the oldest American amateur magazine. Has built up a very good staff of writers
SAVAGE AND SOLDIER	Douglas H. Johnson 10 Overbrook Drive St. Louis, MO. 63124	\$2.00/year quarterly	22 pages 16,000 words mimeo	unknown	colonial warfare	bibliographic, historical, and literary data on colonial Africa
THE SCABBARD	Dick Pielin 5542 W. Leland Avenue Chicago, Ill. 60630	\$4.00/year monthly	15 pages 7,000 words offset	300-	uniforms military history	club magazine of the Military Miniature Society of Illinois
SHELLSHOCK	D.K. Juckett R.D. 2, Harpursville New York, 13787	\$4.00/year \$0.40 each bimonthly?	16 pages 9,000 words spirit master	unknown	game reviews occult and arcane knowledge	front half is on wargaming, rear half is on black (and other) magic. good artwork
THE SENTINEL	Bob Stone c/o Gardens High Wargames Club Palm Beach Gardens, Fla.	? bimonthly	14 pages 5,000 words photocopy	small	ordnance campaign reports	local high school club magazine
SIGNAL	Bob Schell 2111-14th St. SW Calgary, Alberta, Can.	\$1.00/6/ \$3.00/25 semi-weekly	4 pages 2,000 words mimeo	300	wargaming news reviews	the only wargaming news magazine
SLINGSHOT	Charles Grant 263 Folkestone Road Dover, Kent, England	\$5.00/year bimonthly	36 pages 35,000 words offset	300+	ancient miniatures	published by the Society of Ancients, of England
SPARTAN INTERNATIONAL MONTHLY	Russell Powell 5820 John Avenue Long Beach, CA. 90805	\$6.00/year quarterly	48 pages 75,000 words(?) offset	250	boardgame tactics new games variant games	the SICL wargaming magazine. Going quarterly
STALINGRAD REVIEW	Tyrone Bomba 405 Fireline Road Bowmanstown, PA.	? irregular	1-2 pages 1,000 words spirit master	50	IFW Stalingrad Society news	published irregularly. In past published articles, now just covers news.
STRATEGIC REPORT	Cobra Wargaming Club 28700 Euclid Avenue Wickliffe, Ohio 44092	\$2.00/year bimonthly	6 pages 4,000 words spirit master	unknown	boardgames articles new games	local club magazine. Shows some effort on part of club officers
STRATEGY & TACTICS	Simulations Publications 44 East 23rd Street New York, N.Y. 10010	\$10.00/year \$3.00 each bimonthly	48 pages 80,000 words offset(2 color)	13,000	historical analysis unit studies new games	publishes new game with each issue. Best military history articles printed
S&T SUPPLEMENT	Simulations Publications 44 East 23rd Street New York, n.Y. 10010	\$3.00/year \$0.75 each discontinued	1 page 17,000 words offset	500	game tactics variant rules	merged with Game Design into Moves. Back issues available
SUPERNOVA	Lewis Pulsipher 8244 Swift Road Battle Creek Mich. .	? irregular	10 pages 7,000 words mimeo	50?	space wargaming	published irregularly. Now believed the only space wargaming magazine
SWABBERS	Herb Barents 157 State Street Zeeland, Mich. 49496	\$1.25/year \$0.50 each bimonthly	variable 5,000+ words spirit master	unknown	naval wargaming	printing could be improved. Publishes occasional set of interesting campaign rules
VEDETTE	National Capitol Military Collectors Box 30003 Bethesda, MD. 20014	\$5.00/year \$1.00 each bimonthly	28 pages 22,000 words offset	350	uniforms military history	one of the best-printed wargaming magazines. Good art. Has limited coverage of wargaming
THE WARGAMER	The Wargamer 2717 Elnora Street Wheaton, Md. 20902	\$4.00/year bimonthly	26 pages 18,000 words offset	unknown	miniatures boardgaming	began last summer. Covers board- games from point of view of a miniatures player
WARGAMER'S NEWSLETTER	69 Hill Lane Southampton, England SO1 5AD	\$5.70/year monthly	28 pages 15,000 words offset	1,000+	miniatures, all periods	good battle reports. Editor is a firm believer in simple rules
WAZIR	c/o John Beshara 155 West 68th Street New York, N.Y. 10023	? bimonthly	14 pages 7,500 words mimeo	several hundred	Diplomacy tactical problems club news	magazine of the Diplomacy Association

**NEW!**

# Soldiers

- 14 Scenarios
- Special Solitaire Version
- Simultaneous Fire



In August 1914 millions of young Europeans marched out to begin one of history's most senseless slaughters, the First World War. None of these men or their commanders could have foreseen the interminable, total nature of the war that was beginning. Kaiser Wilhelm sent his troops into battle confident that they would be home for Christmas. And the soldiers fought with a spirit and abandon that died hard and was never recovered. *Soldiers* simulates the open clash of the opposing armies in the first months of World War One, before the paralyzing trench lines were constructed.

*Soldiers* is the latest in Simulation's Tactical Series Games. It depicts the small-unit tactics of 1914-15 before the war became an artillery duel, before commanders realized that the machine gun could harvest men like wheat. The early battles of the war were marked by high casualties more because of tactical doctrine than weaponry. While machine guns and artillery were deadly, there were not as many as later in the war. In fact, the war opened with a gigantic duel of riflemen.

In the scenarios depicted in *Soldiers* this brief, opening round is recreated. The nature of the situation allows *Soldiers* to be a fairly simple game: there are only four basic types of units: infantry companies, cavalry squadrons, artillery and howitzer batteries — and combat is far simpler than in games with armored vehicles. Partly because of this simplicity *Soldiers* is able to embrace tactical situations on both Eastern and Western Front plus some interesting battles in "the colonies" (e.g. Japanese and British infantry versus German infantry and Austro-Hungarian marines in Tsing-Tsau, China). The range of tactical situations is as broad as the geographical scope. There are actions calling for seizure of positions, penetrations of enemy lines, elimination of enemy strong points and units. There is even a true solitaire scenario in which an active German Player must deal with a Russian force which "moves" and "fires" according to automatic rules. The same game system is used in all thirteen scenarios. But the variety of armies and unit capabilities make *Soldiers* a rich game. Like the rest of the Tactical Series, *Soldiers*

is open-ended; Players may easily devise or research their own "scenarios" using the basic rules provided with the game. The two-color *Soldiers* mapsheet is representative of the types of terrain fought over in the opening campaigns of World War One. It includes towns, roads, hills, woods and a canal. All terrain features are coded to facilitate set-up. The 400 unit counters for *Soldiers* represent British, French, German, Austro-Hungarian, Russian, and Belgian combat elements. (In the Tsing-Tsau scenario French units serve as Japanese since the two armies were very similar.) They are printed in two colors and three tints so that each army's pieces are unique in appearance. The most interesting aspect of *Soldiers* is that Players learn graphically why the tactics and weaponry of World War One evolved as they did; the machine guns and artillery are deadly and trenches (which appear in one scenario) are very cozy. The natural tendency of the Player (as of the general) is to wish for more fire power and more protection. *Soldiers* is available from Simulations Publications for \$6.00.



# SUMMER OF '43: A Kursk Revision

by Jerrold Thomas

*This is another "unofficial" but well-thought-out revision of an SPI game. Jerrold Thomas is a subscriber who got tangled once too often in barbed wire.*

On the whole *Kursk* is a realistic and enjoyable game. But there is one serious flaw that leads to unplayable situations and thoroughly unrealistic tactics. This article offers a brief analysis and a choice of modularized solutions.

The situation referred to is the movement penalty for unoccupied enemy fortified-zone hexes. This penalty tends to give the defense a considerable advantage, which is gained through unrealistic tactics. As a result of this penalty, both Germans and Russians generally abandon the first fortified line, even if it is the only one, and station their units behind it. This prevents any opposing infantry from closing for combat, and prevents any Russian Armor from doing so on their first turn. Any armor of either side which does penetrate for attack is at the mercy of both exchanges and enemy counter-attack. This "sieve" effect, the sifting out of all but motorized units, has a devastating effect on offensive operations.

It costs one Movement Point to enter a hex, two additional to enter an enemy Zone of Control, and three more to enter an enemy Fortified Zone hex, for a total of six to move across an enemy Fortified Zone hex and to close with a unit defending *behind* it. This is impossible for any infantry, and difficult for Russian armor, which must first move adjacent, thus broadcasting its intentions.

This bonus for abandoning one's fortifications results in many unrealistic situations, including the already mentioned "sieve" effect. Another is the vulnerability of the advancing armor, because if the attacking player is to get any infantry through the fortified zone they must be very close behind the armor, thus blocking retreat routes, even then, air interdiction can prevent their movement. Another unrealistic situation is the free movement of infantry in quiet sectors. Since no one can close with them, they cannot be "tied" to their positions, as they were in actuality. This makes withdrawals much easier.

I have developed, examined somewhat, and here present four different methods of dealing with this game problem. They vary in complexity and realism, and one might require some new units. I present them all, good and not-so-good, so that you can determine which would most complement the game as you conceive it.

## (1) *Change in Movement Penalties*

Reduce the movement penalty for enemy fortifications to one Movement Points per hex for *Infantry only*. (Reducing to 1 for all units would seem to loosen things up too much.)

## (2) *Additional Capabilities for Air Units*

Allow Air units an additional capability, a sixth kind of mission, that is, Zone of Control suppression. Unit flying this type of mission would leave at the beginning of the flying player's Initial Movement Phase, and would return at the end of his Initial Movement Phase. The effect of the mission would be to neutralize the effect of an enemy Zone of Control on movement in the hex to which the mission was flown. (Alternatively, the air unit could remain in the air through the flying player's entire turn, both movement and combat phases.)

## (3) *Infantry Movement Accrual*

Allow infantry only to accrue Movement Points in certain cases:

a. Movement Points may only be accrued by units which are not in isolation.

b. Movement Points may only be accrued by units which do not *begin* the accrual in an enemy Zone of Control.

c. Movement Points may only be accrued when movement in a given direction is *completely* blocked by movement penalties, and then the Movement Points may only be accrued for movement in that direction.

d. Units may use the Movement Point accrual procedure in successive turns, provided that they come within the restrictions above on each turn.

Movement Points are accrued as follows:

a. The units that are accruing Movement Points move one hex in the blocked direction  
b. The units are then turned upside down (this indicates that they have not completed this one-hex move yet, but are accruing the Movement Points to do so).

c. On the next Initial Movement Phase, the units are turned right-side up again, and the Movement Points that they lacked to make the move last turn are subtracted from the Movement Allowance before they move in this turn.

d. Units accruing Movement Points have the following limitations

i. they may not enter combat

ii. they control only the three hexes to their rear (in the direction they moved *from*)

*Note* — *Beginning* the accrual out of a Zone of Control means *before* the one hex move is made which results in the inversion, the unit must not be in an enemy Zone of Control.

## (4) *Use of Engineer Units*

Designate some units as engineers and/or armored engineer units. Allow these units to ignore movement penalties for enemy fortified zones, and to negate these penalties for units with whom they are stacked. However, engineer units *must* attack when they move into an enemy Zone of Control, and they *must*

be taken as the first losses in any losing attack. Each destroyed Engineer Strength Point counts one more Victory Point than other units of the same type (i.e. 2 Victory Points for eliminating each Infantry Engineer Strength Point, 4 for each Strength Point of Armored Engineers).

Of these solutions, #1 is the simplest, but would still result in the Germans having a great deal of "free" infantry, as Russian regular infantry could still not close for combat.

The same problem occurs with #2 and #4, in that both would put a premium on infantry units that got through the line, since they could not do it on their own. Both are realistic, #2 since air attack could and did have a fire-suppressive effect on units coming under attack, and #4 because Engineer units, which usually led the attack, particularly through obstacles, exposed themselves to proportionately greater casualties than the units that followed. Also this "lost first" provision helps to duplicate the "inertia of attack," in that once Engineers are lost, it is more difficult to shift the attack and repenetrate the enemy fortified zone at another point.

No. 3 is my own choice, in that while the restrictions stay the same, any infantry can close on its own. It does, however, involve the most complexity. *Note* on 2.d this means that inverted units do not affect either supply or movement across their front, but they do affect supply and movement to their rear.



## France, 1940

### The German Spring Offensive

Between May 10, and June 25, 1940 the German Army drove the British out to sea at Dunkirk, smashed the French Army, and forced the surrender of the French Government. *France, 1940* simulates the events of this lightning campaign and shows what could have happened if the Western Allies had adopted alternate strategies.

Designed by Simulations, and published by Avalon Hill, *France, 1940* includes 11 Allied and 6 German Orders of Battle. This enables players to create up to sixty-six actual and possible scenarios of the first major campaign of World War Two.

Optional rules cover the use of German airborne units, and sea evacuation of Allied Forces. *France 1940* includes all the units which did or could have fought in the original campaign. (Dutch and Belgian units become Allied as soon as the German player crosses their border.) The scale is grand tactical, (corps/division) with each hex representing ten kilometres. The game system is Simulations' basic WWII model with dual Movement Phase for armored and mechanized units and complete rules for air missions. *France, 1940* is packaged in high quality bookcase form similar to *Panzerblitz*. *France, 1940* is available from Simulations Publications for \$8.00, a savings of \$1.00 compared to retail price.

Redmond A. Simonsen

# Cardboard Weapons: A Vocabulary of Tactical Symbols

In tactical-level games, units are usually identified by depicting their basic weapon on the counter. The symbology used (by myself and most others) was taken from many sources and was not too consistent in terms of logic or appearance. Many of the symbols used in *PanzerBlitz*, *Combat Command*, and the out-of-print *Tac 3* are bastard versions of WW2-era German and U.S. military symbols.

Just as I was in the process of developing the counter layout for the game *Soldiers*, I came across a copy of FM 21-30, an Army Field Manual which spells out in minute detail all of the operational and tactical symbols in official use by the U.S. Army and its NATO allies. The most intriguing section is that which deals with weapon symbols. Apparently, some smart-person in the U.S. Army sat down one day and rationalized, simplified, and up-dated the old German system of symbolizing weapons. The system is a truly good one, having a great deal of internal logic and possessing what graphic designers call "remembrance value" (i.e. the symbols by their very nature tend to stick in ones memory).

The Army intended these symbols to be used on tactical map overlays to indicate the position of weapons or in conjunction with operational unit symbols to indicate the main equipment of that unit. We, of course, can easily adapt them for use on unit-counters.

The system is built upon the use of only two basic symbols which are then modified in meaning by the application of a few other symbols to denote approximate size, general characteristics and the role the weapon is being used in (i.e., either a ground combat role, an anti-tank role, or an anti-aircraft role). To depict a given weapon the following procedure is used:

Select one of the two basic weapon symbols



Add one (for "medium") or two (for "heavy") horizontal bars to denote the approximate size of the weapon. When the weapon is in the "light" category, no horizontal bars are added.

Examples: *Light Automatic Weapon*      *Medium Artillery Gun*



If the weapon is one with a high trajectory, a circle is added to the base of the shaft:

Example: *Medium Mortar*



If the weapon is a flat trajectory Weapon in an anti-tank role an inverted "V" is added to the base of the shaft.

Example: *Light Anti-tank Gun*



If the weapon is primarily designed for an airdefense role, a closed semi-circle is placed at the bottom of the shaft:

Example: *Heavy Anti-aircraft gun*



If the weapon is a rocket-projector or launcher a double inverted "V" is placed at the head of the shaft:

Example: *Light Artillery Rocket Launcher*



If the weapon is mounted on a fully-tracked self-propelled chassis, a diamond is placed below the weapon-symbol:

Example: *Tracked, Self-propelled Medium Howitzer*



If the weapon is mounted on a wheeled, self-propelled chassis, a horizontal bar with two circles and a diamond is placed below the symbol.

Example: *Wheeled, Self-propelled Light Anti-aircraft Gun*



The Table of Symbols gives a comprehensive breakout of weapons in the three size categories.

In addition to the weapon symbols, FM 21-30 also indicates that the symbols shown in the supplementary table should be used to represent the given types of armored vehicles. I'm going to include them in this article, but more often than not, when designing counter I would use a silhouette of the actual vehicle rather than the more abstract symbols shown in the vehicle table.

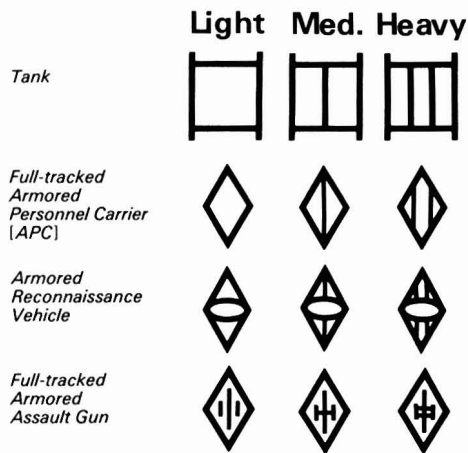
## TABLE OF WEAPONS SYMBOLS

	Light	Med.	Heavy
<i>Automatic Infantry Weapon</i>			
<i>Mortar</i>			
<i>Anti-aircraft Machine Gun</i>			
<i>Anti-tank Rocket Launcher</i>			
<i>Artillery Gun or Gun/Howitzer</i>			
<i>Howitzer</i>			
<i>Anti-tank Gun</i>			
<i>Recoilless Rifle</i>			
<i>Rocket Launcher Artillery</i>			
<i>Anti-aircraft Gun</i>			
<i>Missile</i>			
<i>Air Defense Missile</i>			
<i>Anti-tank Missile</i>			
<i>Surface-to-Surface Missile (SSM) Launching Site</i>			
<i>Surface-to-Air Missile (SAM) Launching Site</i>			
<i>Flame Thrower</i>			



## SUPPLEMENTARY SYMBOLS

### Armored Vehicles



Note: the basic design of the symbols contained in this article are in accordance with ARMY FIELD MANUAL 21-30, May 1970 and as such are not copyrighted. The specific artwork used in this article however, is a graphic re-design to improve appearance and utility in special applications and are copyright © 1972 by Simulations Publications, Inc. Any re-use, photo-copying, reprinting or reproduction for commercial purposes without the express permission of the publisher, is forbidden.

Symbols executed by M. Milkuhn

The symbols as given, enable game designers/players to easily depict virtually any modern-era weapon. Individual, special modifications can be made to the symbols in order to adapt them to earlier period games. In the *Soldiers* counters for instance, I placed a diagonal slash at the base of a Machine Gun symbol to indicate that it was horse-drawn. Now, I realize that that is not strictly kosher according to FM 21-30, but I got out of the service several years ago and do not feel I need to be concerned about breaking with accepted procedure.

FM-21-30 also contains a wealth of other symbols, including many treatments of the operational unit type. Incidentally, many of the unit symbols being used in games are wrong, or out-of-date or just pure invention (at least if one considers the U.S. Army as the source of authority concerning military symbols). Perhaps a full treatment of such unit symbols will be the basis of another article, if this one is well received. ●●

### A Brief, Physical Description of Simulation Series Games

The physical quality of **Simulation Series Games** is very similar to that of the games included in issues of *Strategy & Tactics*. The primary differences are (1.) the map is produced on heavy cardstock as opposed to the lightweight stock used in magazine games, (2.) a die is included and (3.) the map is only folded twice (down to approximately 11" x 14") and the game is shipped in a plain envelope with a corrugated stiffener (unboxed). Usually, Simulation Series games have a greater amount of auxiliary tables and game charts included with them.

# Moves Wants You!!!

*MOVES* is a two way street. Unlike *S&T*, *MOVES* is wide open to contributions from the readership as well as the SPI staff. It provides a forum for the discussion and analysis of conflict simulation games on every level: historical, theoretical and tactical (i.e. as games). *MOVES* is less structured than *S&T*. *Designer's Notes* and the issue's *Game Profile* are the only articles that have become "regular features."

The rest of the magazine is open to any articles on the field of conflict simulation that our staff or readership feel inspired to write. *MOVES* generally shies clear of straight historical material unless it can be directly related to a game. Another type of historical article that can be used in *MOVES* is one that provides the data basis (orders of Battle, tactical doctrines, etc.) for a conflict simulation. That is, the "raw material" of game design.

*MOVES* aims at integrating historical and game approaches. Thus articles on games are particularly welcome if they treat the games as models and learning devices that illuminate real historical conflicts. This approach tries to avoid the puerile tone of many gaming magazines.

There is a whole range of articles that can be written on games themselves, criticisms, revisions, additions, new scenarios, new rules, (i.e. new rule modules for existing games) and suggestions for changes. We welcome articles that catch our errors, because as games are revised we can correct them.

One final inducement to all potential authors: *MOVES* pays. We pay 5¢ per column inch per 1,000 subscribers. With 2,000 subscribers this means we pay 10¢ a column inch for material (roughly comparable to most fiction magazines). These rates are rising as *MOVES* subscription lists grow. Contributors can opt to receive twice as much in SPI products (games, subscriptions, back issues) as in cash. Articles for *MOVES* should be typed on a forty-five unit line and double or triple spaced. (This gives us room to "edit" your copy as we choose.) All contributions become property of SPI. Please include a stamped self-addressed return envelope with your article so we can quickly return it for any necessary revisions or additions.

We're expecting to hear from you soon.

## DESIGNER'S NOTES

(continued from page 3)

games. His influence is often lost within the design of the game. Redmond's series of articles will show more clearly not only his contributions to the games, but also the extent of his experience and expertise. They will also show that he now has three people working in our art department, thus giving him enough time to write articles.

Many of the other new articles in this issue of *MOVES* are somewhat new. One of these is the Guide to Game-Simulation Periodicals in Print. It will keep you informed of what's going on with the various amateur (and some not-so-amateur) "zines" in the game-simulation field. In *MOVES #4* we will introduce The Guide to Conflict simulations in Print. These two items will be regular features. They replace another publication of ours, the *S&T* Guide.

Now to the really new features. One of the more interesting (and potentially most popular) is the Player Review of games. We have collected all the feedback for our games and compiled it. The resulting numbers are what the players think about the games. The text accompanying each review is our attempt to explain some of the numerical ratings. Most of our other new articles are concerned with the nuts and bolts of game design. We have, for example, an article on Grouchy at Waterloo including some "What If?" games for *Napoleon at Waterloo*. Another article gives some of the scenarios for *Renaissance of Infantry* (Tac 14) game in more detail. This, if popular, will become a regular feature. We got the idea from noticing how many people bought blank hex sheets and counters while mentioning that they were interested in making more accurate scenario maps and counter mixes for Tactical Series games. That's known as paying attention to what's going on and doing something about it. Doing something about subscriber ideas is what *MOVES* is all about.

At this point we have six games "in progress" (being prepared for publication in the next few months). These are *The Battle of the Marne* (1914), *Breakout & Pursuit* (France, 1944), *Spitfire* (1939-42), *Armageddon*, *American Revolution* and *Blue & Grey*. *Armageddon* is for issue 34 of *S&T*. It is a continuation of our "Tac Series" of games. *Armageddon* covers the "biblical" period of warfare from 2500BC to 500BC. A rather obscure period of history. But the article on the period in *S&T* 34 should heighten your interest much the same way the article/game on the renaissance period in *S&T* 22 did. The most important design innovation in *Armageddon* is the further refinement of the tactical game system. Eventually, new editions of all the tactical series games will be "converted" to the same "final" system. Then the tactical game series will include *Armageddon* (2500BC-500BC), *Phalanx* (500BC-100BC), *Centurion* (100BC-552AD), *Dark Ages* (700AD-1300AD), *Renaissance of Infantry* (1250AD-1550AD) and the not yet published *Musket & Pike* (1550AD-1680AD). This last game is something of a transition game from the pre-gunpowder to the gunpowder age of warfare. *Grenadier* (1680AD-1850AD) starts an entire new tactical series. The second game of this series, *Blue & Grey* (1850-1900), is under development right now. It was basically the same game system as *Grenadier*. Many of the weapons are upgraded in effectiveness (particularly the main infantry

(continued on page 30)

# \*Game Errata

by John Young

This will be a standard feature in every issue of *MOVES*, which will in effect review the design of the games, what was wrong in the rules, etc. Often, such as in this column a great deal of background explanation of how and when the games were developed will be included.

## STRATEGY I: THE ALBATROSS

*Strategy I* has sold to date (May 7, 1972) 1567 copies. Although other games have sold more copies (2285 *Barbarossa*, 1855 *Kursk*), it has consistently been the top money seller of SPI's Simulations Series Games.

*Strategy I* has been likened to an unwanted orphan child with leprosy. From the beginning, it was such a monstrous task that no one wanted to pick up the ball. It was first announced in issue 18 that *Strategy I* would be available in December 1969.

This was followed up by a Feedback question in issue 19, and a further ad in issue 20 announcing that it would be available in June, 1970. Future predictions continued to postpone that date, until it was finally announced that *Strategy I* was "now available" in issue 26 (published April, 1971). *Strategy I* was finally printed and shipped in July, 1971, 20 months after the first mention of it in *S&T*.

Does this mean that SPI was guilty of gross fraud for all those months? Well... in one sense, yes. In the early days, SPI's aspirations frequently exceeded its grasp, and things like this happened, even quite recently. A new policy of SPI is never to advertise a game unless we are able to produce a "product shot," i.e., the game is complete and on hand. But in those days we were advertising incomplete games. We did receive up to \$2,000 in cash from customers, months before producing the game.

The reasons why SPI did this are the same reasons many current projects wilt on the vine. Basically it boils down to a lack of time, personnel, and money.

By December, 1970, one year after the first scheduled publication date of *Strategy I* there was exactly one scenario completed for the game and that badly needed play-testing. James Dunnigan was the only person designing and developing games, assisted by Al Nofi in supervising the Friday night playtesting sessions which were held in a basement of a tenement on the Lower East Side, then world headquarters of SPI.

Essentially, *Strategy I* boiled down to an albatross, the bird depicted on the cover of the rule booklet. There was so much involved in finishing the project, that it was always more productive to finish something else than half-finish *Strategy I*. There was, as usual, no shortage of work, so *Strategy I* was continually shunted aside.

At this point, I stepped into the picture. Dunnigan finally decided to drop the whole

thing on someone else who was not bogged down, and could finish it with a little supervision. The crucial change in the development of *Strategy I* was the change in conceptualization of the game, from merely a game design kit with rule components that simply pointed the way, to a full-blown series of games with complete rules for each period on the grand tactical/strategic level, with sea and air power included (not to mention atomic and nuclear power).

The reason this concept changed was that it quickly became obvious that even the best playtesters available were not able to transfer a sketch of the intent and rationale of a rule into a practical rule that could be played with. They needed some semblance of complete rules to even begin. Thus we were stuck with delivering a minimum of four games with completely different game systems, and seventeen variations on the themes.

So we struggled on. In February, 1971, the first counter mix was arrived at, and Redmond Simonsen and I began the final map and the first draft of the basic rules.

At this point, the same thing happened to me as had to Dunnigan. Between other copy and articles I was working on, a full time job and wife, and *Strategy I*, there was too much for me to do. Enter Steve Patrick, our Jersey lawyer. We dumped on him all the organization, a few rule concepts, and a mess of final typing (he types very quickly). Dunnigan, Simonsen and I continued to fling nice ideas at him, and he back at us. Roughly two hundred pages of correspondence flowed back and forth from Atlantic City to New York. All the rules and sundry other materials were completed sometime in April, 1971. First there were several other games to be finished (we were converting our old games into a professional format), and then another issue of *S&T* had to be put out before art time (a euphemism for the waking hours of Simonsen) was available to complete *Strategy I*.

The money crunch entered also. SPI had just moved to a loft on East 23rd St. which cost roughly \$3500, partly supplied from *Strategy I* advance orders. Now it was time to pay the piper. Typesetting the rules was out of the question; it could have cost as much as \$750. On the maps we were committed to two colors. The counters were actually cheaper to have die-cut than the usual (at that time) hand cut counters. Try to imagine 1020 hand-cut counters in plastic baggies.

So the game was finished. Then we had to begin answering the numberless letters (literally hundreds) that began inquiring as to "how to do this," "may I do this," etc. We were entirely justified in the basic design decision by the inability of many buyers to extrapolate rules from the framework of design. So here we present our accumulated experience in the form of an errata sheet on the typos, errors and most misunderstood portions of the largest professional wargame ever published.

## STRATEGY I ERRATA

In the first edition of *Strategy I* there were a number of rather glaring errors which the Players could not be expected to correct themselves. In this sheet we try to correct the most serious and obvious errors or omissions which several hundred letters of inquiry have revealed to us.

First a comment on the mapsheets. Many people have not been able to figure out the geomorphic nature of the maps. You receive the maps folded; along these fold lines, each map may be abutted to any similar section of the other map. Thus the Players could use three quarters of the full map (eliminating Provinces H, I, J, L, and most of K), or one fourth of the map (using only Provinces D, E, F, S, T, U, and V). Try it and watch it work. This is of most benefit when using fewer Players, or desiring a short game.

The changes in the scenarios are as follows:

Scenario 1. Province E belongs to the Persian Provincial Forces. Remark 11 — one phalanx and one cavalry unit constitute the Guard. The Persians should receive one supply unit. Module variation #21 — a unit must be with Alexander all through its movement to receive the bonus. All Players use CRT #3.

Scenario 2. Province U is not a minor power; it properly belongs to the Seleucids.

Scenario 3. Province H should be a minor power. All Players use CRT #3.

Scenario 4. Substitute Province M for H in France Provincial. Vikings should use CRT #4.

Scenario 5. Aquitaine should have Province C rather than G. V is a minor province. Normandy should use CRT #4.

Scenario 6. Imperial Player should use CRT #4.

Scenario 7. Rebels should have Province Q, not G. Ignore Recommended Module 10.1b.

Scenario 8. Holy Roman Empire should not have Province I.

Scenario 10. Substitute Province C for L. in Occupied Provinces.

Scenario 11. Meluaha should have Province S. Ignore Module Variation 29.

Scenario 12. France should have Province C instead of L. Russia should have W.

Scenario 13. Add to recommended modules #34.

Scenario 14. Add module #34 to recommended modules. Production Interval for all Players is 5.

Scenario 15. Add to recommended modules #34. The given CRT factors are obviously erroneous; correct as dictated in Remarks. Delete Provinces Y and Z = non-existent.

Scenario 16. For recommended module 36, use all four sub-modules.

The players are encouraged to resolve their rule disputes in a logical and historical manner. No amount of explanation will make *Strategy I* a perfectly clear game. In its function as a



game designer's kit, it presents basic outlines for viable game systems on every period, without the exhaustive detail an individual game would have.

**Fortifications and Cities:**

There are basically two rules governing these areas: placement of fortifications and effect on combat.

In scenarios 1 through 11, forts may be placed solely in city hexes; in scenarios 12 through 17 they may be placed anywhere in Friendly territory.

In scenarios 4, 5 and 6 fortifications have an intrinsic Defense Value of five when unoccupied; if occupied, this strength is ignored.

In the following scenario groups, forts and cities have an effect on the Combat Factor of units in them for the defense only:

Scenario	multiply combat value by:	
	in forts	in cities
1 through 3	3	2
4 through 6	5	3
7 through 11	3	2
12 through 17	2	2

**Order of Deployment and Movement**

Players always set up their units and move in the order listed, left to right.

**Artillery**

In scenarios 9 through 17, artillery units may make separate bombardment attacks. They may attack only a single hex when doing so, although more than one artillery unit may attack that hex in combination. These attacks

are separate and before any ground attacks. The combat results, including exchanges, are applied solely to the defending units.

Module 10.3: each Production Center has an intrinsic Defense Value of one. On the Technological Level Chart, ignore effect (b); treat it as "N".

10.3c addenda: in addition when a Player's Technology Level is raised, all units on the map are automatically upgraded. A Player may not build units below his Technology Level.

Module 11.2 erroneously depicts a Light fleet for a Battle Fleet; this should be a Heavy Fleet (12-12-75).

Module 11.3: Guerilla units may be produced at a cost of one Food unit, one Tax Credit, and one Production Factor, in a space of one turn. The following units and weapon-types may never be produced: ICBM, IRBM, ABM, Atomic weapons, Hydrogen weapons.

Module 12.1 and 12.2: one Player may freely offer supply to another if he chooses to do so.

Module 15.1: doubling and tripling of taxes does not carry over from year to year. Each year stands on its own.

Module 32: airbases have an intrinsic Defense Value of one.

Module 36.4: Case 4. Guerrillas may be produced by major powers in their home country, as well as in Case 4.

In this second edition of Strategy I, we have also reworked some of the components of the game. As such this is the new inventory of parts, and the replacement parts price list for each:

*Strategy I game inventory*

Map 1	\$2.00
Map 2	\$2.00
Unit Counter Sheet - Black	\$1.00
Unit Counter Sheet - Blue	\$1.00
Unit Counter Sheet - Red	\$1.00
Unit Counter Sheet - Green	\$1.00
Rule Booklet	\$3.00
Scenario Sheets (2)	\$1.50
Combat Results Table Sheets (2)	\$0.50
Conference maps, showing map in continental and transoceanic positions	
Set of five	\$1.00
Errata Sheet	\$0.50

Order all replacement parts from:  
 Simulations Publications Inc.  
 44 East 23rd Street  
 New York, N.Y. 10010

In future issues of MOVES we will present gamer's reports on the flow of some Strategy I games, various articles on redesigning it, and perhaps some simply scenarios not using a full map that may be easily and quickly played.

In future columns we also hope to bring you corrections for Phalanx, redesigned situations, ways to simplify all of the Tactical Games series, plus Design information and computations used in 1812 and Franco-Prussian War.

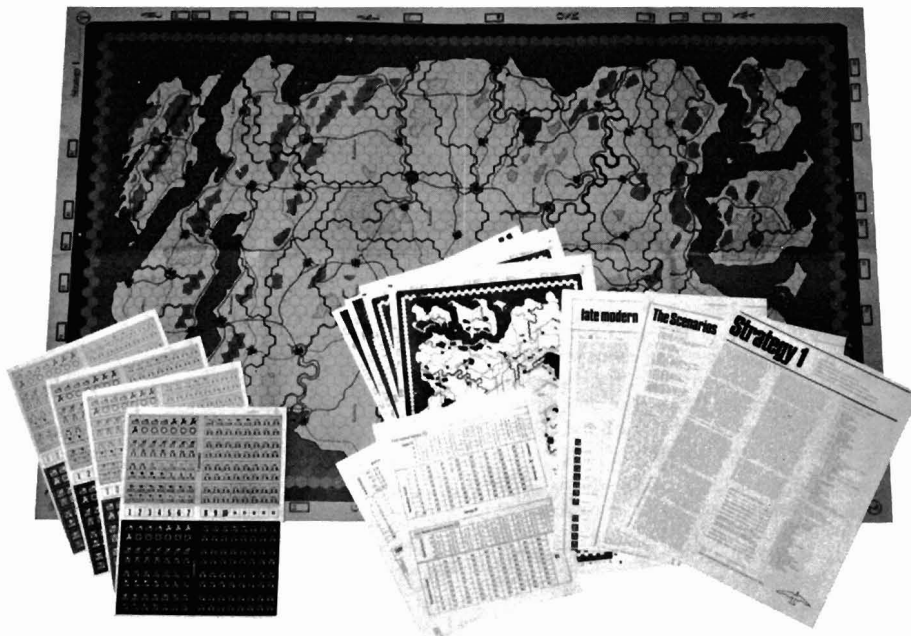


# Strategy I

## Strategic Warfare: 350 B.C. to 1984

**Strategy 1** is more than a game. It is a game designer's workshop. The 44 x 28" mapsheet is "geomorphic"; it can be fitted together 48 different ways. There are 1020 die-cut unit counters in eight colors. Seventeen scenarios cover all aspects of western warfare from Alexander the Great to World War Two, Neo-Colonial War and potential Nuclear Holocaust. Players can recreate changes in the dynamics of warfare through history. The rules are the largest and most complete yet written but their "modular" form allows players to select and combine them as they choose. Rule modules include, Taxation, Production, Leaders, Partisans, Guerillas, Drafts and Draft Riots, Diplomacy, Alliances, Air, Naval, and Submarine Forces, and even Plague and Disease (for medieval scenarios). The scope and variety of **Strategy 1** literally must be seen to be believed. Many concepts first developed for **Strategy 1** form the basis of later game systems. The game can be played by from two to eight players. In multi-player games, diplomacy and alliances play a critical role. Decisions on allocation of resources for production are also critical, particularly in the Late Modern (World War 1 - Future) scenarios. **Strategy 1** is available from Simulations Publications for \$10.

- Most complete set of rules in print.
- More than 1,000 unit counter plus . . .
- A huge 44"x28" geomorphic map and much more.



# Grouchy at Waterloo

by A. A. Nofi

Marshal Grouchy is one of the people in history who have assumed the role of scapegoat over the years. Historians of the Waterloo Campaign place much of the blame for Napoleon's defeat at Waterloo on his shoulders. The refrain goes something like, "If Grouchy had brought his troops to the support of Napoleon at Waterloo the outcome of the battle would have been changed." Perhaps. But one thing is clear: few of the works on the Battle of Waterloo ever bother to detail what it was that Grouchy was actually doing those fateful June days.

The Waterloo Campaign opened on 15 June 1815 when the first French troops began crossing the Sambre against sharp resistance from minor Prussian formations. Since Napoleon had "stolen a march" on both the Prussians and their Allies his army managed to get across in relatively good order and slept on the field the night of 15-16 June. That night Blucher, the Prussian commander, and Wellington, the Anglo-Allied commander, had their exhausted troops marching as best they could toward the French. [Note: In this article *Prussian* formations will be in *italics* for clarity.]

On 16 June two battles occurred, one at Quatre Bras and one a few miles to the east at Ligny. At Quatre Bras the outcome was basically a draw, with the Anglo-Allied forces left in possession of the field largely through French ineptitude. Ligny, however, was a decisive action. Nearly two-thirds of the Prussian army under Blucher, were soundly beaten, suffering about 30,000 casualties out of a force of no more than 85,000.

The broken, roadless terrain about Ligny, coupled with the lateness of the hour prevented an effective pursuit of the Prussians. Still, Napoleon sent I Cavalry Corps scouting northeast toward Namur along the Prussian line of communication. II Cavalry Corps was instructed to scout in the general direction of Gembloux, a possible alternative line of communication for the Prussians and a small force of cavalry was sent off toward Tilly to try to determine whether the Prussians had fallen back that way.

The respite given them by nightfall enabled the Prussians to recover their strength and cohesion somewhat. Blucher's chief of staff ordered the remnants of I and II Corps (c. 30,000 men) to withdraw towards Tilly while III Corps (c. 20,000 men) was to retreat towards Gembloux. Meanwhile, Bulow's IV Corps (c. 30,000 men and 88 guns) was marching up from Liege. This corps was the only undamaged element in the Prussian Army, having missed the Battle of Ligny. Early on 17 June the lead elements of IV Corps linked up with III Corps.

Bulow assumed command of III Corps and marched both formations towards Wavre on his own initiative. At 1020 this move was confirmed by Blucher. This was probably the single most important strategic decision made by the Allies in the Waterloo Campaign.

By retreating towards Wavre, Blucher abandoned his line of communication, cutting his ties with his base at Liege and his line of retreat back into Prussia. Though badly defeated, the

semi-senile, septuagenarian Blucher was willing to have another go at Napoleon rather than quit. By this decision he completely altered the strategic situation.

While Blucher was retreating, the French cavalry was beginning to report to Napoleon. All reports **seemed** to indicate that the Prussians were broken and falling back towards Prussia. The thousands of straggling troops jamming the roads towards Prussia seemed to confirm this conclusion and Napoleon therefore assumed it was true. To ensure the defeat of the Prussians he entrusted some 33,000 troops to Marshal Grouchy and ordered him to maintain a strong pursuit but to retain his freedom of movement. Since word from Quatre Bras indicated that the situation there was still inconclusive, Napoleon took the balance of his Right Wing with him—although inexplicably leaving one full division at St. Amand and marched to Quatre Bras. Grouchy was on his own.

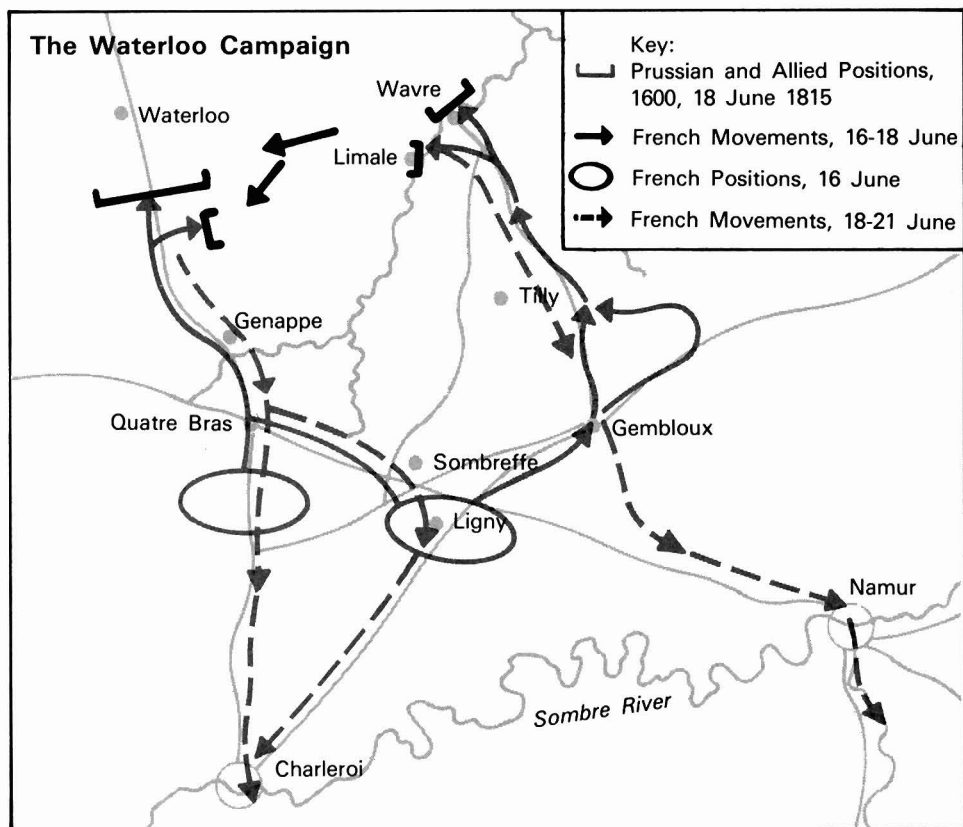
There were heavy rains all that day and these, combined with poor staff work resulted in the gradual loss of contact between Grouchy's cavalry patrols and the retreating Prussians. Attempts to re-establish contact were frustrated by the weather and by 1900 Grouchy gave up and bedded his troops down in the vicinity of Gembloux. Here he conveyed to Napoleon incorrect reports from his scouts that the Prussians had broken into two columns, one falling back on Liege and the other on Wavre. He indicated that he would pursue the larger, which appeared to be headed for Wavre. This evaluation of the situation was completely wrong. The **entire** Prussian Army was falling back on Wavre. The troops seen heading for

Liege were a large, disordered mass of stragglers. The situation was serious since the Prussians were reconcentrating but the French didn't know it.

Blucher reached Wavre with most of his army the night of 17-18 June, while Grouchy's troops slept. Early the next morning he ordered his forces, by now numbering around 80,000 men, to join Wellington's forces in the vicinity of Mont-St-Jean. The march was late in getting started because a massive traffic jam ensued which took hours to clear up.

Grouchy, meanwhile, delayed his morning orders and did not finally move out until 0730. With II Cavalry Corps scouting ahead and I Cavalry Corps covering his left and attempting to link up with Napoleon and the main body, he advanced on Wavre with his two infantry corps. Some historians have stated that Napoleon ordered Grouchy on this morning to fall on Wellington's flank if the opportunity presented itself. While there exists **no** evidence substantiating this order, it is reasonable to assume that, if it **was** issued, Napoleon expected Grouchy to recognize that his primary mission was to keep **between** Blucher and Wellington at all times. But this is precisely what Grouchy failed to do.

Advancing carefully but aggressively Grouchy's cavalry encountered and skirmished for about an hour with elements of Prussian **II Corps** below Wavre beginning about 0930. Prisoners revealed that Blucher was sending the bulk of the Prussian Army to join Wellington, and the commander of II Cavalry Corps immediately dispatched this unpleasant information to Grouchy. By this time Grouchy had reached





Walhain with III Corps and IV Corps was just a little behind. Settling down for lunch, the Marshal's mess was disturbed at 1130 by the sound of artillery fire coming from the direction of Mont-St.-Jean, about a dozen miles to the northwest. The commander of IV Corps and several other senior officers demanded that Grouchy immediately move to support Napoleon, who was obviously engaged in a major battle. Grouchy refused, pointing out that his orders required him to pursue the Prussians. Had he moved at this point he would probably have arrived on Napoleon's right flank about 1900 hours, just in time to fall on the Prussian *IV Corps* as it engaged Napoleon's troops near Placenoit and also in time to support the attack of the Old Guard. Undoubtedly, Grouchy could have influenced the course of the battle, but it is not necessarily the case that his arrival would have turned Waterloo into a French victory. The luncheon went on, only to be interrupted again at 1230 when the messenger from II Cavalry Corps finally arrived, having taken two hours to cover about six miles. He told Grouchy that the Prussians were preparing to fall on Napoleon's flank.

Grouchy immediately, and belatedly, moved into action. I Cavalry Corps was ordered to take the village of Limale followed by IV Corps, while III Corps marched for Wavre screened by II Cavalry Corps.

Holding the line of the Dyle River, between Limale and Wavre, was Prussian *III Corps* (c. 17,000). Fighting began at 1630, when II Cavalry Corps arrived in front on Wavre, closely followed by III Corps. The French cleared the near side of the river handily but got into a difficult position doing so. From the heights of the left bank Prussian batteries shot up the French badly. Although the Prussian defense was improvised it was highly effective. Ironically if the French had delayed a bit longer the Prussians would have been out of the position entirely, marching for Waterloo. Indeed, one brigade had already marched off, but had been replaced by a wayward brigade of *I Corps* which took up position in Limale.

Meanwhile, Blucher, by this time closer to Waterloo than to the action at Wavre, had a difficult time convincing his officers to continue to march to support Wellington. Fortunately for the Allies, he was successful. Unlike Grouchy, Blucher recognized what his primary mission was and did not permit secondary considerations to influence his judgement. Defeating Napoleon was far more important than the fate of one corps at Wavre.

While Blucher was making this decision, the situation along the Dyle grew heated and bloody. In a short time I and II Cavalry Corps and III Corps were hotly engaged and IV Corps was moving up rapidly, though because of a confusion in orders it was turning up at Wavre rather than Limale. At 1700 Grouchy finally received orders from Napoleon to assist the main body at Waterloo. Ordering III Corps and II Cavalry Corps to keep up the pressure at Wavre, Grouchy assembled IV Corps and marched for Limale, but not before wasting more time by making one final attempt to take Wavre.

At Limale I Cavalry Corps, supported by a cavalry division from IV Corps, had just succeeded in siezing the village at the charge when Grouchy arrived with the balance of IV Corps. The Prussians made a serious effort to retake the place but were repulsed by IV Corps

### Napoleon at Waterloo: Some Variant Scenarios or Marshal Grouchy to the Rescue?

If Grouchy had performed more competently at Waterloo he might have gone down as one of history's greatest "clutch players." This module enables players to modify SPI's *Napoleon at Waterloo* to include a burst of genius on Grouchy's part. Additional pieces needed for the modified game are shown in the Reinforcement Unit Chart. These may be made from blank counters or players may cannibalize a set of *NAW* counters and select units of equivalent strength. To use the secret "die roll" tables players should each tear up a small sheet of paper into six pieces, number the pieces 1 to 6 and select one from a container held by the opposing player. Each player should keep his number secret until the time comes when the results of it apply to the game.

"No Change", of course, indicates that the player in question must get along with his basic forces. For the French, this means the troops actually on the mapsheet, for the Allies this means the troops on the mapsheet *and* the regular contingent of Prussians arriving turn 2.

The outcomes which provide for a reduced or late arriving Prussian contingent, or no Prussian contingent at all, indicate merely that Marshal Grouchy has managed to hold the Prussians in place somewhere east of the main battle area. [Prussian outcomes 2, 3 and 4].

The outcomes which provide for increased Prussian contingents [Prussian outcomes 5 and 6] indicate that Grouchy was more incompetent than usual and managed to let all of the Prussians slip through his fingers.

French outcomes 4 and 5 provide for the possibility that Grouchy heeded General Gerard's demands that his corps be immediately dispatched to support Napoleon.

French outcome 6 indicates that the Marshal made the right choice and managed to come on with all his forces.

Obviously, the outcomes will occur in patterns, complementing each other. Thus if Prussian outcome 5 combines with French outcome 1 it means that Grouchy has managed to get himself totally lost. On the other hand, Prussian outcome 2 combined with French outcomes 4 or 5 mean that the Marshal has managed a brilliant holding action. And if combined with outcome 6 it means that he has proven to be one of the finest generals of the age.

#### Secret "Die Roll" Tables

##### Allies

1. No change.
2. No Prussian reinforcements arrive at any time.
3. Regular Prussian reinforcements arrive on turn 4, rather than turn 2.
4. Prussian reinforcements arrive on turn 2 but only one 5-4, one 4-4, one 3-5, and one 3-3.
5. Regular Prussian contingent arrives on turn 2 and additional reinforcements of one 5-4, one 4-4, one 3-5 and one 3-3 arrive on turn 4.
6. Regular Prussian contingent arrives on turn 2, and all additional Prussian reinforcements arrive turn 4.














##### French

1. No change
2. No change.
3. No change.
4. French Player receives on 5-4, two 4-4's, one 2-5, and one 3-3 turn 4.
5. French Player receives one 5-4, two 4-4's, one 2-5, and one 3-3 turn 4.
6. All French reinforcements shown on the Reinforcement Chart arrive turn 4.








All reinforcements arrive anywhere on the eastern edge of the mapsheet, not more than five hexes apart from each other. Reinforcements not taken in one turn may be taken in the next.

### REINFORCEMENT CHART

#### Additional French Units (under the command of Marshal Grouchy)

10  6-4	8  5-4	11  5-4	12  5-4
13  4-4	14  4-4	21  2-4	
9  2-5	10  2-5	4  1-5	7  1-5
III  3-3	IV  3-3		

#### Additional Prussian Units (remnants of the 1st, 2nd and 3rd Prussian Corps)

 5-4	 5-4	 4-4	 4-4
 3-5	 3-5		
 3-3			



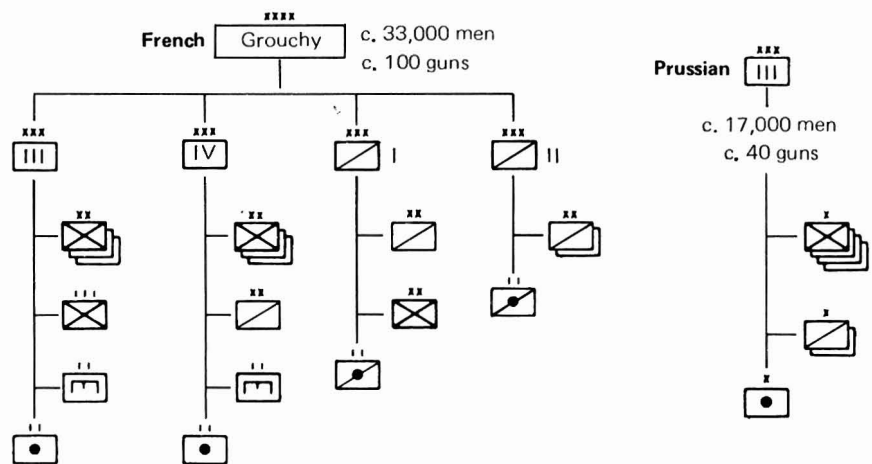
and the fighting died down shortly after the French seized a major ridge a few hundred yards west of the town at about 2300.

The next morning Grouchy renewed the battle and Prussian III Corps was soundly beaten. But then it was too late, Grouchy learned the results of Waterloo at 1030. Rejecting a preposterous suggestion that he fall on the Allied rear he decided to retreat through Namur.

Masterfully breaking off action at Limale and Wavre, Grouchy carried Namur by 1600 and camped there for the night. Early on 20 June Prussian II Corps attacked but was repulsed. Later that same day, as his troops were evacuating the town, the Prussians renewed their attempt to destroy him but suffered some 1,500 casualties at the hands of the rearguard infantry division. Finding Grouchy too tough a nut to crack, the Prussians gave up and marched away to besiege some French frontier fortresses. The next morning he brought over 25,000 undefeated troops into Philippeville where, finding that the main army had already left, he paused only briefly.

Grouchy arrived at Soissons on 25 June and joined Marshal Soult in an attempt to save something from the wreck. Together they had some 55,000 troops and Grouchy assumed command on orders from Napoleon. Having no other choice he marched off towards Paris hotly pursued by Blucher's Prussians, now reduced to about 65,000 men. During this retreat Grouchy's troops engaged, and generally got the better of, the Prussians in a handful of small battles. On 29 June Grouchy's army marched into Paris. ●●

## Order of Battle The Battles of Wavre and Limale 18 June 1815



This outline order of battle represents Grouchy's command throughout the period from 17 June, when Napoleon assigned him the task of pursuing the Prussians, through 25 June, when he joined his forces with those of Soult at Soissons. For the Prussians only the corps actually engaged at Wavre and Limale are noted. Normally a French corps had a

cavalry division attached but in the case of III Corps this was missing. Similarly, I Cavalry ought to have had two cavalry divisions, but instead had one only plus a stray division from another corps.

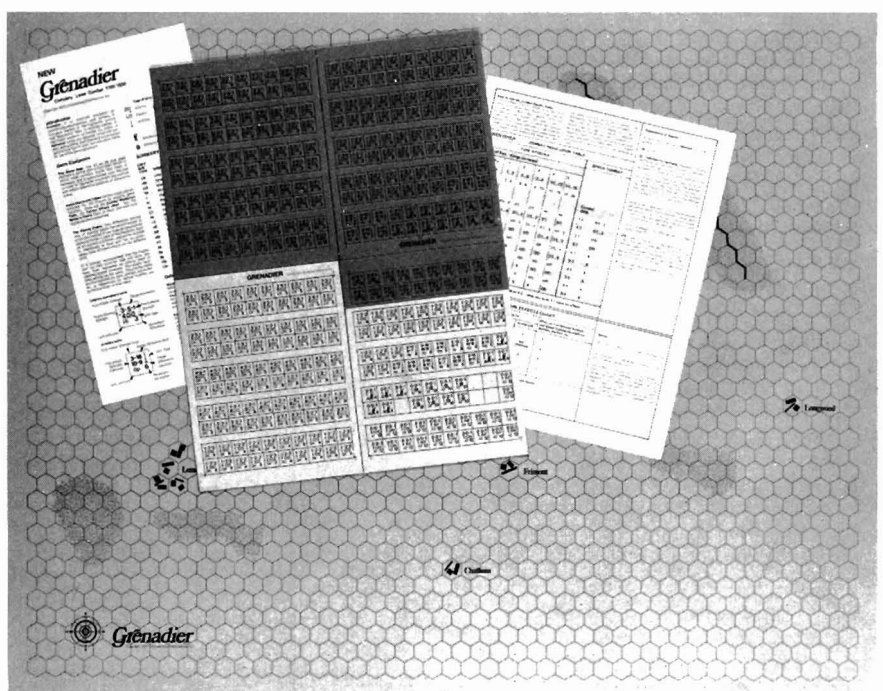
A Prussian corps had no divisional structure, each brigade being almost as large as most French divisions.

# Grenadier

## Tactical Warfare: 1680-1850

**Grenadier** is a company / battery / squadron scale game of warfare in the period of the dominance of cannon and musket. The game depicts sixteen famous battles from the introduction of the bayonet to the invention of rifling. Because of the tactical scale of **Grenadier** some of the battles are represented by crucial segments, isolated and simulated. For example, the Battle of Waterloo (1815) is represented by the attack of Napoleon's Old Guard on the center of the British line. The Battle of the Pyramids (1798) is represented by the attack of the Mameluke cavalry on the most exposed French infantry. Several other battles such as Palo Alto (1846) from the Mexican War are covered entirely. Commanders represented include Marlborough, Frederick the Great, Napoleon, Ney, Wellington, and Zachary Taylor. Some of the 16 battles depicted in **Grenadier** are Blenheim, Austerlitz, Marengo, and Jena. Attacks are divided into fire (musket and cannon) and shock (bayonet and sabre) modes. There are nine types of infantry units, three cavalry and five artillery. **Grenadier's** combat resolution system depends less on chance (die rolls) than any game yet developed. Available from Simulations Publications for **\$6.00**.

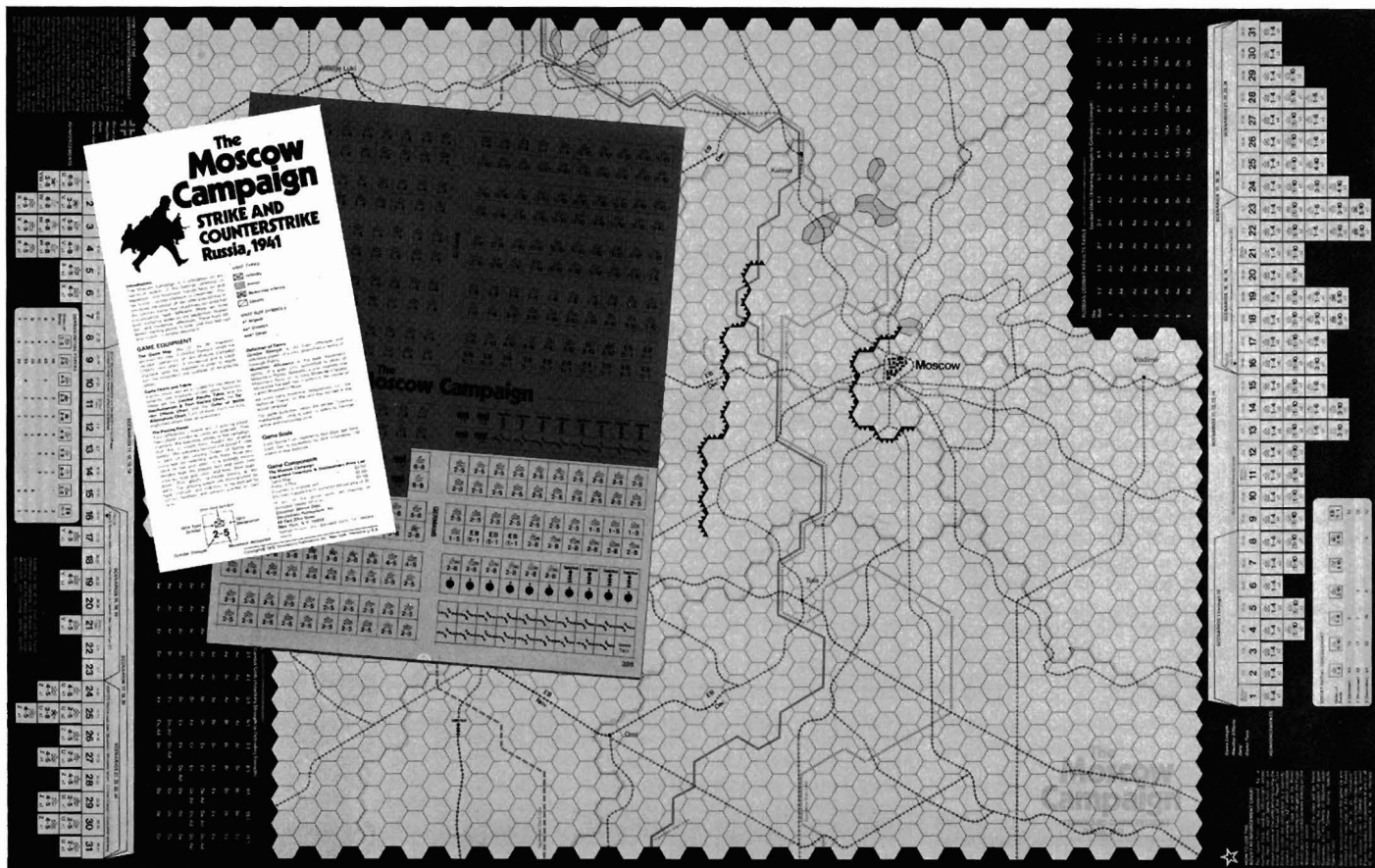
- Tactical game of musket-bayonet warfare.
- Sixteen famous battles are depicted . . .
- Covering warfare from Blenheim to Palo Alto.





# NEW! Moscow Campaign

- 24 Scenarios
- Extra-large 22" x 34" two color mapsheet
- 400 counters



In September, 1941, Army Group Center lashed out for Moscow, the capital of the Soviet Union and hub of the rail network for all of Central Russia. The ensuing campaign was one of the most desperate struggles of World War Two. As the Germans massacred Russian formations in October, the Soviets continued to pour fresh troops into the Moscow Front, including female ditch-diggers from the capital and reserves drawn from Eastern Siberia. By November, the Nazi armies were stalled — out of momentum and out of supply. In December, Stalin launched a Winter offensive to push the exhausted German armies out of Russia and end the war. Army Group Center was ordered by Hitler to "hold at all costs" and resisted bitterly. But the Wehrmacht suffered its first defeat and narrowly avoided collapse as it reeled away from Moscow. *The Moscow Campaign* simulates the ebb and flow of the Eastern Front during this massive struggle. It is based on extensive research and provides a detailed "feel" for East Front conditions.

Originally the SPI staff set out to revise *Battle of Moscow*, a previous *S&T* game

(*S&T* 24). But the revisions became so extensive that instead, an entirely new game was produced with far more detail and attention to historical accuracy. The two-color mapsheet for *The Moscow Campaign* focuses on the battlefield of Army Group Center from its jumping-off point west of Smolensk to its objective 160 kilometres east of Moscow. Scale is 9.6 kilometres to a hex, so the city of Moscow occupies a full three hexes. In addition, the complete rail net is shown and is critical to supply and transport of Soviet troops. Starting lines for various scenarios and a completely integrated Reinforcement/Game-Turn/Weather Chart are printed on the map and greatly simplify set-up and play. The simplicity of the basic "mechanics" enables players to use many unique rules without becoming bogged down in detail. *The Moscow Campaign* is based on Simulation's World War Two division-level game "system", but it is "customized" for the East Front 1941 situation by special features. For example, there are railroad units to transport Russian troops, "over-runs" at 10-1 odds, and two Combat Results Tables, one German, and

one Russian. Weather also plays a more crucial role than in most Simulations' games. There are three basic situations: October, November, and December. The first two cover the lunges of Army Group Center and the last is based on the Soviet Winter attack. There is also a campaign game which covers all three months. Within these basic situations Players may experiment with eight varying Orders of Battle that reflect historical "what-ifs". All in all, 24 different Scenarios are available in the game. The four hundred unit counters represent Soviet and German divisions that fought (or could have fought) in the Moscow campaign. The weakness of the Soviet units (most are 1-4's) reflects the difficulties of command and organization that the Red Army experienced at the start of the war. But the concentrated German strength is offset by the sheer mass of Soviet units, five lines of fortifications, and Russian replacements on the train from Vladivostok. The game becomes a tense race against winter and the burgeoning strength of the Red Army. *The Moscow Campaign* is available from Simulations Publications for \$6.00.



# Napoleon at Waterloo: The Bias Nobody Knows...

by Redmond A. Simonsen

*Napoleon at Waterloo* proved to be quite a popular game to play within the ranks of the SPI staff. For the first few months after it was published, you could walk into the offices virtually any time of the day and find a game of *NAW* in progress. Perhaps because it is such a refreshingly "clean," fast-playing game, the staff was especially attracted to it for their own enjoyment as contrasted to the more involved and complex games over which we slave in our daily work. Every staff member on the game development team has played *NAW* more than once and some of them play it to excess: I've played 40 or 50 times. Even Jim Dunnigan who almost *never* plays any games at all, played several games of *Napoleon at Waterloo*.

In the first edition of the game, the French Player had a virtual "lock" on victory. (The second edition is distinguished from the first by three principal changes: the defensive multiplier effect of Towns was reduced from three to two; artillery units were forced to suffer Combat Results just as any other unit when they were adjacent to the unit being attacked; and a 1-4 British infantry unit was added to the starting set-up in the Woods hex southwest of Hougomont.) The last two changes (and particularly the unit at Hougomont) had a startling effect on the play of the game: the balance swung in favor of the British. As the game now stands, the British do not have the "lock" that the French Player had in the first edition, but their fortunes have nonetheless been considerably brightened. The overall odds of winning a game are now about 60-40 in favor of the British.

But in spite of this built-in British bias, I constantly get indications from players that the game is unbalanced in favor of the French! Even some of our contributing editors seemed to feel that the British were easy pickings for a determined French attack. And then it occurred to me why many players were having difficulty winning with the British: a preconceived defensive attitude. Simply because the British are on the defensive "strategically," many players are limiting them to purely defensive *tactical* operations. This is precisely the wrong thing to do in *Napoleon at Waterloo*. The game-system and victory conditions favor the attacker. Any player who conducts a passive, hold-the-line defense is destined to lose.

Perhaps, it is that part of the French victory conditions which require them to exit seven units off the north edge of the map, which finally misleads so many otherwise good players. They become pre-occupied with blocking the passage of French units, and lose sight of the more important fact that if the British destroy 40 French Combat Points before the French do the same to them, then the British win and it doesn't matter if the French exit their whole army to the north. The key to British victory is really a question of attitude and nerve. The British must attack

vigorously and participate in a race with the French to see who can destroy the critical number of Combat Points first.

Now I realize that what you're reading is beginning to sound like "How to Enlarge Your Ego by Propounding Perfect Strategies," but truly all I'm attempting to convey is that the game is viable for the British. Mayhap a few numbers are in order to demonstrate my contention:

1. The French begin the game with a total strength of 89 Combat Points (and its all downhill from there). The British begin the game with 73 Combat Points. Not terribly disparate armies.

2. The average British unit has a strength of 4.05; the average French unit has a strength of 3.42. What this means is that the British units can concentrate their strength more easily than the French.

3. In the critical first move of the game, 45 French Combat Points (more than half of Napoleon's army) is unavailable for the assault: 15 Points are tied up annihilating the little 1-4 at Hougomont, and 30 Points simply can't reach the front. Because of this, the fact that the French move first actually becomes a *disadvantage*. Since only the British center and/or left wing can be engaged on the first game-Turn, the British have a wonderful opportunity to employ the resultant temporary, local superiority to launch a strong counterattack during their first Player Turn. Incidentally, *all* of the British army's strength is within striking range of the front during their first Player-turn, unless the French reverse direction and retreat

4. In the second British Player-turn, an injection of 34 Prussian Combat Strength Points is received. In all truth, however, the game is usually decided without the Prussians making any great impact (other than psychological) on the French. This is because of the time/space factors in the game and the likelihood that, if he has any sense, the French Player will be thrusting away from the Prussian advance. Most games of *NAW* are actually decided in these first two Game-Turns. Either the British will have broken the back of the French army or the French will have penetrated the British line and destroyed a sizeable number of Points. (Even if the latter is the case, the British can usually squeeze out a draw by careful playing.)

The elements to keep in mind when attempting to win with the British are:

(A) Attack vigorously and early. Oddly enough, a long game favors the French.

(B) Don't worry about the French driving around one of your major flanks: as long as individual units or groups are not surrounded, you're safe. Deal with Enemy units in your rear by destroying them rather than trying to

screen. In a few games I've played, the British and the French virtually exchanged starting positions by wheeling around one another.

(C) Don't worry about exposing a unit to a surrounded counterattack if by such exposure you can surround and destroy a French unit of similar size *before* you lose that unit. Since the British actually get the first chance to make a coherent attack, they have the edge in the race to build up the score of Enemy points destroyed. All you have to do is match the score being achieved by the French Player — but just be one Player-Turn ahead of him.

(D) Take almost any risk to destroy a French artillery unit. Loss of artillery will take the guts out of any major effort.

(E) Since the most natural path of attack for the French is in the center, it is often advisable for the British forces to part like a stage curtain and allow the French to so advance. The two strong British forces then grind away against the French flanks while holding the center with a light screen. This condition will only last about two Game Turns, but that is more than enough time to severely damage the French attack capability.

(F) Avoid placing Defending units adjacent to each other in the line. The most efficient deployment is an every-other-hex arrangement (G) Never lose sight of your basic objective: to destroy as quickly as possible the largest French units. Do not fall into the trap of attempting to hold the line simply to hang onto territory.

Of course there is no system which will work all the time and Players should maintain a certain degree of flexibility in the way they handle their forces. All that I've been attempting to indicate by the foregoing is a general approach towards effectively using the British army in *NAW*. The one thing which I'll be dogmatic about, however, is the essential truth that one cannot expect victory for the British if they are not used aggressively.

One final note: *Napoleon at Waterloo* is an excellent, challenging game. Experienced Players should not take a condescending attitude towards it simply because it is specifically designed as an "Introductory level" simulation. Copies of *NAW* are available for only a dollar... and it is a rare game which can deliver such a great amount of "play-value" at so low a price.



## Who Are YOU?

The customer isn't *always* right... especially when he forgets to include his name and address with his order! We've come across this problem a distressing number of times (particularly with Business Reply envelopes — people simply neglect to fill out the address block). Now we appreciate getting your money and everything, but we really *do* want to fulfill your order, so please include your name, address and Zip. It's good practice to put full address information on every sheet of paper you send us (*we're* not so perfect either). Do not rely upon the return address on the outside of your envelope... envelopes may get torn or schmeared when handled... "fail-safe" your order by putting your address on each sheet. Thanks!



# Playback

## READER REVIEWS

This is a new feature. Since the beginning of publishing about conflict simulations, magazines have relied on individuals or small groups of "review" games in much the same way that literary magazines review books. While individual articles sometimes show a sudden burst of "genius", there is a strong case that they tend to ignore the real "veterans" of "conflict simulations," the long-suffering players. Lately we realized that via S&T and MOVES feedback we were acquiring enough information to "let the people speak" for themselves. As with all our feedback features, this is designed to let our audience influence our policy. Whether or not "Playback" becomes a feature itself will also be determined by your responses to feedback questions in this MOVES.

We are using the following survey to develop our new way of reviewing games, a way that does not depend on the "expertise" or "taste" of a self-appointed arbiter but on the actual "play experience" of gamers. Besides the standardized, statistical responses there is a brief essay by someone involved in developing or playing the game. The games reviewed by this survey are PanzerBlitz, Diplomacy, Kursk, and Battle of Moscow.

For each game there are eleven questions (lettered "A" through "L"). Unless otherwise noted, these questions are answered with a "1" (poor) through "9" (excellent) rating.

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

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

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

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

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

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

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

Question H — What did you think of the amount of "set-up time" needed?

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

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

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

### Player Review: *PanzerBlitz*

Publisher: The Avalon Hill Company, Baltimore, Md.

Designer: James F. Dunnigan/Redmond A. Simonsen

Subject: Tactical, platoon and company level combat in Russia around 1944.

A - (mapsheet) . . . . .	7.66
B - (rules) . . . . .	7.21
C - (counters) . . . . .	8.30
D - (ease of play) . . . . .	6.71
E - (completeness) . . . . .	7.02
F - (balance) . . . . .	6.99
G - (length) . . . . .	7.44
H - (set-up) . . . . .	6.67
J - (complexity) . . . . .	7.23
K - (realism) . . . . .	6.66
L - (overall) . . . . .	7.41

Comments: With so many things going against it, it's difficult to determine just what factors make *PanzerBlitz* so popular. The title and subject make the game very popular. The graphic quality of the game components and the novel ideas that went into the game's design also helped. But, relatively speaking, players find the game anything but "easy" to play. The "complexity" level is well thought of so that probably mitigates the lack of "easy play." The same thing probably happened with the rules which, while clear, were "incomplete" if only because of their sheer complexity. Set up time is about average. The number of pieces is sometimes large, but again the game's components make this easier. Length is considered quite good. Finally, there is good realism in the game. Probably the key factor in the success of *PanzerBlitz* is the "module" approach. The boards are interchangeable as are the unit counters. The use of scenarios as well as the large possibility for experimentation probably are the factors that overcome what defects the game does have.

### Player Review: *Diplomacy*

Publisher: Games Research, Boston, Mass.

Designer: Allan Calhmer

Subject: Diplomatic and Military conflict in Europe circa 1900.

A - (mapsheet) . . . . .	7.52
B - (rules) . . . . .	6.56
C - (counters) . . . . .	6.38
D - (ease of play) . . . . .	7.68
E - (completeness) . . . . .	6.12
F - (balance) . . . . .	7.62
G - (length) . . . . .	5.63
H - (set-up) . . . . .	8.30
J - (complexity) . . . . .	7.17
K - (realism) . . . . .	4.98
L - (overall) . . . . .	7.47

Comments: *Diplomacy* has always been one of the most popular games among S&T subscribers. Interestingly its high over-all rating is an average of widely varying responses to different aspects of the game. It has the lowest rating (4.98 for "realism") and the highest (8.30 for "set-up") of these four games. It gets a low rating for "length" because to be properly played about 12 hours are needed. *Diplomacy* is basically a seven-player game, requiring extensive negotiation for the forming and breaking of alliances. Its "game system" is luck-free and easy to learn but totally lacks realism. The map is one of the finest now in production and gets a high rating. Avalon Hill should have looked at the *Diplomacy* map before printing *Origins of World War Two*. *Diplomacy* is an example of a game that develops fiercely loyal followers. It is, in fact, a whole sub-cult of the gaming world with its own clubs, zines etc. the special "in-group" nature of *Diplomacy* players probably accounts for much of its popularity.

### Player Review: *Kursk*

Publisher: Simulations Publications, New York City

Designer: James F. Dunnigan/Sterling Hart

Subject: Grand Tactical simulation of *Operation Zitadelle*, the last major German offensive in Russia.

A - (mapsheet) . . . . .	6.19
B - (rules) . . . . .	6.86
C - (counters) . . . . .	7.29
D - (ease of play) . . . . .	7.08
E - (completeness) . . . . .	7.21
F - (balance) . . . . .	7.21
G - (length) . . . . .	7.23
H - (set-up) . . . . .	6.13
J - (complexity) . . . . .	6.97
K - (realism) . . . . .	7.05
L - (overall) . . . . .	7.15

Comments: One could hardly pick a more obscure title than "*Kursk*". All the same it is a good-selling and well-received game. It has served as a basis for a constantly expanding series of games on World War Two divisional level combat. The map receives only a fair rating because many people prefer the three-color mounted format to SPI's cardstock. For a game as complex as we considered *Kursk* to be, the rules, balance, and game length were unusually well received. Set-up has the lowest rating but this is probably inevitable with so many units. *Kursk* does include set-up maps to speed the game under way. *Kursk* is the most highly rated of these games for "realism" as the nature of the system really does reproduce the snaking battles in the fortified zones on the Eastern Front.

### Player Review: *Battle of Moscow*

Publisher: Simulations Publications, New York City

Designer: Dave Williams

Subject: German attempt to take Moscow Oct-Dec. 1941

A - (mapsheet) . . . . .	5.85
B - (rules) . . . . .	6.58
C - (counters) . . . . .	4.77
D - (ease of play) . . . . .	6.91
E - (completeness) . . . . .	6.90
F - (balance) . . . . .	6.80
G - (length) . . . . .	7.00
H - (set-up) . . . . .	6.51
J - (complexity) . . . . .	6.79
K - (realism) . . . . .	6.70
L - (overall) . . . . .	6.79

Comments: *Battle of Moscow*, which originally appeared in S&T #24, is one of the first generation Simulations Publications games. Its components, while good for the time are not up to SPI's current standards. Certain errors in Orders of Battle and other aspects of the game caused us to redesign it from scratch. Part of the difficulty of making the game had to do with the designer being unavailable much of the time. Counters receive the low rating they do because they were not die-cut but printed on a sheet which players had to paste down and cut out themselves. Overall the rules, balance, length, set-up and other "systemic" game components were well received. The dramatic popularity of the title accounts for some of this since if you're really interested in a game you read the rules more carefully and underestimate things like difficulty of set-up. *Battle of Moscow* was a decent game for its time but SPI's new game *The Moscow Campaign* makes it more a collector's item than anything else.



## DESIGNER'S NOTES

(continued from page 21)

weapon, now a rifle). The title of the game is misleading, for it covers not only the ("Blue & Grey") American Civil War but also the Franco-Prussian war as well as numerous other "minor" conflicts during the period. The third game in this series is *Soldiers*, which is announced in this issue of *MOVES*.

Another World War I game in the works is *The Battle of the Marne*. In other words, a division level game. Unlike 1918, *The Battle of the Marne* takes place out in the open. The only fortifications are those surrounding Paris, which are usually avoided by the Germans as they seek to cripple the Allied armies before they cave in the German position. The game contains various scenarios showing how the precarious German position could have been avoided. Given the proper conditions the Germans could have ended World War I in 1914 with a crushing victory over the Allied armies at the Marne.

In still another game, *Breakout & Pursuit*, it is the Germans who are again in the precarious position. The game begins in late July, 1944. The Allies are piled up in the Normandy beach head. The Germans are bled white from the attrition battles of June and July. Much of the German army in France, particularly less mobile infantry divisions, was still guarding other coastal areas against an expected second Allied invasion. In the historical scenario the Allies blast through the weakened German line and, if the Germans aren't careful, they'll be surrounded and destroyed by the stronger and more mobile Allied units. In this case the German's best chance is to make a fighting withdrawal to the fortified German border. The Allies, on the other hand, have an excellent chance of getting across the Rhine before the end of August. Other scenarios give the Germans a better chance. One allows the coast defense divisions to be placed in the Normandy front, thus making an Allied breakout much less of a sure thing. Another scenario assumes a better situation on the Eastern Front, thus allowing greater reinforcements for the west. The game is part of the *France 1940, Kursk, Battle of Stalingrad, Moscow Campaign* line.

Based on the success of *Flying Circus* we have decided to expand the tactical air game line. *Spitfire* will cover the period from 1939 to 1942 in Europe. While the game system is substantially the same as that used in *Flying Circus*, considerable modification took place to account for the changes in aircraft technology and tactics between 1918 and 1939. In *Spitfire* the planes are considerably faster. This is accounted for by changing the scale of the game. In *Flying Circus* each hex represented 60 meters horizontally and 302 meters vertically. In *Spitfire* the horizontal dimension is 136 meters and the vertical one 500. The effective range of 7.62mm machineguns was reduced from 480 meters to 300 because of the use of sturdier aircraft in 1939. Most importantly, however, there were the changes in tactics due to the sturdier construction of 1939 aircraft (as well as the greater amount of knowledge and experience). Maneuvers such as the snap roll, loop, wing over and half roll now became common. These tactical convolutions had to be built into the game. We've managed to do this successfully and have thus opened the way for a series of World War II tactical air games.

One of our most successful accomplishments of late is a strategic game on the American Revolution called (would you believe?) *American Revolution*. The situation provided a number of unique problems.

The game moves very fast and is quite simple. It's also quite realistic and historically accurate. We're all pretty enthusiastic about it. We've learned a lot about the American Revolution just doing the game.

### MOVES FEEDBACK

RANK	ARTICLE	RATING
1	The Zulu War	7.18
2	Combat Results and Tactical Games	6.81
3	Manpower in World War I	6.73
4	Bias for Better Balance	6.67
5	Rebuttal: Redmond A. Simonsen	6.46
6	Afterword: James F. Dunnigan	6.39
7	{ Why Are So Many Told So Little About So Much?	6.17
8	Solitaire Wargaming	6.15
9	{ Game Design - A Debate {series of articles as a whole)	6.03
10	Pass in Review -	6.00
11	Designer's Notes	5.99
12	Rebuttal: Lou Zocchi	5.98
13	1940 Revision	5.95
14	The Rommel Syndrome: Stephen B. Patrick	5.76
15	Rebuttal: Dave Williams	5.70
16	Rebuttal: Al Nofi	5.69
17	Rebuttal: Robert Champer	5.43
18	Rebuttal: John Young	5.25
19	Introduction to Advanced Napoleonics	4.61
<b>OVERALL</b>		<b>6.44</b>

These feedback results by themselves will mean much more when we can compare them to the results for *MOVES 2* and *3*. Reading the mail, however (we *do* read the mail), leaves us with the strong impression that our best bet is to follow up strongly with many "game design" and game oriented articles which stick to the "nuts and bolts" aspects. This may be belaboring the obvious. But we do see such things and *MOVES* has been improved considerably because of it. Comparisons between *MOVES* subscribers and *S&T* subscribers show little besides *MOVES* people being a little older and better educated than the usual *S&T* subscriber (which is already a high standard). It appears that *MOVES* will eventually have at least 25% of *S&T*'s subscribers. Which means some 5,000 *MOVES* subscribers by the end of the year. Right now we have 2,400. On the Feedback for *MOVES 1* only 27% felt *MOVES* was all they expected it to be. Another 20% thought it wasn't what they expected it to be while 53% simply weren't sure yet. Hopefully, we've now given those who are doubtful good reason to say yes.



# Feedback

Moves nr.3 published June 1972

*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 and opinions on the Feedback Response Card. The most convenient way to use the card is to hold it directly alongside the list of questions and then write your answer-number in the response-box on the card which corresponds to the question number. Please be sure your answer numbers are legible, and be certain that the numbers of the response-box matches the number of the question you are answering.

Please be sure to answer *all* the questions asked. Cards which are incompletely filled out cannot be processed. When a question-number has "no question" after it, *do not* write anything in that particular response-box.

*What the Numbers Mean:* Generally speaking, there are two types of questions asked in the Feedback section: (1) Rating questions and (2) "yes/no/no opinion" type questions.

*Rating Questions:* When answering a rating question (such as what you thought of a particular article in this issue) write one number from "0" through "9": "1" is the WORST RATING, "9" is the BEST rating, "5" means an AVERAGE rating, and all numbers between express various shades of approval or disapproval. "0" indicates NO OPINION or NOT APPLICABLE.

*Yes/No Questions:* When the question is a "yes or no" question "1" means YES; "2" means NO (and "0" means NO OPINION or NOT APPLICABLE).

We hope you will us your Feedback Response Card as your direct-line to the editors.

### QUESTIONS

- 1 — no question
- 2 — no question
- 3 — no question

Questions 4-16 ask you to rate the articles in this issue. [0 = no opinion, 1 = poor ... 9 = excellent]

- 4 — Designer's Notes
- 5 — Game Profile: *Leipzig*
- 6 — Tac Series Battles: *Bicocca*
- 7 — Advanced Withdrawal
- 8 — A Compendium of Wargame Publications
- 9 — Summer of '43, a *Kursk* revision
- 10 — Cardboard Weapons
- 11 — Game Errata: *Strategy 1*
- 12 — Grouchy at Waterloo
- 13 — The Bias Nobody Knows
- 14 — PLAYBACK
- 15 — FEEDBACK
- 16 — This issue of *MOVES* (overall)

Questions 17 to 27 ask you to rate the type of article you would like to see in future issues of *MOVES* on a scale of 1 to 9. 1 indicates you



never want to see that type of article in MOVES, 9 indicates that you want that type of article to appear as often as possible. 5 would indicate that you enjoy a given type of article but only occasionally.

17 — Historical Articles (such as Grouchy at Waterloo in this MOVES).

18 — Articles treating History in the context of a published game (such as the Game Profile on Leipzig in this issue).

19 — Articles integrating historical and game material with emphasis on the games.

20 — Articles strictly on games, optimum strategies, tactical peculiarities, things to watch for, etc.

21 — Articles offering rules revisions for published wargames (mainly Simulations and Avalon Hill titles).

22 — Articles on diplomatic-political conflict games; *Diplomacy*, *Origins of World War II*, etc.

23 — Articles discussing the design process and game theory, and tracing the evolution of a specific game from initial idea to finished product.

24 — Articles by an individual reviewing a game in the same way literary critics review books.

25 — Player reviews of games (game feedback) supplemented by brief blurbs by SPI staff (see PLAYBACK in this issue).

26 — Articles reviewing amateur games received by Simulations in the mail.

27 — Articles on news and events in the wargaming hobby; personalities, gossip, dates and location of wargame conventions, info about wargame clubs, etc.

*The following questions refer to A.A. Nofi's article, "The Battle of Bicocca" and to the proposed series of articles on tactical level games such as Renaissance of Infantry, Phalanx, Dark Ages, and Grenadier.*

28 — Did you find this article useful? IMPORTANT: If you have played or own *Renaissance of Infantry* answer 1 for yes, 2 for no. If you have never seen *Renaissance of Infantry*, answer 8 if you found the article useful, 9 if you did not.

29 — How often should Tac Series articles appear in MOVES? 1 = every issue; 2 = every other issue; 3 = only once in a while; 4 = never.

30 — How do you feel about the balance of history and gaming that appeared in this article? 1 = too much history; 2 = good combination of both; 3 = too much "game" material

31 — In future articles when showing set-ups should we 1 = show only the printed map as published; 2 = create a new map to cover the scenario; 3 = do both as we did in this issue of MOVES.

*The following questions refer to the Game Profile: Leipzig.*

32 — Have you enjoyed the Game Profiles on *The Battle of Stalingrad* (MOVES 2) and *Leipzig*? 1 = yes; 2 = no.

33 — Would you like to see this type of article continue as a regular feature? (i.e. a Game Profile in every issue of MOVES) 1 = yes; 2 = no.

34 — Do you prefer the treatment of history with reference to a game (as in *Leipzig*), or treatment of a game with asides about history (as in *Battle of Stalingrad*)? 1 = prefer *Leipzig* type Game Profile; 2 = prefer *Battle of Stalingrad* type Game Profile; 3 = want MOVES to alternate varying mixes of history and game material in Game Profiles rather than sticking to a formula.

#### FEEDBACK on PLAYBACK

35 — How often do you want to see PLAYBACK in MOVES? 1 = every issue; 2 = every other issue; 3 = only once in a while; 4 = never.

*Questions 36-39 ask you to rate the four brief commentaries in the PLAYBACK section on a scale of "1" [useless] to "9" [very useful].*

36 — Comments on *PanzerBlitz*

37 — Comments on *Diplomacy*

38 — Comments on *Kursk*

39 — Comments on *Battle of Moscow*

#### *Mirror, Mirror on the Wall Department*

40 — is MOVES improving from issue to issue? 1 = Yes, MOVES is continually raising the high standards begun with MOVES #1. I plan to re-subscribe. 2 = Yes, MOVES is improving from the poor quality of the first issue. I will re-subscribe. 3 = No, MOVES is not improving, but it is maintaining a high standard of quality. I will re-subscribe. 4 = No, MOVES is not improving. It remains what it was from the first, a puerile farce. I will not re-subscribe.

41 — Do you find the Compendium of Wargame Publications useful? 1 = yes, 2 = no.

*Using the results of the following survey we will attempt to develop a new system of reviewing games. Basically, this system will rely on the responses of the people who have played the games. Added to these standardized results there will be a short essay by our own analysis people, which will attempt to shed some light on these numbers.*

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

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

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

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

*Question D — What did you think of the game's "easy of play" [how well the game "moved along"]?*

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

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

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

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

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

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

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

*Question M — Would you still have bought this game if you knew then what you know now about it [1 = Yes, 2 = No].*

*Question N — do you think you received your money's worth with this game [1 = yes; 2 = No].*

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

#### Dunkirk (Guidon)

42-Question A (mapsheet)

43-Question B (rules)

44-Question C (counters)

45-Question D (ease of play)

46-Question E (completeness of rules)

47-Question F (balance)

48-Question G (length)

49-Question H (set-up time)

50-Question J (complexity)

51-Question K (realism)

52-Question L (overall)

53-Question M (then & now)

(yes or no only)

54-Question N (money's worth)

(yes or no only)

#### France 1940 (Avalon Hill)

55-Question A (mapsheet)

56-Question B (rules)

57-Question C (counters)

58-Question D (ease of play)

59-Question E (completeness of rules)

60-Question F (balance)

61-Question G (length)

62-Question H (set-up time)

63-Question J (complexity)

64-Question K (realism)

65-Question L (overall)

66-Question M (then & now)

(yes or no only)

67-Question N (money's worth)

(yes or no only)

#### Origins of World War II (Avalon Hill)

68-Question A (mapsheet)

69-Question B (rules)

70-Question C (counters)

71-Question D (ease of play)

72-Question E (completeness of rules)

73-Question F (balance)

74-Question G (length)

75-Question H (set-up time)

76-Question J (complexity)

77-Question K (realism)

78-Question L (overall)

79-Question M (then & now)

(yes or no only)

80-Question N (Money's worth)

(yes or no only)



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# Kursk

## Operation Zitadelle, 4 July 1943

The destruction of the German Sixth Army at Stalingrad decided that the Nazis wouldn't win the War in the East; the disastrous offensive at Kursk decided they would lose it. In the Spring of 1943, the Germans prepared **Operation Zitadelle**, their last major offensive in Russia. The Russians also prepared, fortifying the most vulnerable sector of their front, the Kursk salient, with tank traps, minefields, and a massive concentration of armor and infantry. The Germans knew this and decided to gamble. But they waited, and kept waiting, while Soviet strength built up faster than their own. Kursk provides six varying Orders of Battle so that players can launch the German offensive in May, June, or July against the increasingly powerful and dug-in Soviets. Or the Germans may choose to wait for a Soviet offensive and fight a mobile, defensive battle. The die-cut counters in Kursk represent German divisions and Soviet Corps; each hex equals ten miles, and Game-Turns are two days of combat. Air units are included, and motorized units use a dual Movement Phase system. Kursk was a breakthrough in game design; the parent of **France '40** and the new **Battle of Stalingrad**. Available from Simulations Publications for **\$6.00**.

- Grand-tactical game of 1943 in Russia.
- Complete rules for tactical air support.
- Pioneered our basic WWII combat system.

