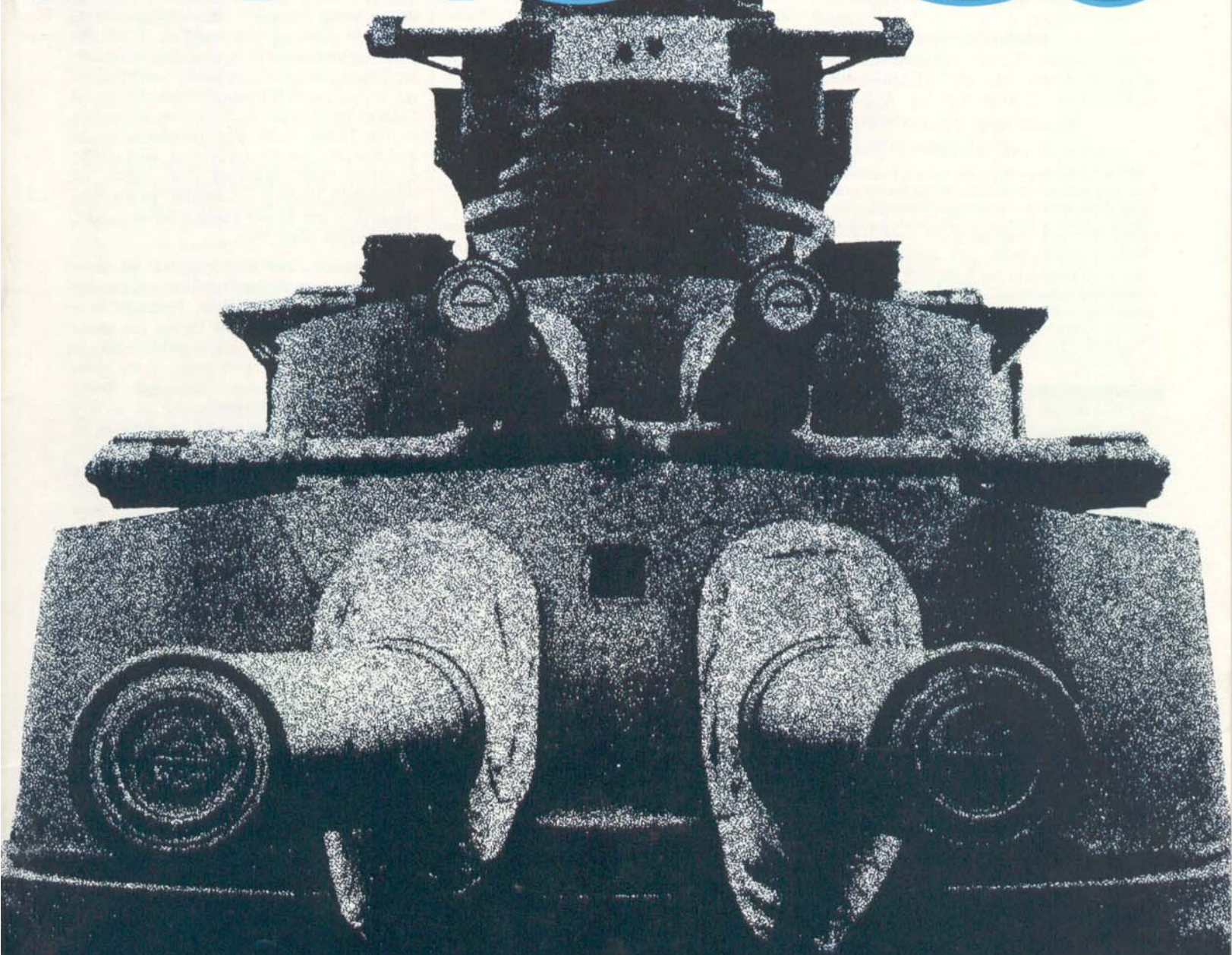


ANAS

Conflict
Simulation
Theory and
Technique



DREADNOUGHT

Super Campaign Game plus Jutland Comparison



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Designer's Notes

GAMES IN PROGRESS

[Please do not order these games in advance of announcement of their availability in *S&T*.]

There will be a larger-than-usual number of games being published this April and May, and from widely differing periods. From the contemporary era will be *FireFight*, a squad-level game emphasizing infantry operations in the U.S. and Russian Armies. Going all the way back to the 17th Century, there will be the *Thirty Years War QuadriGame*. In addition, the game in Issue 54 of *S&T* will be a fifth Folio covering the battle of Breitenfeld. Right in the middle, there will be the first of our Power Politics Series games, the *Russian Civil War*.

The *Russian Civil War* was one of those games that worked the first time out, putting us way ahead of schedule. Partially as a result of this, we started taking the game apart and putting it back together again in order to experiment with many of the ideas that the game system generated. Being basically a multi-Player game of a very chaotic conflict, there were a lot of things we wanted to build into the game. Basically, the combat units pop up in provinces; the more populous a province, the more combat units are going to rise up there. In addition, most provinces either have Reds, Whites or Greens appearing there to the exclusion of the other types. The combat units by themselves do not move; they are moved by the leaders. Leadership was very critical in the Russian Civil War. All of the major Red and White leaders are here, including Lenin, Trotsky, Wrangle, Deniken, Kolchak, and even such relatively low-ranked leaders as Bela-Kun and Stalin. The "armored trains" are built into this leadership movement system. It is not just the leaders that are represented by the leader counters, but also their entourage and cadres that were used to stiffen the combat units under their command. Losses from non-combat causes, which accounted for 80% of the losses among combat troops, play an important part in the game. Generally referred to as "plague" (although plague was not prevalent, it was primarily disease, starvation and exposure). Units are constantly being wiped out in a random fashion. The leaders, of course, are less affected by the "plague" effects if only because they could afford to take better care of themselves. Leaders were, unfortunately, more vulnerable to assassination and there are rules in the game for assassinations of other Player's leaders. Another problem you had to worry about was purges, especially among the Reds. If one Player gets too strong, the other Red Players will simply get together and conduct a purge. Of course,

they can be counter-purged and this whole purge procedure can, and usually does stop the game right in its tracks until the dust settles. Combat itself is rather simple. You attack just about whatever is in the same province as you are. Players also have to worry about foreign intervention by Japanese, Americans, French and British, and then there is always the Imperial Russian gold reserve and the Czar's family wandering around in Siberia. The game begins in the summer of 1918 with the German Army of Occupation still holding the line in Western Russia. Six Turns and thirty months later, the game grinds to a halt; not by fiat, but generally because replacements are cut off at that point, as a result of the 25 million casualties inflicted upon soldiers and civilians by the depredations of the war. It's going to be a very interesting game.

FireFight continues to roll along. The first stage is essentially finished as the basic play system is set. This involves a Direct Fire Phase and a Movement-Fire Phase. Unlike most of our games, in which one Player moves all of his units or fires all of his units before the second Player has a chance to move or shoot, *FireFight* has alternate unit

movement or alternate unit fire. This creates an illusion of simultaneity without recourse to extensive written plotting.

The units are based on individual vehicles and crews of the infantry/MG fireteam. The scale is three minutes per Turn, 50 meters per hex — approximately that of *Tank!* However, the game is *not* a modified *Tank* game. The way it is shaping up now, each unit will have its own unique Range Attenuation Table and the terrain effects will be more sensitive to different units. For example, an M113 (APC) will gain more benefit from a defilade position than an M60 (MBT).

The five-game *Thirty Years War QuadriGame* is now just about complete. The system, which is derived from the basic *NAW* system, is intact with very high marks for playability. Employing totally fluid, but active Zones of Control, a disruption result, instead of retreat, on the CRT, and a significant role for individual leaders in both morale and combat, the system manages to quite accurately simulate the relative tactical inflexibility of the rigid formations used during the period. *Lutzen*, *Breitenfeld* and *Rocroi* were all fought on flat battlefields,

where these formations could be most efficaciously employed. A typical battle might see a succession of infantry vs. infantry slug-fests, alternating with artillery barrages and/or cavalry probes at the enemy center, with intermittent cavalry skirmishes on the flanks. Tense contests are the order of the day, as both sides seek to maintain a solid line and keep the flanks secure while retaining a substantial cavalry reserve to (hopefully) make the final decisive charge against the disrupted enemy infantry center, or, if things go badly, cover the retreat. *Nordlingen* and *Freiburg* were rougher battlefields, featuring a wider field of maneuver and troops really not all that well suited to take advantage. *Breitenfeld* will be published in *S&T 55*; the other four will be packaged as the *Thirty Years War QuadriGame*.

The *S&T 52* Feedback included a new series of games. The grand tactical games did very well, particularly the ones on Gettysburg and Waterloo. Since the Waterloo QuadriGame also did well, we decided to do Gettysburg. This game will be called *Terrible Swift Sword* — the three days of Gettysburg, and will be published in June. In *S&T 54*, we will have a series of Feedback questions proposing more games of this type, so this may be the beginning of a new series of games.

Terrible Swift Sword should be the ultimate grand tactical boardgame when it emerges in July. Using three maps, with a scale of approximately 120 yards to the hex, the units will be regimental-sized for infantry and cavalry, and individual batteries for artillery. That means there will be close to 600 combat units, along with the 75 or so commanders that we're now using. The map is one of the finest pieces of terrain research we have done; in fact, the terrain will be a revelation to those who have been playing the smaller versions of the battle.

The basic system is one of ranged weapons' fire and melee, as is found in most tactical games. In *TSS*, however, each regiment fires a particular weapon, Endfields or Springfield, Sharps carbines or rifles, perhaps the vaunted Spencer Repeaters, or even pistols! It is the characteristics of each weapon — for both offensive and defensive purposes — that differentiate the units. In addition, each infantry regiment will have to worry about formation, facing and ammunition supply, all in a system that has been remarkably dirt-free and easy to play. There will, in addition, be two types of leaders: officers and commanders, with the former having direct control over their individual troops, while the latter aid their junior counterparts. Each leader has been rated for his capabilities, and the best brigade can be ruined by an inferior officer. A dual-counter step-reduction system enables us to provide quasi-limited intelligence while taking combat losses in actual casualties! It's fun on a grand scale.

Also to be published in June is the *North Africa QuadriGame*, which is just entering

Russian Civil War Playtest Map



PROFILE:

MODERN BATTLES

Mukden

by Phil Kosnett

The *Modern Battles QuadriGame* system covers a lot of ground; few points are sacrificed for playability. And there are numerous tricks and quirks in the system, which add variety and realism. The CRT is novel and the artillery rules, simply fantastic.

Mukden is replete with special rules and weapons, with three entirely different scenarios. Two of the scenarios are pure blitzkrieg — in the first, the mechanized Soviets have to break the Chinese infantry line, take Mukden, drive south, and fight off a powerful counterattack. In the second, the Soviets use artillery and airpower to pound hell out of Chinese infantry holding the city, then move in with powerful armored formations. The third scenario takes place after the city has fallen; Chinese partisans descend from the hills and blow up bridges and airfields while the Soviet garrison balances defense with attacks on the hill bases. The scenarios show both sides' weak and strong points; the differences between a small, powerful force and a huge army of rather weak cannon fodder.

The Map shows the large city of Mukden (Shenyang), a crucial Manchurian road nexus. There are 49 hexes in Mukden, which is an awful lot of room for street fighting. Three rivers help slow the Soviet advance, and allow Chinese gunboats to operate. There are groves, woods and lots of mountains, all of which cost more MP's for the Soviets. (Leg infantry, which is almost all Chinese, pays 1 MP for all terrain.) South of the city, there is a huge, open plain, broken only by a two-hex town, an area simply wonderful for deployment of armor.

The Counters are tan for the Soviet and light green for the Chinese; instead of unit symbols, silhouettes are used. Even for infantry.

The Units are mostly infantry (mechanized and leg), armor, and artillery. Non-artillery units have Attack, Defense and Movement Allowances. Artillery units have bombardment, Final Protective Fire, Range, Defense and Movement Allowances. Bombardment is simply Attack Strength; FPF is added to the Defense Strength of a unit being attacked. FPF represents the ability of modern units to call in fire in front of their positions. Defense Strength is used only when the artillery itself is being attacked; FPF cannot be used in such cases.

The Chinese have some unusual units: AT gun brigades halve the Attack Strengths of attacking tank units. Gunboats are artillery, except they must (obviously) stay in the rivers. Mortars are really just artillery pieces. There are no air units; instead, airpower points are deployed for attack and FPF without even a written notation. Since these are twelve hour Turns, it seems logical that there is no lag between calling for airpower and receiving it.

The CRT's are different. There are two, which are used interchangeably at the whim of the attacker. The "Mobile" Table consists almost entirely of retreat results, with a touch of *Ae* and *De* at the far ends. The "Active" Table is for use in gung-ho and desperation attacks. It is bloody, and full of exchanges. *Ax* results are like exchanges, except that the defender is not destroyed; he retreats. In *Mukden*, the Chinese will almost always use the Active Table, as they *can* win a battle of attrition. Also, the loss of a Soviet unit creates a gap in the line that will be hard to fill.

The Mechanics are based upon *Napoleon at Waterloo*. That means no voluntary movement out of a ZOC; all adjacent Enemy units must be attacked; all adjacent Friendly units must make attacks; and no stacking. *Mukden* is the only game in the series with supply rules. Chopping the Soviet supply line is a favorite Chinese move. It hurts, cutting Attack and Movement in half. Chinese armor suffers equally, but the infantry suffers only minor effects (and, naturally, leg infantry's movement is unaffected). Soviet paratroops (which are just everyday leg infantry) are considered to be in constant supply by airdrop.

The Guerrilla Rule is perhaps the key to the whole campaign. Indeed, it shows the big difference between Western and Eastern military thinking. Guerrillas are created whenever a Chinese infantry unit is destroyed (unless it is surrounded). Also, they may be intentionally created at the end of any Movement Phase. Guerrilla units all have a Strength of "0-2-0," regardless of the Strength the unit originally had. They are affected only by *De* and *Ex*, not retreat results. They exert 2 MP Zones of *Delay*, instead of ZOC's, and the effects of multiple ZOC's is cumulative. Slogging through a mass of guerrillas can be painfully slow.

Guerrillas emplaced on the Soviet supply line can easily win the game — if they can reach an important point without being zapped.

THE SCENARIOS

The Battle for Asia is the decisive battle of the campaign. The Soviets have broken through the border defenses into the heart of China. Militia and infantry must guard the city until the mobile reserve (along with the meager Air Force) come up to counterattack the powerful Soviet corps moving southward.

The Chinese set up three militia divisions and an infantry division, along with one AT gun, artillery and gunboats. [All units, except for Soviet infantry, are regiments or brigades. Soviet infantry units are battalions.] The Soviets start in the north with three tank regiments, three infantry battalions, and artillery. In addition, three parachute battalions make a drop; they suffer possible scatter, but not often enough to worry the Soviet Player. The best thing to do with them is to drop them in the rear, where they can hinder Chinese communications. It won't much hurt the infantry, but it might do something to the Chinese armor when it comes up. On the other hand, there's an awful lot of supply line to cover and the Soviets might be better off dropping near the front. The problem here is that they might scatter into the forests or on top of a Chinese unit (the latter being non-fatal, but distinctly uncomfortable). *Never* drop units in adjacent hexes; if they scatter into the same hex, one is destroyed. But those dropped too far apart will be cut off and destroyed. Paratroops are not decisive, anyway.

As the Soviet Player, you must play the ol' blitzkrieg. You have a lot of air support and lots of offensive artillery. Knock a hole in the line with you 4-2-12 armor and move fast. Remember that if you roll a *DR4*, you get to advance four. Use your 1-2-12 infantry to hold the flanks and protect the artillery. Watch for Chinese trying to sneak around behind you to cut your supply lines. If you're using the optional nuclear rules (which can do dangerous things to play balance) use a few on whatever part of the Chinese line you're not attacking, more to keep them busy than to inflict casualties. Incidentally, the rules don't specify whether or not Chinese units destroyed by nukes can form guerrilla units. [Yes, they can — Ed.] On Turn Two you get a much-needed infantry division,

which should help the offensive, especially the three 3-2-12 assault battalions. And on Turn Three, another division arrives, along with the corps artillery. Your problem isn't really shortage of units, it's lack of time. The Chinese keep coming in a never-ending stream of cannon fodder. You'll break through, but you'll have to take the city to destroy the threat to your line. Remember, too, that the Chinese reinforcements for the first four Turns can enter in the city. I've seen Players break through into the south, only to be caught between infantry mobilizing in the city and armor moving up from the south. *Watch your flanks!*

If everything goes according to plan (not that it ever does) you'll have taken almost everything north of the Hun-Ho River by the time the big Chinese armored force arrives on Turn Eight. The Victory Conditions say, in effect, move south as soon as you clear the city; there's an awful lot of ground to cover. If your paratroops have been doing something useful, they might be able to set up some kind of perimeter south of the Sha-Ho River. This force really might distract the Chinese armor. In any case, the Chinese should be forced to take to the offensive. The Chinese aren't really built for the offensive; they lack mobility. They *do* have Attack Strength. And the Soviet artillery has little FPF; those *Katyusha* rocket trucks aren't very accurate. Airpower FPF helps, but decreases steadily as the game continues. A small mobile reserve can smash any breakthrough (perhaps on the Active Table if necessary) while the artillery units can help keep the flanks secure by being placed in a line close behind the front. Artillery is fragile, but their ZOC's can delay the Enemy for a crucial Turn. Once a strong line or perimeter is formed, the Soviets can hold on forever... *if* they're supplied.

The Chinese face problems of their own, but there are good things happening. The Chinese must use the same tactics that the Soviets used in 1941; trade distance for time, fight hard when necessary and kill whenever there is a chance. Playing the Chinese commander takes a near total disregard for casualties. So be it; you have more than 100,000,000 militia. You're fighting a battle of attrition which you *cannot* lose.

Set up in a half-moon in the city. Your flanks will be safe due to the constricting terrain on the sides of the city. It is almost certain that the initial Soviet advance will come between the big "grove" [actually rice paddies] and the mountains. It might even be profitable to set up a militia outpost line in the northern suburbs of Su Etai Tzu and Wen K'uan T'un. It won't stop the revisionist dogs, but it could slow them seriously, especially if you get to form guerrillas. That could force them onto the Active Table, which will produce the exchange results you need. Exchanging a militia regiment for a tank regiment is something akin to a miracle. But it can happen if the Soviets are careless. You'll note that many armor buffs have a great disdain for infantry, and will do rash things with

their tanks, sending them far ahead into exposed positions. *Hit 'em!* Use that Active Table! Send that horde forward; you can afford exchanges. Every unit you kill creates a gap; every smashed tank regiment helps cripple his offensive. You get an infantry division every Turn starting on Turn Three, and your artillery, unlike his, has lots of FPF. Create guerrillas. You have two AT gun brigades; keep them together. You have one vehicle, the 2-3-9 cavalry unit. See if you can't do something diversionary, like raiding the artillery or the supply line. Don't forget to set up some sort of reserve to plug the gaps; unfortunately his speed means you have to guard long flanks. You'll probably have to do something about those paratroopers, too. Remember that an *Ex* leaves no Soviets, but there will be a guerrilla remnant of your force. Try to keep your artillery out of the line, but if a section is falling apart, plug it with a weak (expendable) artillery unit. If you hurt him, and he doesn't pull off a large envelopment, he'll still be north of the Hun-Ho river on Turn Eight when that fantastic counter-attack force comes on to blunt and thrust. At the least, that force will be able to form an impenetrable defensive line. That 3-2-9 armor and mech infantry is as good as anything he has except his three tank outfits. The extra artillery will help, too; the two Turns of airpower can cripple him. Remember that you are fighting over territorial objectives, not casualties. As long as you knock most of his units north of the river, nothing much matters. You have thirteen Turns to wear him down. Add it up: you have sixty units to his thirty-six. You have 152 Attack Strength Points and 127 Defense Strength Points (counting FPF for artillery). The Soviets have 88 Attack and 61 Defense Strength Points. The problem, of course, is that his average Movement Allowance is 10.58 and yours is 5.95. And he receives 116 Air Points to your 11. And the *big* problem is that he gets all his troops pretty much at the same time, while yours come in gradually.

This scenario requires aggressiveness by both Players. The Soviets must carry out a classic blitzkrieg operation across bad terrain with a vulnerable rear. The Chinese must launch savage local counterattacks and one big counteroffensive. The Soviets face a guerrilla infantry army with a history of tenacious defensive actions (admittedly those were mostly in mountainous terrain). The Chinese face a mechanized foe with powerful air support. The Battle for Asia is an exciting game, and a variable one. It is possibly the best scenario in the entire Modern Battles QuadriGame.

The Siege of Mukden looks at first glance to be dull. It isn't. If you change the names and nationalities you end up with a replay of Stalingrad, only better. The Soviets, with one tank and one mech division and lots of artillery and air, have ten Turns to take 80% of that huge city away from a force which starts with four infantry divisions and lots of

artillery and gradually receives two more infantry divisions, three militia divisions, AT guns, cavalry and lots more artillery. Again, the Soviets have the offensive strength to knock holes in the Chinese line. The Chinese have the ability to foul up Soviet plans with Active counterblows. The terrain helps both Players when defending. The Chinese *must* form a solid wall of guerrillas as soon as they have enough units, generally sometime around Turn Four. An arc through hexes 1915, 1813, 1713, 1412, 1212, 0914, and 0915, or thereabouts, will be short enough to protect most of the city; eight hexes are given up — but with a long line they'd soon be lost anyway. If the Soviets try a long flanking movement to attack from the south, you can just shuttle some units the three hexes from the north end of town. A good idea for the Chinese is to try to pin down as many units as possible, reducing the Soviets' mobility. If the Soviets take most of the city, but also take heavy casualties, you'll have to launch a counterattack with whatever mobile force you've maintained.

The Siege scenario is a lot like two powerful wrestlers grappling, trying to find a weak point to push the opponent off balance. Once one of them is down on the mat, the match is pretty close to finished.

Guerrilla scenario Victory Conditions changed a lot during playtesting, primarily because the Chinese seemed to lose a lot less often than they won. I still think the scenario is somewhat unbalanced.

A mechanized division and three tank regiments are the garrison for the mapboard, a rear area containing six airfields and eighteen bridges. Thirteen 1-1-3 militia brigades and two mortar units (Movement Allowance of nine) start in the mountains; their objective is to blow up bridges and airfields, and to interdict roads. The Soviets must guard the bridges and airfields and try to capture six militia headquarters. Arithmetic shows that the Soviets can't try a static defense, so they must try to pin down the Chinese with their ZOC's. The Chinese, however, ignore terrain Movement Point costs — they can dance around the road-bound Soviets with the same dexterity they showed in their Korean offensives.

The Chinese move first, starting in any mountain hex or non-road hex adjacent to mountains. Something like half of their units should guard the HQ's (clustered in two groups in the northeast and southeast) and the rest should move for the airfields. Airfields need only be moved through to be destroyed, while bridges must be sat upon for a Soviet Player-Turn. If a Soviet trundles up to the other hexside of the bridge, the demolition is stopped. Also, airfields are worth 8 points, bridges only 5. Once the airfields are destroyed (or rendered impregnable by Soviet physical occupation) you can turn your attention to the bridges. Naturally, all good opportunities should be taken; the four closely spaced bridges in the southeast corner are very nice targets and oft overlooked by the Soviets. Seldom should you enter a Soviet ZOC. You'll almost certainly

lose the unit. Your maneuverability in rough terrain will save you often. If forced to attack, use the Active Table. And use the guerrilla rule.

The Soviets would love to put a unit in every target hex, but simply cannot. If possible, try to keep units in areas with lots of targets, like the previously mentioned bridge concentration, and the one east of Hu Shin T'ai in the north. You'll certainly lose some

targets, but don't let it bother you. The key to victory lies in the partisan HQ's. They're spread out in such a way that they're easy to take. HQ's are worth fifteen points each, and in ten Turns you should be able to take at least four. Use your airpower. The Chinese artillery will probably be providing FPF for the HQ defenses, but with only 6 FPF Points, it won't be much of a threat. If you see a Chinese unit heading for a target and it's less

than 12 MP's away, get it. Pin it with your ZOC, try to surround and kill it. Then go on. I still believe that this scenario is unbalanced, but if the Soviet preserves his units, goes after the HQ's, and doesn't ignore the presence of the dastardly Chinese raiders in the rear, he has a chance. And because this scenario (unlike the others) is on a point system, you can always adjust it to your liking.

PROFILE: MODERN BATTLES

Wurzburg

by Frederick Georgian

Wurzburg is a fast, clean game, in which tactical finesse and strategic implications flourish. This article will concentrate on strategic analysis. The strategy rests on understanding the terrain and the direction of the attack.

The Advance to Contact scenario (16.1), is probably one of the most popular scenarios for a number of reasons — it allows both offense- and defense-minded play, and the Victory Conditions cause a direct head-on collision at Wurzburg. Two Players equally tactically competent will draw. To win, though, a Player must develop an edge by means of having a better strategic grasp.

The U.S. Player is the first Player to move. A typical first move is as follows: he advances his helicopter unit (2-3-2/1-30) to hex 0711 to cut the road leading to Wurzburg; his armor (3-3-12) advances to the extent of the Movement Allowance, i.e., to hexes 1116, 1216 and 1217 in order to occupy available Wurzburg city hexes; and his artillery unit (2-1-7/1-12) moves to a safe, central area, hex 1017.

A typical first turn for the Soviet Player is as follows: infantry (1-2-12) occupy hexes 1114, 1214 and 1315 of Wurzburg, and wheel to 0913, 1615 and 2217. His armor (3-2-12) attacks the U.S. helicopter unit from hex 0710, and the rest of his armor stands as reserve placed so that it is within range of the U.S. helicopter unit and all city hexes of Wurzburg.

With the advent of the U.S. Player's reinforcements, there is a strong inclination to attack those Soviet units in Wurzburg. Such a strategy is easily parried. The Soviet Player can simply counterattack with his armor reserve. Because the river prohibits retreats, those U.S. units which had crossed the river are easily eliminated. The same is also true for the Soviet Player. Direct attacks across the river are easily eliminated. Clearly such a direct approach is futile for both sides. What, then, is a better strategy?

THE INDIRECT APPROACH

The U.S. Player will attain success by following the indirect approach. The U.S. Player should follow the first turn approach as described above. On the Second Turn, the infantry units (2-3-12), which enter as reinforcements, should replace the armor at Wurzburg. This move is to strengthen the defense. All other available units, armor and infantry, are then free to attack in two prongs. One prong should start in the vicinity of town hex 0813 and should drive its attack to hex 1212. The other prong should clear the forest hexes surrounding hex 1516 and drive to hex 1412. The basic idea is to have two pincer attacks which avoid any attacks into Wurzburg and which meet at a point behind Wurzburg.

Such a plan of attack accomplishes the following. One: more than likely, the Soviet Player will sense that his units may become entrapped and will evacuate Wurzburg. By maneuvering the Soviet units out of the town, the U.S. Player can advance into the town without a fight. Two: if the Soviet units do not move out, they will become surrounded; at that point the U.S. Player can attack the Soviet units in Wurzburg from all sides and eliminate them. At this point, U.S. units may attack across the river with impunity because those units won't be vulnerable to a direct Soviet counterattack. A perimeter of U.S. units can temporarily absorb any Soviet counterattacks. Three: even if the U.S. Player does fail to clear Soviet units from Wurzburg, the U.S. Player has at least cut the roads leading to Wurzburg. Such a condition is sufficient to dent the Soviets victory.

The Soviet Player should also follow an indirect approach. He should realize that on the First Turn he has won the game *if* he can hold onto the city hexes of Wurzburg on his side of the river. His approach should follow these guidelines. First, do not let the geography around Wurzburg hypnotize you. The river just to the northwest of Wurzburg

seems like an ideal position to set up a defense, yet this is wrong. This right flank is actually depressed! Ideally, the Soviet right flank should be extended so that it can occupy the town hexes at 0314, 0514, 0715 and 0914. If the Soviet Player can extend his flank further, for example, into town hexes 0319, 0517 and 0715, so much the better. The crucial point is not to line up along the northwestern part of the river, because the Soviet units can be sniped off.

Second, the same strategy should be applied to the Soviet left flank. He should not remain on the town and rough hexes of 1513 and 1812, but, rather, should extend his flank to the forest area around hex 1516. If the Soviet Player can capture rough hex 1518, so much the better. Such a position is very strong defensively and as the game approaches the end, a Soviet unit may be able to pop out of the forest hexes and cut the road anywhere along 1217 to 1228.

Taking one careful look at the geography reveals that the U.S. Player has only one road to satisfy the necessary Victory Conditions. Because of this, the Soviet Player should go after that road. Every Turn an infantry unit should be sent across the Main River to occupy the road which originates in hex 0734. The Soviet infantry unit on hex 2217, which may look out of place, is actually on its way to perform a monumental service. Should the U.S. Player ignore this unit, the following route is what is intended. The next Turn that unit would advance via roads to hex 2024, and eventually to 1031. By sending Soviet units deep behind the U.S. front lines, the U.S. Player is faced with an alarming dilemma. Should he immediately divert his attention to crush this threat now while it's weak? Such a solution may mean that the Soviet Player would gain time to bolster his grip on Wurzburg. Perhaps the U.S. Player should concentrate first on clearing Wurzburg and then deal with his line of

communications. This solution may lead to a loss because the Soviets may have a sufficiently strong force to keep from being dislodged late in the game. By overloading the U.S. Player with such a dilemma, it may cause him to vacillate or balk in any action.

Soviet strategy is summarized thus: Because of terrain features, it is important for the Soviets to fight for and occupy the forest areas to the southwest and to the southeast of Wurzburg. This severely limits the avenue of attacks that the U.S. Player can mount against Wurzburg. Any U.S. units which advance into the Wurzburg hexes of 1114, 1214 and 1215, should be immediately attacked. These attacks more than likely will be successful, because the river prohibits units from retreating. The Soviet Player should send as many infantry units as possible upon wide flanking maneuvers from his left flank to cut the road which originates in 0734. Such a maneuver severely disrupts the ease with which the U.S. Player can rush reinforcements to the front and can also undermine any chances of a U.S. victory.

THE JAWBREAKER

The tactics revolving around Barrage Attacks and Final Protective Fire (FPF) are numerous. One favorite is presented below.

In the following case, the U.S. Player is employing the Jawbreaker; the accompanying figures illustrate this tactic. *Figure 1* shows a strong Soviet flank-to-front attack supported by artillery. Both the Soviet armor (3-2-12) and artillery (3-1-7/1-9) attack the U.S. infantry (2-3-12) at +2 differential. The result is "DI," and the Soviet armor advances after combat. Such an advance prohibits the remaining U.S. armor from retreating, by encircling it with Soviet Zones of Control; the situation resembles that of a pair of jaws closing in on a unit. The Soviet units have surrounded the U.S. armor unit (3-2-12) and are immediately able to attack it at +5 differential. However, the U.S. Player applies *en masse* his FPF (6 Strength Points) from his artillery as shown in *Figure 1*. As a result, instead of a +5 differential with a guaranteed U.S. unit loss, as the Soviet Player had planned, his attack is now a -1 differential. The result is an "A1," and all

attacking Soviet units must retreat one hex (*Figure 2*). The jaws of the Soviet attack have been broken. The U.S. unit does not advance. The nearby U.S. armor reserve (3-3-12) swings into action by encircling the isolated Soviet armor unit.

The flank-to-front attack is a very effective tactic, but, as shown, it can be countered by the Jawbreaker. As simple as the Jawbreaker may seem, there are some very important parts which must be coordinated perfectly. They are summarized below. One: save all artillery FPF for the most critical battle. In *Figure 1*, the U.S. Player could have used FPF to defeat the first attack on the U.S. infantry (2-3-12); however, such use would not have drawn the Soviet units into the trap. Furthermore, all available FPF was needed to insure the survival of the encircled U.S. unit. Two: the above step will prove fruitless unless you have a nearby mobile reserve with which to counterattack. Two armor units provide a sufficient reserve force. As soon as this attack is over, withdraw those two armor units so that they can be used for another Jawbreaker elsewhere!

Figure 1.

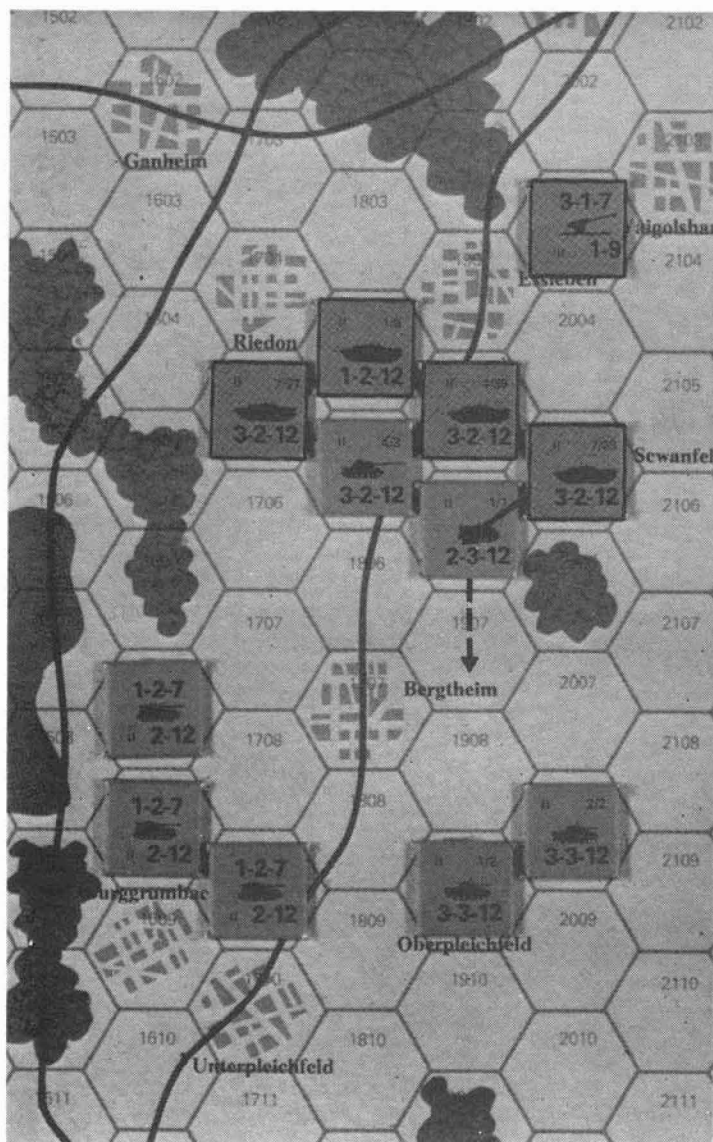
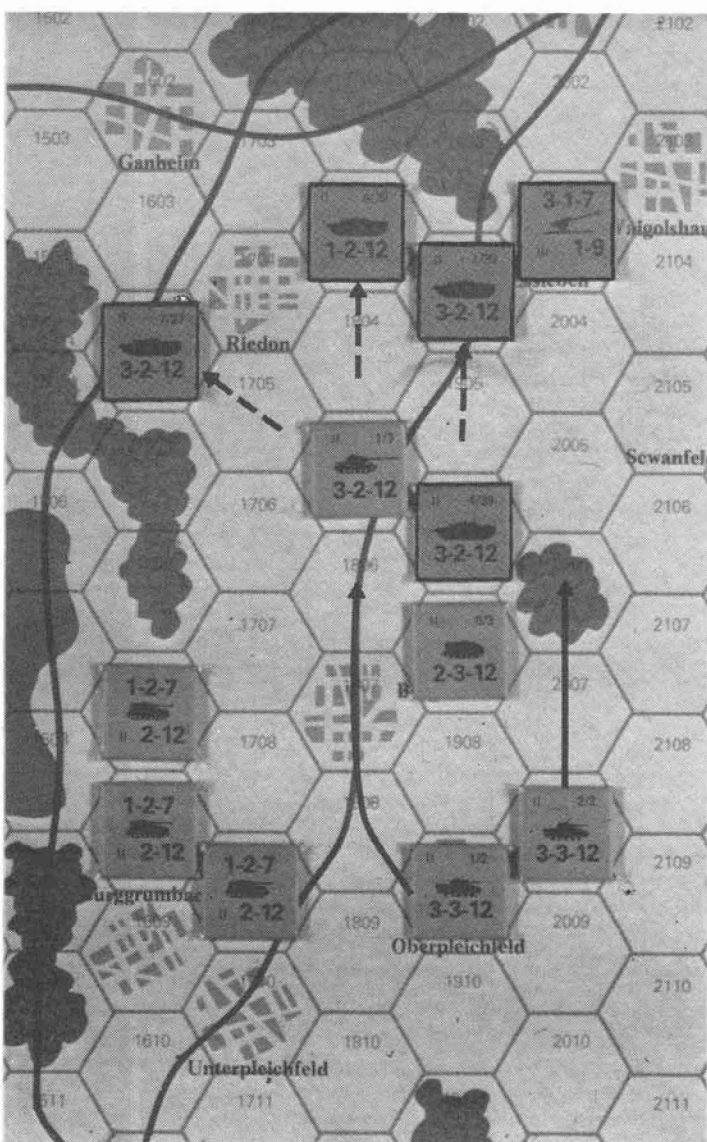


Figure 2.



PROFILE: MODERN BATTLES

Golan

by Jay Nelson

Golan, like all the games in the *Modern Battles QuadriGame*, is not simple. The interaction of Air Points and SAM units, coupled with the artillery rules and two separate doctrinal Combat Results Tables, makes the game characteristic of modern combined arms operations. These elements combine in *Golan* with unique Fortification rules and restrictions on the Syrian Player to accurately recreate the events on the Golan Heights in October of 1973.

Syrian forces in *Golan* have an overwhelming initial superiority, but are hampered by restrictive terrain and extremely tenacious defense, as well as very difficult "preliminary" Victory Conditions. Ultimately the Syrian game will hinge on meeting the requirements of the initial attack followed by a mobile defense against the inevitable Israeli counterattack. Israeli forces in Golan are aided by carefully-prepared defenses and heavy Air Support with which to spoil Syrian attacks. The Israeli Player must hold on in the initial Game-Turns, forcing as many Syrian losses as possible, and then conduct a methodical operation to attain his own Victory Conditions. This discussion will primarily concern itself with the Historical Scenario, briefly examining the military situation as it developed historically and as portrayed in the game.

On the afternoon of October 6, 1973, after a 55 minute artillery barrage, the combat elements of five Syrian Army divisions stormed across the Demilitarized Zone and anti-tank ditch which protects the Israeli-held areas of the Golan.

Facing the Syrians were the elements of two Israeli brigades holding a line over *thirty* miles long. Behind the Israeli forces were almost no immediate combat reserves. The Syrian main objectives were only fourteen miles away — the escarpment at the edge of the Golan. Syrian forces were well prepared, and equipped with new Soviet weapons. They were covered by an extensive umbrella of SAM weapons, which they hoped would provide an effective air umbrella with which to cover their advance. The Israeli forces were in familiar terrain; additionally, they had a considerable number of prepared defensive positions from which they had been trained to conduct anti-tank operations with aggressive confidence. The Syrians had committed themselves to a frontal assault against well-entrenched, defensively trained forces, while Syrian tactics and individual

resourcefulness did not measure up to those of their enemies.

As the attack developed, the Syrian forces in the north were decimated by the out-numbered Israeli defenders. Three-tank Israeli platoons destroyed 10 to 20 times their number from the positions in rough terrain they had so carefully prepared. In the south, the Syrians fared better, but there, too, effective Israeli delaying action resulted in the loss of large numbers of Syrian forces.

As Israeli forces were thrown into battle piecemeal, the tide began to turn. The Syrian advance in the south was stopped just short of Naffak (hex 0821), and the Israeli counter-attack reached the DMZ by October 10. In the south the Syrian forces were less badly mauled than their counterparts in the north, but withdrew against Israeli attacks. In the north, the decimated Syrian forces were pushed back to Sassa (hex 2804). There the Israeli forces once again went over to the defensive, and held against Jordanian counterattacks until October 22, when the war ended.

In the simulation of this event, the Syrian Player must attack decisively out of the Golan in the initial Turns. In this he is held to the Syrian plan in two ways: 1) he must use the very bloody "Active" CRT, on which the most disadvantageous results are *Ax's* (which calls for all defending forces to retreat and the attacker to lose Attack Strength Points equal to the defender's Defense Strength Points); and 2) he must capture three of the otherwise unimportant and difficult fortified hexes. The Syrian Player should divide his forces as follows: The Syrian forces which are deployed around hexes 2230 and 2823 represent the most mobile of the Syrian elements; the terrain which they should be committed to advance across is that from Rafid to Naffak; it is these units with which the Syrian Player should fulfill the requirements for westward advance as set forth in Case 19.42. The Syrian forces deployed around 1710 and 2014 represent the forces with which the requirements for capture of fortified hexes should be fulfilled. Any and all additional Syrian forces represent the reserves available to the Syrian Player and should be utilized for two things: 1) to advance into cleared areas in attempts to slow down the inevitable Israeli advance; and 2) hold for commitment, with the reinforcements received later in the game, to counter-attack against advancing Israeli forces.

Two distinct SAM umbrellas should be formed in relation to the main areas of combat. The first should go two to five hexes behind the DMZ and cover the Israeli defense zone in the Masada-Kunietra area, as well as attempting to provide cover for any advance on Naffak. The 2-15 SAM units are ideally suited for this purpose. The bulk of the longer-ranged SAM units should be deployed close enough to cover the DMZ, and far enough to the rear (as far as the 2900 hexrow) to avoid being overrun by any Israeli advance.

The mobile SAM units should be used to closely pursue the Syrian advance into the Golan, while heavily supporting the Syrian attacks. They are most valuable in the south where the advance will travel the farthest. Never advance them into a position where they may be overrun by Israeli units. In general, the Syrian attack should breach the Israeli line in three places: the 1307-1410 area, the 1613-1710 area, and the 2028-1830 area. The mobile forces in the south have the following main objectives: 1) the town of Naffak; 2) the aid of Syrian attacks on the Kunietra area; 3) the establishment of positions west of the 1200 hexrow; and 4) if possible, the exiting of one unit off the western mapedge. In accomplishing these objectives, the destruction of any Israeli units is tantamount to success, as is the occupation of Rafid. In the north, the gain of Kunietra and at least two fortified hexes is of considerable importance. Once these conditions are achieved, the Syrian Player should go over to the defensive where he stands and go for the Marginal Victory. Unless attacks are going extremely well, the Syrian Player should discontinue use of the Active Combat Results Table once the mandatory commitment is fulfilled.

Israeli initial deployment should seek two things: 1) blocking of roads and trails, and 2) occupation of advantageous terrain. Movement is limited by the nature of the terrain. The Israeli Player should use this to advantage by forcing Syrian units into the surrounding Mixed and Broken terrain. Israeli artillery should be placed where it best supports Israeli units in strong defensive positions. Two more questions face the Israeli Player in the opening game; the employment of reinforcements and the employment of Ground Support Points. Use reinforcements on the first Game-Turns to

stem the Syrian tide. When the opportunity presents itself, begin to concentrate into an attack force wherever the Syrians seem the most weakened. When your attack begins, support it with everything you have, but don't rush — you have over 20 Game-Turns in which to achieve your aims. Use your Ground Support as the Players' Notes suggest; i.e., only when you cannot afford to lose a specific battle. Use the Points early to squelch well-placed SAM units, and to foil the big Syrian attacks in your fortified and important crossroads positions. Tactically, do not allow the two Syrian attacks to link up and concentrate on Kunietra. Force the

Syrian Player to take losses early in the game by keeping as many attacks as possible below the +9 column, where there is always a chance that the Ax result will be rolled. This can be accomplished by judicious use of FPF and FPF Ground Support in the early going. Late in the game use the Air Power to aid your advance and to spoil Syrian counterattacks. While the gaining of Victory Points from SAM fire is important, only the most incompetent Israeli Player will let it become a major factor. The allocation of Ground Support Points should be geared to win battles on the ground; don't be squeamish about losses due to SAM fire as long as

Syrian Victory Points are low (5 or 6 per Turn). Ultimately, the Israeli victory hinges on an attack which should be stopped when victory in terms of Points is assured. Remember that any ground the Israeli forces take can be held through correct use of Ground Support Points.

The general course of a game of *Golan* will follow the development of the historical event accurately. Large Syrian forces will be repulsed in the early game by their outnumbered Israeli opponents. Then, as Israeli mobilization takes place, Syrian losses will find the Player who controls those forces hard pressed to stem the Israeli advance.

PROFILE: MODERN BATTLES

Chinese Farm

by Ed Curran

Chinese Farm is a simulation of the crucial battle of the Yom Kippur War. Victory here enabled the Israelis to cross the Suez Canal, thereby breaking the stalemate in the Sinai. The scale is operational: hexes are one mile across, Game-Turns represent twelve hours of real time, and the counters represent units ranging from company to brigade in size. The counters carry a silhouette of the main weapon type of the unit, the unit size, an historical designation, and a set of numbers giving the vital statistics concerning movement and combat. The map portrays the terrain over which the battle took place. The terrain types include sand, broken, rough, grove, towns and canals. There is also a road and trail network, which increases a unit's mobility. The dominant piece of terrain is the Great Bitter Lake, situated almost in the center of the map. It is an impenetrable barrier and reduces the canal crossing area to about a dozen hexes, all in the northwest corner of the map.

The game mechanics are moderately complex, but once assimilated, they become second nature. The game is played in consecutive Game-Turns. The Israelis receive Victory Points for territorial gains, while the Egyptians receive them for eliminating Israeli units. The Exclusive Rules govern the use of Israeli engineers, Egyptian artillery, Egyptian surface-to-air missiles and their suppression by Israeli airpower.

The Israeli Player is faced with three distinct, but overlapping tasks. The first is to clear a corridor to the canal for the engineers and their bridging equipment. This involves crushing the Egyptian right flank, which is conveniently hanging in the air and starts the game already outflanked by part of Sharon's Task Force. Success in the first step will be determined by the Israeli Player utilizing his

initial advantages to secure "The Triangle" (hexes 1809, 1810, 1910). Having accomplished this, the Israeli Player is ready for the next task. This involves the actual bridging of the canal by the engineers, thus permitting Sharon's, and later Adan's Task Forces to cross. To do this, the Israeli Player must maintain the corridor for Adan's Task Force and protect the engineers while they bridge the canal. It is at this point that the Egyptian Player is likely to try anything and everything in order to get at the engineers and their bridging equipment. To prevent mishap, the Israeli Player must push the Egyptians away from the engineers and toward Ismailia. At the same time, his infantry should cross the canal and maintain a bridgehead as deep and wide as possible. This will keep the Egyptians from establishing a line directly behind the Suez Canal. The last task facing the Israeli Player will be to break out of the bridgehead and exit at various points along the southern mapedge. This means slugging through a solid line and maintaining a line of communications for the exited units. At all three stages, the Israeli Player will find his airpower to be of invaluable service. More often than not, airpower will give the Israeli Player enough of an edge in any given combat, so that overall success is ensured. The Egyptian Player has two watchwords: *delay* and *containment*. He must delay the Israeli engineers as long as possible in order to gain time to establish a line behind the canal. When the Israeli does have a bridgehead, the Egyptian must contain it, preventing the Israelis from exiting the map. The problem is that these two goals are achieved by different and conflicting means. Delay of the engineers involves suicidal attacks toward "The Triangle" in order to pin the engineers or at least place Zones of Control over the road hexes. Units used for

this purpose rarely come back. On the other hand, the Egyptian Player needs strong units as part of his line containing the Israeli bridgehead. This places the Egyptian Player squarely on the horns of a dilemma. A fine balance must be struck between sacrifice and retreat. It is at this point that the Egyptian qualitative and quantitative artillery advantage will most affect the game. Proper allocation of artillery support will permit the use of infantry in the attack and will save the much stronger armor for later employment. When it comes to exerting a Zone of Control, a battalion of foot infantry is as effective as a brigade of heavy armor. The goal of containment also relies upon efficient use of the Egyptian artillery, both offensively and defensively. This is a head-to-head confrontation. It will be the Israeli armor and airpower against the Egyptian artillery and SAM's. The Egyptian Player must be able to launch vicious counterattacks to throw the Israelis back or even pick off some units which may have advanced too far. With the SAM's, he must make it too expensive for the Israeli airpower to operate.

In order to receive a clearer understanding of what has been discussed, the First Turn Israeli attack and Egyptian response will be used as an example. It will show the mechanical operation of the game, some tactical hints and is a critical point in the game for both sides. What follows is a possible opening Turn for Scenario II. It is not necessarily the optimum First Turn.

ISRAELI MOVEMENT, GAME-TURN ONE

Unit Type	Moves
Attacking 1-2-8 (1511). Res: D3	2022-1410
4-3-12	2123-1512 (adv. 1609)
4-3-12	SAM resolution: 2VP
Art: 4SP. Air: 5SP.	

Attacking 1-2-8 (1811). Res: *DI*
 4-3-12 2322-1712
 4-3-12 2309-1911
 4-3-12 2311-1912 (adv. 1811)

Attacking 1-2-8 (& 3SP FPF) (1908). Res: *DI*
 4-3-12 2306-1910
 4-3-12 2407-1909 (adv. 1809)
 Art: 1SP. Air: 1SP. SAM resolution: 0 VP

Attacking 1-2-8 (1801). Res: *DI*
 4-3-12 2303-1901 (adv. 1801)
 2-3-12 2804-1902

Attacking 1-2-8 (& 1SP FPF) (1803) Res: *BR*
 4-3-12 2404-1904 (retr. 2003)
 2-3-12 2903-1903 (retr. 2002)

Units Not Attacking
 2-3-12 2503-2005
 2-3-12 2506-2007
 2-3-12 2510-2110
 2-3-12 2222-1110
 1-1-12 2422-1113
 1-2-5/2-12 2607-2208
 2-1-7/2-12 2604-2109
 2-1-13/1-12 2907-2308

Commentary

The Israeli Player has turned the Egyptian right flank, eliminating two Egyptian units in the process. His recon company is in a position to slip across the canal and start overrunning the Egyptian missile positions. There is a road open for the engineers to get to the canal on Turn Two. Unfortunately, the attack which was repulsed left the crossroads in hex (1803) clear.

EGYPTIAN MOVEMENT, GAME-TURN ONE

Unit Type	Moves
Attacking 2-3-12 (& 6SP FPF) (1110) Res: <i>D3</i>	
5-3-12	0902-1009
1-2-12	1206-1209
1-2-8	1606-1109 (adv. 1211)
Art: 13SP.	SAM resolution: 3 VP

Attacking 4-3-12 (& 1SP FPF) (1609) Res: *AI*
 1-2-8 Retr. 1607

Attacking 4-3-12 (1801) Res: *AI*
 1-2-8 Retr. 1601

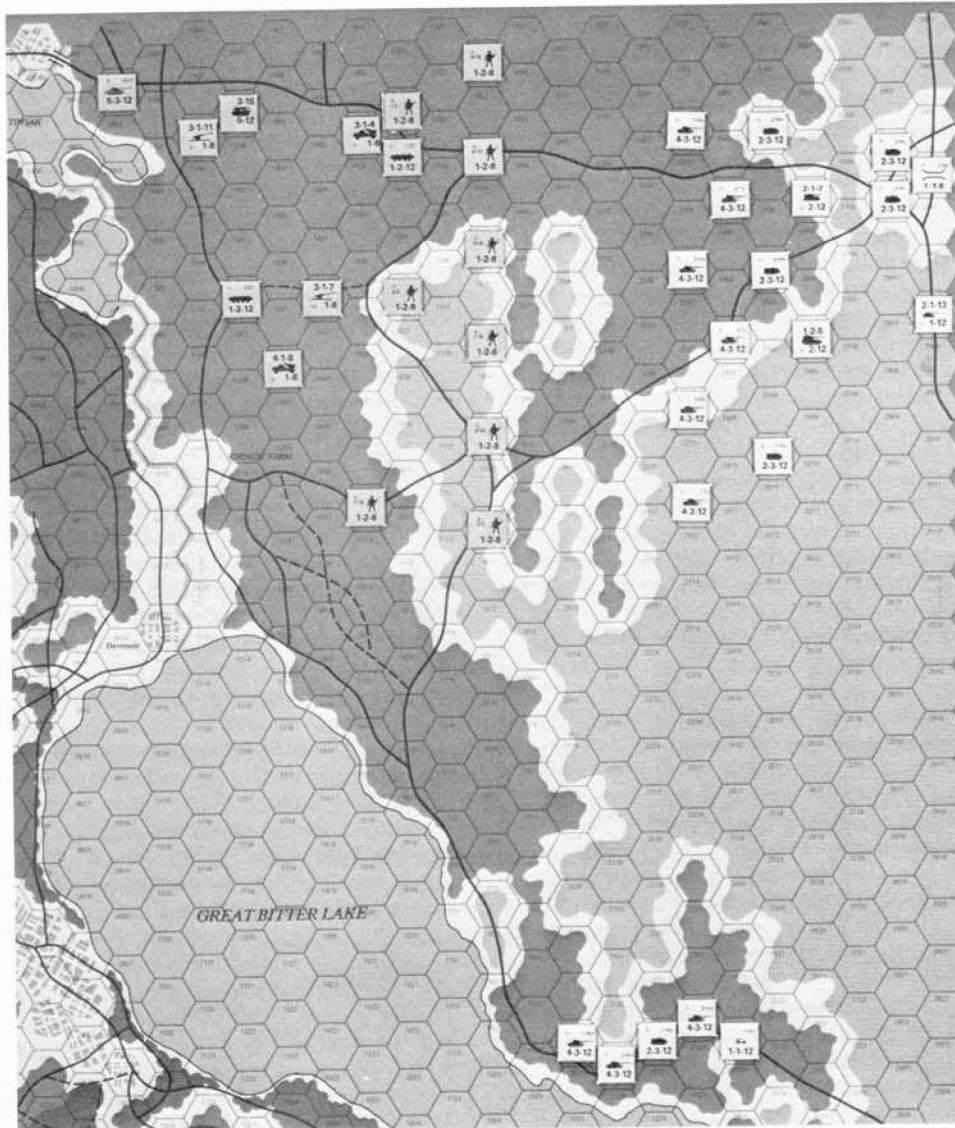
Units Not Attacking
 1-2-8 1704-1408
 1-2-8 1805-1706
 1-2-8 1807-1507
 1-2-8 1602-1704
 1-2-12 1603-1206
 1-1-6 0302-0910
 1-1-6 2126-1223
 3-1-4/1-8 1503-1106
 3-1-7/1-8 1406-1105
 4-1-8/1-8 1308-1104
 3-1-11/1-8 1103-1003
 3-15/0-12 1202-0801
 3-15/0-12 0102-0603

Commentary

The Egyptian Player, in light of Israeli airpower, has decided not to attack toward "The Triangle." This may not have been the best move, as he could have managed a two-thirds chance of success. He felt, however, that it would not be cost-effective, since he would have exposed his armor brigade to almost certain destruction. Instead, he chose to establish a line and attack along the canal in hopes of interposing some units in the Israeli path. Only continued play will tell if he is correct.

Observation of even one Game-Turn reveals some of the tactics and alternate strategies available to both sides. It also shows that a fair amount of calculation goes into each combat.

Chinese Farm Game Map



Designer's Notes [continued from page 3]

the playtesting-game development process. The desert battles which will be simulated are *Operation Crusader*, the British offensive of late 1941, *Cauldron*, covering the Gazala battles in the spring of 1942, *Supercharge*, the British counteroffensive at El Alamein in November, 1942, and *Kasserine*, the U.S. Army's debut battle in February, 1943. The Standard Rules for this QuadriGame will be essentially the same as those used for the *Modern Battles* and *WestWall QuadriGames*. The unique character of desert warfare will be accurately reflected in the Exclusive Rules for the individual games.

Revolt in the East will be published in *S&T* 56. This is a game based upon a large-scale rebellion in Eastern Europe. In addition, there will be scenarios showing the deployments and situations in 1956 (when Hungary rose up in rebellion) and 1968 (when Czechoslovakia could have risen up into more of an overt rebellion than it did). The game uses a system generally like that found in *Battle for Germany*. In addition, of course, you have some special features, such as air units, airborne units, and randomly-rebelling urban areas (namely the cities). Certain events can also trigger the intervention of NATO or even a Communist take-over in Italy. A rather interesting game so far.

In August there will be the *Waterloo Quadri Game*, which will include the Battles of *Ligny*, *Quatre Bras*, *Waterloo* and *Wavre*. All four of the maps will fit together for a campaign game. The *Waterloo Folio* game

Comparitive Evaluation: DREADNOUGHT & JUTLAND

by Steve List

The number of nationally available board wargames dealing with steam powered battleships is surprisingly limited, considering the scores of games now in print. Neglecting the abstract ones, like *Bismarck* and *Battleship*, there are only three: in order of publication, Avalon Hill's *Jutland*, SPI's "CA" and *Dreadnought*. "CA" is primarily concerned with destroyer/cruiser combat, as the name suggests, and is a poor simulation when battleships are involved; the mechanics are too limited and the simulation breaks down. Moreover, "CA" is confined to WWII and cannot be compared directly to the others. "CA" and *Jutland* were both designed by Jim Dunnigan, who claims "CA" was heavily influenced by the earlier game. *Dreadnought* is clearly a derivative of "CA", but is the work of a different design team and shows several features not found in the others.

The heyday of dreadnought battleships (and battlecruisers) was before and during WWI. In this period, eleven nations built or bought 156 dreadnoughts, and three others ordered ships which were never delivered. In all the time since, six nations completed a total of only 38 new ships, while rebuilding or refitting 39 existing ones at least once. Yet, for all their power and prestige, dreadnoughts faced each other in combat perhaps a dozen times in the two world wars, and only one of those occasions could be called a fleet action: the Battle of Jutland, May 31, 1916. The German High Seas Fleet was misnamed. It was intended to operate mainly in the limited waters of the North Sea, and actually spent most of its time in port. This was due to the proximity of the British and German bases — a move by either side could draw a prompt reaction from the other and a bloody, if inconclusive battle was always possible. As the Germans were inferior to the British by a ratio of about 2:3, the Kaiser was loathe to risk his precious ships [he kept the job of commander-in-chief for himself] in open battle, not to mention the more invidious dangers of mines and submarines. The German strategy, shaped as a result, was intended to provoke a British reaction by a part of the Grand Fleet, which would be lured into an ambush by the high Seas Fleet. By destroying a portion of the British Fleet, the German Admiral, Scheer, hoped to equalize forces to allow a more conventional battle to determine control of the North Sea.

The British, by use of radio direction-fixing, and aided by a captured code book and the Germans' lax wireless security, were generally aware of impending German activity. Before Jutland, Admiral Jellicoe sortied with all available forces to meet what

he thought was a German battlecruiser raid; each side was at sea at full strength without knowing the other was as well. Each fleet was preceded by an advance battlecruiser force, and it was these which made first contact. The weaker Germans turned away to lead the British into the intended trap. In the running fight which ensued, two British battlecruisers were blown up. When they came under fire from the German main body, the British turned away and led Scheer into Jellicoe's ambush. The rest of the battle consisted of his attempts to escape and return to base. The results were a tactical victory for the Germans, who lost a battlecruiser and a pre-dreadnought to three battlecruisers and three armored cruisers by the British, but it was a strategic victory for the British, in that they successfully held their control of the seas.

The approach of the two games to this battle is completely different. *Dreadnought* is a tactical game system with scenarios; it provides a counter for every dreadnought ever built, and other ships as well. The scenarios cover actual and hypothetical battles spanning both world wars, and in this game Jutland is merely the single largest scenario. It begins with all ships in set positions, at the opening of the third phase of the battle. The battlecruiser actions are over, and Scheer is steaming full into the waiting jaws of Jellicoe. Victory is based on total points, earned by damaging ships. As the German Player is at this point far ahead, the scenario usually develops into a withdrawal as the German attempts to break contact with the faster British force without losing his point lead. It is a purely tactical scenario.

In addition to the single battle scenarios, the game provides for both a "Campaign Game" and an "Extended Campaign Game." The former consists of four consecutive scenarios played with severely limited forces, the latter a series of several Campaign Games, incorporating rules for building new ships and repairing damaged ones. Although guidelines to the actual strengths of various navies during three different time periods are given, these Campaign Games are heavily abstracted, serving mainly to allow the creation, almost at random, of a wide variety of possible battles. The main element of the game is the tactical/operational system for resolving a battle, no matter what its origin.

Jutland, on the other hand, is devoted to a single battle (though the second edition includes three "mini-games," which are just set piece scenarios, as in *Dreadnought*). Consequently, far more attention is paid to setting the scene, making this phase of the

game nearly as complex as the tactical resolution of combat.

The main physical component of this phase is the Search Sheet. It is a map of the North Sea overlaid with a hex grid, each hex being 36,000 yards across. Each player divides his ships into a number of Task Forces, and secretly plots the movement of these forces on his search sheet. Players search for each other by calling out hexes their own forces pass through, and the German may also use subs and airships for searching. When enemy TF's are in the same hex at the same time, they sight each other, and play moves to the separate tactical battle procedure. Victory conditions vary according to the level (Basic, Advanced, Tournament) of the game being played and the edition of the rules in use, but, in general, the German must win an overwhelming tactical victory to satisfy game victory conditions. Because of the free-form search procedures preceding the actual combat, the game will virtually never resemble the actual battle. This is in sharp contrast to the *Dreadnought* scenario, with its invariable starting positions and tactical victory conditions. The only drawback to this approach is that while the German plan counted on catching a small part of the British Fleet unaware and unsupported, in the game both Players know the other is out for blood.

On the tactical level, the games are even more dissimilar. *Jutland* is a board game only by courtesy, there is no board, and the rules are basically simplified miniatures procedures. Each ship, or group of light cruisers or destroyers, is represented by a cardboard counter 1 7/8" x 1/2". Play requires a flat surface at least 3 x 4 feet, according to the rules, but more is better. When two TF's meet in a Search Sheet hex, a cardboard "Battle Area Marker" is placed on the playing surface to mark the center of that hex. Ship counters are placed at set distances (as measured with a cardboard Range Finder) from the B.A.M. in directions dictated by their course at time of entry.

The Hit Record Sheet shows each ship as a number and a group of small "Hit Boxes." The number is the ship's Protection Factor, and the boxes represent its firepower. They are grouped to represent the main gun turrets, and have small arrows to denote the field of fire for each group. Roughly, a single box represents one British 12" or German 11" gun, with larger guns getting more boxes. To resolve combat, range to the target is checked with the Range Finder. The number of gunnery factors is equal to the number of Hit Boxes which can fire at the target, and this is cross-indexed with a die

roll on the Gunnery Damage Table. This gives the number of hits, and the number of Hit Boxes to be crossed off the target's Hit Record, thus reducing its firepower. When all the Hit Boxes are crossed off, further hits are counted as "torpedo hits" (as are those sustained by actual torpedo attacks). For each such hit, the ship loses a movement factor; when the total torpedo hits equals the Protection Factor, the ship sinks due to accumulated damage. In addition, if a ship receives in one turn a number of hits equal to its Protection Factor, it sinks due to the overwhelming of its damage control capacities. Finally, there are Critical Hits. When a "6" is rolled on the Gunnery Damage Table, a Critical Hit occurs and another Table is consulted. The result of this can be catastrophic (e.g., magazine explosion) or disabling (loss of movement or firepower partially or completely, temporarily or permanently). A similar concept is used with torpedo attacks.

Play procedure is otherwise simple. Ships are moved freely, with distances and turns measured by means of a Maneuver Gauge. The Germans move first, then the British. Fire is then resolved simultaneously, and each turn represents ten minutes.

Dreadnought is very definitely a board game. The playing area consists of six hex-gridded sections, 16 x 20 hexes short grain, which can be butted together as ships move off the edge of the board. Each hex is 1800 meters, each turn is fifteen minutes, and a Movement Point roughly 4 knots. Ranges are measured by counting hexes and movement is, of course, hex by hex. In this regard, *Dreadnought* is far superior in playability.

Capital ships (and groups of smaller ships) are represented by 1/2" square counters containing, among other information, Attack and Defense Strengths, plus Range and Movement Allowances. (In *Jutland*, all ships of a given type have the same range, indicated on the Range Finder). Combat is accomplished by a slightly cumbersome two-stage procedure. The Attack Strength is cross-indexed with the roll of two dice on the Damage Table to get a number of Damage Points. This number is divided by the target's Defense Strength to yield a Combat Ratio, or odds. The two dice are rolled and the Combat Results Table is consulted. Two kinds of hits are possible — a G hit reduces a ship's firepower by half, and an S hit does the same for its speed. A ship can accumulate only two hits of each kind, further hits being ignored. Hits are recorded by placing the appropriate Hit Marker counter on the ship. The only way a ship can be sunk is to roll a 12 on the CRT (a 1 in 36 chance for odds below 4-1), which allows another roll. If the additional roll is 7 or 11, the ship is sunk. Otherwise, it suffers 2G and 1S hits. This combat procedure allows the weakest possible unit, a damaged destroyer group, to destroy by gunfire any WWI vintage dreadnought and not a few WWII ships as well; all that is required is to get the right sequence of die rolls, the probability of which

is on the order of 1/10th of 1%, depending on the ships. This is exactly what happened to *HMS Tiger* in a game I played. *Jutland*, in contrast, won't allow destroyers to shoot at anything but other destroyers.

The play procedure of *Dreadnought* is split simultaneous: each Player plots his fire at the same time, and then resolves it. They then simultaneously plot movement and execute it. Thus, G hits have no effect until the following Game-Turn, while S hits take effect in the Turn they are received. Following movement is a Damage Control Phase; ships can attempt the removal of one hit of each type by means of a die roll, with some restrictions. A ship can remove a total number of hits equal to its Defense Strength only, and wrecked ships (those with two G and two S hits) cannot remove any. It is thus necessary to keep a written record of damage removal for each ship.

The main difference in the games at the tactical level is in the treatment of damage. *Jutland* involves many small increments, which individually have little effect, but which are irremediable, and which, when accumulated, will destroy the ship. *Dreadnought* inflicts major damage with each hit, but makes it hard to achieve a hit; moreover, within limits, the effects of the hits can be negated and the ship returned to full efficiency. In *Jutland* it takes a long time to wreck a ship, but it is then on the verge of sinking; in *Dreadnought*, it is comparatively easy to wreck a ship and nearly impossible to sink it, although for victory purposes, a wreck is nearly as good.

The games have few tactical features in common. In *Dreadnought*, below certain ranges, a ship's firepower can be doubled or tripled, while it is halved at long ranges. *Jutland* instead doubles, triples or halves the hits scored, depending on range. They both have rules for smoke screens, torpedo attacks, variable visibility and towing. Other rules do not have equivalents, however. *Jutland* alone has rules for night combat. Only *Dreadnought* takes into account the deleterious effects on fire control both of being shot at and of several ships firing on one target. *Dreadnought* has arbitrary restrictions on movement that *Jutland's* Maneuver Gauge makes unnecessary.

Jutland has two major drawbacks compared to *Dreadnought*. It takes much longer to play, employing a lot of paperwork. It is also badly inaccurate insofar as scale is concerned. The length of a ship counter works out to 2500 yards; it should be about 750 yards to accommodate the ship and sufficient clearance for the next ship in line. As a result, ships in line ahead are spaced about three times as far apart as they should be. The tactical results are something like having a football team's five interior linemen spread from sideline to sideline. There are two remedies suggested in the rules: make up new Maneuver Gauges and Range Finders to fit the larger scale (which would require ten times the playing area) or stack the ships

three high. This second solution is not too satisfactory, either; it places three ships in the same location (one of the drawbacks of *Dreadnought's* hex system), and adds another physical inconvenience to play, because the counters don't stack very well.

There are two major design differences in these games. Since *Jutland* covers only one situation, two fleets finding and fighting each other in the limited area of the North Sea, it can develop a fairly complex procedure for pre-battle maneuver, so that Players can attempt to "divide and conquer." *Dreadnought* has only a sketchy, abstract procedure for this, but one which can be applied to a wide variety of situations. Because it has to be so all-encompassing, it cannot use a combat system requiring much bookkeeping. *Jutland*, with 72 individual ships, plus cruiser and destroyer counters, is bad enough — pre-printed hit records for 235 assorted dreadnoughts, plus cruisers and destroyers, would be a nightmare. So *Dreadnought* confines itself largely to the operational level. *Jutland* has a complementary approach; pre-battle maneuver is complicated and tactical resolution is very involved, while the sheer number of ship counters, spread out and movable only by a physical measuring device, tends to make the operational aspects, the maneuvering of an entire fleet in combat, obscure and difficult to grasp.

In this respect, *Jutland* is the more accurate game. Besides the accuracy allowed by increased detail at the tactical level, the command problems inherent in handling a large fleet under conditions of poor visibility are to some extent recreated by the numbing task of just moving the units. *Dreadnought* does not employ any version of SPI's command control rules, and, since the mechanics of movement are simple and straight-forward, intricate maneuvers are quite feasible and can be considered the main point of the game. The parallel line-ahead slugging match is pretty boring in this system, so Players tend to try to outmaneuver the enemy in order to crush a weak point. In *Jutland*, maneuvers are tedious to perform, while the slugfest can be interesting, if not enjoyable, as you watch both fleets pound each other to scrap, hopefully his going faster than yours.

The designers of *Dreadnought* felt only rare accidents, such as magazine explosions, actually sank dreadnoughts in battle; anything else left a floating hulk that could be saved, no matter how battered, weather and enemy permitting. *Jutland's* designers felt that cumulative damage was equally important, and put it into their design. Apart from this difference of opinion, both games are equally valid representations of battleship combat on the tactical/operational level. *Dreadnought* is far more convenient to play, while *Jutland* has more to offer the naval enthusiast. Anyone interested in naval warfare should have both games in his collection. ●●

Comparative Evaluation: PANZER LEADER & PANZER '44

by Phil Kosnett

The France, 1944 Campaign is what most Americans think of when the war in Europe is mentioned. And with several hundred wargames in print, one would think that a high quality tactical game on the theatre would have been produced before now. Finally, both superpowers have come out with good, sophisticated games on the campaign through France, the Low Countries and Germany. SPI's is entitled *Panzer '44 — Tactical Armored Combat, Europe, 1944-45*. Avalon Hill's is *Panzer Leader — Game of Tactical Warfare on the Western Front, 1944-45*.

It will be assumed that everybody reading this has played at least one modern tactical wargame. For those of you who haven't played *Panzer '44* or *Panzer Leader* (hereafter referred to as *P44* and *PL*), the former is basically an improvement of *KampfPanzer* and the latter basically an improvement of *PanzerBlitz*. Both are platoon level games; both portray combat between German, American, British, Canadian and French troops.

Both games have descriptions of the game system, *P44*'s being more informative. *PL* makes a big pitch with the period, leading off with a dramatic narrative designed to snare new gamers ["Sounds of sporadic rifle fire break across the ridge line..."]. SPI's game, intended more for the hard core gamer, brags of a "New Simultaneous-Sequential Game System." *PL* says "NO PRIOR MILITARY EXPERIENCE NEEDED." If you judge a game by its cover (as retail customers will) you'd probably buy *PL*. Naturally, *P44*'s box is a good buy itself because of the compartmentization. And for the fair-minded, all SPI games carry S&T Feedback ratings pointing out what the rest of the world thinks of the game.

Both games have interesting maps. *P44*'s is of a real piece of terrain in western France. *PL*'s is a four-piece geomorphic map of 'typical' French terrain, which AH claims can be arranged in hundreds of ways, though my count is considerably lower. The former map is full of wide open fields, criss-crossed with ridges and with numerous streams, towns, small woods, and a real live river. *PL*'s map is of considerably rougher terrain. The map contains enormous forests, large, wide hills, swamps, and plenty of bodies of water called streams (but quite unlike *P44*'s streams). The two games handle terrain differently. In *P44*, units may move over streams, through swamps and forests at added Movement Point cost, while the river (Rhine-Meuse Canal) is unfordable. In *PL*, swamps and woods are impassable to vehicles, while the streams (which in some

Scenarios are dubbed "rivers") are impassable to vehicles; infantry may move into a stream hex on a roll of 1-3.

It is, of course, a matter of opinion which system is better. While obviously vehicles cannot drive through thick woods, the scale of both maps would indicate that there are secondary roads and paths not shown; it makes sense that vehicles could travel these at slow speed. On the other hand, most of the *PL* Scenarios take place either in the Normandy *bocage* or the Ardennes, regions of very thick woods and poor roads. As for the swamps, *PL* is certainly right in prohibiting them. You can't drive a sixty-ton Tiger into a swamp. The *PL* stream is simply idiotic. I've always hated rivers placed in the middle of hexes, for one thing. More importantly, the whole thing depends upon a die roll for movement, violating one of the most important rules that makes wargaming simulation.

The counters in both sets are nice. The *PL* counters are oversized (to fit the oversized hexes), which makes them easier to handle, and they're printed in brighter, clearer shades of green and gray. Both make use of the standard system of silhouettes for vehicles, and symbols for everything else, which was developed by Redmond Simonsen in the distant past. Still, the AH game has better counters.

The rest of the components are standard. TEC and CRT sheets, fat rules booklets for both games, scenario cards for *PL*. Both booklets use the rules outline devised by SPI, though *PL* lacks the index. Half of *PL*'s booklet is Designer's Notes, campaign data, organization charts, etc.; all of it is fascinating. *P44* has two pages of organization charts. It is interesting and important to note that while the organization charts agree on German unit makeup, there is contradiction on over half of the Allied units. Thus, it is difficult to compare *PL*'s 36-man US platoon with *P44*'s 60-man outfit. *PL*'s British Sherman platoon has three tanks with a 75mm cannon and one tank with a powerful 17-lb. gun. *P44*'s has four 17-lb. vehicles. In *P44*, the British Sherman is the strongest Allied tank unit; in *PL* it is the weakest medium in the game. All of this makes it difficult to figure out how the units compare.

The combat results systems are almost totally dissimilar. *P44* uses attack superiority, while *PL* uses an odds table CRT. In *P44* a unit goes through three levels of disruption before being destroyed; in *PL* there is only one level of dispersal short of destruction. Again, it is difficult to compare the units because of the

great differences between the games. The only way is to compare the way units interact, and the way the two designers (Jim Dunnigan and Randy Reed) solved various design problems. Keep in mind at all times that most of *PL*'s rules were taken directly from Dunnigan's *PanzerBlitz*, designed over four years ago.

Take first the problem of range attenuation. A high velocity direct fire weapon (like a tank cannon or AT gun) loses effectiveness at ranges over, say, six hundred meters, because the shell slows. The amount of effective firepower put out by an infantry platoon decreases, too, because rifles have shorter ranges than machine guns (which are thought to be responsible for half a platoon's firepower, though making up a much smaller percentage of the total weapons). At close range, infantry firepower (especially against tanks) is considerably increased because anti-tank rockets and grenades can be used. Both games have rules to cover range attenuation, but the approaches are different. In *P44*, combat strengths are doubled at one hex (200 meters) and reduced gradually at ranges over three hexes. In *PL*, A-type (armor-piercing) weapons are at half strength against unarmored targets at all times, at double strength against armor at half range or less, and at full strength at ranges greater than that. The arbitrary half-range cutoff point is simple, and playable, but dumb. You can't draw a line at which point such an enormous change takes place.

Take a look at how it works in the game. A German 88mm AT gun, with a range of twenty hexes, is protecting an approach to the Allied objective. The 88 is sitting in a town hex, and can be spotted only if an Allied unit moves adjacent or the 88 fires. The Allies, reluctant to take the casualties inherent in a charge against the position, dangle a weak unit in front of the 88 in the hope that the 88 will fire. Naturally, the Allied Player hopes the unit will survive the attack. So he is very careful to place it exactly eleven hexes away from the 88. If, in reality, this was done (and it isn't outlandish), the Allied commander wouldn't order the scout to drive to a position exactly 3300 meters away from the suspected enemy position; nobody would think of an arbitrary distance like that. Now, in *P44*, where the strength of an 88 is the same (very weak) at 3100 and 3300 meters, you simply don't think in such an inane manner. *P44* does it logically, and still simply.

In *PL*, infantry firepower is normal at up to two hexes, but is effective at half strength at four hexes; this represents the greater range

of the machine guns. Infantry units without many MG's (SMG units, security rabble, recon cannon fodder) have no such advantage, and often only a one-hex range. In *P44* there is no special MG rule. Both games take care of the enormous advantage of a close-range infantry assault. *PL* does it with a rule which improves the die roll by two, *P44* by doubling combat power. In both games infantry may only attack armor if adjacent, though in *P44* there is no doubling. Both systems here accomplish their goals, but differently. Take another example: If two infantry platoons are fighting in open terrain in *PL*, the Allied platoon will attack at 1-4 and the German at 1-2; only the German has a chance of disrupting the enemy. If the attacks are close assaults, the chances of disruption increase for both, but destruction is still impossible. In *P44* in the former case, both sides have a chance of disrupting (or at least pinning down) the enemy [remember, *P44* claims the Allied platoon to be much stronger]. When *adjacent*, with doubled strengths, the Allies automatically disrupt, and the Germans have a 50% chance of killing the Allied platoon. For some reason, infantry fights in *P44* are much bloodier. Looking at the casualty rates for both sides in the campaign, it would seem *P44* shows the attrition problem with greater accuracy. [of course, 60-man units were rarely wiped out totally in one fight.] Strangely, casualties in tank duels are much *higher* in *PL* than in *P44*. In *P44* it is very difficult to destroy a tank platoon with the fire of only one tank platoon.

In *PL*, the best way for tanks to attack infantry is to overrun. Overruns improve the odds a column and improve the die roll by two; a multiple overrun will often wipe out an infantry company. Overruns (which may be made only in clear terrain) do expose the overrunning unit to some danger if he's caught in the open, but generally overruns in *PL* are worth the risk. This is *totally* inaccurate. In *PanzerBlitz*, it made sense. Historically, the Germans made overruns because the Soviet infantry lacked AT weapons and the Soviets made overruns because they didn't care about casualties so long as they killed Germans. In 1944 in France, everybody had high quality AT weapons. The British PIAT, the American bazooka, and the German panzerfaust made overruns very, very hazardous; it was safer to lie back and blast away with the cannon.

In *P44*, overruns are allowed — but they are suicidal. The defender gets a free shot at the overrunner, and the overrun gives a much smaller advantage than in *PL*. Because the target is often left unscathed, he can call in nasty fire from his friends (tank destroyers, heavy artillery, nearby AT guns). Sometimes if a tank needs to take a particular hex and the unit holding it is unspotted and cannot be fired on, an overrun can be risked. If nothing else comes of it, the defender will be spotted.

Before continuing with the combat procedure, it would be better to explain the *P44*

play sequence. At the beginning of a Turn, the Player plots what his units will do. Each unit is plotted to fire at a specific target, lay down opportunity fire in a certain direction, load or unload, or move. If plotted to move, no specific movement plot is written, the unit may go wherever it wants (and even overrun, if he feels like it). Combat is considered simultaneous, but movement is sequential. It's a big improvement over the old SiMove, when 90% of your assault force could be blown away and the remnants plotted to advance, would have to advance at useless odds. It's also better than sequential combat (like in *PL*) when one side does nothing while the other gets a free shot.

Opportunity fire is an important feature of both games. In *P44*, a unit plots OpFire at a certain hex. If an enemy unit passes between the target hex and OpFiring unit, it fires. If nobody passes the line, the OpFiring unit has wasted a Turn. In *PL*, any unit may fire at any unit that expends one fourth of its Movement Points within line of sight of the firing unit. The rule takes care of the time needed to aim and fire at an unexpected moving target. The problem with the *PL* system is that if nobody moves within line-of-sight, the unit may move (or whatever) during its Turn. The problem with the *P44* system is that a unit not plotted to OpFire will watch tantalizing targets walk past his nose. If a wagonload of infantry waddled past a tank destroyer plotted to move, the TD would surely do *something*. Both systems effectively alleviate the "panzerbush" syndrome, but I prefer the way *P44* does it: *PL* makes it too easy.

Counterbattery Fire applies only to *P44*. If an enemy artillery unit fires, a friendly artillery unit plotted for Counterbattery fires back with a one-sixth chance of hitting it. Each Turn the unit fires from the same hex, the probability of it being hit rises by one-sixth. A nice, realistic touch that adds a little without complicating the game much.

Artillery was crucial historically; still the backbone of the offensive and crucial to the defense. The approaches taken in *P44* and *PL* are remarkably different. In *P44*, artillery may fire indirectly at a unit it cannot see if another friendly unit has it spotted. There is a five-sixth's chance, however, that the shells will scatter into the next hex, missing the target. Now, artillery can be plotted either in Tight or Loose Patterns. Tight affects only the target hex. Loose effects the six hexes next to the target, so even if it scatters, the target will be hit. Only Tight affects vehicles, though, so it is hard to indirectly fire at armor. I don't know about the Tight and Loose Pattern concept (I haven't researched it), but the rest makes sense. It was very rare for artillery to land where it was supposed to, though after a few minutes of corrections from the observer, it would usually fix itself. Hitting tanks with HE howitzer shells will cause damage, but indirect, low-velocity fire will be more likely to cause the armor to button up or panic. Against artillery or infantry, artillery can be effective — but the

wise Player learns not to count on it too heavily.

In *PL*, indirect fire is the only function which need be plotted. If the spotting unit is around when the shells land (a Turn later) they hit automatically. If the spotter is destroyed or dispersed, a die is rolled. On 1-2 it will hit, 3-5 scatter a hex, 6 hit nowhere. It affects only one hex, and has half-effect on armor. Both systems come very close to the optimum, but neither is perfect. *P44* lacks a role for correction observation, while *PL* makes artillery *too* reliable. A nice part of both is that there are both friendly and enemy Movement Phases between plotting and firing; there's time for both sides to move in or out of target hexes. Artillery hitting one's own, both historically and in the games, is not uncommon.

Tying in with indirect fire is the biggest change made in *PL* from *PanzerBlitz* (it's in *P44*, too). Units in town or woods hexes which fire are considered spotted and subject to counterfire. No longer can a powerful SP gun fire from a wooded hilltop for an hour without being fired upon. Further, in *P44* any unit can be spotted from a distance of three hexes. No more *banzai* charges as in *PanzerBlitz* — and in *Panzer Leader*. Apparently, AH was determined, in designing *PL*, to retain as much of *PanzerBlitz* as possible, even much that was unrealistic and anachronistic.

The airpower rules in *PL* are magnificent. Unlike *P44*, which treats airpower as so many points of artillery, in *PL* you have real, live *airplanes*. You get to choose bombs or rockets for your Typhoon or P-47, send your flights roaring down to strafe artillery, and run like hell when the *Wirbelwind* open up. Enormous fun, and realistic, too.

Combat engineers in *P44* are just weak infantry. In *PL*, engineers improve Close Assault odds, clear minefields, move roadblocks, *make* roadblocks, build bridges, and blow bridges. You learn a lot about their tasks and how they're carried out in *PL*. That's one of the things I really like about *PL* — there's more to it than just shooting. Rules like these are the flesh that SPI just doesn't always have time for.

PL moves fast (no plotting), there are lots of extras, there are lots of casualties, there are wide, sweeping *blitzkriegs* and familiar scenarios. *P44*'s scenarios are interesting and informative, but whoever heard of "Counter-attack at Woensdrecht" and "Last Ditch Action at Ibbenburen"? *PL*'s "Remagen Bridge" and "Elsenborn Ridge" are more widely known. Again, I stress *PL*'s enormous potential for fun. What it lacks in realism it makes up for in playability.

On the other hand, while *P44* maintains a reasonable enjoyment level, it is far more realistic than *PL*. It is informative and entertaining — an excellent game. However opinion will be divided as to which is the better game; few people give equal weight to both playability and realism. ●●

Footnotes

*Footnotes

"Footnotes" is devoted to the printing of substantive reader comment on games and game design. Readers wishing to submit items to "Footnotes" should limit their comments to 750 words, typewritten [double spaced]. All submissions to "Footnotes" are considered gratis and become the property of SPI upon publication.

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Town Planning in TANK!

Tactical game maps usually have a town or village to shield the defender, serve as an objective to fight over, or just generally get in the way. At the scale of **PanzerBlitz**, a village can be just a clump of undifferentiated hexes constituting a special type of terrain. At the scale of **Sniper!**, the town is a highly differentiated maze of walls, floors, windows and stairways. **Tank!** has a scale intermediate between these levels, and we may "build" a town, village or hamlet on the **Tank!** map that simulates the characteristics of buildings, or blocks of buildings appropriate to this scale.

Take fortification counters from any other SPI game (e.g., **American Civil War**). Arrange them individually, or in clumps, leaving "streets" or "alleys" one hex wide between separate blocks. Blocks of buildings may exist in two states: Intact or Destroyed. (Since our borrowed fortification counters will normally come in two colors, i.e., blue and gray, this is easily represented.) Buildings increase the Defense Strength of soft targets deployed "in" them, block the line of sight, and prohibit the entry of vehicles. For spotting, units in buildings are treated as if they were in prepared positions. Because they are highly valuable, however, buildings have a lower defense value than prepared positions. The exact value of this Defense Strength depends on the type of construction. The following table is conjectural:

Type of Building	Defense Strength
Stone or Brick	10
Wood Frame	6
Adobe or Mud	4
Bamboo, Thatch, etc.	2

The material of our village will depend, of course, on the geographic area of the scenario. One building in each village might be of more solid construction (the church, town hall, police station, etc.). Remember that most agrarian villages have a plaza, square or large open market space in the middle.

Whenever a unit in a built-up hex suffers elimination in combat, the building is considered Destroyed. This halves the Defense Strength of the hex, but still prevents vehicle entry and still blocks the LOS/LOF.

Players who enjoy miniatures, or model railroading might experiment with more sophisticated rules for multi-story structures, basements, unusual types of structure (oil tank farms, factory and warehouse buildings big enough to contain AFV's, etc.). Recall that church steeples have often been very useful for spotting since they generally tower higher above the surrounding terrain features (at least in Western Europe). For scenarios set in Far Eastern or Tropical environments, it might be possible for AFV to overrun and completely eliminate "hooches," grass shacks or other insubstantial structures.

For scenarios using artillery, the attacker's first act will, obviously, be to plan or call in fire to flatten the village to rubble. In compensation, we might make units in town hexes immune to Panic, or at least give them a lower Panic Level (defenders who have something tangible to defend tend to be more resolute).

— Mike Markowitz

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WORLD WAR I Alternate Central Powers Strategy

I believe that the Central Powers Player in the **World War I** historical game has an excellent chance for victory if he does not try knocking Russia out of the war for Victory Points.

Against a competent Russian this can be very difficult. The Russian Player can retreat a hex or two in the First Attack Phase and the Germans and Austro-Hungarian forces will find it difficult to attack in the last two Attack Phases. During the winter Turns, Second and Third Phase attacks will be impossible. By the time the Russians have withdrawn to defenses around Kiev, only the Stosstruppen units can dislodge them, hopefully, before Turn Ten.

By this time, the drain of German CRP's in holding the Western Front, the Austro-Hungarian CRP losses on the Italian Front, the CRP's spent holding back the Allies in the Balkans, and the losses from a strong offensive against Russia will leave the Central Powers with an acute problem of dwindling resources. Once their CRP's are gone, so is the push in Russia. To take the combat losses on the Western Front with no CRP's, the Germans must give up ground (and Resource Centers). Gone is any chance of victory.

An alternate strategy for the Central Powers would be to capture all the Resource Centers as their key to victory. Initially they control 14 Resource Centers. After an all-out offensive in Belgium and France for the first

two Turns, two or three more Resource Centers can be taken. Then, the Germans should merely hold on to what they have captured until the Stosstruppen units are available.

As early as possible, the Austro-Hungarian Army on the Italian Front should be replaced with a German Army. If possible, maneuver a German unit into the fortification at Trent. With their high defensive value, German CRP losses will be lower than Austria-Hungary's losses would be. This will free AH CRP's for the other fronts.

Deploy two or three Central Powers armies (including one German army) to the south to help the Turkish and Bulgarian forces against Serbia and any Allied armies landing in the area. If handled properly, the defense of this front can be accomplished with a minimum of CRP losses.

The key to this strategy is a stepped-down offensive in Russia. The Central Powers should only attack enough to keep the Russians at bay. CRP losses should be taken from the Austro-Hungarians to conserve German resources.

Once the Stosstruppen units are available, they should be sent to the Western Front. They should attack each and every Attack Phase possible, using infiltration tactics. The object of this renewed offensive should be to capture French Resource Centers.

At the same time the German army starts its new drive against France in Game-Turn Seven, the Central Powers should go on the defensive everywhere else to make certain that the stosstruppen in France have enough CRP's to maintain their offensive. The Germans and Austro-Hungarians can withdraw a hex or two from the Russians during their Movement Phase to avoid combat. Care will have to be taken that there are no holes in the defense line that the Russians can slip through on their next Movement Phase to threaten the Resource Centers in Germany and Austria-Hungary. These must not be lost.

If the Central Powers are successful in capturing Resource Centers in France and Belgium, and do not lose any in their own countries, they will have 22 Resource Centers for 110 Victory Points. This does not take into account any Victory Points gained if the Allies invade the Balkans to open up another front.

The Allies will have 90 Victory Points (75 for the automatic blockade award, 10 for the Resource Centers in Italy, and 5 for the German invasion of Belgium).

Whether or not such a strategy was plausible or even practical six decades ago on the battlefields of Europe, it certainly seems to work on a hex-covered mapboard with clashes between cardboard armies.

— L. Czinder

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BATTLE FOR GERMANY HISTORICAL NOTES

This table presents the historical organization and location of forces at the beginning of **Battle for Germany**. Note that some units (those with annotated strengths) are not provided in the game equipment. Hex numbers (shown in parentheses) are approximate; in most cases, all units would be within one hex of the hex listed. Hngr = Hungarian, Br = British, Ca = Canadian, Po = Polish; nationality of corps in Western Allied armies is only shown when different from the nationality of the army. Sources of information include: National Archives Roll nr. 60-15, **Order of Battle of the German Army**; Seaton, **Russo-German War, 1941-45**; Ziemke, **The German Northern Theatre**; Ziemke, **Stalingrad to Berlin**; Shulman, **Defeat in the West**; Thorwald, **Defeat in the East**; **Army Almanac, 1950**.

OB WEST - RUNDSTEDT (2107)

39th Panz

ARMY GROUP H — STUDENT

25th Army (2502): 30th (1-3-4), 88th (3-4-4)

1st Para Army (2504): 86th (3-5-4), 2nd Para

ARMY GROUP B — MODEL

15th Army (2305): 81st, 12th SS, 74th

6th SS Panz Army (2105): 1st SS Panz, 2nd SS Panz, 67th

5th Panz Army (2004): 47th Panz, 58th Panz, 66th Panz

7th Army (1905): 80th, 85th, 53rd (3-4-4).

ARMY GROUP G — BALCK (1707)

89th (2-3-4)

1st Army (1805): 13th SS, 82nd, 90th

ARMY GROUP UPPER RHINE — HIMMLER (1606)

14th SS (1-2-4), 18th SS (1-3-4)

19th Army (1605): 63rd, 64th

OB SOUTHWEST - KESSELRING

Liguria Army (0805): 75th, Lombardy (2-3-4)

ARMY GROUP C — VIETINGHOFF

14th Army (0610): 1st Para, 51st Mn (2-4-4)

10th Army (0712): 14th Panz, 76th Panz, 73rd

OB SOUTHEAST - WEICHS

ARMY GROUP F — WEICHS (0820)

97th (2-4-4), 15th Mn (2-4-4), 15th SS Cav (3-4-5), 91st (3-4-4)

ARMY GROUP E — LOHR (0524)

34th, 21st Mn, 69th (1-3-4)

OKH - GUDERIAN (1816)

5th SS Mn (2-3-5)

ARMY GROUP NORTH — SCHOERNER (Off Map)

16th Army: 1st (3-5-4), 2nd (3-4-4), 10th (4-6-5), 38th (2-3-4), 50th (3-4-5), 54th (2-3-5), 3rd SS (5-5-5), 6th SS (3-4-5), 28th (1-3-4)

ARMY GROUP CENTER — REINHARDT

3rd Panz Army (3423): 28th (1-3-4), 9th, 26th

4th Army (3224): 41st Panz, 6th, 55th

2nd Army (2924): 20th, 23rd, 27th

9th Army (2623): 46th Panz, 8th, 56th Panz, 40th Panz

In Reserve (2923): Goering Panz (5-5-5), 11th SS, 4th SS Panz

ARMY GROUP A — HARPE (2221)

10th SS (2-3-4), G. Deutschland Panz (2-3-4)

4th Panz Army (2324): 42nd, 24th Panz, 48th Panz

17th Army (2124): 59th, 11th (3-4-4), 7th (1-3-4)

1st Panz Army (1925): 49th Mn, 43rd (3-5-4)

ARMY GROUP SOUTH — FRIESSNER (1419)

1st Cav (4-6-5), 1st Hngr (1-3-4), 2nd Hngr (1-3-4), 3rd Hngr (2-4-4)

8th Army (1724): 17th, 4th Panz, 29th

6th Army (1622): 57th Panz, 3rd Panz, 72nd, 9th SS Mn

2nd Panz Army (1120): 22nd Mn (1-3-4), 68th

OB NORTH - FALKENHORST (Off Map)

18th (2-3-4), 19th Mn (4-6-5), 33rd (2-4-4), 36th (3-4-5), 70th (3-4-4), 71st (3-5-4)

SHAEF - EISENHOWER (1701)

US 18th Abn

21st ARMY GROUP — MONTGOMERY

Canadian 1st Army (2401): 2nd, Br 1st

British 2nd Army (2403): 8th, 12th, 30th

12th ARMY GROUP — BRADLEY

US 9th Army (2304): 13th, 19th

US 1st Army (2104): 7th, 5th, 8th

US 3rd Army (1804): 12th, 3rd, 20th

6th ARMY GROUP

US 7th Army (1604): 6th, 15th

Fr 1st Army (1405): 1st, 2nd

ITALY - ALEXANDER

15th ARMY GROUP — CLARK

US 5th Army (0511): 4th, 2nd, Br 10th

British 8th Army (0512): 13th, 5th, Ca 1st, Po 2nd

YUGOSLAVIA - TITO

Yu 1st, Yu 2nd, Yu 3rd, Yu 4th

SOVIET UNITS - STAVKA

2nd BLT FRONT — EREMENKO (off map)
6th, 10th

1st BLT FRONT — BAGRAMYAN (3524)

3rd BR FRONT — CHERNYAKHOVSKY (3225)

2nd (7-7-4), 11th

2nd BR FRONT — ROKOSSOVSKY (2925)
5th Tk

1st BR FRONT — ZHUKOV (2624)

Pol, 8th, 1st Tk, 2nd Tk

1st UKR FRONT — KONIEV (2224)

3rd, 5th, 3rd Tk, 4th

4th UKR FRONT — PETROV (1825)

1st

2nd UKR FRONT — MALINOVSKY (1422)

4th (2-4-4), 7th (7-7-4), 6th Tk (6-4-6), 1st Rum (2-4-4)

3rd UKR FRONT — TOLBRUKHIN (1220)

4th (7-7-4), 9th (7-7-4), Bul

WEST GERMAN REINFORCEMENTS

Turn Two: 13th (3-4-5)

Turn Five: 11th Army (2-3-4)

Turn Six: 12th (1-2-4)

Turn Eight: 12th Army (5-5-5)

EAST GERMAN REINFORCEMENTS

Turn Three: 5th (2-3-4)

Turn Four: Feldh. Panz (3-2-7), 16th SS (1-2-4)

Turn Five: Moser (1-2-4)

Turn Six: Kohls. (2-3-4)

Turn Seven: 101st (1-2-4)

Turn Eight: 51st (1-3-4), 18th Mtn (2-3-4)

Turn Nine: 32nd (1-2-4)

UNITED STATES REINFORCEMENTS

Turn Two: 21st (4-8-6)

Turn Four: 16th (4-8-6)

Turn Six: 22nd (3-6-6)

Turn Eight: 23rd (3-6-6)

— Steve P. Kane

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CAVALRY IN BLUE AND GRAY

The **Blue & Gray QuadriGame** rules make no differentiation between infantry and cavalry. This is reasonably correct for combat because cavalry in the Civil War fought essentially like infantry. In the face of the longer ranged rifled muskets of the time, the cavalry charge was not effective, and therefore, not used.

However, there is no provision in the rules for the effective use of cavalry in scouting and screening. While scouting is superfluous in the game situation, since both sides have complete knowledge of all unit locations, there is a place for cavalry as a screening force or as rapid moving mounted infantry. To simulate these capabilities, the following rules are presented:

a. Cavalry units have a Movement Allowance of "8." This represents their ability to move faster than foot troops while mounted. Note that their ability to move in rough and wooded terrain is about the same as infantry. The two additional Movement Points are usable only in clear terrain or on roads and trails.

b. Cavalry must expend two additional Movement Points to enter an Enemy Zone of Control. This simulates dismounting and forming up as infantry for engaging in combat.

c. Cavalry may refuse combat and retreat one hex before combat under the following conditions:

1. The cavalry unit was not in an Enemy Zone of Control at the beginning of the Enemy's Movement Phase.

2. The cavalry unit has a hex into which it may retreat which is not in an Enemy Zone of Control, not blocked by impassable terrain, and does not have more than one Friendly unit occupying it (displacement is not allowed under these conditions).

3. The retreat takes place after all movement and before any combat. An Enemy unit may not advance into the hex vacated by the cavalry unit. In the case where adjacent Enemy units are not attacking the cavalry unit, but are attacking other Friendly units while Enemy artillery bombards the cavalry unit from a greater than one hex range, the cavalry unit may still retreat before combat to avoid being pinned in place by the adjacent Enemy unit during the next Friendly Movement Phase. In other words, a cavalry unit may retreat before combat any time an Enemy unit of any type enters its Zone of Control, whether it will be attacked by that unit or not.

4. If a cavalry unit not in an Enemy Zone of Control is attacked solely by artillery from ranges greater than one hex, it may not retreat before combat.

The rationale behind the conditions for retreat before combat is that a cavalry unit, upon observing Enemy forces forming up and advancing toward them (entering their Zone of Control), would be able to put out enough fire to slow the attacking forces down, and still have sufficient time to mount up if necessary and move out of range of the advancing forces.

In the case of artillery bombardment only, the attack comes without warning, in that no forces can be observed to be approaching the cavalry unit, and the artillery fire can be more intensive and last longer, because there is no danger of hitting the advancing forces. Also, in view of the strength of most of the artillery and cavalry units in the game, the most likely outcome (other than Attacker Retreat) is Defender Retreat, which is the net result of retreating before combat. If sufficient artillery Strength Points are brought to bear to make a "DE" or "EX" result possible, requiring the cavalry unit to receive the attack, it is still consistent, because that much artillery would conceivably be capable of destroying a unit before it has a chance to react and move out of range.

— Robert D. Zabik

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ARNHEM PROTOTYPE MAP

There seem to be several discrepancies between the prototype **Arnhem** map in MOVES 23 (p. 15) and maps in the late Cornelius Ryan's **A Bridge Too Far**, which I feel to be the authoritative work on the Market-Garden Operation.

Some of the most obvious differences are:

1. Presumably dashed and solid lines represent secondary and primary roads, respectively; if so, you've overestimated the quality of several roads — only the raised highway was of good enough quality to carry medium tanks between the Waal and the Lower Rhine. You show two roads there, plus a third leading W and NW to the Lower Rhine; this was in fact barely good enough to

support the light armored vehicles of the 2nd Household Cavalry. [Our source for the **Arnhem** map was taken from the 1939 Michelin map, 1:100,000, updated by the U.S. Army in 1943 and used in the campaign. Solid lines are primary roads, metalled, 6-8 meters wide; dashed lines are narrower and secondary roads. The road net generally is curious in regard to the battle. Our source (and others) show roads and bridges which the Allies apparently ignored in their original operational plans (much as they overlooked the possible uses of the Driel ferry). All the roads in the Arnhem area would "support" tanks, but eventually the roads would become unusable for the more important supply traffic. — Ed.]

2. If the parachute symbols represent drop zones, you seem to be off on several. The one in 2524 (82nd Airborne, 505 and 508 Rgts) should be in 2223-2023 (the Groesbeck area).

[The symbols represent supply drop zones, not troop drop zones; the 82nd drop zone was shown incorrectly, but had been subsequently relocated. — Ed.]

3. If towns have any effect on play, St. Oedenrode (1004) should be included.

— Joseph B. Gurman

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GEOGRAPHY LESSON FOR KINGMAKERS

One of the lesser delights of the increasingly popular British import, **Kingmaker**, is trying to find some of the more esoteric locations on the somewhat convoluted map. It is not unusual to see players stare intently at the surface for minutes on end, as if the eyes of Cagliostro were implanted in the fold, vainly searching for the mystical port of Winchelsea. Alas, barons, it is nowhere to be found — at least not by normal means. Other, more common (but not less difficult) questions, such as unmarked area boundaries and unnamed rivers can make an already subtle game approach the limits of obscurity. Hopefully, the information below will help relieve much of the anxiety that has been caused by this somewhat xenophobic oversight.

The Cheviots: These are a range of hills in and around Northumberland, located on the map (probably) at Chillingham.

Ravenser: Misprinted Ravensburn on the map (unless you have a new map).

Winchelsea: Nowhere to be found printed; it's one of the Cinque Ports and it is located just NE of Pevensey. Use the port directly south of Rye.

The River Tees: This is the river between Durham and Whitby, in the Northeast.

Wales: Wales includes the following locations. One box east of Rhuddlan, one box east of Denbigh Chirk, one box south of Chirk, one box NW of Ludlow, box W of Ludlow, box west of Hereford, box NE of

Brecon, box N of Usk, and Usk. Chester in the North, is **not** part of Wales. (Honest!)

Devon and Cornwall: This area includes Exeter, but no other area east of the River Exe, which runs just west of Exeter. Oxford is neither in Devon nor Cornwall.

Ports: Some ports are attached to more than one box; they are thus affected by either or both of those boxes, e.g., the port directly south of Beaumaris is controlled by both royal castles, Beaumaris and Caernarvon, and the port of Bristol has not only the city of Bristol, but the castles of Berkly and Usk.

Note, also, that neither Beaumaris nor Carisbrooke may be entered by land; they are islands. Also, you may not cross estuaries on land; thus to go from Rochester to London takes at least two boxes, and from Usk to Bristol at least three.

Furthermore, there is a great deal of confusion as to whether the city of London acts as part of the dividing line (actually river) that runs NE to SW directly thru it, thus splitting that large area. The answer is yes, it is a part of the boundary. You may enter London by entering either of those boxes, but to move from "West London" to "East London" costs one movement point.

—Richard Berg

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FAST CARRIERS ERRATA

[25.11] (CHANGE) In order for the Japanese Player to win, all eight of the US Battleships must be in a **D2, D3** or **D4** state at the end of the Tactical Routine.

[25.33] (CHANGE)

Midway: 2 SBD (instead of three)

[25.43] (CHANGE)

Saratoga (006) 6(F4F), 5(SBD), 3(TBF)

Enterprise (004) 5(F4F), 6(SBD), 3(TBF)

Wasp (008) 6(F4F), 5(SBD), 3(TBF)

[25.63] (CHANGE)

Saratoga (007) 5(F4F), 6(SBD), 3(TBF)

[14.5] (CHANGE)

Line 6, Column +3: the correct result is **D2** (not D1).

ISLAND WAR ERRATA

Leyte

[16.14] (OMISSION) U.S. Player receives 5 VP for occupation of each hex listed.

Reinforcements: (CHANGE) Nov. 9 - U.S. 3-2-5 enters hexrow 0001. Nov. 3 - Jpn. 4-6-5 is x3.

[16.24] (OMISSION) Limon is in hex 2503.

Saipan

[12.1] (OMISSION) One unit of any type may be taken for each remaining vacant **Beach-head Marker** during each Turn after the First Game-Turn.

DREADNOUGHT SUPER EXTENSION

Additional Rules for the Extended Campaign Game

by Arnold Hendrick

Dreadnought was designed to provide nearly endless enjoyment in its campaign and extended campaign format. With just a touch of numerical manipulation, one can play games of almost any length and complexity. Wargamers closely involved with modern naval data will realize that the values for warships in the game are rather curious, to say the least. However, like history, wargames are just personal interpretations and opinions; but even if you question it, that doesn't reduce the pleasure of working with a well-compiled interpretation, just as one might enjoy a history book, even if its arguments seemed far-fetched.

Just the same, a number of variations can be added to *Dreadnought*, especially in the campaign or extended campaign. These don't really add realism so much as they add complexity, and therefore, more considerations for the player. Little details like weather conditions, the gradually-evolving radar technology, the frequent failure of air spotting, etc., can enliven games that may eventually become dull otherwise.

Meanwhile, a few simple modifications for some ships can take into account some of the most extreme characteristics of a few warships in this period.

The Nelson (160) Class had all turrets forward of the bridge, and therefore may not fire into the stern arc with primary armament. Secondary armament may still be used in that direction. These ships still suffer the "-1" damage dice penalty for firing into the bow arc, as not all turrets could bear forward either!

The French Dunkerque (530) and Richelieu (540) Class dreadnoughts may not fire into their stern arc, as their two quad-barrel turrets were forward of the superstructure. However, these ships do have full firepower into the bow arc; they ignore the normal penalty in this direction.

Japanese heavy cruisers during WWII carried a large number of 24" torpedo tubes, enough so that two cruisers could launch a formidable broadside. Therefore, Japanese C60 and C70 Class units are allowed 1:1 torpedo attack ability, like destroyer units. There is no torpedo range modification for the Japanese 24" torpedoes because their longer range was mainly effective in terms of increased speed, and therefore increased effectiveness at standard torpedo firing ranges (10,000 yards and under).

One British L20 and one Japanese L60 Class unit in early WWII was armed as a "torpedo cruiser" and may be allowed 1:1 torpedo attack ability if desired, at a cost of 8 points

extra for the modification. The Japanese ship may be raised to 2:1 torpedo attack ability at a cost of 12 points instead. [Historically, the British "E" Class and Japanese "Oi" Class.]

CAMPAIGNS

The following suggestions and rules are proposed to enliven your campaigns, and suggest some new ideas for campaigning with peculiar fleets, or in peculiar regions (such as the Antarctic!). Procedurally, the rules below should be included in the campaign or extended campaign process in the following ways:

Initial radar technology should be determined with the selection of initial fleets in any WWII era campaign. Radar technology should only be available to the six listed major powers. The variable construction rule can then influence the building schedules used for fleets.

The weather, visibility and air spotting rules, in that order, should be determined at the start of each battle/scenario in each campaign (or extended campaign Game-Turn). Each extended campaign Game-Turn is considered a new season, with an appropriate effect on weather.

The weather, visibility and air spotting rules make mention of various oceanic regions around the world. It is important that the location of the campaign be determined, as illustrated in the following list of potential campaign and extended campaign scenarios. In the list below total treasury value and maximum spending on the initial fleet are represented by two figures, such as 900/300, which indicates a total treasury of 900 per player, of which 300 per player may be used for the initial fleet. Unless otherwise noted, it is assumed that extended campaigns would have a maximum time limit of 12 Game-Turns.

A few campaigns suggested are multi-ocean "grand" campaigns. In these, some fleets are restricted to operations in specific oceans, with extended campaign Game-Turns played separately in each ocean. For example, a grand WWII campaign, with French and British fighting German and Austrians, might limit the French and Austrians to the Mediterranean, Germans to the Atlantic (i.e., North Sea), and the British to either as they desire. Each Game-Turn would be composed of a set of four Mediterranean scenarios, using warships assigned to that ocean (including all French and Austrians), and a set of four Atlantic scenarios, using warships assigned to that ocean (including all Germans). The British could assign a warship into either ocean as desired, and

change assignments on each subsequent Game-Turn.

WORLD WAR I VINTAGE CAMPAIGNS

British vs. Germans in the Atlantic, the classic North Sea duel. A limited 1914-16 scenario of 700/200, 10 Game-Turns, and without the use of Classes 150, 230, 260 or 640 is possible. A full-war scenario using all Classes should be 1500/600 and 17 Game-Turns.

Americans vs. Germans in the Atlantic, what if the British had lost a "Jutland" type engagements disastrously in 1916 or 1917? 900/300 is reasonable, but 900/600 with 6 Game-Turns is another possibility.

French vs Austrians in the Mediterranean, 1914-15, a limited 450/200 scenario of 5 Game-Turns. French may use British 190 and 200 Classes, but no more than four in total. Austrians should have use of Goeben (672), a second L50 Class (Breslau and other German consorts in the area), and, for play balance, a Spanish alliance with full access to the Spanish WWI fleet. Austrian light forces should be one C50 and one L50, not C10 and L10.

French vs. Italians in the Mediterranean, 1915-16, Italians are presumably part of the Central Powers, swayed by the German Goeben (672), which has joined the Italian fleet. A limited 300/200 scenario of 4 Game-Turns is reasonable. As a late war variation, give the Italians access to Austrian capital ships and the entire Spanish fleet, drop the Goeben, and give the French access to the Russian 590 Class, which, presumably, has broken out of the Black Sea after Turkish collapse. Also give the French access to the full 190 and 200 Classes of the British.

Entente vs. Central Powers, Grand Campaign, Entente of Britain and France versus the Central Powers of Germany and Austria. Double campaign in the Atlantic (Germany, Britain) and the Mediterranean (Britain, France, Austria and any one German capital ship, along with any one German light ship, which may join the Austrian fleet in the initial deployment). 1800/800 with 17 Game-Turns. For play balance and interest, Central Powers may build units of the Italian fleet for Mediterranean service starting Turn Five, and Entente Powers may build units of the American fleet for Atlantic service starting on Turn Ten. The initial fleets may not use Classes 110, 230, 260, 640 and 150. [Note: don't expect to do very well playing the Central Powers.]

Japanese vs. Americans in the Pacific, spoils of WWI campaign, 1919-1925. 800/300 with 9 Game-Turns, allow the Japanese to build

800 and 820 Class dreadnoughts, although they may not be included in the initial fleet. Technically, the Americans should have similar access to the 410 and 430 Classes, but this can be ignored or restricted if you feel the Japanese will have a lot of trouble matching the larger American forces.

British vs. Japanese & Americans Grand Campaign, over the spoils of WWI, 1919-25. Either a modest 900/300, or a grand 1500/900 game may be played. Simultaneous campaigns in the South Pacific, Indian and Atlantic Oceans, but Americans may not operate in the Indian and Japanese may not operate in the Atlantic, while British, of course, may operate in all three. The Japanese-American alliance should use Bravo (yellow) light forces, with access to all ships in the C50, L50, L60, D50 and D60 Classes. In addition to WWI fleets, the following capital ships are also available: 150, 271, 410, 430, 800, 820. For extra color, Brazil may be allied with the British, Argentina to the Japanese-Americans, and the fleets of these minor nations only allowed in the Atlantic.

INTERWAR VINTAGE CAMPAIGNS

The interwar period represented by the fleets is really the 1930's, and three interesting scenarios are possible.

Japanese vs. Americans in the Pacific in the 1930's. An excellent 900/300, 12 Game-Turn game, more balanced than it looks, especially as American strength can offset Japanese speed once the Americans build past 700 points. Assume that Game-Turn Five is fought in the North Pacific, the rest in the South.

France vs. Italy in the Mediterranean, 1935. The war over Ethiopia becomes a real war between African colonial powers, while Britain remains neutral. 600/250 and 9 Game-Turns. Although initial fleets are limited to those available in the interwar period, both sides may build using both interwar and WWII availability, although the French Richelieu (540) Class may not be built before Game-Turn Three, as it was significantly behind the Italian Littorio Class.

Japanese vs. British in the Indian in the late 1930's. Another excellent 900/300 standard campaign. Allow the Japanese to replace the 800 Class with the 810 starting on the First Game-Turn, the 820 with the 830 on the Second. If the earlier version of the ship already exists, the Japanese player simply pays the difference in point value. If the earlier version exists, but was sunk already, no "conversion" is possible, and no points may be spent. If the earlier version does not exist (i.e., was not already "bought" for the fleet), the new version is bought at its full value. For variation, assume that Game-Turns Four and Eight are British adventures into the South Pacific, the rest are in the Indian Ocean.

WORLD WAR II VINTAGE CAMPAIGNS

Japanese vs. Americans in the Pacific, 1939-45. What if the American carriers had been sunk at Pearl Harbor, and the Japanese ones either damaged or improperly used? What if the war had started a couple of years earlier: A 1000/400 campaign, with 470 and 480 Classes entirely prohibited, while 460 Class and 482 (the Musashi) may not be in the initial fleets, but may be built. Assume that all Turns are in the South Pacific, except Turn Four, with an option for Turn Seven also being North Pacific if the Americans desire. Optionally, allow the Americans to build units of the 470 and 480 Classes starting on Game-Turn Five.

Japanese vs. British in the Indian, 1939-42. Another interesting "what if." A 900/300 10-Turn campaign may be appropriate. The 171, 172, 174, 175, and 842 may not be in the initial fleets, 181 may not be used at all.

Germans vs. British in the Atlantic & Arctic, 1939-43. The historical campaign 1200/300, 13 Turns. The 181 (Vanguard) may not be used, British may not use 170 Class in their initial fleet. For realism, the Germans may not be permitted the 740 Class in their initial fleet, but ultimately play balance may suffer. Normally action is played in the Atlantic, but on Turns 3, 7, 8, 9, 10 and 11, the Germans may elect for action in the Arctic *instead*. However, no more than four Game-Turns may be played in the Arctic in the whole campaign.

Italians vs. British in the Mediterranean, 1940-42. The historical campaign 800/450, 10 Game-Turns. British may not use 170 Class or 181 at all, Italians may not have more than two units of the 930 Class in their initial fleet (although, for less realism and more playability, allow this restriction to be dropped). No matter what you do, the Italians will have to work to win this one.

British vs. Axis in the West, 1939-45. The grand historical campaign. 1500/700, 15 Game-Turns. Mediterranean and Atlantic operations, British may operate in either, German Axis in Atlantic, Italian Axis in Mediterranean. Germans may elect to change Atlantic to Arctic operations on Turns 3, 7-11, and 13, if they desire, but no more than four Game-Turns may be so changed. No Mediterranean operations are played until Turn Three, hence the Italians are not involved in the first two Game-Turns. If, on any Game-Turn, both the Italians and the Germans win a decisive victory over a British force including dreadnoughts, and the British do not win any decisive victories against either in that same Game-Turn, the Axis fleets are presumed to link up, and Germans may operate in the Mediterranean, Italians in the Atlantic, freely. However, Italians may never operate in the Arctic. Initial fleet in this scenario may not include 170, 181 or 740 Classes. These ships may be built.

France vs. Italy in the Mediterranean, 1940-41. Presuming France retreated to

Africa and continued the war with the Allies from its colonies. A small 650/300 game of 6 or 7 Game-Turns. For balance, 542 may not be in the initial French fleet, but may be built.

France vs. Germany in the Atlantic, 1939-41. What if Britain had remained neutral at the outbreak of WWII. A short 600/300 6 Turn game, or 700/350 with Brazil (WWI fleet) allied with the French, Argentina (WWI fleet) allied with the Germans. For realism, 540 and 740 Classes may not be in initial fleets, but may be built. Finally, make two "peace" dice rolls every Turn, not one, to represent the war-ending powers of the German Blitzkrieg.

RADAR TECHNOLOGY

This rule replaces the simple 12.21 rule in favor of a more variable system for an extended campaign. Radar is only used in WWII campaigns, never WWI or Interwar. Radar technology is represented by four different levels.

Level 1: Early search radar only, inexperienced officers do not make significant use of available radar.

Level 2: Early fire control radars available, allow firing up to 3 hexes beyond normal visibility, at penalty of minus four (-4) from damage table dice roll when resolving the attack. A level 2 radar may be installed on any capital ship or heavy cruiser (C00) for 4 points per unit.

Level 3: Improved fire control radars available. Allows firing up to printed maximum range regardless of visibility, penalty is minus three (-3) from damage table dice roll. May be installed on any capital ship or heavy cruiser (C00) for 4 points per unit, existing level 2 radars may be upgraded to level 3 for 2 points per unit.

Level 4: Excellent fire control radars available. Allows firing up to the printed maximum range regardless of visibility, penalty is minus two (-2) from damage table dice roll. May be installed on any ship, regardless of size, for 5 points per unit. Existing level 2 radars may be upgraded to level 4 for 2 points per unit, existing level 3 upgraded for 1 point per unit.

Players should note on a piece of scratch paper which units have which radars.

Basic Campaign Technology Level: In a basic campaign (not an extended campaign), each player rolls one die, and the number on that die indicates his level of radar technology. A result of 5 or 6 indicates no effective radar technology. However, if either player rolled a "4," the other is automatically awarded at least a level 2 technology, even if he rolled less.

Extended Campaign Technology Development: The use of radar in extended campaigns is more complex, because it is assumed radar is being developed during the campaign. Radar technology levels should be kept secret, only being revealed when it is actually used. To facilitate this, a deck of

playing cards is used instead of dice, with players revealing the cards drawn only in-so-far as is necessary to prove the existence of radar they are using.

When initial fleets are chosen, each player should draw one card to determine his initial radar technology. A king, queen or jack of spades indicates level 2 technology, some other spade a level 1 technology, and any other suit, no radar technology.

During each build phase, in each extended campaign Game-Turn, players draw one card to determine improvements (if any) in their technology. If the drawing player's current technology level is known to be less than the enemy's, due to enemy radar use in battle already, an Ace, King or deuce (2) of any suit indicates an improvement of one level (if the player had no radar, it would indicate a level one technology). If the enemy's radar is equal or inferior or unknown, only an Ace or deuce (2) of any suit allows an improvement of one level (or receiving a level one technology, if without radar at the moment).

WEATHER

At the start of each battle, in each campaign or extended campaign, a player rolls a die to determine weather (good or bad). To use the table, the season must be known. Normally, each extended campaign Game-Turn is a new season, with the first Turn being fall (thus, 2-winter, 3-spring, 4-summer, 5-fall, 6-winter, etc.). By mutual agreement, players may start in any other season they desire. In a simple campaign, just roll a die at the start of the campaign to determine the season, 1,2-spring, 3,4-summer, 5-fall, and 6-winter.

Good weather has no special effect on the battle.

Bad weather grounds all aircraft, preventing any aircraft spotting. It also renders any level 2 radars useless. It modifies the visibility table die roll.

Bad weather also reduces the Movement Allowance of all destroyer units in that battle by two. As soon as bad weather is known, but before visibility is determined or task force markers placed on the map, players may secretly write on their force composition sheet that destroyers in the force suffering bad weather are "sent home." Destroyers sent home do not participate in the battle, and may not be transferred to some other scenario in the same season (extended campaign Game-Turn). This "send home" is only allowed to destroyers, and only if bad weather is encountered.

See the weather table for oceanic regions, seasons and weather results.

VISIBILITY

Instead of simply rolling two dice and using the total as the base (minimum) visibility, roll two dice, modify as appropriate, and consult the visibility table. The table takes into account predominant weather conditions in various regions, tactical doctrine and, most importantly, is keyed around actual initial

engagement ranges, which in good weather in daytime tended to be around 11-13 nautical miles, at night, 1-4 nautical miles. If the visibility table calls for a night battle, all normal combat and visibility rules are used, but air spotting is never available, and sun position has no effect, as there is no sun.

AIR SPOTTING

In Interwar and WWII scenarios, air spotting for naval gunnery is possible, as per

rule 12.22, but is *not* automatic (historically such spotting was extremely rare, the aircraft were more commonly used as scouts, and only rarely as 'artillery observers' in the classic sense). Instead, at the start of a battle scenario, a pair of dice are rolled, and the air spotting table consulted. The table will indicate whether none, one or both sides are allowed air spotting. Of course, in bad weather and/or night, air spotting is prohibited regardless of the table result. In

EXTENDED CAMPAIGN RADAR TECHNOLOGY CHART

If initial draw is...	Initial technology level is...
...K, Q, J Spades	...level two
...A, 2 - 10 Spades	...level one
...other suit	...level zero
To improve technology one level, when...	draw must be...
...Enemy level is not known superior	A, 2 any suit
...Enemy level known superior	A, K, 2 any suit

WEATHER CHART

Region:	Season:			
	Winter	Spring	Summer	Fall
Arctic, Antarctic	1	1-3	1-3	1-3
Atlantic, N. Pacific, Baltic	1-2	1-3	1-4	1-3
S. Pacific, Indian, Caribbean	1-4	1-5	1-5	1-3
Mediterranean, Black	1-4	1-5	1-5	1-5

Find the line for the region and cross-reference this with the column for the season. Then roll the die; if the result falls within the range indicated at the intersection of line and column, the weather is good. Any other result indicates bad weather.

VISIBILITY

Region:	Dice Total (two dice):												
	1	2	3	4	5	6	7	8	9	10	11	12	13
Arctic, Antarctic	4n	1n	2n	2n	3n	7	7	8	6	8	9	10	9
N. Pacific, Atlantic, Baltic	1n	1n	4n	2n	6	7	7	9	8	9	11	10	9
S. Pacific, Indian	2n	1n	4n	3n	7	9	9	8	8	10	11	12	9
Mediterranean, Black, Caribbean	1n	2n	5n	3n	7	8	9	9	10	10	11	6	11

Number indicates the base (minimum) visibility in hexes, to which the usual single die roll is added each Turn to determine visibility that Turn. Modified die rolls less than "1" are considered "1," over "13" are considered "13." An "n" result indicates a night battle.

Die Roll Modifications (add or subtract all applicable modifications):

—2 bad weather (see Weather Table results)

+1 battle in 1914-1925 period (ignore if Arctic or Antarctic in summer)

—3 battle in 1942-1945 period (ignore if arctic or antarctic in winter)

+3 Arctic or Antarctic in summer (midnight sun effects)

—5 Arctic or Antarctic in winter (no sun)

—1 islands or other nearby land masses (may be considered a "standing modification," or Players may roll to see if this is in effect; roll one die; "1" indicates it is in effect in most oceanic regions, but in Mediterranean, Black or Caribbean, and South Pacific, a "1," "2" or "3" indicates it is in effect).

addition, the rules below may modify the table result:

In campaign scenario "B," the shore raid, south is prohibited air spotting regardless of the table result, unless it is British, American or Japanese from 1935 on, or Italian or German from 1942 on. This is because north would certainly have air protection for sensitive coastal installations, and only aircraft carrier support could overcome these measures, with the nationality-based rule representing those with sufficient carrier strength to include such in a shore raid operation.

In campaign scenario "C," the convoy situation, north may only have air spotting if south also has air spotting. South may still have air spotting, regardless of north's situation. This is because air spotting for one side only represents an air superiority situation, and it is presumed that south would avoid routing a convoy through an area where north would have air superiority. This particular rule may be waived under certain circumstances, mutually agreeable to both players, such as German-British Arctic operations in WWII, where British convoys were forced through an area of German air superiority, and for a short period, no carriers were available to balance the situation.

DAY/NIGHT OPERATIONS OPTION

When planning force operations in a campaign (or extended campaign Game-Turn), in any, each and/or all of the scenarios, a player may specify "day only" or "night only" operations. However, in the WWI (1914-25) period, "night only" operations are prohibited (however, he may chose to not specify either day or night, and leave open the possibility of a night battle).

If one Player specifies day or night, and the other specifies the same choice, or no choice, the battle automatically occurs as specified. Therefore, if a player specifies day, he ignores any "night" visibility results and continues until a night result is achieved, and vice versa if "day" is specified.

If players specify opposing choices in a Sea Sweep (A,D) scenario, the action is presumed to occur at dawn or dusk, with players each rolling a die, the high roller selecting dawn or dusk. Visibility is automatically "6" (do not use the visibility table), although the normal single die is added each turn for actual turn by turn visibility range. Furthermore, the Sun Position rule (12.5) is automatically in effect for the entire battle.

If players specify opposing (day-night) choices in scenario B, the shore raid, the south or raiding player automatically receives a substantial victory and is awarded full bombardment ability by all his capital ships. There is no battle, as the bombardment presumably occurred during the period when north refused to patrol.

If players specify opposing choices in scenario C, the convoy, the north or intercepting player automatically receives a

substantial victory, the whole convoy is considered intercepted and sunk, and there is no battle, as the interception occurred while the escort was off station.

VARIABLE SHIP CONSTRUCTION SCHEDULE

Normally, all warship construction is planned before the start of an extended campaign. Using this rule, only some construction must be so planned, the rest can be planned as you "go along."

Following the normal rules, all construction for the first five extended campaign Game-Turns must be planned before the start of the First Game-Turn. Construction for the Sixth or later Turn may also be planned if desired.

During the build phase of each extended campaign Game-Turn, additional ships not yet slated for construction may be planned. Destroyers cannot be planned for a time earlier than two Turns beyond the current one (add 2 to the current Game-Turn, and that is the earliest time when new destroyers may be planned). Light cruisers require three Turns beyond the present, heavy cruisers, four Turns, and dreadnoughts, seven Turns. (Note: these times, based on one Game-Turn equals three months, are about half the actual time required).

All construction due in a given extended campaign Game-Turn building phase, both initially planned and later planning, may still not exceed 100 points. If more than 100 is planned, then some units must be "postponed" until the next Turn, so that units actually built don't exceed 100. Units may

continue to be postponed Turn to Turn, even indefinitely. However, units still under postponed status when the game ends have their full value *deducted* from the final treasury, and therefore, do cost the points in the end. There is no financial advantage in postponement.

SHIP DESIGN

Using these rules, players are considered the chief naval officer in a mythical state, where they must design ships, rather than select them from available types. Generally, this type of variable ship design best fits an extended campaign, where the initial fleet value is doubled (with an overall increase in treasury points, as a result, for example, a typical campaign would be 1200/600), and before the initial fleet is built, the player must establish designs for all the types of warship weaponry, hulls, and light forces he wishes to use.

Procedurally, players should take turns designing new hulls, weaponry or light ship classes, with the results public, not secret. For example, one player designs a battlecruiser hull with high speed and little armor, so the other decides he needs one, and also designs one. When both players are satisfied they have all the designs they need, play proceeds to the choice of initial fleets. Optionally, players may use a "secret design" process, but this is not recommended.

It is important to understand the differences between design and actual ships. To pay points for a design allows you to build ships composed of certain elements (weapons of

AIR SPOTTING AVAILABILITY

Time:	Region:	Modified Dice Total (two dice):										
		2	3	4	5	6	7	8	9	10	11	12
1929—	mpibc	•	N	•	•	B*	•	B*	•	•	S	•
1934	other	N	•	•	•	B*	•	B*	•	•	•	S
1935—	mpibc	N	N	N*	•	B	•	B	•	S*	S	S
1939	other	N	•	N*	•	B	•	B	•	S*	•	S
1940—	mpibc	N*	•	N	N	•	B	•	S	S	•	S*
1941	other	N*	N	N	•	•	B	•	•	S	S	S*
1942—	mpibc	•	N*	N	N	N	•	S	S	S	S*	•
1945	other	N*	•	N	N	•	•	•	S	S	•	S*

mpibc = in Mediterranean, S. Pacific, Indian, Black or Caribbean regions; other = any other oceanic region. N = North Player only allowed air spotting, S = South Player only, B = both Players. * = Player only allowed air spotting if his force includes cruisers (C and/or L type units).

Die Roll Modifications:

—1 South Player is outside friendly waters, but North Player is not.

+1 North Player is outside friendly waters, but South Player is not.

Friendly waters for British include Atlantic and Indian; Americans, the S. Pacific and (in WWII) N. Pacific & Atlantic; French, the Mediterranean; Russians, the Baltic & Black; Germans, the Atlantic & Baltic, and (in WWII) the Arctic; Italians, the Mediterranean; Japanese, the S. Pacific. All other states are considered without any friendly waters. Ignore die roll modifications for friendly waters in contests between mythical states, unless a special definition is made.

certain attack value and range, or hulls with certain defense values and speed). After the design is established, you may then build as many ships as you wish to design, paying appropriate points for each ship.

DESIGNING DREADNOUGHT HULLS

Creating a hull design allows a player a platform, with defense and movement, on which to mount weapons. The cost of a hull design, in points, is the defense value multiplied by the movement value, plus any extra points for special defense improvements. For example, a WWII hull with 11 defense and 6 movement (11-6) would cost 66 points.

Normally, for a given speed chosen, hulls are limited to a certain maximum defense value in the period used. For example, in WWI, a speed of 6 limits defense value to 9, normally. However, at so many points per defense value, this value may be increased up to a certain limit. In the case of the previous example, the normal 9 value can be increased by as many as 3 more defense values, at 10 points cost per value. Therefore, a 12-6 (defense-movement) hull would cost 102 points (12x6+30).

The chart below shows, for each period and a given speed value, the normal maximum defense value, how many values may be added on at a special cost, and what this special cost is per value.

DESIGNING DREADNOUGHT WEAPONS

A player pays a fixed point value to design a certain type of dreadnought weapon system. He selects the class he wishes to design (light, medium, medium-heavy, or heavy), pays the points to the treasury, and then determines the attack and range value of the weapons, according to the chart below. Notice that attack and range values received will vary according to the dice.

A player may design up to eight different weapons systems, two in each class. However, no light or heavy class weapons may be designed unless at least one medium or medium-heavy design already exists. Secondly, a player may not make a second design in any class until all classes have at least one design.

To use the table below, roll the die or dice and add the value shown to determine attack value, then roll again and add the value shown to determine range. "d" indicates that one die is rolled, "dd" that two are rolled.

BUILDING DREADNOUGHTS

To build a design, a player simply combines any one hull design, and any one weapons system. A player may reduce the defense value of the hull design by one, two or three if he desires, to "save" points. The attack, range and movement values in designs may never be altered. Note, however, that two different hull designs and two different weaponry designs allows four different ship classes.

In the WWI period, players may wish to limit "4" Movement Allowance hulls to just light and medium weapons, and prohibit the mounting of heavy weapons on "8" movement hulls.

The cost of the design has no effect on the cost of individual ships. Point value for a unit is still the total of the attack, defense and movement values.

DESIGNING AND BUILDING LIGHT FORCES

Players select at random whether or not they will use the Alpha (blue) or Bravo (yellow) light forces. To compensate the bravo player for poorer quality material, the entire C60 class is presumed to have 1:1 torpedo attack ability, at no extra point cost.

To design a light ship type, a player simply pays a point value equal to one ship of that type. Then, to build units, a normal point value is paid for each unit built. However, a certain continuity in light ship design is necessary: within the general category of destroyers, light cruisers or heavy cruisers, classes of higher level (higher 10's digit) may only be designed if all lower classes have been designed. Thus D40 cannot be designed until D10, 20 and 30 have been designed. C60 cannot be designed until C50 has been designed.

In WWI games, the only "designable" classes for alpha are C10, L10, L20, D10, D20. The only "designable" classes for bravo are C50, L50, L60, D50, D60.

In the Interwar period, classes C10 and C50 are considered already designed, but outmoded, and therefore no ships of these classes may be built. All other classes may be designed and built at normal cost.

In WWII, classes C10, L10, D10 and C50, L50, D50 are all considered already designed, but outmoded. All other classes may be designed and built at normal cost.

WARSHIP NAMES

One small pleasure in dreadnought design is thinking up names for your ships, as well as the mythical nation they serve. Ferocious animals, famous men and descriptive adjectives, often relating to power or strength, are the most common words used. However, often ships are named after cities, provinces and states in your nation. A political atlas of the world can do wonders in this department, as the English transliterations of other languages, especially those outside the Indo-European family, always seem to have a romantic sound, such as Shiraz, Tucuman, Rimbaba, Krivoy Rog, Atbasar, M'ila, Colomb-Bechar, Almansa, Altun Kopru, Zagora, Anshan, Yarkland, Chita, Chenkang, Mogok and thousands more.

DEFENSE VALUES

Period:	Movement Allowance of Hull:				
	4	5	6	7	8
WWI	5/+1(6)	9/+3(8)	9/+3(10)	6/+4(11)	3/+3(12)
Interwar	•	10/+2(6)	10/+2(9)	9/+3(12)	10/+6(12)
WWII	•	12/+2(5)	12/+2(5)	16/+7(9)	17/+6(10)

The Values are presented in the following order: normal maximum defense allowance/total special defense addition possible (additional cost per special defense point added).

DREADNOUGHT WEAPONS VALUES

Period:	Class (and Design Cost in Points):			
	light (10)	medium (17)	med.-heavy (25)	heavy (31)
WWI	d+4/d+6	d+12/d+7	d+18/d+11	d+35/dd+6
Interwar	d+17/d+10	d+23/dd+10	d+31/dd+14	d+39/d+18
WWII	d+25/d+14	d+31/dd+13	d+39/dd+14	d+60/d+19

Add the numbers shown to the die roll.



FORMATION TACTICS

by Frederick Georgian

This article is part of a continuing series on tactics. Although reading the previous articles is not necessary to comprehend this article, the reader may find *Basic Tactics* in *MOVES 22* helpful as background material. The concepts presented are general enough to be applicable to most SPI games.

The purpose of this article is to introduce the new wargamer to the concept of the battle formation. Often a Player may be able to execute a well-planned attack at a specific location, yet, in general, may find that his situation isn't that favorable, or that he has trouble maintaining a steady offense. One cause may be the lack of an adequate battle formation. The battle formation allows a gamer to defend his units as well as attack his opponent's units.

The following format is used: First, the entire battle formation is presented and the *purpose* of each of its parts is discussed. Second, the specific *type* of game units which are best suited for each part of the battle formation are outlined. The final section shows how the battle formation as a whole can be *combined* for two basic attacks.

Figure 1 shows the anatomy of a battle formation. There are four distinct parts. First, there is the *front line*, formed by infantry units (3-4 and 2-4). A front line is a means of separating your units from the enemy. It does not have to be a strictly straight line. What is important is that the Zones of Control of the

units in the front line either overlap or are adjacent. In Figure 1, the front line is continuous because the infantry units have Zones of Control overlapping. The other possibility is a broken front line (as shown in Figure 2). In this case, the hex so labelled is free of Zones of Control. The inherent danger of a broken front is that the break can be forced by enemy units. To divide and conquer is a sure path to victory as will be shown in the last part of this article; hence, it is advisable to maintain a continuous front line at all times. Also in Figure 1, the front line is divided into thirds. The enemy's right flank lies directly in front of your left flank.

All units other than the front line infantry units in Figure 1 are considered reserve units. Players often overlook the need for a reserve force, and feel that all units would be doing the most good in the front line, where combat occurs. But such a player may have trouble explaining why his units are outflanked, or why his position is quickly divided as soon as his front line breaks.

It is usually difficult to anticipate the exact location or manner of an enemy attack; hence, a sufficient force must be withheld in reserve to counter an unexpected enemy attack. Likewise, favorable situations often develop due to mistakes by an enemy commander; a large reserve force can be advantageously used to exploit such a mistake. The reserves are thus generally the

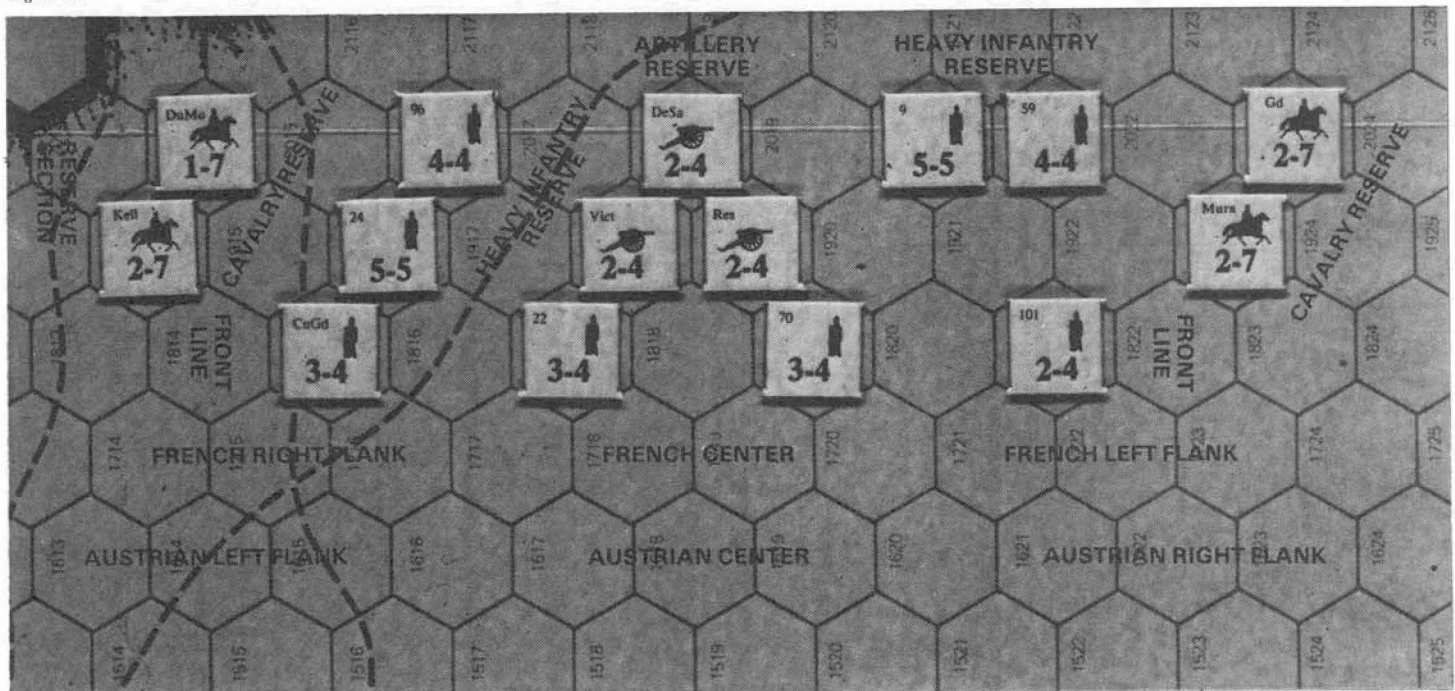
strongest or fastest units that a commander has at his disposal. The reserves are best positioned behind the front line, not pinned by enemy units. Mobility is essential in meeting the varying stresses and needs of a Player's position.

The next question to be answered is what kind of units are best suited for each part of the battle formation. In general, a Player can divide his army into four types of units: light infantry, heavy infantry, artillery and cavalry. The following comments are meant to serve as guidelines which may help organize a Player's thinking.

The light infantry units are generally weak offensively, but strong defensively, whereas the heavy infantry units are generally strong offensively, but weak defensively. For example, in *Marengo*, on the French side, the infantry units whose Combat Strengths equal "3" and "2," would be classified as light infantry. Those units whose Combat Strengths are equal to "4" and above, would be classified as heavy infantry.

At the start of a game, a Player is advised to scan his units and to separate his infantry units into heavy and light groups. He should then strive to use his light infantry on the front line and to keep the heavy infantry in reserve. As shown in Figure 1, the heavy infantry is placed on either side of the center of his formation. Being somewhat centrally located, the heavy infantry represents a pool

Figure 1.



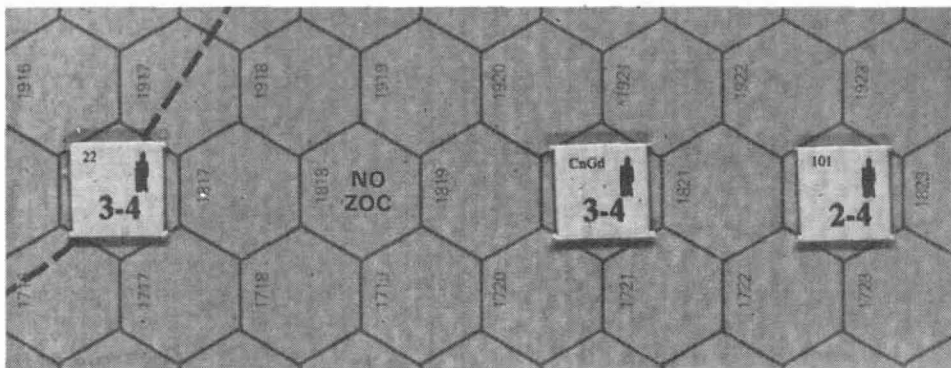


Figure 2.

of strength which may be shifted at will to either the center or the flank.

The third category is artillery. For our purposes, unlike infantry units, the exact type of artillery is not important. What is important is to keep in mind that artillery is intended to help friendly infantry units in combat and is meant to engage enemy units *at a distance*. Consequently, all artillery units should be placed behind the center of the front line. In this manner, a Player has at his disposal a concentrated mass of Attack Strength. Artillery units should never appear on the front line, because of their low Defense Strength, and because they will become pinned. By placing them behind the

front line, the artillery reserve can move from area to area to assist any friendly attack.

Finally, there is the cavalry group. The cavalry contains the fastest units in the army; speed is used to flank an enemy position or unit, or to exploit a breakthrough. Hence, approximately equal numbers of cavalry units should be placed on either flank. From such a position, the cavalry has room to use its speed as a weapon.

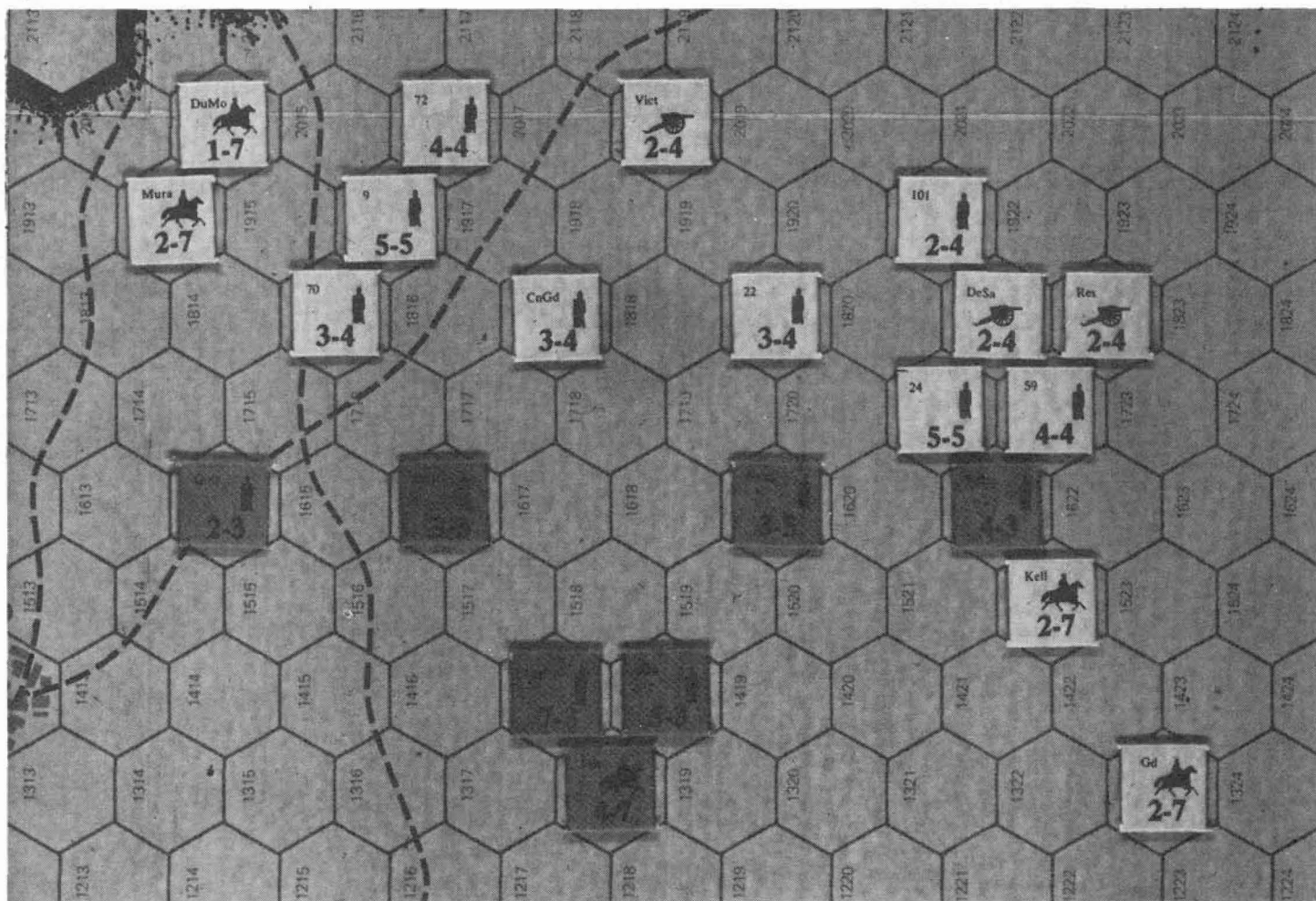
There are two basic avenues of attack from this formation — the flank envelopment and the center assault. Let us look first at the flank envelopment attack. The flank envelopment occurs when you are able to

move your units around an enemy's flank to attack his front line or reserve units. Generally, the flank envelopment will be a favorable maneuver in one or more of the following circumstances: (1) the enemy Player has his reserves in the center or on the opposite flank which you plan to attack; (2) his flank lies on clear terrain; (3) you have your cavalry units on your flank; (4) both heavy infantry and artillery are nearby to support your attacks; (5) you are able to muster 3:1 odds for your attacks. Figure 3 illustrates the flank envelopment. For each of the following examples, the reader can assume that the French units have started from the battle formation as shown in Figure 1.

In Figure 3, the French heavy infantry units (5-5 and 4-4) have advanced to attack the Austrian front line infantry unit (4-3). The French light infantry unit (2-4) has moved aside so that the French artillery units (2-4) can move within bombardment range.

Though the French units have a 3:1 attack on the Austrian infantry unit (4-3), the *coup de grace* is delivered by the French cavalry unit (2-7), which has moved to flank the Austrian infantry unit from retreating, and any result (except a "6") will eliminate the Austrian unit.

Figure 3.



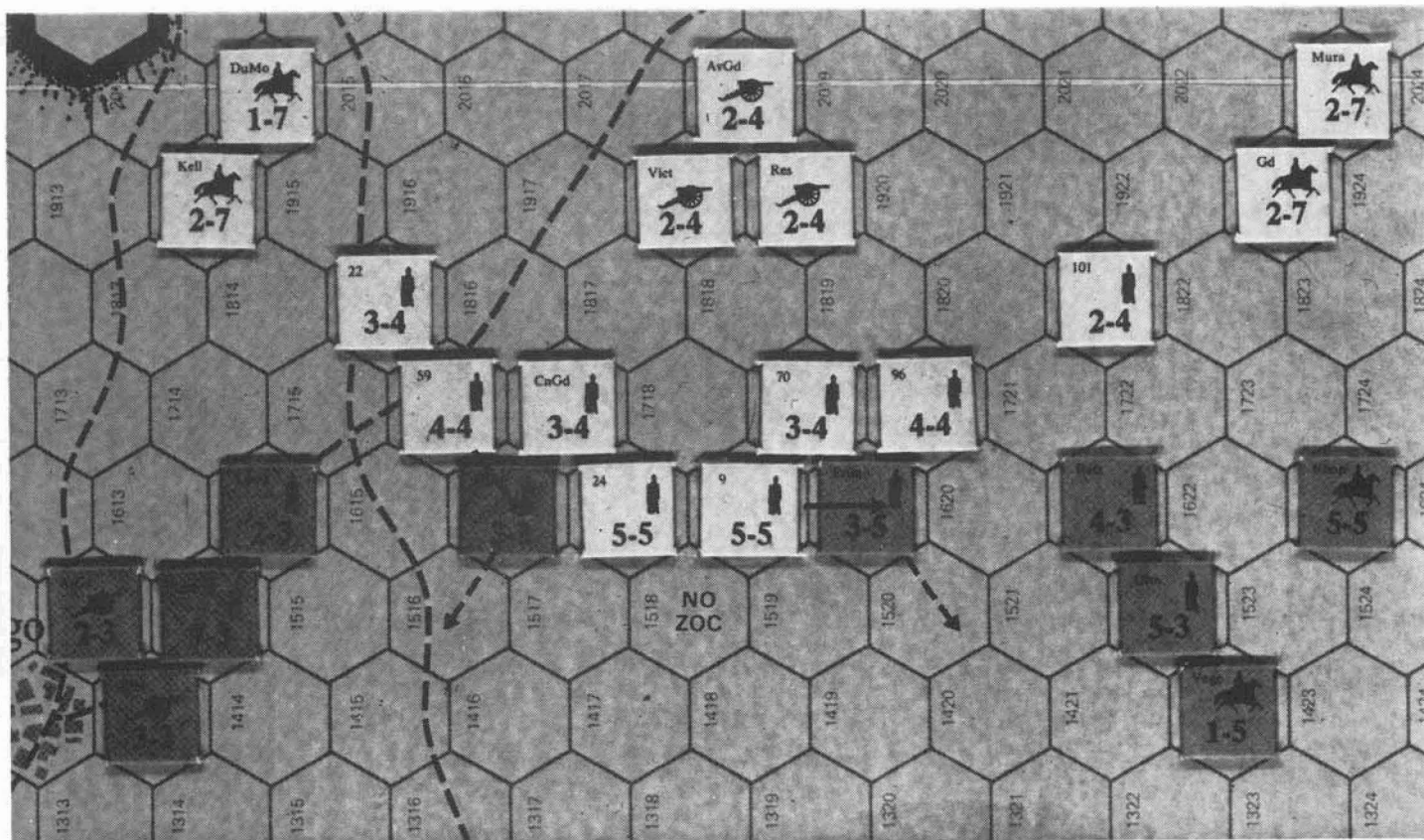


Figure 4.

The other French cavalry unit which is not attacking is important in this overall flank envelopment, because it is performing two functions. First, it provides some defense for the attacking French cavalry unit (otherwise the Austrian cavalry unit could, in its turn, flank the French cavalry unit). In a sense, the non-attacking French cavalry unit is forming a temporary front line. Second, and equally important, the non-attacking French cavalry unit is now in a position to threaten more flanking attacks on other Austrian units. Such threats of more attacks cause the Austrian defense to unravel, or at least force retreats to readjust to the new situation.

The second avenue of attack is the center assault. If done properly, on the following turn more friendly units can be rushed to the center to divide the enemy's position. Generally, the center assault should be executed when the following conditions arise: (1) the enemy has his reserves spread out or on his flanks; (2) the enemy has his center front line in clear terrain; (3) the enemy front line units are spread to the maximum extent; (4) you have heavy infantry and artillery units in the center so that you can muster 4:1 odds for your attacks. *Figure 4* illustrates the center assault.

Again, the French units started from the battle formation shown in *Figure 1*. In *Figure 4*, both heavy and light infantry units have advanced to attack the front line Austrian units (3-3 and 3-5). Each attack is a 4:1. In both cases, the combat result was a "Dr" (Defender Retreat) and arrows show the results of the French attacks. The Austrian

front line has been broken; the hex so labelled is not covered by an Austrian Zone of Control. If the Austrians do not remedy the situation by the following turn, the French units will pour through the gap to divide the Austrian position.

Although artillery units are not used in this specific example, they are at hand and, if desired by the Player, their Combat Strength could be applied to the attacks to increase the combat odds. Another point is the complete absence of French cavalry units. There are two reasons: there is usually not much space for maneuver in the center, and they usually have no opportunity to flank an enemy unit. Furthermore, the Movement Allowances of the infantry units are usually more than sufficient to reach any area in the center; speed of units is not required for the center assault. Sometimes an enemy Player reacts to a center assault by using a flank envelopment attack. Hence, the cavalry units may be needed on the flanks to help bolster its defense and to elongate the front line so that the enemy units cannot flank the front line units.

One last point about the center assault. Greater combat odds are needed than for the flank envelopment. The reason for this is that it is important to retreat or to eliminate the enemy center as rapidly as possible. In the center assault, it is preferable to have 6:1 attacks, despite the possible "Ex" (Exchange) results. Look at *Figure 4* and visualize the situation if the Austrian light infantry (3-3 and 3-5) were

eliminated, or exchanged for the French light infantry units (3-4 and 3-4). Clearly, the Austrian center is shattered and recovering from such a blow would be very trying. If the Austrian units could not be pushed back or eliminated rapidly, then the Austrian reserve units would gain sufficient time to recover, contain, and possibly push back the French threat.

It is important to know the function and limitations of each unit, the necessity of a reserve force and the power of a combined arms attack. The guidelines are presented to help begin thought along proper paths. A Player may alter the cut-off point between "light" and "heavy" infantry to suit his needs. The gamer is advised to experiment and to try various battle formations. At first, you may lose a couple of games, but gradually you will be able to devise your battle formation to suit your plans and ideas.





FLIGHT OF THE PHOENIX The Avalon Hill Year

Avalon Hill, the Grand Old Lady of Harford Road, so long lain fallow and bereft of any overt signs of intelligent life, has risen, like the legendary phoenix, to once more become a vibrant force in the wargaming field. Forsaking its time-honored, and outmoded, custom of producing one or maybe two games a year, Avalon Hill has gradually expanded its scope so as to produce a marriage of the old, conservative image of bygone days with the new saturation-oriented methods. And, like any classic marriage, we have...

Something Old

Last fall, AH released, in new editions, three of its old, discontinued line. *Jutland*, *Chancellorsville* and *Anzio* each had a checkered career from inception. In retrospect, it would seem that only *Anzio* would be worthy of an additional effort, and the results of the overhaul, to this extent, are somewhat borne out by that observation. *Jutland*, the first commercial game designed by Jim Dunnigan (in his salad days) was quite obviously an effort to wed boardgames to miniatures. As such it failed, if somewhat spectacularly, and remained of interest solely to buffs and collectors. Only minor changes have been wrought to the game in its present form, the most obvious being a series of definite scenarios. The game still remains cumbersome and sprawling, albeit exciting if you have the time, energy, and use of the ballroom at San Simeon.

Chancellorsville presents a somewhat different story. Here the overhaul is extensive. A new, if somewhat primitive, map has been rendered, and several important rules changes adopted. Gone are the secondary ZOC's; added are a Union Initial Surprise Move, a sort of low-level command control, optional cavalry retreats, plus several other ideas. The result is a drastic improvement in game mechanics and playability, along with a stronger, if superficial, aura of realism. Unfortunately, little has been done in the way of tackling the immense problems inherent in making a "game" out of the situation at Chancellorsville for, despite the rather humorous historical blooper on the nostalgic box cover, the players are faced with a virtually inevitable end result, wholly contrary to historical happenstance. The South has little, if any, chance, in *Chancellorsville*, of inflicting on Hooker's Army of the Potomac the type of tactical defeat that it actually did. Perhaps this is impossible in this particular situation. But, at the same time, play is balanced by woefully artificial victory conditions, which

reflect little on history. *Chancellorsville* has thus done little to alleviate the difficult situation in recreating this famous battle. It does play smoothly and easily, but, in the end, it fails as both game and simulation. It is not devoid of interest; however, it is still a failure.

It is only with *Anzio* that Avalon Hill has succeeded in breathing life into a game too soon left for dead. Legion are the gamers who, entranced by *Anzio*'s spectacular map and designer Dave William's insight and innovation, valiantly attempted to slog their way through what was undoubtedly the nadir of game development. It was considered a tactical victory alone if you could penetrate the mysteries of the reinforcement and OB charts. But *Anzio*-master, Tom Oleson, has corrected all that. In what stands as a masterpiece of redesign, Oleson has forged *Anzio* into an exciting game of brains and daring. Major changes were brought about in the basic game, and the variable OB's, augmented paratroop rules, and terrain clarifications are only a few of the items that bring clarity to what was once an incoherent jumble. The rules, and even the fabled charts, are readable and usable, all highlighting the underlying ingenuity of the design. *Anzio* is not a simple game; but it is one of the most challenging games on the market. In its newly revised form, it is a must for gamers of all persuasions.

Something New

The first signs of Avalon Hill's emergence from the doldrums came over a year ago, when *1776* appeared. A disaster at the basic and advanced level, *1776* proved to be a marvelously designed campaign game, for only at that level did the imagination and subtlety of Randy Reed's host of innovative concepts take effect. Despite its length and somewhat mechanistic militia/Tory rules, the campaign game of *1776* is one of the best of its kind available, a solid game that effectively captures the feint and maneuver of the era.

However, it was with the giant *Decline and Fall of the Third Reich* that AH showed she was still alive and kicking. An out-of-house design (as are most of AH's games) by John Prados, the game is a veritable goldmine of ideas. Possibly the most extensive project yet attempted by Avalon Hill, *Third Reich* has proved to be a highly popular and durable game. The idea of Attrition Combat is excellent and the interplay between the various countries, both large and small, is handled beautifully, as is the interesting BRP production system. The entire feel of the game is economic in nature, as players "pay" to make war, but can reap great gains in terms of increased production if they are successful. This is Prados' general area of concentration, and in that he succeeds admirably.

Third Reich is basically a multi-player game, working less well at the standard head-to-head level, and the system is geared to this realization. It could be considered a complex

game, but it is not complex because of the nature of the rules. Rather it is intricate, because of the variables that may occur throughout play and the number of choices that each player has to make. Unfortunately, the rules book does little to help the player in making these decisions. It is, at best, obscure and obfuscatory, somehow reading like an endless footnote. Another problem is that while the game plays well on the Eastern Front, the historical feel of the Western Front, particularly France, is just not there. Furthermore, a great deal of historicity has disappeared at the sacrificial altar of playability. To be sure, this doesn't damage the game to any great extent; moreover, these sacrifices help make *Third Reich* much more playable, and even more interesting than its immediate counterpart, SPI's *WWII. Third Reich* is one of Avalon Hill's most enjoyable efforts in years. It has its flaws, but it is entertaining, challenging and highly recommended.

Panzer Leader has likewise proven to be a popular game. Essentially a clarification of the venerable *PanzerBlitz* - moved west - it stands to reason that if you liked the latter, you'll love the former. *PanzerBlitz* is such an institution that to knock it would be akin to panning the Marx Brothers. I, however, have always felt that, in light of recent design developments, *PanzerBlitz* was an outmoded game. Likewise, its revisionary sister, *Panzer Leader*, suffers in comparison to the strikingly similar *Panzer '44* by SPI. For one, the scenarios in *Panzer Leader* are quite poor as a group, and, more importantly, *Panzer '44*'s basic system is as playable as *Panzer Leader*'s while reflecting armored tactics much more realistically. Thus, Avalon Hill has, with *Panzer Leader*, succeeded admirably in clarifying and advancing the *PanzerBlitz* system. This system, however, is an old system, and if it is *your* system, you'll appreciate *Panzer Leader*.

The newest of Avalon Hill's fresh designs is the ambitious *Tobruk*, one of the most impressive physical products in the entire Avalon Hill line. *Tobruk* is essentially a tactical armored warfare game at the tank and infantry squad level based on miniatures rules that have been developed over the years. It has not been a secret that *Tobruk*'s developer, Randy Reed (the game was designed by Harold Hochs) has been interested in seeking a meeting ground between the fertile field of miniatures and the playability of boardgames. But in seeking this common ground, AH has turned *Tobruk* into something of an anomaly.

The amount of research undertaken and the painstaking efforts in design and development are obvious in the finished *Tobruk* product. The sheer volume of informational feedback to the player, as to what armored warfare is like in terms of fire effectiveness, weapons type, and armor protection is almost unbelievable. Each tank is rated for effectiveness of its weapons system against the other tanks, and at various ranges. Added in are different areas of possible hits,

hull, turret, etc., and a series of combat results that resemble an algebra course I once took great delight in avoiding. In addition, rules cover basic infantry tactics and weapons all the way up to Stukas and dust storms! Even with all of this, *Tobruk* is not as complex as it would seem, especially given the excellent way in which the rules are presented — through scenarios of increasing difficulty.

Unfortunately, people who buy *Tobruk* expecting to recreate tactical desert warfare are in for a surprise. The playing board is featureless, something the North African desert is not. Thus, the units could be anywhere; more likely on a glacier, given the flat nature of things. Even more important is the disastrously low movement values for the units. While this, perhaps, reflects things as they were, the restrictions on maneuver and playability are severe. And, finally, *Tobruk* is not a game; in many cases, even with the new fire doctrine rules, it simply evolves into a dice-rolling contest, an exercise in tank gunnery. Perhaps there is too much of "miniatures." One of the great allures of the latter is its visual appeal, an appeal that boardgaming is hard-pressed to duplicate. And while *Tobruk* brings the feel of miniatures to the board, it does not bring the feel of a game to the player. For those who are mostly interested in wargames as a source of information, as an enjoyable teaching device, *Tobruk* will prove to be eminently satisfactory. But for those who simply want to "kick it around" for a few turns, for the players to whom playability is a god from the higher pantheon — the very players who are the lifeblood of the Avalon Hill line — *Tobruk* will be a severe disappointment. Too bad; it was so beautifully done.

Something Borrowed

It is no secret that Avalon Hill has begun to actively seek out the "smaller" designers who have already published finished products as a means of enlarging their line. Two of the more recent AH issues, *Alexander* and *Wooden Ships and Iron Men*, bear that out readily, and forthcoming publications of *Caesar's Legions* (previously known as *Eagles!* by GDW) and *Kingmaker* will rapidly reveal that AH is developing, in essence, a minor league system for game designers. So far, this system has worked. There is no sense in reviewing either *Alexander* or *Wooden Ships*, as they have been around too long for extensive comment. The latter was Battleline's big surprise of 1973-74, a top-flight game of 18th Century sea warfare, which, like *Tobruk*, was based on a miniatures system. Here the system was ironed out to provide an exciting game of combat and panache, although, like *Tobruk*, its movement system left much to be desired. AH has done little to change the game, except to give it some nice window dressing. In all, it is certainly a worthwhile package for those who don't already own the original.

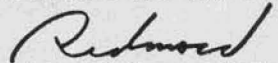
As for *Alexander*, it all depends on whether you like ancient tactical games. The system is quite good, and remarkably clear, based on a

somewhat different original by Gary Gyax published years ago. The game makes interesting use of different-sized units to represent different formations, and the historical OB adds a great deal of flavor to this rendition of the famous battle of Arbela (Gaugamela). Notice, however, should be made of the mapboard, which is, far and away, a classic in the field. With the knowledge that the actual battle was fought on a plain that was absolutely level (Darius had literally made it thus by design), the startling appearance of terrain on the map is a shock to the system. The fact that it artistically resembles a "before" ad for a dishwasher and bears little, if any, relation to the actual rules of the game, only goes further to support this exercise in grotesquery as someone's momentary mental aberration. Even so, it's a pretty good game.

Something Blue

Actually, there's little to be blue about in Avalon Hill's recent activity. Some games are bad, some good; but that is to be expected of all companies. What is good is that they are active; for each good game, no matter where it comes from, only serves to increase the enjoyment of the hobby for both player and publisher alike. It's good, then, to see AH up and punching. And once again, like so many years ago, we eagerly await the next issue from the Birthplace of Modern Wargaming.

As you may have noticed by the masthead, I've assumed the post of Editor of *MOVES*. Kevin Zucker will act as my Managing Editor. Howard Barasch has been given additional administrative duties, the press of which prevents him from continuing as Editor. No drastic policy or format changes will result from this shuffling of titles. What I am attempting to do is regularize the content of articles by category so that you know what to expect when we call something a "Profile" or an "Operational Analysis" or whatever. Please read the call for articles on page 29 for details on some of these basic article-categories. These categories have been promulgated as *guidelines*, not as hard-and-fast limitations upon what we'll print in *MOVES*. Good articles that don't fit into a pigeonhole will still find a place in *MOVES*. In addition, I want to increase the number of articles which deal with the most recent and most widely played games (simply because that appears to be what most of you want). This will still leave some room for eccentric articles about less popular and older games. Please help me out in three ways: 1) send in your Feedbacks; 2) submit articles (see page 29); 3) write me a note or two to give me your thinking on format and content. In most cases I won't be able to answer personally, but I guarantee I'll read them! Thanks to all of you for your interest in *MOVES* and best wishes for 1976.


Redmond A. Simonsen, Editor

Designer's Notes [continued from page 10]

will basically be a modified version of the present *Napoleon at Waterloo*.

Also published in August will be the game *Minuteman*. This game is still being thought out. The basic premise is the realization of the worst predictions of the far right. A U.S. which has been reduced to a third class power bereft of military strength and allies.

The game in *S&T 57* has not yet been decided upon. However, for various reasons, it will be a game containing a 22" x 34" map and at least 200 counters. As everyone knows, we started, with *S&T 48*, reducing the physical size of the games in *S&T*. This is primarily an economy measure, since *S&T* in its previous format was losing large amounts of money. In addition, we felt the Folio type games in *S&T* would appeal more to the majority of *S&T* subscribers. In *S&T 52*, we asked a question on how people felt about this change. Of the responses, about 10% said they would not renew on the basis of the change, while 3% said they would renew, mainly because of the change. Alright, that seemed fairly clear-cut. However, since *S&T 48*, when we instituted the change, the renewal rate has consistently risen. Now, something's got to be wrong somewhere. The answer to this seeming paradox may not be all that mysterious. *S&T* appeals to a wide diversity of tastes. Many of the subscribers prefer simple games and many prefer complex games.

Our solution is thus. Our program of financial controls, which we have been at for the past year, has proven quite successful and we are currently making a *little* money on *S&T*. As the circulation increases, we will make more, but rather than do that, we're going to experiment with at least *one* or *two* full size games out of every six in *S&T*. In *S&T 54*, we will publish the annual report and give a more detailed breakdown of this situation. As usual, when faced with a seemingly incomprehensible situation, we'll just jump right in and experiment.



Feedback Results, MOVES 22

Rank	Article	Rating
1.	Designer's Notes	6.87
2.	Forward Observer	6.77
3.	Bull Run in Profile	6.54
4.	Basic Tactics	6.51
5.	Kursk in Parallel	6.40
6.	Footnotes	6.22
7.	Blatantly Subjective Evaluation	6.00
8.	Playback	5.89
9.	StarForce Follow-Up	4.89
This Issue [overall]		6.51

Playback

READER REVIEWS

Playback is based on reader evaluation of games that is acquired through S&T and MOVES Feedback sections. Readers have been asked to rate aspects of games on a scale of 1 (poor) to 9 (excellent). After the ranking of each game there are a few comments from the SPI staff.

Next to the numerical ratings for each game are given the average range of ratings for the over sixty games we have playbaked so far. Thus, you can easily determine whether or not a game is average, or above or below average.

Question A. What do 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 suitability of the length of the average game?

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

Question J. What did you think of the suitability of the complexity of the game?

Question K. What did you think of the game's realism?

Question L. What did you think of the game overall?

Question M. Would you buy this game again after having played it?

Question N. Did you think you received your money's worth?

The letter ratings of solitaire play indicate high (A or B) or low (C or D) suitability.

Publisher Abbreviations: **AH**=Avalon Hill, Baltimore MD., **CGC**=Conflict Games Company, W. Lafayette IN., **GDW**=Game Designer's Workshop, Normal IL., **GG**=Guidon Games, Belfast Me., **GR**=Games Research, Boston Ma., **GTG**=Gamma Two Games, Vancouver B.C., **LZ**=Lou Zocchi, Biloxi Ms., **RG**=Rand Games, Liberty Corners N.J., **SPI**=Simulations Publications, Inc., N.Y., **WG**=Wargamers Research Group, Britain. **SDC** = Simulations Design Corp.

Game Title: **Coral Sea** Price: \$7.75
 Publisher: **GDW** Pub. Date: 10/74
 Subject: **Operational level simulation of the first carrier vs. carrier battle, May, 1942.**
 Design/Art/Develop: **Marc Miller/Rick Banner**
 Number of Players Reviewing: 22 Date: 11/75

Rating Area	Rating	[Typical Rating]
A -Map, Physical	6.27	(6.1-6.7)
B -Rules, Physical	6.31	(6.3-6.9)
C -Counters, Physical	7.36	(6.7-7.4)
D -Ease of Play	6.50	(6.4-7.0)
E -Completeness	5.86	(6.3-6.9)
F -Play Balance	6.45	(6.2-6.8)
G -Length Suitability	6.18	(6.3-6.9)
H -Set-up Suitability	6.31	(6.2-6.8)
J -Complexity Suitability	6.63	(6.0-6.6)
K -Realism	7.13	(5.8-6.4)
L -Overall Rating		(6.2-6.8)
M -% Who'd still buy	68%	(75%)
N -% Rec'd money's worth	86%	(79%)

S&T SURVEY DATA: % who've played game: 8. Acceptability: 6.53. Complexity Ranking: 7.3. Game Length (hrs): 4-5. Solitaire Playability: 4.0.

Comments: Semi-hidden movement with air/sea radius search system; air-to-air, air-to-ship combat, with CAP and wave flying; naval combat and destroyer screen.

Game Title: **Torgau** Price: \$8.40
 Publisher: **GDW** Pub. Date: 9/74
 Subject: **Tactical level simulation of the Prussian-Austrian battle of November, 1760, Frederick the Great's victory.**
 Design/Art/Develop: **Frank Chadwick/Rick Banner**
 Number of Players Reviewing: 37 Date: 11/75

Rating Area	Rating	[Typical Rating]
A -Map, Physical	6.48	(6.1-6.7)
B -Rules, Physical	7.07	(6.3-6.9)
C -Counters, Physical	7.33	(6.7-7.4)
D -Ease of Play	5.74	(6.4-7.0)
E -Completeness	6.44	(6.3-6.9)
F -Play Balance	7.11	(6.2-6.8)
G -Length Suitability	6.37	(6.3-6.9)
H -Set-up Suitability	5.85	(6.2-6.8)
J -Complexity Suitability	7.07	(6.0-6.6)
K -Realism	7.96	(5.8-6.4)
L -Overall Rating	7.21	(6.2-6.8)
M -% Who'd still buy	89%	(75%)
N -% Rec'd money's worth	96%	(79%)

S&T SURVEY DATA: % who've played game: 9. Acceptability: 7.19. Complexity Ranking: 7.1. Game Length (hrs): 6+. Solitaire Playability: 4.0.

Comments: Sequential movement with quasi-simultaneous offensive and defensive fire; extensive use of formation and morale, with odds ratio combat linked to both formation and terrain.

Game Title: **Narvik** Price: \$8.75
 Publisher: **GDW** Pub. Date: 12/74
 Subject: **Operational level simulation of the German invasion of Norway in 1940.**
 Design/Art/Develop: **Marc Miller/Rick Banner/Frank Chadwick**
 Number of Players Reviewing: 32 Date: 11/75

Rating Area	Rating	[Typical Rating]
A -Map, Physical	6.90	(6.1-6.7)
B -Rules, Physical	6.81	(6.3-6.9)
C -Counters, Physical	7.84	(6.7-7.4)
D -Ease of Play	6.24	(6.4-7.0)
E -Completeness	6.66	(6.3-6.9)
F -Play Balance	6.21	(6.2-6.8)
G -Length Suitability	6.30	(6.3-6.9)
H -Set-up Suitability	5.75	(6.2-6.8)
J -Complexity Suitability	7.24	(6.0-6.6)
K -Realism	7.72	(5.8-6.4)
L -Overall Rating	7.27	(6.2-6.8)
M -% Who'd still buy	91%	(75%)
N -% Rec'd money's worth	97%	(79%)

S&T SURVEY DATA: % who've played game: 10. Acceptability: 6.95. Complexity Ranking: 7.9. Game Length (hrs): 6+. Solitaire Playability: 4.0.

Comments: Land/sea/air invasion game with emphasis on organization and coordination of land and air forces; combat within hex, extensive supply rules.

Game Title: **Global War** Price: \$12.00
 Publisher: **SPI** Pub. Date: 2/75
 Subject: **Strategic level simulation of the entire Second World War against Germany and Japan.**
 Design/Art/Develop: **James F. Dunnigan/Redmond A. Simonsen/Kip Allen**
 Number of Players Reviewing: 86 Date: 11/75

Rating Area	Rating	[Typical Rating]
A -Map, Physical	6.46	(6.1-6.7)
B -Rules, Physical	6.46	(6.3-6.9)
C -Counters, Physical	6.87	(6.7-7.4)
D -Ease of Play	5.41	(6.4-7.0)
E -Completeness	5.80	(6.3-6.9)
F -Play Balance	6.54	(6.2-6.8)
G -Length Suitability	5.70	(6.3-6.9)
H -Set-up Suitability	5.04	(6.2-6.8)
J -Complexity Suitability	7.05	(6.0-6.6)
K -Realism	6.53	(5.8-6.4)
L -Overall Rating	6.69	(6.2-6.8)
M -% Who'd still buy	80%	(75%)
N -% Rec'd money's worth	82%	(79%)

S&T SURVEY DATA: % who've played game: 25. Acceptability: 6.91. Complexity Ranking: 7.1. Game Length (hrs): 6+. Solitaire Playability: 5.0.

Comments: Sequential movement with differential CRT using extensive production system. Provisions for producing and repairing major combat units and weapons, including Atomic Bombs.

Game Title: **Sixth Fleet** Price: **\$8.00**
 Publisher: **SPI** Pub. Date: **1/75**
 Subject: **Hypothetical modern-day naval warfare in the Mediterranean; Soviet forces vs. NATO forces.**
 Design/Art/Develop: **James F. Dunnigan/Redmond A. Simonsen/Frank Davis**
 Number of Players Reviewing: **192** Date: **11/75**

Rating Area	Rating	[Typical Rating]
A -Map, Physical	6.60	(6.1-6.7)
B -Rules, Physical	6.16	(6.3-6.9)
C -Counters, Physical	7.40	(6.7-7.4)
D -Ease of Play	6.09	(6.4-7.0)
E -Completeness	6.55	(6.3-6.9)
F -Play Balance	6.11	(6.2-6.8)
G -Length Suitability	6.09	(6.3-6.9)
H -Set-up Suitability	6.07	(6.2-6.8)
J -Complexity Suitability	6.41	(6.0-6.6)
K -Realism	5.90	(5.8-6.4)
L -Overall Rating	6.24	(6.2-6.8)
M -% Who'd still buy	68%	(75%)
N -% Rec'd money's worth	82%	(79%)

S&T SURVEY DATA: % who've played game: 77. Acceptability: **6.51**. Complexity Ranking: **6.3**. Game Length (hrs): **3.5-4**. Solitaire Playability: **6.0**.

Comments: Originally published in S&T 48. Uses sequential movement with combat before movement. Differential system with extensive unit differentiation.

Game Title: **Third Reich** Price: **\$10.00**
 Publisher: **AH** Pub. Date: **11/74**
 Subject: **Strategic level simulation of World War II in European Theatre. Covers Italy, North Africa, Russia and Finland.**
 Design/Art/Develop: **John Prados/W. Scott Moores/Donald Greenwood**
 Number of Players Reviewing: **89** Date: **11/75**

Rating Area	Rating	[Typical Rating]
A -Map, Physical	7.16	(6.1-6.7)
B -Rules, Physical	6.62	(6.3-6.9)
C -Counters, Physical	7.03	(6.7-7.4)
D -Ease of Play	6.06	(6.4-7.0)
E -Completeness	6.15	(6.3-6.9)
F -Play Balance	6.59	(6.2-6.8)
G -Length Suitability	6.10	(6.3-6.9)
H -Set-up Suitability	5.87	(6.2-6.8)
J -Complexity Suitability	7.00	(6.0-6.6)
K -Realism	6.37	(5.8-6.4)
L -Overall Rating	6.73	(6.2-6.8)
M -% Who'd still buy	71%	(75%)
N -% Rec'd money's worth	75%	(79%)

S&T SURVEY DATA: % who've played game: 35. Acceptability: **6.58**. Complexity Ranking: **6.5**. Game Length (hrs): **4.5-6**. Solitaire Playability: **6.0**.

Comments: Sequential movement/production with Strength Points and differential CRT. Diplomacy and unit capabilities. Scenarios and campaign game.

We'd Like You to Write for

MOVES

Unlike *S&T*, most *MOVES* material originates with its readers. If you can write a well-organized article about a conflict simulation subject of wide interest, there's a good chance that your article will be published. Here are the basic types of articles that we're looking for:

1. *Game Profile*: Describes and analyzes the game with regard to system, technique of simulation, and overall effectiveness of the manner in which the game design deals with its subject. Physical systems should be touched upon if critical to the game's mechanics. A Profile does *not* do any of the following: review the game, offer variants to rules, give historical background detail, give extensive tactical or strategical advice, or include additional scenarios.

2. *Operational Analysis*: Deals with the tactics and strategy of play in a specific game (and specific scenarios in a given game). Such articles should not present "perfect plans;" rather, they should present optimum tactical doctrine and the main lines of approach to the strategy or strategies that are viable in the game. Operational Analyses do *not* review the game, offer variants or scenarios, give extensive historical comment, nor do they comment upon the game design, except as a function of how tactical doctrine is affected by it. Rules loopholes and omissions can be dealt with as they affect tactics.

3. *Scenarios and Variants*: Provides additional scenarios to an existing game. Material should be presented in the same style as in that game's rules. Special rules may be given if truly necessary. Variant rules suggestions should be presented in the same style as the original rules. Such rules should be logical extensions or variations of the original game system. They should not require new equipment and should be usable by the average player. New counter values or types may be presented, but this practice should be limited. Such scenarios and variants should be the result of true playtesting by the author. When practical, historical sources should be cited in a bibliography.

4. *Design Critique*: Deals with the strengths and weaknesses of the system of the game as related to play and accuracy of simulation. Components can be dealt with as they affect play or accuracy. Nitpicking is not allowed: all criticisms should be based upon well-reasoned arguments supported by documentation and testing when applicable. Basically one should be saying, "I can demonstrate and prove my case," rather than "I think it's so." Such articles can be comparisons of two or more games that deal with the same battle or specific subject.

5. *Field Report*: Provides organized information on some aspect of the field of conflict simulation games which is of wide interest or importance to its participants. Should be well-grounded in fact and give analytical comment based upon statistical data. Includes reportage of events of wide interest to gamers (e.g., new companies, large conventions, etc.).

6. *After-Action report*: Similar to those appearing in *Strategy & Tactics*. A well researched treatment of actual history in terms of a simulation game (i.e., how the historical event would occur on the game map). Can deal with inconsistencies between the game and reality.

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

HOW IT SHOULD BE DONE

All articles should be typewritten, double-spaced, on 8 1/2 x 11" white bond. Each typewritten line should be no more than 65 characters long and no less than 55 characters (including word spaces). Type no more than 25 lines per manuscript page (including a blank double line space between each paragraph). Manuscript pages should be numbered and should include the author's name at the upper right of each sheet. Do not staple manuscripts. A cover sheet should be included giving the author's name, address and phone number; the category of the article (one of the seven described) and the suggested title for the article. Proper terminology should be used in all game articles. Abbreviations should be avoided.

HOW LONG IT SHOULD BE:

All articles, except Footnotes, should be at least 1,000 words long. Articles should not exceed 7,000 words. "Standard" length is 5,000 words (approximately four printed pages in *MOVES*), or 22 manuscript pages. Each manuscript page (types to the aforementioned specifications) is about one-half of one column of type (or 225 words). Footnotes should be no longer than 750 words. Articles should not depend upon extensive maps and diagrams.

WHAT YOU GET FOR WHAT YOU WRITE:

MOVES Magazine pays a honorarium for all articles published (except Footnotes). This honorarium is paid upon article column-length and is currently \$4 per running 10" column of edited text (calculated to the nearest half-column). Alternatively, authors may receive their honorarium in the form of SPI products. This will be rendered in terms of current list price of items, and paid at double the rate of the cash honorarium, i.e., \$8 per running column of text. This rate is effective as of issue number 24 of *MOVES*. Please state your honorarium preference on the cover sheet of your article. Honorariums will be rendered thirty days after the publication of the issue in which the article appears.

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ARTICLES SHOULD BE SUBMITTED TO:

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

Feedback

MOVES nr. 24, published Dec/Jan 1976

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 number 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 use your Feedback Response Card as your direct-line to the editors.

SECTION A

Questions:

- 1 — No question
- 2 — No question
- 3 — No question

Questions 4 through 14 ask you to rate the articles in this issue on a scale of 1 = poor to 9 = excellent.

- 4 — Modern Battles Profile
- 5 — Dreadnought & Jutland
- 6 — Panzer Leader & Panzer '44
- 7 — Dreadnought Super Extension
- 8 — Formation Tactics
- 9 — Forward Observer
- 10 — Designer's Notes
- 11 — Footnotes (Overall)
- 12 — Playback
- 13 — This issue (Overall)
- 14 — Was this issue better than the last one?
- 15 — No question
- 16 — No question

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

- 17 — Town Planning in *Tank!*
- 18 — WWI Alternate Central Powers Strategy
- 19 — Battle for Germany Historical Notes

- 20 — Cavalry in *Blue & Gray*
- 21 — *Arnhem* Prototype Map
- 22 — Geography Lesson for *Kingmakers*
- 23 — Errata
- 24 — No question
- 25 — Assume that you don't subscribe to MOVES. Would the quality of this issue alone motivate you to subscribe?
- 26 — For how many issues have you had a continuous subscription to MOVES? 0 = I don't subscribe; 1 = This is my first issue; 2 = This is my second or third issue; 3 = This is my fourth or fifth issue; 4 = This is my sixth issue; 5 = This is my seventh through eleventh issue; 6 = This is my twelfth issue; 7 = This is my thirteenth through eighteenth issue; 8 = This is my nineteenth or subsequent issue; 9 = I am a **Lifetime Subscriber** to MOVES (regardless of number of issues received).
- 27 — What level of complexity do you prefer in games? Rate your preference on a 1-9 scale, with higher numbers indicating increased complexity. Use the following games as guidelines: American Revolution - 4; East is Red - 5; NATO - 6; Patrol! - 7.
- 28 — Your age: 1 = 13 years old or younger; 2 = 14-17; 3 = 18-21; 4 = 22-27; 5 = 28-35; 6 = 36 or older.
- 29 — Your sex: 1 = Male; 2 = Female.
- 30 — Education: 1 = 11 years or less; 2 = 12 years; 3 = 13-15 years; 4 = 13-15 years and still in school; 5 = 16 years; 6 = 17 years or more.
- 31 — How long have you been playing conflict simulation games? 0 = less than 1 year; 1 = 1 year; 2 = 2 years... 8 = 8 years; 9 = 9 or more years.
- 32 — What is the average number of hours you spend playing game simulations each month? 0 = none; 1 = 1 hour or less; 2 = 2-5 hours; 3 = 6-9 hours; 4 = 10-15 hours; 5 = 16-20 hours; 6 = 21-25; 7 = 26-30; 8 = 31-40; 9 = 41 or more hours.
- 33 — How many simulation games (of all publishers) do you possess? 1 = 1-10; 2 = 11-20; 3 = 21-30; 4 = 31-40; 5 = 41-50; 6 = 51-60; 7 = 61-70; 8 = 71-80; 9 = 81 or more.
- 34 — Did you send in the feedback card for your last issue of MOVES? 1 = yes; 2 = no.
- 35 — Pick the ONE area about which you would most like to see games and articles done: 1 = Ancient (Rome, Greece, Biblical, 3000BC - 600 AD); 2 = Dark Ages, and Renaissance (600AD - 1600AD); 3 = 30 Years War and pre-Napoleonic (1600 - 1790); 4 = Napoleonic (1790 - 1830); 5 = Civil War/19th Century (1830 - 1900); 6 = World War I (1900 - 1930); 7 = World War II (1930 - 1945); 8 = post-World War II (1945 - present); 9 = Present and future (anything goes).

Refer to the descriptions of the MOVES articles categories set forth on page 29 of this issue (in the announcement "We'd like you to write for MOVES"). Then rate each of the categories according to how much you would like to see articles of that type in MOVES. 1, 2 or 3 = Very little interest in this type of article; 4, 5, or 6 = Moderate interest in this type of article; 7, 8, or 9 = Definite interest in this type of article; 0 = No opinion.

- 36 — Game Profile
- 37 — Operational Analysis
- 38 — Scenarios and Variants

- 39 — Design Critique
- 40 — Field Report
- 41 — After-Action Report
- 42 — Footnotes

If you rated the Game Profile category [nr. 36, above] "4" or higher, rate the following game titles on a scale of 1 to 9, according to how much you would like to see a Profile-type article on that game in MOVES. Answer "0" to questions 43 to 48 if you rated question nr. 36 lower than "4."

- 43 — Global War
- 44 — Sorcerer
- 45 — Island War
- 46 — Mech War '77
- 47 — Fast Carriers
- 48 — Napoleon at War

If you rated the Operational Analysis category [nr. 37, above] "4" or higher, rate the following game titles on a scale of 1 to 9, according to how much you would like to see an Operational Analysis on that game in MOVES. Answer "0" to questions 49 to 54 if you rated question nr. 37 lower than "4."

- 49 — Punic Wars
- 50 — World War I
- 51 — Battle for Germany
- 52 — Mech War '77
- 53 — Fast Carriers
- 54 — Napoleon at War

If you rated the Scenarios and Variants category [nr. 38, above] "4" or higher, rate the following game titles on a scale of 1 to 9, according to how much you would like to see a Scenarios and Variants article on that game in MOVES. Answer "0" to questions 55 to 60 if you rated question nr. 38 lower than "4."

- 55 — Modern Battles
- 56 — PRESTAGS Series Games
- 57 — Island War
- 58 — Mech War '77
- 59 — Fast Carriers
- 60 — Napoleon at War
- 61 — Would you like to see the series of articles on Tactics (cf. Basic Tactics in MOVES 22, Tactics of the Advance in MOVES 23, and Formation Tactics in this issue) continued in upcoming issues? 1 = yes; 2 = no; 0 = no opinion.

Rate the complexity of each of the following games on a 1-9 scale. "1" = very simple; [up through] "9" = very complicated; "0" = have not played game.

- 62 — Chinese Farm
- 63 — Golan
- 64 — Wurzburg
- 65 — Mukden
- 66 — Fast Carriers
- 67 — Rommel (RGA)
- 68 — Marengo
- 69 — Wagram
- 70 — Jena-Auerstadt
- 71 — Battle of Nations
- 72 — Kingmaker (Phil)

Rate the same games as concerns their suitability for solitaire play. Rate them on a 1-9 scale. "1" = unsuitable; "9" = highly suitable; "0" = have not played game.

- 73 — Chinese Farm
- 74 — Golan
- 75 — Wurzburg
- 76 — Mukden
- 77 — Fast Carriers

- 78 — Rommel (RGA)
 79 — Marengo
 80 — Wagram
 81 — Jena-Auerstadt
 82 — Battle of Nations
 83 — Kingmaker (Phil)

How long does it take you, on the average, to play the games listed below? For games with multiple Scenarios, give an average, regardless of how long or short individual Scenarios are. Use a 1-9 scale: "1" = less than an hour; "2" = one to two hours; "3" = two to three hours; "4" = three to four hours; "5" = four to five hours; "6" = five to six hours; "7" = six to seven hours; "8" = seven to eight hours; "9" = eight-plus hours.

- 84 — Chinese Farm
 85 — Golan
 86 — Wurzburg
 87 — Mukden
 88 — Fast Carriers
 89 — Rommel (RGA)
 90 — Marengo
 91 — Wagram
 92 — Jena-Auerstadt
 93 — Battle of Nations
 94 — Kingmaker (Phil)
 95-96 — No question

SECTION B

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

Before 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 "ease of play" (how well the game moved along)?

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

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

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

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

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

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

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

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

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

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

- 101 — No question
 102 — No question
 103 — No question

BATTLE FOR GERMANY

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

MODERN BATTLES QUADRIGAME

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

DREADNOUGHT

- 133 — Question A (mapsheet)
 134 — Question B (rules)
 135 — Question C (counters)
 136 — Question D (ease of play)
 137 — Question E (completeness of rules)
 138 — Question F (balance)
 139 — Question G (length)
 140 — Question H (set-up time)
 141 — Question J (complexity)
 142 — Question K (realism)
 143 — Question L (overall)
 144 — Question M (then & now) (yes or no only)
 145 — Question N (money's worth) (yes or no only)
 146 — No question

TOBRUK (AH)

- 147 — Question A (mapsheet)
 148 — Question B (rules)
 149 — Question C (counters)
 150 — Question D (ease of play)
 151 — Question E (completeness of rules)
 152 — Question F (balance)
 153 — Question G (length)
 154 — Question H (set-up time)
 155 — Question J (complexity)
 156 — Question K (realism)

- 157 — Question L (overall)
 158 — Question M (then & now) (yes or no only)
 159 — Question N (money's worth) (yes or no only)
 160 — No question
 161 — No question

SSN (GDW)

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

VON MANSTEINS BATTLES (RGA)

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



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Sorcerer

The Game of Magical Conflict

- Demons, Trolls, Air Dragons and Sorcerers
- Teleportation, Conjunction, Magic Bolts and Vortexes
- Full, four-color map and counters

Sorcerer is SPI's first game of magic and fantasy. The 22" x 34" map depicts a multi-colored land of sorcery. Each one-inch hex is coded with the color of the magic most powerful in that location. There are seven hues of magic, in all, each of which is more powerful than the next! Sorcerers can perform many feats of magic: conjure magical units (by expending Movement Points); throw magic bolts; teleport themselves and their armies; change the color of hexes; clone themselves into three Sorcerers; create the devastating Vortexes; and make themselves disappear.

Combat takes place using a unique system; the strength of units is highly variable, depending upon the color of the unit, the color of the hex, and the color of the defender. Attacking and defending units occupy the same hex when engaged in combat. There are nine Scenarios, including solitaire, multi-player, and two-player Scenarios. The sequence of play is: First Player moves/both Players attack/Second Player moves/both Players attack. In multi-player Scenarios, the First Player is variable (just to keep you guessing as to who has the initiative).

