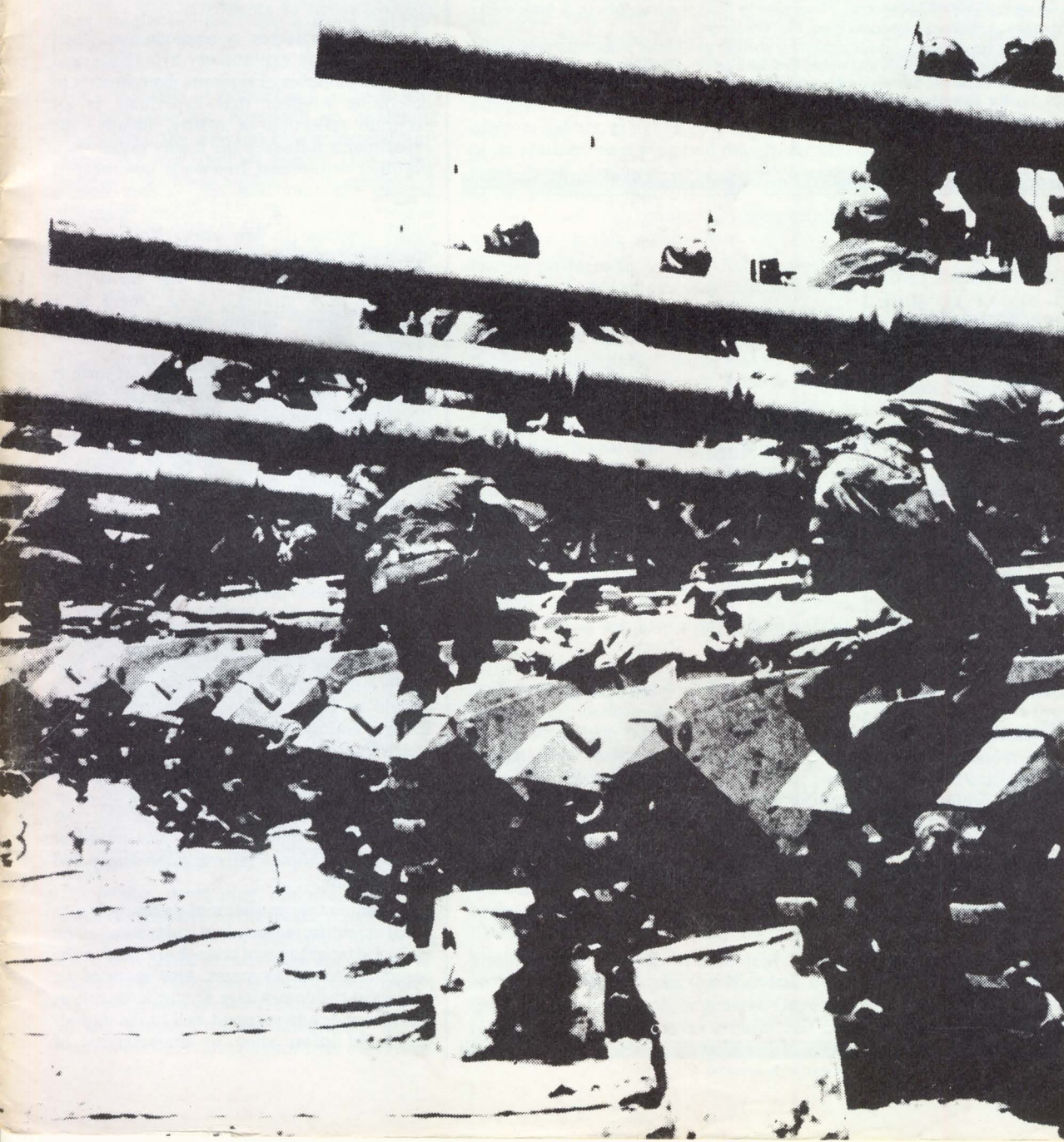


# MOWS

Conflict  
Simulation  
Theory and  
Technique

Doctrine and Tactics in

# October War



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## Opening Moves

### CONFLICTSIMULATION: ART OR SCIENCE: Take Your Pick

Is a wargame designed in 1977 (on a specific scale, subject, and period) better than one designed in 1970? Is there a *definitive* game on any subject? Does the design of games progress or does it evolve? Do particular games become obsolete—or do they simply fall out of fashion? The validity and answerability of these and related questions spring from a basic question concerning the characterization of the conflict simulation design process: is it an art or a science? Is the technology of the process one that succumbs more readily to the scientific method or the creative vision of an artist?

A scientist observes a phenomenon, then promulgates an explanatory hypothesis and then runs a series of rigorous experiments to determine whether that hypothesis is an accurate reflection of reality. Ideally, the experiments influence the theory rather than the other way around. In science, new theories replace old ones, and very seldom does a major element of a discredited scientific "law" reappear in new work. (Nobody does much work these days in the phlogiston theory of combustion—except in the history of science.) In a strategic sense, there is a definite, linear quality inherent in the progress of any true science.

Conversely, the development of an art form is essentially non-linear. Schools of art come to the forefront and occupy the stage for a while, and then drift off to the background, yielding the spotlight to a new school or approach. Unlike science, however, old art is not discarded or discredited. Artists continually reinvent themselves with older forms even as they evolve new ones. If one speaks of the "progress" of art in the company of artists, one should be prepared to endure some ridicule.

None of the foregoing should be misconstrued as the setting forth of a value system that places one system over the other. There is a certain natural and healthy tension between the arts and the sciences, but the universe in which they co-exist is not a zero-sum system: neither need flourish only at the expense of the other. I am merely attempting to draw some of the differences between the two disciplines as they relate to the narrower universe of (commercial) wargame design and development.

It is fashionable to speak of game design in quasi-scientific jargon. And truly, many of the tools and techniques of science are used in the design of simulation games. Also, many of the players of the games have scientific/technical backgrounds and respond well to the digitalization of information so characteristic of

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# Designer's Notes

## WORK IN PROGRESS

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

### O! Canada

Which will not be its real name because the Canadian government already uses that name for some promotional item they call a game. Not one of the three dozen plus Canadian media people who got in touch with us after reading the *O! Canada* proposal in *S&T 60* had ever heard of it. But it exists, so we'll have to use a slightly different name. Probably "Canada" followed by a subtitle. The game is being designed right now. It almost made it on its own but, despite a massive demand from the North Country, we were forced to use our editor's choice for 1977 on this game. The subject is rather interesting. How would Canada go about proceeding from bad to worse and breaking up. Ultimately civil war and all that. The way the game stands now it's primarily a lot of political infighting. Which gets particularly interesting in the multi-player versions. For the bloodthirsty (or simply pessimistic) there's a military "end game" involving the many rather colorfully titled Canadian military units such as; The Princess Louise Fusiliers, The Royal Canadian Hussars, The Black Watch of Canada, Le Regiment de Maisonneuve, Les Fusiliers de Sherbrooke, the "link and Winks," and more next time.

—JFD

### Ring Trilogy

The campaign game is pretty much set. We have rationalized and streamlined many of the more "odd" mechanics and just about decided what we want to do with those that we cannot (or will not) streamline. The two hairiest problems that remain are precisely how to treat the utilization of the Ring, and how to handle its transfer from one character to another in the event that the original Ring-bearer, Frodo the Hobbit, meets an untimely demise. We think that we have solved this one, but is a very complex problem with a lot of wrinkles—most of them involving clashes between "realism" (*vis a vis* the Trilogy) and "playability" (we do not want to have a 200 page rulebook of exceptions to exceptions). The only way to know for sure that our solution is correct is careful, meticulous play-testing, to allow the full range of possibilities, some of which inevitably cannot be foreseen, to occur and be resolved. Luckily, the game is so much fun to play that this is no problem. One other problem concerns the use of Magic. We are having a minor tiff on this one. One argument runs that a blanket utilization of Magic power in the game would not really be

[continued on page 28]

wargames. Games are vested with an air of precise, scientific authority: all the major variables in a situation seem to have been quantified and are ready for manipulation and control.

But if one looks beyond the superficial aspects of the games, it soon becomes apparent that the precision is only an illusion. For example, in most circumstances, the amount of information that has been *consciously* processed to produce a game is large—but falls short by several orders of magnitude of that required to be considered rigorously scientific. In most cases, complete data does not exist, and much must be inferred or deduced. There's even some doubt as to what would constitute "complete data."

The testing to which games are subjected also pales before the amount of testing a scientist would consider adequate to even tentatively present a theory. [I'm not advocating the desirability of such testing: it would mean that very few games would ever see print and would cost a fortune when they did.] Game-testing is an empirical, cut-and-dry procedure that usually validates that a game "works" (although the definition of "works" is highly variable).

The complexity of games has a lot to do with the non-scientific approach to designing them. Even the simplest of commercial wargames is a very complex system. They do not yield very readily to analysis by computer (ask any programmer what a monumental job it would be to develop the software to play a typical SPI Folio game). Many gamers and non-gamers labor under the misapprehension that computers are used extensively in the design and testing of commercial wargames. Ain't so.

Does all this mean that wargames as-we-know-and-love-them are worthless fabrications foisted upon an unsuspecting public? Did you ever imagine I'd say *yes*? Of course not. What it *does* mean is that wargames are much more the products of the subjective, high-order synthesizing process called *art* than they are products of the scientific method.

In the design process, the artist *selects* the elements with which the game will deal. Games that even *attempt* to cope with every aspect of a situation are usually exercises in chaos and distortion. The selection process is only as prudent and judicious as the designer himself. There is no one "right" way to design a game on a single subject (much less on the broad range of subjects dealt with by wargames). The degree of *control* with which the designer executes the selection process determines to a large extent the power of the designer. [The word "control" is used here in the semi-mystical sense employed in *art-speak*.]

The testing, developing, and evaluation of a game design closely mirrors the *roughing-out* and sketching process of graphic art. While there is reliance on statistics and orders-of-battle for certain gross aspects of design, there is nevertheless a greater reliance on the "feel" of the design properly integrating into a unified whole. Testing a game will only reveal

whether something is wildly out of whack (and possibly, the prejudices of the playtesters). The subtle aspects of a game are rarely revealed as a *direct* result of the testing—although many times subtle elements are *intuited* from the testing.

If wargame design can be considered an art, it must be further defined as a *commercial* art. The practical aspects of publishing dictate the limits of what a given game (or line of games) can be. If, first of all, the customers don't like them, the publisher very soon goes out of business (or the free-lance designer fails to get any more contracts). If the customer *does* like the games, but too much money was spent on creating them, the publisher/designer may also find themselves out of business. The fact that games must be *marketed* automatically imposes a series of constraints on what level of art the game can possibly operate. High art does not appeal to a mass audience. The majority of people have no desire and/or capability to develop the sensibilities and aesthetic disciplines required to appreciate high art. Almost everyone *approves* of high art, but very few actually support it. Analogously, if game design were pursued as a high art, many gamers would applaud the effort but buy and play *Firefight* and *Terrible Swift Sword*. This is not a criticism of commercial art, merely a partial explanation of its realities *vis-a-vis* game design. By and large, most designers have no pretensions about producing high art—they realize the limitations of their milieu and are perfectly willing to operate within them.

For an art-form to remain vital, it needs a constant infusion of new ideas and new ways of approaching old problems. To some extent art is subject to fashion and trend.

What is acceptable today may not be acceptable tomorrow—not because it is obsolete, but rather because art requires a dynamic stimulus. But art has a way of being nurtured by its past—and so too, in simulation games does one find echoes and reprises of earlier forms. In fact, there is very little in simulation gaming that is *absolutely* new, advertising claims notwithstanding. Games that date from the beginning of commercial wargaming are still avidly played by large numbers of gamers even though those games may not be as sophisticated as more recent titles.

It is unlikely that one would ever be able to legitimately declare a game the *definitive* design on a given subject for much the same reason that there is no such thing as a definitive piece of music for the violin: each work of art (high or low) is an individual approach to a subject. Art is all-encompassing at the same time that it is very narrowly focused. There are, for example, hundreds of thousands of paintings of the female nude—but there aren't any artists saying "Well, we've got *that* solved."

Similarly, it is a matter of argument whether one game is *better* than another and what constitutes a *good* game, in general. Once one gets past the obvious, gross criteria that can be used to judge the quality of a game, the

[continued on page 15]

# STARSHIP TROOPER/STARSOLDIER

## A Comparison of SF Treatments

by Phil Kosnett

*Asso many of us are, Phil Kosnett is an ardent devotee of things science-fictional. He's trying to arm-twist me into creating a space for a regular science-fiction column in this magazine which would cover science-fiction and fantasy gaming [see the Feedback questions in this issue]. To get you in the mood, he now goes on about the two latest planet-pounder sf simulations. [Twist, twist],*

—RAS

SF wargames have been around for at least a decade. Almost all deal with ship-to-ship combat or the conquest of galactic empire. SF games dealing with ground combat have been rare, and most have been set on Earth in the near Future: *Invasion: America* and *Jagdpanther's Jacksonville 1997* are examples. But now the science fiction audience has been treated by SPI and Avalon Will to two fine games on the man-to-man level. It's about time, and it's a pleasure.

Avalon Hill has published *Robert Heinlein's Starship Troopers*, based on the very popular, Hugo-winning novel published in 1959. SPI's game is *StarSoldier*, which has its future-history base in the *StarForce* universe created by Redmond A. Simonsen. It should be said right up front that this gives *StarSoldier* a great advantage as a wargame—the background and combat system were invented for the express purpose of making wargames. Heinlein had other things in mind. A bit of background is in order.

*Starship Troopers* is the story of Juan Rico, a naive 22nd Century rich kid who enlists on a lark. Relegated by lack of skill and brains to the Mobile Infantry, Rico slowly becomes a tough, wary combat soldier, an officer. Heinlein follows the "Evolution of a Soldier" through Basic Training and combat, through OCS and back to battle. On this level *Starship Troopers* is an exciting, occasionally touching novel of war and its effects on one man.

On another level *Troopers* is another matter entirely. The society to which Rico belongs is so dominated by the military that only veterans can vote or be citizens. War is not considered an unavoidable horror, but the ultimate expression of man's skill and valor. At lime; Heinlein shifts the action into a classroom so that he can literally lecture on this right-wing militaristic theory, as well as on conservative, strict methods of law enforcement. In the field, the Mobile Infantrymen never question their leaders or the sloppy diplomacy which put them there. While the Troopers show remorse for their dead comrades, not once does a Trooper show regret or even get sick over killing thousands of intelligent aliens. Heinlein depicts this remorselessness by ingraining his characters'

environment with racism. As the British conquered and slaughtered "Wogs," and the Americans were told to kill "Gooks," the M.I. kill "Bugs". The M.I. also display what Heinlein calls "honor" and what others have called a remarkable lack of the urge toward self-preservation. At the end of the book, the Human fleet is preparing for the last battle—the assault on the Bug homeworld. The technology exists to simply annihilate the planet, but instead thousands of Troopers will land and die in an attempt to rescue a few hundred Human prisoners of war. Honor? Poor arithmetic? Take your pick. Of course, negotiation is out of the question.

The object of all this preface has been to point out that Heinlein had more on his mind than writing a war novel envisioning future tactical ground combat. He didn't even try; he simply did what SF writers have often done; he fell back on an historical situation. When the M.I. blast the Rugs out of their tunnels, it is the Marines blasting the Japanese out of their tunnels, an Okinawa or Iwo Jima. Take away the nuclear weapons, put in flamethrower tanks, and there is very little difference. The humanoid "Skinnies" play the part of stereotypical Italians in World War II, with little interest in the war and even less ability. They eventually switch sides and go with the "good" guys.

Simonsen developed the *StarForce* rationale as it developed the game. In fact, the mechanics came first, an obvious aid. In Simonsen's universe, the dominant factor is the power of the handful of female telesthetics who have the power to transport themselves and their TeleShips across several light-years, instantly. The telesthetics control interstellar trade, and their pacifistic nature prevents true warfare from breaking out. Wars are limited to minor organizational struggles within and between the Human, humanoid L'Chal Dah, and non-humanoid Rame races. To control a planet, a force must neutralize the stellar system's protecting StarGate and telesthetics and then project a "Heissen Field" which knocks out everyone on the planet. Everyone, that is, but the StarSoldiers, who wear a protective suit. The invader's StarSoldiers land by Gravity Sled to pacify the StarSoldier bases and cities while the planetary defenses trade laser blasts and missile salvos with the orbiting StarForces. Casualties are light, wars last days instead of years, and the civilians suffer nothing more than a bad headache and perhaps increased taxes. Very civilized. Yet it is still war, and a disturbing question arises. If the telesthetics have such compassion for each other that "even while on opposing combat teams, (no telesthetics) have ever deliberately caused another member's death," why do they allow the StarSoldiers to kill each other.

Simonsen makes it clear that the telesthetic minority controls interstellar trade and communications: surely they could prevent war entirely. Of course, with the appearance of the fanatic, mass-murdering Xenophubes, the rules change.

*StarSoldier* is clearly a better situation for a wargame than *Starship Troopers*. I am not suggesting that Simonsen is a better SF writer than Heinlein; that would be akin to sacrilege. But once again Heinlein was not primarily concerned with the combat technology aspect of the story he was telling. He probably hadn't even heard of the then par-old Avalon Hill Company in 1959. The *StarForce/StarSoldier* system was built expressly for wargame purposes. A handicap for Avalon Hill, but one they overcame.

### CORKSCREW & BLOWTORCH: STARSHIP TROOPERS

*Troopers* is a success for Avalon Hill. AH decided a couple of years back to find a game that would expand their bookstore outlets by linking in a well-known hook. They chose *Starship Troopers*, negotiated with Heinlein, and published the game. While I am not privy to AH's marketing reports, it is hard to think of a better title choice than *Troopers*. As for the packaging—well, Heinlein's name is prominent and the cover painting is, uh, "eye-catching". Let's leave it at that.

*Troopers* is a success for designer Randy Reed. Reed set out to make the game as faithful to the situation as portrayed by Heinlein as he could. He succeeded beyond my expectations or those of anyone with whom I've discussed the game. He left a few things out of the game and added a few, and he improved the situation with almost every change. In the novel, the tactical situation is hopelessly one-sided. The Mobile Infantrymen in their powered armor have overwhelming firepower and mobility, and the Skinner and Rugs can only sit in their bunkers and tunnels respectively and await the Humans. Counterattacks can be only local because the Humans have the speed to retreat from any large concentration and the power to eliminate it immediately. Reed hasn't cured this problem by a long shot, but he has at least added alien Heavy Weapon units to give the Bugs and Skinnies somewhat more firepower in more concentrated form. Reed also added more terrain differentiation to the plains where Heinlein's Troopers fought, just to jazz things up a little. And so on.

*Troopers* is a mild success as a game. It can be a lot of fun for the Human player. He has to coordinate his M.I. with his Combat Engineers, use various conventional and nuclear bombs to kill Rugs and seal their holes, use nerve gas, set listening posts to

divine the pattern of the Bug tunnel complex, take care of the wounded and men with damaged suits, try to anticipate local counterattacks, and sometimes even collect his troops and evacuate by Retrieval Boat at the end of the scenario. This requires an organizational skill unnecessary in most wargames. The Bug and Skinny Players have less to do, and it can be boring sitting in a tunnel with nothing to do but explode nuclear mines and wait for the Human engineers to breach your tunnel ceiling.

The basic mechanics of *Troopers* are, sadly, quite familiar. The Human Player-Turn is a simple Movement/Ranged Weapon Fire/In-hex Combat/Second Movement, with the alien Player-Turn being Ranged Weapon/Movement/In-hex. The counters, even more sadly, have those three old numbers, Attack-Defense-Movement on them. A Marauder—the basic M.I.—is a 4-6-6. The Bug Warrior is a 6-3-1. With 50% Movement in the second phase, the Human has a 9-1 speed advantage on the surface. Some race.

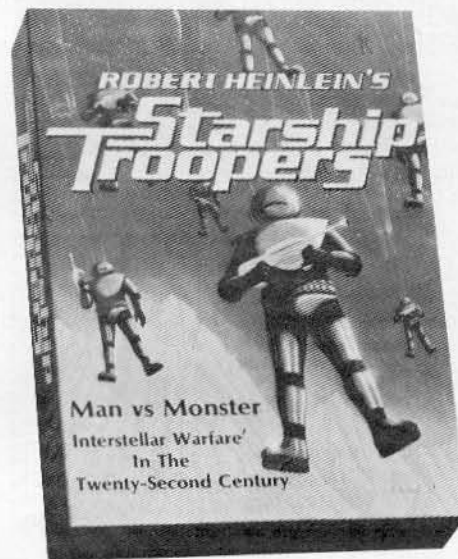
The basic Human combat unit is the 54-man platoon. Any number of these men will be equipped with HE or nuclear rocket launcher, bombs, or listening device in addition to hand flammers (the basic combat strength). In addition there are Combat Engineer sections which lack powered armor combat suits and are worthless in a fight, but are the only units which can breach the surface and break into the tunnels. Without Engineers, the Humans can only enter Bug breaches, presumably containing Bugs.

The basic Bug unit is the Complex. The center of a Complex is a Queen hex surrounded by five Combat Brain hexes and a Master Brain. A main tunnel extends ten hexes from each Combat Brain with side tunnels, so the tunnel system resembles a circle with 1/6 missing. Each Combat Brain tunnel link has five Warriors, five decoy Workers (0-1-1), and a Reed Heavy Weapon (18-8-3). The HW is basically a very heavy tank with powerful energy beams. Bugs have unlimited movement within the Brain link, but cannot move between links until new tunnels are built, and of course they only crawl on the surface. Before each game, the Bug player builds his Complex with the links separated, deploys his conventional and/or nuclear land mines in the Complex area, and that's the extent of his strategic planning. The Complex construction is the Bug's one and only chance to outsmart the Human.

The Bug Complex contains 55 unit counters, each representing a "group" of Bug Warriors, Workers, or vehicles, maybe about ten. The most advanced scenario puts two Bug Complexes, two M.I. platoons and six Combat Engineer sections, six unarmed Engineer Air Cars, sixty-two bombs and demolitions, six listening devices, two Retrieval Boats, and a Human telesthetic (Special Talent, or S&T counter) to divine the tunnels, plus casualty markers and so forth, all on a map 43x34 hexes (1462 square miles). Usually only about half that many counters are on the map at any time, especially as the

Bugs are usually off-map, in the tunnels. Still, it's kind of crowded. Not that there's anything *wrong* with that. Juggling who's got the listening device and the platoon leader's out of bombs and better watch that Bug breach and send a squad to guard the wounded and dump a gas bomb down that hole just in case—is very different from what a gamer usually concerns himself with. The feeling of frustration Heinlein stresses in the problems of running a platoon comes through very nicely.

There are some nice applications of familiar devices: the Worker units which act as dummies for the Bugs and Skinnies; the casualties which have to be guarded from alien capture. And there are very original rules for combat in tunnels, listening devices and clairvoyance, and Retrieval Boats. The Bug Command Control rules relate to the capture of Brain Bugs, which can create the interesting situation of a captured Brain suiciding by ordering his Warriors to fire on him, thereby eliminating the whole Bug link. The M.I. Drop Procedure is disappointing, though. The M.I. drop from orbit essentially as paratroops, and while the rule is faithful to the book, it is inferior to drop rules in games like *Highway to the Reich* and *Airborne!*.



Physically *Troopers* has its ups and downs. The box cover could be a *lot* better; it could hardly be worse. The counters are brightly printed but the silhouettes are not detailed and the numerals tend to dominate the counters. The map is "pretty" though, and the rules booklet has a number of illustrations which add flavor—diagrams of suits, drawings of Skinnies, documents referred to in the novel. Much of it is worthless to someone who hasn't read the book, I'll admit. Take your pick. The rules are done in a Programmed Instruction format, which means the scenarios are arranged to add complexity gradually. Nothing new, but there is an Addenda which adds the complexity of the final scenario to the earlier ones, giving you an

"Advanced Basic" game. One thing I *hate* about the rules is that there is a notice after each scenario which reads, "STOP! READ NO FURTHER. PLAY SCENARIO" that reminds me of my College Board exams. Shudder.

There are, of course, things in *Troopers* which trigger my variant-oriented mind. Reed removed the K-9 Corps and its wonderful talking Neodog scouts. Granted they were never intended to be an important tactical force, they would add a little to the game. And the most serious flaw in the game-as-a-game is that there is simply no chance of a Bug or Skinny offensive. Heinlein never talked about how the Bugs would capture a planet, though he discussed their bombing Terran cities and the battles between Bug and Terran fleets (space *navy*, of course). The Arachnids have the ultimate trench mentality. They may be the Japanese, but they don't even have the speed for more than an occasional, easily crushed small-scale *banzai* charge. A scenario of a Bug attack on an established Human ground base, perhaps in armed Air Cars or some sort of high-speed Heavy Weapon mole vehicle, would have provided considerable variety. As it is now, playing the Bugs is an exercise in boredom. I'm not saying the Bugs can't win; a good Bug player can keep a bad Human player from invading the tunnels by well-timed, well-placed raids and judicious use of mines. But with comparably skilled opponents, the Human will soon develop tactics that will assure a careful, methodical victory.

Randy Reed and his playtesters have done a good job. *Starship Troopers* is a challenging game; it is in some ways a different game. But it is a *failure as a science fiction game*. The mechanics are old and tired. The combat system and the CRT would be at home in almost any 20th Century tactical game. Those three damn digits on the counters have no business being there. Except for those concerning the tunnels, there are almost no rules which haven't been seen a dozen times before. Change the counter silhouettes and the historical background and call it *Banzai!* There is no blame to be shared by Heinlein and Reed, and I'm sure Reed could have done a better job by starting from scratch with a set of parameters of his own. Science fiction has been defined as "The effect of change upon people and society." In *Starship Troopers* there is no change in organization, tactics, or the use of weaponry from that used in the hills of Iwo Jima in 1945, and I just can't believe warfare will not change in two centuries. Just look at the last two.

#### SOMETHING NEW: STARSOLDIER

*StarSoldier* is the offspring of designer Tom Walczyk, developer Brad Hessel, and Simonson, who contributed ideas and nagged a lot about keeping the game futuristic. In this the three succeeded.

*StarSoldier* is set in the period from 2405 to 2785, several centuries after *Starship Troopers*, and the technology is superior. An M.I. fights in his powered armor, a suit which increases his strength, allows him to leap tall

buildings in a single bound, and contains enough nuclear and conventional firepower to wipe out a 20th Century armored division. It also serves as a spacesuit.

A StarSoldier has his Active Battle Dress. The ABD has all the capabilities of powered armor and then some. It enables the **wearer** to fly at 2500 mph and be unaffected by high gravity. It screens out energy emissions, making the Soldier invisible to the eye and to any electronic means save those of\* another StarSoldier in ABD. ABD can convert an almost unlimited amount of energy to a direct fire beam, defensive screening, movement ability, or power to launch or deflect guided and unguided missiles. And furthermore, ABD is intelligent—a fully aware computer circuit is built into it, and a stupider brain is included in each guided missile. The ABD also has a considerable ability to repair itself. The tactical mission of the StarSoldier is different from the Trooper's. Instead of attempting to wipe out all the aliens on a planet, the Soldier is just trying to neutralize the enemy military to prepare for a negotiated peace. Fighting centers on the locations of ground bases, which serve as repair and supply bases, centers for anti-ship planetary defenses, and havens for key civilian personnel. There is no front.

The team decided in doing StarSoldier to combine familiar aspects of Sniper! and Patrol (SPI's 20th Century man-to-man games), with original mechanics. Happily the original mechanics became more prominent during development, and most of the 20th Century mechanics were left to antiquity. The most obvious aspects that remain are the definition of Soldier functions as Tasks, and the chart which shows how many "Movement" Points each Task requires. Actually the points are called (logically) Task Points, and each Race's Soldiers have a standard TP Allowance in addition to an Efficiency Rating—kind of a measure of how good a race is at soldiering. The Recovery Rate shows how much punishment a Soldier can recover from with the aid of his Active Battle Dress. These three numbers are the basis for just about everything the StarSoldier does. He does a lot, so let's go through it gradually.

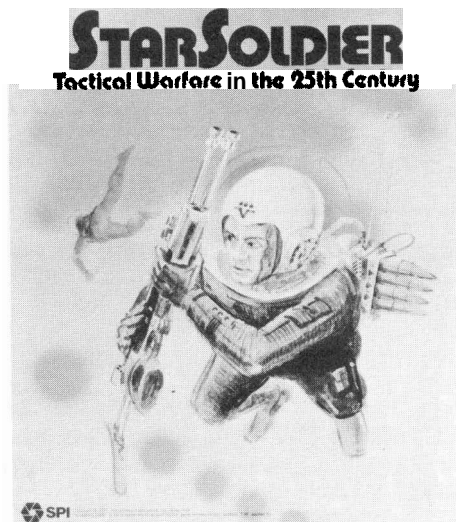
Movement is either at High Level Airborne, Nap of Earth, or Ground Level. The last can be below the surface in lake hexes; naturally ABD can swim underwater (or **undermethane**—the rules include a great section on non-earthlike environments). Vulnerability is lowest at Ground Level, what with hiding in the trees (uh, pardon me, "organic cover") and such, and NOE is almost as good with far better mobility. At High Altitude, vulnerability is great, but on a clear day you can fire forever. You can always see forever; sensors are all-knowing, and for once it makes sense to know the whereabouts and condition of units forty kilometers away across a mountain range.

Fire Combat is ranged fire, something like Trooper's use of rocket launchers. Fire Combat is also an exercise in mathematics which is very tiresome. Not that the

calculations are complicated. You get Attack Strength by multiplying Efficiency by the Task Points expended. You subtract the Defense Strength, which is Range Attenuation plus Target Counter-Measure Task Points plus Movement of **Target** effect plus Terrain Value. This has to be calculated at least once or twice per Game-Turn, usually more often, depending on situation and Player tactics. The developer, Hessel, admits they got a little carried away, but the system works. It is difficult to get a positive Fire number for the CRT, which means that launched weapons are usually used at anything but very short range. Guided Positron Bombs (nuclear missiles) can miss the target hex and land elsewhere. Free Flight Missiles aren't vulnerable to scatter, but they can be shot down in flight by the target StarSoldier. In addition to inflicting damage, launched weapons can temporarily jam the electronics of an ABD and delay recovery; this is called (archaically) "stunning." In addition there are Homing Missiles which can be sowed like land mines, but they move when they locate a target! Finally, the Xenophobes use Neutron Bombs which vaporize Soldiers outright—the Xeno's, remember are the most bloodthirsty race.

A F in History Sim in Game

the turn is 2451 A.D.



Combat results were originally Kill, Wound, etc., but that was changed to a more sophisticated system in playtesting. Now a hit reduces TP Allowance by X number, which only **reduces** the number of things a Soldier can do each Turn and the speed or power with which they are done. Recovery Rate is the number of Points which can be regained per Game-Turn. For example, the L'Chal Dah have 12 TPA to the Human 9, but the Humans can recover 3 Points a Turn to the L'Chal Dah's one Point. (Incidentally, each race except the Xeno's has Androids—self-aware, fully possessed of initiative, basically different from their makers only in construction, but incapable of Recovery. I haven't quite figured out why an ABD can repair itself but an Android cannot.) If a Soldier's TPA is reduced to zero, then **he/she/it** dies, as life

support is neutralized. This rarely happens, so StarSoldiers rarely die.

Contrary to the Developer's Notes, this system of combat results has been before, in (to name one example) Lou Zocchi's Star Trek/Alien Space system. Each ship has X number of engine factors which feed Y number of phasers and Z number of defensive shields, plus special weapons. Damage knocks out engine boxes (which is just like losing TPA) or damage can apply individually to one of the other systems. Soldier needs this factor: the ability to have the missile launcher or the Counter-Measure system or communications knocked out specifically. Perhaps a Critical Hit Table, with a small chance of a systems hit every time TPA is reduced.

Finally, there are Opacity Grenades, which create a field of what is mis-labeled "smoke" which blocks Fire and slows Movement. There are other weapons in the game besides those of the StarSoldiers: Support Platforms with Laser Cannon, Orbital Fire Support and Orbital Opacity Bombs from **TeleShips**. There is even provision for the completely alien Rame (telepathic, with a mergeable **massmind** and no individual identity) to use Killer Swarm tactics which greatly improve their capabilities when operating in the same hex (kilometer).

The map represents about 750 square miles, and there are never more than twenty-two StarSoldiers on the map. The map is thus much less crowded than Trooper's. Soldiers operate independently and the chain of command takes on different meaning than it has today. **Fireteam** Leaders don't give orders as a primary function; they are coordinators. Sensor data and instructions from off-map and off-planet are transmitted through them to the other Soldiers. The loss of a Leader forces the Soldiers to tie into the off-map superiors individually, delaying action. The effect in the game is to allow Soldiers in Command Communication a first shot at their enemies without Communication, allowing them to take out the enemy first. The Rame, of course, are never out of Communication—a mass-mind has no need for electronic message devices. (Command Control is an element noticeably, and **predictably**, missing from **Starship** Troopers. Heinlein stresses the **importance** of the officers; the counter-mix is sure to differentiate between officers and Marauders, but there is no Command system. I guess AH has decided against Command Control as a matter of policy. Pity.) The game has no Panic rules as Star Soldiers are not likely to get their orders fouled up that way, though once casualties reach Preservation Level the Efficiency Level is halved. Remember, the wars are fought only until one side decides it isn't worth fighting, which usually happens in a few days. Any casualty is very demoralizing, and it doesn't take much punishment to reach Preservation Level. I would suggest one change to the present rule. Instead of just counting Task Points to determine Preservation, I would give a bonus when a Soldier is actually killed, as it happens somewhat rarely.

[continued on page 10]

# STARSOLDIER

## Doctrine, Tactics, and Capabilities

by Steve List

*One of the most difficult things to do when confronted with a new game system is to get a "handle" on just what it is that you should be attempting to accomplish each Game-Turn. Reading the rules and the player's notes is of course a necessary first step, but it usually doesn't provide enough of a feel for what you're supposed to be doing. StarSoldier being one of our more exotic new games, it's probably fortunate that Mr. List has written the following.*

—RAS

As the designer points out, *StarSoldier* is derived from *Sniper!* and *Patrol*. But beyond that, don't lean on the family tree. The conditioned reflexes for those games are not too applicable here. The similarities are viable only to the extent that *StarSoldier* is a si-move game in which the counters represent individual "men." The turn sequence seems fairly standard in that units conduct direct fire and launch missiles, resolve effects of direct fire, move, and then resolve effects of missile fire. What is new is that each of these activities consumes "Task Points," of which each individual has a limited supply each turn. He can do anything he wants as long as he has the points to spend on it, while damage to each individual is quantified by reductions in his Task Point Allowance. He is not "dead" until his TPA falls to zero, and short of that, there is the possibility of recovery to full original efficiency.

The importance of terrain varies. In the previous games, it was something to be lived with and died in. But *StarSoldiers* seldom die; they just fade away. Terrain can be traversed easily or with difficulty. Troops can be in Ground Mode and pay full movement costs; but in return they get defensive benefits and full countermeasure efficiency. Troops in Airborne Mode at High Altitude can see virtually anywhere and move freely, but get little defensive strength from thin air and suffer from halved efficiency for countermeasures. The compromise is to be Airborne at Nape of the Earth. This does nothing for CM efficiency and cuts down the Line of Fire, but allows full airborne mobility while gaining the defensive benefits of terrain. (Of course, the Rame love to be at NOE.)

In brief, if you don't need to move around, go to ground and get full CM. Otherwise, stay at NOE. High Altitude buys you nothing but visibility, generally not desirable in that anything you can shoot at can (and probably will) shoot at you. Line of Fire is not so important anyway, as the bulk of the damage to the enemy will be done by Launched

### STARSOLDIER TASK CHART [from rules]

Code	Task Points Expended	Description
[MV]	varies	Movement, hex-by-hex, across the map. Task Point expenditures vary with the terrain and movement "Mode."
[GD]	3TP or 0TP	<b>Grounding.</b> The act of converting to Ground Mode (the Star Soldier equivalent of "hitting the dust").
[NE]	3TP	<b>Nap of Earth.</b> The act of moving to Airborne Mode from Ground Mode, only slightly above the terrain surface.
[HA]	3TP	<b>High Altitude.</b> The act of moving to Airborne Mode from Nap of Earth at a higher altitude (about 5 km).
[LP]	3+TP	<b>Launching a Guided Positron Bomb</b> toward a specific target hex.
[LM]	3TP	<b>Launching a Free-Flight Missile Cluster</b> toward a specific target hex.
[DF]	varies	<b>Direct Fire</b> aimed against a specific target hex.
[RF]	varies	<b>Restricted Fire</b> aimed at a specific target soldier.
[OF]	varies	<b>Opportunity Fire</b> pre-allocated with no specific target, in the anticipation that one will present itself sometime during the Movement Phase.
[CM]	varies	<b>Counter-Measures.</b> A variety of techniques carried out to confuse Enemy detection efforts, in order to weaken or prevent attacks.
[SE]	1TP	Search a particular hex; see Case 13.43.
[TR]	3TP	<b>Transport a wounded Soldier or non-combatant;</b> see 13.44.
[LG]	3+TP	<b>Launch Opacity Grenade</b> (Standard Game, see 18.0).
[LH]	3+TP	<b>Launch Homing Missile</b> (Standard Game, see 19.0).
[LN]	3\$TP	<b>Launch Neutron Bomb</b> (Standard Game, see 24.0)

Weapons, with Direct Fire used to polish off individuals with badly reduced TPAs. Since no LOF is required for missile fire, hole up in mountainous or wooded terrain to avoid enemy DF and spend all your TPs on LW and CM. There are always exceptions to the rule. Heavy Weapon soldiers have doubled efficiency in direct fire tasks and are wasted if they can't employ it. A few of these soldiers with good fields of fire should be spotted around when available and plotted to use Opportunity Fire to swat away enemy busybodies at High Altitude trying to draw a bead on your missile launchers.

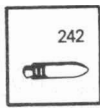
For defensive purposes, mountainous and urban cover are the strongest. Next best is organic cover (woods); such terrain will craterize from missiles, but as long as it lasts it will protect you from missile near-misses, besides giving a decent defense strength. The other terrain (rough, clear, crater and lake) should be used only when nothing else is available, while being on the ground in clear terrain is justifiable only if you really need the CM efficiency or can't afford to fly. A final note: anybody who relies on terrain and CM to protect himself from the Xenophobes and their neutron bombs deserves to be vaporized. These bombs don't care what kind of terrain you are in, and CM can be overcome by shooting a lot of bombs in your general vicinity in the hope that at least one will scatter into your hex. If that happens, there is no chance of survival.

Terrain is not the only aspect of the game that can be approached in a variety of ways; weapons can as well. Rules permitting, every soldier has every type weapon at his disposal—not being stuck with a machine pistol when he needs a grenade launcher, in effect. So what weapons are best? As noted, HW units *per se* are most efficiently used for the various direct fire tasks, but that DF is not in itself decisive. Neglecting for the moment support platforms and the orbital stuff, consider the "man-carried" ordnance available.

### DIRECT, OPPORTUNITY AND RESTRICTED FIRE

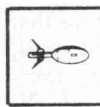
Except for a Rame Killer Swarm, the largest attack strength which can be generated for direct fire is 24 (6 TB x 4 Efficiency), and this is unlikely as it leaves the firing unit with no TP for self protection. Practically, an expenditure of 3 or 4 TP will be more common, so figure 12 or 16 factors for Rame or HW units, 6 or 8 for others (except the Xenos, of course). As a typical target, take a soldier on the ground in the woods at a relatively short range of 15 hexes, with a total CM value of 4. His defense strength will be 3 (woods) + 2 (range attenuation) + 4 (CM) = 9, making him

impervious to the weaker fire, and leaving the Rame HW attack at a differential of 3 or 7 respectively. Seven is not a bad differential. There is only one chance in 36 of the target escaping any damage, and one chance in six of killing even the hardest species in the game. Three is not so good. While there is still a chance of killing any possible target, the target is much more likely to be unharmed and more likely yet to be only moderately hurt. To achieve this modest result, the none too numerous Rame/HW unit must expend at least half its permissible TPs and place itself in a position where it is also vulnerable to fire. The primary use of DF should be to keep your opponent honest by causing small but annoying TPA losses. Direct fire cannot become decisive until your units make themselves vulnerable to counter-fire. Such use should be delayed until the enemy is unable to exploit this vulnerability against you.



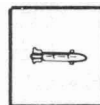
### HOMING MISSILES

These are cute little gadgets, probably the most effective weapon in the game. To defeat them requires large TP expenditures for CM and defensive Opportunity Fire, and unless it catches you in decent defensive terrain, it will likely do a lot of damage when it hits. These are also the only weapon other than forms of Direct Fire which can hit a moving target. They can also be deployed as mines, but a word of caution is in order. Remember the definition of "acquisition horizon" and the TPA of 6 the missile has. Don't place it where it could acquire a target too far away to reach, or which is likely to be moving away at the time of acquisition.



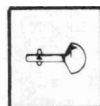
### GUIDED POSITRON BOMBS

Another handy item. These can only be fired at specific locations and are thus useless against targets on the move. But whenever you see an enemy soldier in Ground Mode, chuck a few in his direction and he is unlikely to move in the next phase.



### FREEFLIGHT MISSILES

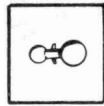
Unlike positron bombs, these are limited to a range of only ten hexes. In general, they are not as good as positron bombs either, but if the target is expending more than 5 TP's on Countermeasures, a free flight bomb is more likely to get through.



### OPACITY GRENADES

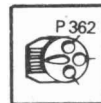
These are not a weapon per se, but in the right circumstances might be invaluable. They can

be used as a "smoke" screen to shield an otherwise vulnerable unit from direct fire. But, like smoke, it is a passive device and can only be effective when circumstances and the enemy are accommodating.



### NEUTRON BOMBS

These are the only Launched Weapons available to the Xenophobes, and they can be used by no other species. They are also the most powerful weapon in the game, since they destroy anything they hit and turn even mountains into craters. Similar in use to positron bombs, they are more likely to scatter. As noted, the only defense against them is to avoid being where one lands, and this means moving a lot since the Xeno will probably saturate the area and hope bombs will scatter into occupied hexes.



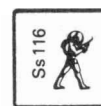
### SUPPORTING HEAVY WEAPONS

Chief among these is the Support Platform. This can be thought of as a tank, but it is functionally just a StarSoldier who is nearly invincible, always stays at High Altitude and possesses a Direct Fire weapon of 24 strength points which costs no TP to fire. Beyond that, it's not so special. Obviously, the Support Platform should be used in the DF role, while doubling as a missile launcher.



### HUMAN ANDROID STARSOLDIER

Orbital weapons are also available in the form of explosive and opacity bombs and laser barrages. Except for the increased scatter potential of the bombs, these are merely super-powerful forms of the weapons discussed above. Like artillery or close air support in a conventional game, they can become overpowering and take all the "fun" out of combat. Androids are not really weapons, but inorganic StarSoldiers. They are a liability in combat in that they have no extra abilities to compensate for their inability to recover from damage, and so depress your preservation level. In most circumstances, don't use them if you have an option.



### HUMAN STARSOLDIER

### HUMAN HW STARSOLDIER



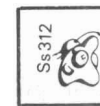
What about the "men" who wield these weapons? Each of the four species in the game has some weakness, but most have a particular strength to make up for it. The Humans, for example, have a mediocre TPA of 9, which means they cannot expend the maximum of 6 TP in each Stage of the game turn. Likewise, their Efficiency Rating of 2 is good but not great. Their strongest feature is the Recovery value of 3, a full one third of the TPA. By avoiding further damage or stunnings, a Human can in one stage recover a

significant part of its lost TPA and rally from near death in three. When fighting non-Humans, this allows him to cheat a little and devote fewer TP's to defensive measures than he might otherwise, in the expectation that any damage suffered will be of short duration.



### L'CHAL DAH STARSOLDIER

The L'Chal Dah have the maximum TPA of 12, and an Efficiency of 2. This allows them to match a Human task for task and then some, and it means they can take more damage before being killed. The weakness they are stuck with is a low recovery rate of 1, which means the extra TP must be devoted to defense to avoid damage in the first place. Once one is seriously hurt, the advantage of a greater TPA is gone and he is of little more value than an android.



### RAME STARSOLDIER

On the surface, the Rame are in poor shape with a TPA of only 6, even though they have an excellent Efficiency of 4 and a reasonable Recovery rate of 2. The Rame do not come in Heavy Weapons versions, either, so the Efficiency of 4 is the best they have. But they have an ability which transcends that; they can form a "Killer Swarm" that is in effect a single soldier with a TPA of 18. In each Stage of the turn, one member of the Swarm can use all 6 TP for offense, while the third splits his to provide CM in each stage. Or, as a maximum effort, a Swarm could generate up to 72 strength points of DF in a single stage. Of course, if the Swarm is to move, each member must expend TP for the task, somewhat reducing the group total for other uses. The Rame also possess two other tactical advantages: they are always in Command Communications and their CM Efficiency is halved when on the ground, rather than when Airborne. In most situations, to be at NOE is the strongest defense posture they can take.



### XENOPHOBE STARSOLDIER

Xenophobes have absolutely no redeeming virtues, which may make it hard to find anyone willing to play their side. They have a reasonable TPA of 9, but Efficiency and Recovery rates of only 1. They are defensively weak and unable to generate much Direct Firepower, and then have only one Launched Weapon to use. Of course, that one is the redoubtable Neutron bomb; but to be at all effective, it must be used en masse.

One of the most attractive aspects of this game is the variations in the combatants themselves. When you attempt to out-guess another species, it is not enough to know what you would do in his shoes. First, you have to figure out if he is even able to wear shoes.



# Expanded Capabilities

Scenario 31.0 of *StarSoldier* sets up a unique situation in that it is the only one representing combat between two intelligent species which have never encountered each other before. Unfortunately, much of the flavor of this type of combat is missing in that each player knows the full capacities of the other; the unknown has been defined in the rules.

The purpose of this article is to provide a system for players to use in secretly generating the species capacities and deciding what weapons will be available to the *StarSoldiers* they will use. Guidelines are included to keep each player in the dark as much as possible to preserve the groping nature of this situation. While the rules below are intended specifically for scenario 31.0, they can obviously be extended to any situation the players may desire.

Scenario 31.0 is as written except that rule 31.32 is deleted and 31.2 is modified as follows: The Alpha player may select a force composed of units whose total "Specific Tactical Value" (defined below) is no more than 120. The Bravo player may select a force limited to a total STV of 100. In addition, he may spend up to 4 of his 100 points for Homing Missiles to be used as mines at a cost of one point each, if such weapons are available to him. Either player may make use of such missiles as launched weapons, if they are available to that player. The Preservation Level for each player is 60% of the total TPA of all his units (except for certain androids—see below) plus a modifier for any support platforms.

## GENERATING SPECIES CAPACITIES

**TPA:** Roll three dice; halve the total, dropping fractions, and add 5. This will result in a value between 6 and 14. If the TPA is greater than 12, then that species can expend only up to 7 TP in either stage of the game turn.

**Efficiency:** Roll one die; halve the result, dropping fractions. However, no species can have an efficiency of less than 1, and if the TPA as determined above is 6, that species may add 1 to its efficiency rating as well.

**Recovery:** Roll one die; halve the result, rounding fractions upward.

## AVAILABILITY OF STANDARD WEAPONS

Roll one die once for each item listed to see if it is available.

### Die Roll Needed Weapon

- 1-3 Homing Missiles
- 1-4 Guided Positron Bombs
- 1-5 Free Flight Missiles
- 1-4 Opacity Grenades

## AVAILABILITY OF STANDARD FEATURES

- 1-4 Support Platform
- 1-5 Heavy Weapon Star Soldier
- 1-4 Android Star Soldier

## AVAILABILITY OF SPECIAL WEAPONS AND CAPABILITIES

- 1 Neutron Bomb
- 1-2 Expendable Androids
- 1-2 Self-repairing Androids
- 1-2 Airborne CM Efficiency
- 1-2 Group Mind 3
- 1-2 Telepathic Command Communications
- 1-2 Telepathic Attack 1,3
- 1-2 Clairvoyance 1,2,3
- 1-2 Prescience 1,2,3
- 1-2 Telekinesis 3
- 1-2 Teleportation 3
- 1-2 Telepathic Immunity

The *Specific Tactical Value* for a standard *StarSoldier* is the sum of the TPA, Efficiency, and Recovery Rate. From this subtract one for each Standard Weapon which is *not* available. Add one for each Special Weapon and Capability which *is* available. For example, for Humans, the STV is  $9+2+3=14$ ; for the Rame  $6+4+2+(2)=14$ ; for the Xenophobes  $9+1+1+(1-4)=8$ .

The STV for a Heavy Weapon soldier is the Standard STV plus the Efficiency value. For Androids, it is the standard STV minus the recovery rate and minus any special capabilities with the numeral 3. If the player has self-repairing androids, he may subtract only the difference between the android and organic recovery rates. The STV for a Support Platform is eight times the standard STV.

## DEFINITIONS OF SPECIAL CAPABILITIES

**Expendable Androids:** These androids have no regrets about being munitions; as a result, damage to them does not reflect in the player's Preservation Level, nor is their TPA included in determining that level.

**Self-repairing Androids:** These are more "alive" than the usual androids and have a recovery rate of 1.

*(Note that a player can roll the die for only one of these android types, not both).*

**Airborne CM Efficiency:** Apply rule 23.2, that is, the Efficiency rating for CM is halved while in Ground Mode and normal while in Airborne Mode.

**Group Mind 3:** Apply rules 23.1, 23.3 and 16.22. Units may form Killer Swarms, share CM and are always in Command Communications. Note that only the latter provision applies to androids. These may never take part in a Killer Swarm or share CM in any manner with other units.

**Telepathic Command Communications:** Apply rules 23.3 and 16.22 only. Note that if a player has Group Mind, he has this capability as well.

**Telepathic Attack 1,3:** Each soldier may attack one or more enemy units by telepathic means. For each 2 TP expended by the attacking unit, the target unit is deprived of the use of one TP for that Stage, though its TPA is not reduced.

**Clairvoyance 1,2,3:** Each soldier can pick a single enemy soldier or Killer Swarm to investigate. The opposing player must then reveal what tasks that soldier/swarm is plotted to do, if it is in Command Communication, if it is an android, and if it has suffered a reduction in its TPA. He need not tell how many TP's are to be expended on each task or by how much the TPA has been reduced.

**Prescience 1,2,3:** This is similar to Clairvoyance, but the only information given is what hex the soldier/swarm is plotted to occupy at the end of the movement phase.

**Telekinesis 3:** This allows the player to use mental influence on material objects. He may modify by one in his favor all die rolls for scatter/interception of all launched weapons he fires or which are fired at him. This requires no TP cost.

**Teleportation 3:** In either stage of a game-turn, two or more units may cooperate for teleportation. A unit must expend one TP for teleport movement, which allows it to move anywhere on the board to the same hex and altitude as the friendly unit aiding its movement. The moving unit may continue moving normally after teleporting. The aiding unit must expend at least one half of the normally allowable TP's in the stage (i.e., half of the 6 TP's most units can spend) for each unit it assists, and it can spend TP's on no other activity but CM in that Stage. If either the moving or aiding unit suffers a Stun or TPA loss as a result of direct fire in that Stage, the teleport is aborted.

**Telepathic Immunity:** All forms of telepathic activity indicated by the numeral (1) above are useless against units with telepathic immunity. The telepathic player need not be informed of this, however. He can go on making telepathic attacks fruitlessly without being told they have no effect; but if units investigated by Clairvoyance or Prescience fail to do what they say they will, he should catch on. However, all androids automatically possess telepathic immunity, and only Clairvoyance can distinguish androids from organic units.

### Explanation of numerals:

(1): This capability is useless against units with telepathic immunity as explained above.

(2): These particular abilities (Clairvoyance and Prescience) require considerable effort. The investigation performed applies only to the first Stage of the game turn, but the performance of the task requires the full turn to complete and recover. The investigating unit must expend at least one-half of its full strength TPA in the first Stage, and all remaining TP's (and at least one) in the second, so that a unit whose TPA has been reduced to half or less its original value cannot use this ability. The investigating unit cannot expend TP's for any other purpose in that game turn; and if, due to a combat result, it cannot expend at least one TP in the second Stage, it will suffer "psychic shock." As an example, a unit whose normal TPA is 10 has been reduced to 8. To use Prescience, it must expend 5 TP in the first Stage and the

remaining 3 in the second. As a result of combat in the first Stage, it suffers a TPA loss of 6. Since it could safely lose only 2 of the 3 TPs it had available for the second stage, it is affected by psychic shock for the next 4 game turns. The effect of psychic shock is that the unit is treated as if it were dead; it cannot expend TP's or cover TPA losses. It will not suffer any additional TPA loss, however, unless it is attacked after it has gone into shock. Note that a unit may be able to use both Clairvoyance and Prescience, but not in the same game turn. If only one player's units has one of these capabilities, he need not plot the activities of his units until his opponent has done so and he has conducted his investigations. If both players have one of these abilities, then both must plot all their activities, then each investigates. At that point, each player may change the plot of one of his units for each unit of his that used a telepathic investigation. He may not change the plot of any of his own units which either were investigated or made an investigation. (3): Androids may not possess any of these capabilities.

### MISSILE WEAPONLOAD LIMITS

StarSoldiers presumably are not pack horses and do not carry an indefinite number of

expendable weapons. The cover art suggests this is the case, so I propose the following load limit: 18 points for a standard soldier, 24 for an android or Heavy Weapons soldier, and unlimited for a Support Platform. Each Homing Missile or Neutron Bomb counts as 3 points, Guided Positron Bombs as 2, Free Flight Missiles and Opacity Grenades as 1. Soldiers/platforms can transfer as much ordnance as they want between themselves by each party expending one TP while they are in the same hex at the same altitude at the same time. A soldier may also take whatever he wants from a friendly soldier/platform by expending 2 TP, if they begin the movement phase in the same hex at the same altitude. In this case, the giving unit need expend no TP, and could even be dead. A record of what each soldier carries can be kept on paper or by placing an appropriate marker on the unit's TPA track.

### TACTICAL SECURITY

Since this is the first contact between aliens, neither player should know what the capabilities, capacities and weapons available to his opponent are, at least not until they have been used against him. Players should not be allowed to see each other's TPA tracks or be told when a unit dies. Dead units should

be left on the board in the same location they occupied at the time of demise. (This makes playing dead a legitimate tactic). The only way to determine if a unit is really dead is to conduct a Search Task in its location.

To further obscure things, a player may use any type of counter to represent his soldiers, such as an android for a regular soldier. The correct unit type must be recorded on paper (i.e., the plot sheet) however. Also, "IND" markers should be placed on the unit TPA track rather than on the board. How is the other guy to know who is in Command Communications?

As can be seen, use of these rules requires that players have enough decency to avoid cheating. Hopefully, the uniqueness of going up against a totally unknown foe will be so attractive that no one will feel the need to win by foul means.

### SUGGESTED TASK CODES

TA: Telepathic Attack; TL-M: Teleportation-Movement; TL-A: Teleportation-Aiding; CV: Clairvoyant Investigation; PS: Prescience Investigation; TR: Transfer of Ordnance.

## Starship Trooper/Starsoldier

[continued from page 6]

Naturally Android death would count less. (Xenobhobe scenarios are fights to the death, and Preservation is ignored.)

Tacked at the end of the rules is the *StarForce* Link, which enables owners of that game to play out their strategic battles on a tactical level. This can be a very time-consuming thing, and most people probably won't try it more than once. I guess if the link were not there, though, people would complain. It involves 100,000-Soldier Strike Commands, small portions of which are represented in three *StarSoldier* scenarios, in representative actions. If one side has 80% casualties in the three scenarios, 80,000 men of each Strike Command are considered casualties. Obviously it would be almost impossible to show every one of the circa 10,000 battles fought for the planet. I say *almost* because it would be feasible to begin such a series with the understanding that it would be completed by your firstborn male child, but otherwise it would be a joke to think about. One *very* nice part of the Link game is that if one side inflicts too many civilian casualties, the Telesthetics Guild may end the war, rendering the killers the losers regardless of the strategic situation. All things considered, *StarSoldier* is physically attractive. The counters are very nicely detailed. The map is mediocre, though the urban hexes are very imaginative, resembling Tinker-toys. But Simonsen outdid himself with the cover illustration. After months of bad-mouthing the *Starship Troopers* cover RAS was determined to best it. RAS came up with a striking shot of two Human *StarSoldiers* being attacked with what are either

bolts of concentrated high energy or very large Jell-0 molds.

There is a third tactical ground game I mention out of fairness. Attack Wargaming's *Rift Trooper* is essentially *Starship Troopers* with the names changed. It is physically not bad (for Attack, that is) and there is some effort made to make the game different and futuristic. Effort, I said; not success. It has a passable cover sheet, and that is the extent of what I'll say about *Rift Trooper* except that it has three maps and the tunnel combat rules *could* be worse and it is ridiculously overpriced at eight dollars. And it came *before* the AH *Starship Troopers*, so claims of plagiarism I've heard from customers are groundless and unfair.

Both *Starship Troopers* and *StarSoldier* have virtues and flaws. Both games are worth owning if you're an SF fan, and even if you're not—for variety's sake. But two things are very clear: *StarSoldier* is an innovative game and *Starship Troopers* is not. *Soldier* is science fiction and *Troopers* is just a 20th Century land game with funny silhouettes on the unit counters. *Soldier* may not be a "great step forward" in game mechanics in the sense of the *Kursk* or *Panzerblitz* systems that *begat* so many other games; the mathematical mechanics of *StarSoldier* have few applications elsewhere, as the designer states, and I agree. Which is fine. There's nothing wrong with the "cold bath" method of design, forsaking convention. It is risky, but for every innovative bad game (*Combined Arms*, *Kriegspiel*, *Dixie*) there is an innovative good game (*Frederick the Great*, *Terrible Swift Sword*, *StarForce*). Science fiction is an innovative genre, at least when it's good. A

science fiction wargame *must* be innovative to be good. The customers seem to agree. The designer must be, to some extent a *science fiction writer*, inventing situations and solutions with as much imagination as possible. It's best when the science fiction is custom-made for the game.

SF wargaming is in good shape today and looking better all the time. Metagaming Concepts, the first all-SF wargame company, is surviving and turning out some good games, as well as publishing far and away the best science fiction wargame 'zine I've seen. (Send a card to Metagaming at BOX 15346, Austin, TX 78761 and they'll send you an issue. Tell them where you heard of them.) SPI is cranking out SF at a healthy pace, *Outreach*, *After the Holocaust*, *StarSoldier*, *BattleFleet Mars*, all within a very few months. And there will be others. After fifteen years of almost no professional science fiction wargames, it is a pleasure to see them coming at last. As long as the designers remember that science fiction is different, and must be treated differently, we might see some of the best wargames ever.



# AFTER THE HOLOCAUST

## Guns or Butter in Post-Atomic America

by Scott Renner

*Of the five games that I've designed, Holocaust is probably the most eccentric of a fairly eccentric quintet. It was a great deal of work to do and is a great deal of work to play. Those of you fond of multi-player games, however, have been telling me that the work is worth it in terms of play value. If any of you out there happens to be an economist interested in multi-player games, I'd appreciate hearing from you and perhaps getting a theoretical criticism on ATH from you.*

—RAS

*After the Holocaust*, one of the latest releases from SPI, is certainly not a typical wargame. Like the other Power Politics games, *Holocaust* places a heavy emphasis on player interaction. Furthermore, unlike most wargames, it is based on economic rather than military factors. While military action is possible within the scope of the game, most players will be completely occupied with economic problems. In fact, *Holocaust* is one of the few wargames that can be played without any military action at all.

The game is based on the premise that the long-dreaded nuclear war finally breaks out, resulting in the destruction of the United States as a political unit. Over the next fifteen years, four organizations that survived the holocaust manage to put some of the pieces back together creating four nations, or regions, occupying most of the former United States. In the northeast area, the Bell Telephone system starts to restore some semblance of order. In the southwest, a government springs up from the remnants of the National Guard, local police forces, and veteran's organizations. The farwest region is assembled by the Bank of America, while the Church of the Chosen Few does the reconstruction work in the midwest.

Each of these four regions has, in the fifteen years following the war, created some form of an economy from what was once merely subsistence farming. Each region has some industrial capacity, as well as mining and fuel industries. Finally, each region sees itself as the rightful heir to the power held by the pre-war government, and each has the ambition of extending its control over the entire continent—a perfect setting for conflict as well as cooperation.

While *After the Holocaust* is designed as a four-player game, with each player taking control of one of the four regions, other play options do exist. Players may try the two or three player options, or can try their own solitaire system. The game lasts ten turns, each turn representing one year. In this time, each player will, through skillful control of the economy, try to expand the control of his region and improve the economic well-being of his people.

The economies in the game are nicely simulated, leaving in enough detail to make them interesting, and yet abstracting enough so as not to bury the player in a heap of paperwork. Nearly everything in the game is defined in terms of points—labor points, mech points, food points, etc. Here are some of the definitions (taken from the game rules) of some of the more important terms used in the game:



**Labor Point:** This is an indirect measure of population. It is the number of adult workers per 200,000 people, i.e., roughly 80,000 workers.



**Food Point:** The amount of grain, meat, fish, fibre, wool, timber, etc., necessary to provide adequate diet, shelter, and clothing to a Labor Point for one year.



**Metal Point:** An abstract amount of raw material; basically metal ores (copper, iron, tin, lead, etc.)



**Fuel Point:** A unit of readily used energy; i.e., petroleum, coal, and in some instances, hydroelectric power.



**Mechanization Point:** Tools and equipment which increase the ability of labor to produce. Mech Points are added to the economic sectors to raise output in these sectors.



**Consumer Point:** The good things in life: prime steaks, television sets, motorcars, waterbeds, fur coats, second homes, municipal orchestras, good books, etc.

**Social State:** The general standard of living and level of productivity of a whole region.

The economy is divided into sectors, each of which deals with one aspect of production—the farm sector deals with food production, the metal and fuel sectors control the

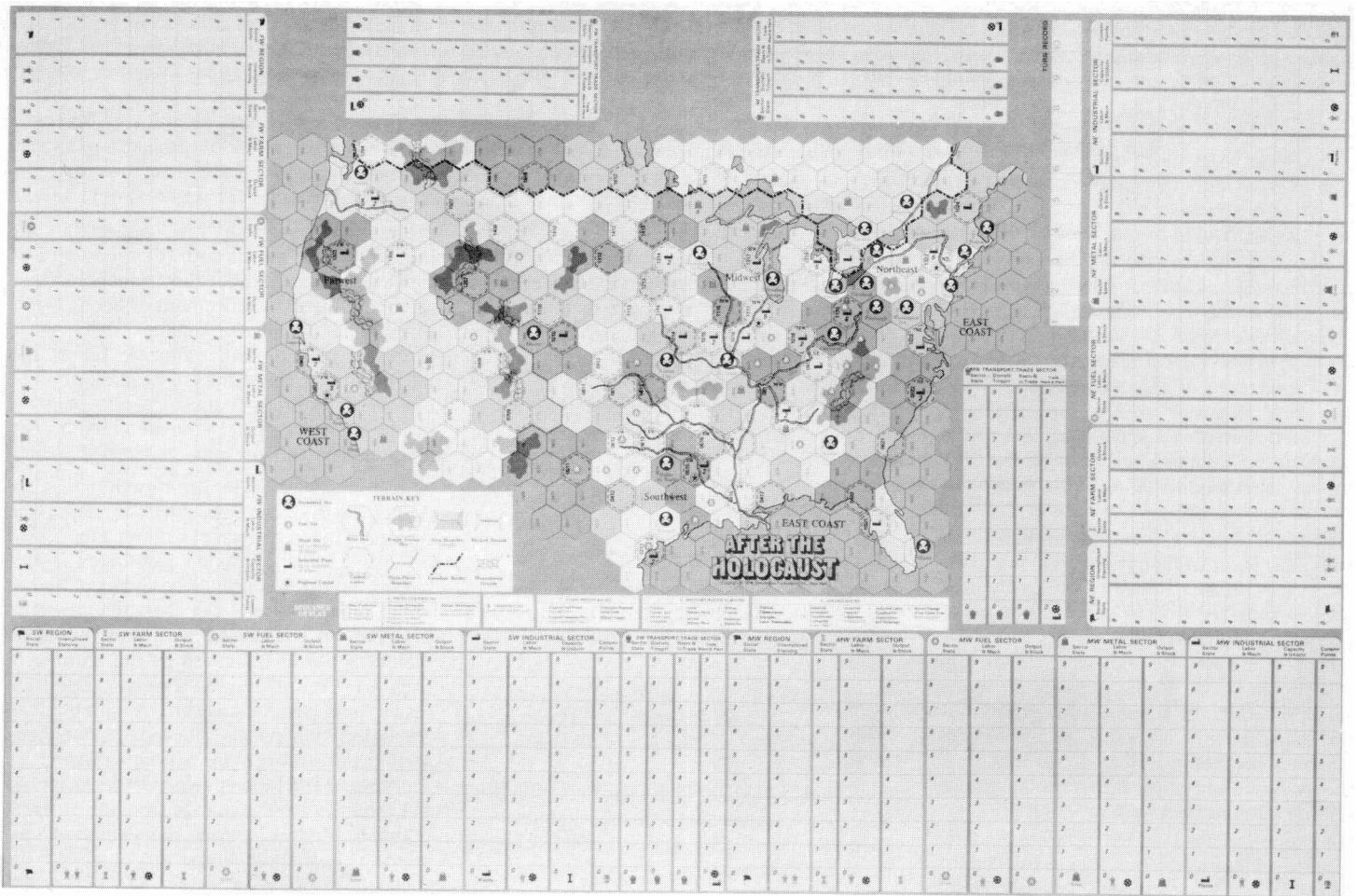
production of these raw materials, the industrial sector deals with the production of finished goods, while the transport/trade sector controls the movement of goods inside a region and between regions. In order to produce, players must allocate labor and mech points to the sectors. One labor point or one mech point will produce one point of product: for example, in the metal sector, two labor points will produce two metal points.

A player is limited in the number of labor points he may have assigned to any given sector. In the farm sector, a player may assign up to five labor points per good area in this region; however, since a player normally has only five labor points per area, this poses no problem. In the metal, fuel, and industrial sectors, a player is limited by the number of sites or plants in his region. The real restrictions are placed on the number of mechanization points allowed. In the farm sector, the number of mech points allowed is a multiple of the labor points in the sector. In the other sectors, a certain number of mech points is allowed for each site or plant in the sector. All of these limits are based on the social level of the workers—the higher the social level, the more mech points allowed.

Advance planning is a must in this game, for both underproduction and overproduction can prove fatal to a player. Running short of raw materials will prevent the industrial sector from producing at full capacity. If the raw material in short supply happens to be food, running short can cause starvation among a player's people. Overproduction leads to unused raw materials, which have to be stockpiled (which costs money). If these raw materials are not stockpiled, the future production of the sector involved will be reduced. Both underproduction and overproduction can lead to unemployment; in the first case, the unemployed labor will come from the industrial sector, while in the second case it will come from the farm, metal, or fuel sector.

Trade with other players is one of the most important features of the game. Through trade, players rid themselves of materials in oversupply, while gaining materials which they need. Trade can also be used as a weapon; the player who has a food surplus when everyone else has a famine is in a very good bargaining position.

Inevitably, some players will find the economic attack not suited to their tastes, and will create an army for a more direct approach to what they want. Three types of military units may be created: mechanized divisions, infantry divisions, and militia. Of the three, only two can be used for purposes of aggression, militia units being used only for



defense. Military units are a large drain on the economy, and players will quickly find that even the limited amount of military action in the game is dominated by economic concerns: in the end, the player who can produce the most will be the winner.

For the player who is inclined to be subtle in his attacks, two **types** of political attacks have been included in the rules. Players may purchase "corruption chits," which reduce the tax income of other players. However, these chits can be used for defensive purposes, each chit cancelling one played by another player. The second form of political attack is more direct. By spending money, players can try to take over areas belonging to other players, gaining the labor points and the sites and plants contained in the area.

The same system can be applied to areas which are not controlled by any player. Players expend the money (the more money spent, the better the chance of annexing the area), roll a die, and apply the results from the political control table. Either the money will be wasted (no effect), or the area will be acquired in poor control, or the area will be acquired in good control. This is the only allowable method of **annexing** an area; areas may be occupied by military units, but no benefit (other than the occupation itself) will be gained.

Nearly every action in the game requires government financing in one respect or another. Obviously, some method of taxation

is needed to provide the funds for these programs. The revenue produced from taxation is calculated from the base income of the region, the announced tax rate, and the amount of production of all raw materials, plus the number of industrial points utilized, plus the number of consumer points expended. The tax rate, ranging from 10% to 50%, is determined by the player. Corruption is determined on the corruption table and is based on the number of corruption chits played by other players. The tax rate, quite realistically, has an effect on the industrial capacity for the next turn: high taxes tend to lower the industrial capacity, causing unemployment, while low taxes tend to raise the capacity, allowing the player to transfer points *out* of unemployment.

Understanding the **rules** of the game is one thing; understanding how to **play** is quite another. The economies in this game are full of intricate details and require much advance planning from the players. Most players make some mistake, particularly the first time they play the game, and run into all sorts of problems. Starvation and unemployment are common difficulties. Players who avoid these obvious pitfalls usually fall into the trap of expanding too quickly, failing to industrialize, failing to trade with other players, or raising an army too quickly. Players can learn to avoid most of these problems by playing the game a few times in advance (the one-region solitaire version is excellent for this purpose).

The economic growth of each region can be divided into three phases: initial growth, middle consolidation, and final expansion. Each phase is about three turns long, depending on the success of the player. In the initial growth stage, players will concentrate on mechanizing the farm and industrial sectors, expanding into new areas only where absolutely necessary. During the middle consolidation, players will work toward raising the social level of the areas already under their control, still largely ignoring expansion into new areas. Lastly, in the final expansion phase, players will expand into new areas as quickly as possible, while maintaining or upgrading their social level.

### INITIAL GROWTH

The player's notes give a very accurate description of the initial situation of the players—very grim. Food production will be the biggest problem for at least the first two turns. The other economic sectors will have to get along with whatever can be spared from the farm. Trying to expand too quickly in the other economic sectors will cause starvation.

However, any player who puts all of his efforts into food production will very quickly lose the game. A few labor points in the fuel and metal sectors will provide all of these materials that will be needed for the first few turns—any remaining labor should go into industry. The industrial sector bears the responsibility for making both consumer points and mech points. Consumer points should be made at

the minimum rate (five per turn), while the rest of the industrial capacity is used to make mech points, which should be assigned to the farm or industrial sector. Remember that each mech point allocated to the farm will free one labor point to be transferred to some other sector.

Expansion is usually unnecessary and sometimes harmful in these early stages of the game. There is little to be gained by adding a new area, unless the region is deficient in some raw material. Each area annexed will require five consumer points, a transport point, and will yield only five labor points. These labor points will do more harm than good at this point in the game. In order to feed these points, they must be assigned to the farm sector, where they will eat every point they produce. More importantly, when the time comes to raise the social level, these points will require consumer points, which could possibly delay the improvement.

#### MIDDLE CONSOLIDATION

The period of consolidation comes between turns four and seven. The players have, by now, managed to stabilize their economies—starvation is not a major threat, the farm sector is well mechanized, and the industrial sector is able to produce both consumer and mech points in quantity. It is now time for the players to think about raising their social level. Because of the large number of consumer points involved, this task can be very difficult.

Before a player starts to raise his social level, he should have every sector in his economy fully mechanized. Otherwise, the increased social level will be worthless, since the real

purpose of increasing the social level is to increase the number of mech points allowed. Once all sectors are mechanized to the limit, the economy should be able to produce enough consumer points to maintain the increased social level, and still produce mech points to take advantage of the increase. When trying for a social level of three or four, players may find it necessary to raise the social level of the industrial sector before raising the level of the other sectors.

Again, expansion into new areas is not as important at this point as it will be in the final turns. However, if a region is short on some raw material, or if a player tries to box another into a small part of the mapboard, expansion may be required. There are ways to deal with such players, ranging from trade agreements to direct military attacks. The latter should be used with great care and only for short periods of time; players can hurt their own economy more than the other player's economy if they are not careful.

#### FINAL EXPANSION

The last few turns mark the great expansion of the four regions. All four should by this time have a social level of two or three, with all of the economic sectors producing at capacity. The time is now ripe for expansion, since now the players are able to use the new areas and the new labor points. Providing consumer points for the new labor will be much less of a problem now than in the earlier part of the game.

Raising the social level should still be the main objective, as it is worth more in victory points than adding new areas. There are a few things which will lower the victory point total, and these should be carefully avoided.

Starving labor points (if there still are any) must be fed and put back into the economy, as well as any unemployed points. Any military units must be disposed of by the end of the game, which means that the supply for these units must be cut off on turn nine. Demobilizing the military does not mean that attacks on other players must be stopped; in fact, attacks can be increased if other players are going to win. A combined attack with corruption chits and plebiscite attempts on other players' areas should be able to take at least one area, even more if other players join in the attack.

#### CONCLUSION

It would be nice to say that there are no flaws in *After the Holocaust*; sadly, this is not so. There aren't many out-and-out mistakes in the rules, but there are many which are vague and/or poorly written. The rules concerning strikes, research and development, and industrial employment/unemployment are the worst offenders in this respect. These rules require the player to make a judgment of what the designer had in mind.

Still, the few flaws in the game do not seriously affect the quality of the game as a whole. As a multi-player game, it is quite a success. Player interaction is an important part of the game, making diplomatic skills as important as military or economic prowess. The topic, background, and setting of the game are certainly interesting, and centering of the game around economic instead of military factors is very different from what wargamers have grown accustomed to. All things considered, *Holocaust* is one of the better games to be published for some time.

## THE LIMITS TO GROWTH IN HOLOCAUST

by Gary M. Kodish

Most players of *After the Holocaust* must have wondered how high they could drive their Regional Level, given enough time and freedom from interference of other players. At first glance, it might seem that the only limitation is the number of sites of the most scarce commodity on the board, metal. It might also seem that there is enough metal so that a single player, if he controlled all the sites, and sufficient other resources, might attain a regional level of 10 or higher.

Alas, it is not so. The game system itself imposes a limitation on how high your Regional Level can be, no matter what your population is and no matter what resources or industrial capacity you command. And that limit is surprisingly low. The mathematics of the situation are quite simple: let  $P$  = the regional population,  $N$  = the Regional Level,  $S$  = the number of sites in any resource or industrial sector. Then to reach a Regional Level of  $N$ , you need to expend  $P(N-1)$

Consumer Points per turn. To produce these, your industrial capacity must be:

$$\#1 \quad \frac{3P(N-1)}{5}$$

Your metal and fuel production must each be:

$$\frac{P(N-1)}{5}$$

This excludes fuel requirements for domestic transportation. With a use of minimum labor in the industrial sector (i.e., one labor point per site) and with your industry fully mechanized, the labor requirements in industry equal the number of sites, which is given by:

$$\#2 \quad S + SN = \frac{3P(N-1)}{5}$$

or,

$$\#3 \quad S = \frac{3P(N-1)}{5(N+1)}$$

Minimum labor required for fuel production, with the sector fully mechanized at level  $N$  is given by:

$$\#3a \quad S + SN = \frac{P(N-1)}{5}$$

or,

$$\#4a \quad S = \frac{P(N-1)}{5(N+1)}$$

The same is true for the metal sector, so that the total minimum labor requirement for both is twice (4a) or,

$$\#5 \quad S = \frac{2P(N-1)}{5(N+1)}$$

The total minimum labor requirement for producing the necessary Consumer Points for Regional Level  $N$ , excluding food requirements, is the sum of (3a) and (5), which is:

$$\#6 \quad \frac{P(N-1)}{(N+1)}$$

Now, since the minimum use has been made of labor in the other sectors, the remaining population is the maximum number which can be used in food production. Each turn, the player is required to produce  $P$  food points to feed his labor force and additional food points required in the production of Consumer Points. The total required to be produced at Regional Level  $N$  is:

$$\#7 \quad P + \frac{2P(N-1)}{5}$$

The labor force available to produce this food consists of the entire population minus those

## OPERATIONAL ANALYSIS:

# GRAND CHANCELLORSVILLE

## Standard Union Prudence or Optional Risk

by Arnold Hendrick

*The Blue & Gray family is a hardy group of games that promises to provide opportunities for enjoyable competition for years to come. I have two favorites out of the nine games in the system and they never seem to wear out their welcome with me. Arnold Hendrick has been a contributor to this magazine for a number of years [heused to work here, too!] and has here provided us with another of his well-considered analyses. Over to you, Arnold.*

—RAS

*Grand Chancellorsville* is a combination of two *Blue & Gray II* folio games (*Fredericksburg* and *Hooker & Lee*). It combines two of the folio maps, and thus provides more room for maneuver and tactical variation than most of the small quadrigames. *Grand Chancellorsville* virtually demands use of the attack effectiveness rule, since otherwise the much stronger Union army can steamroll over the Confederates.

However, *Grand Chancellorsville* has two special options of its own. One provides for higher level leader counters, whose main function is to allow units stacked with them to suffer "Ar" (attacker retreat) results without losing attack effectiveness. The other presumably represents Hooker's indecision in the actual battle by requiring each Union Corps (in game terms, every three infantry divisions and one artillery unit) to roll a die each turn, with a 50-50 chance that the Corps will be immobilized that turn.

The leadership rule actually favors the Union, even though the Confederate Lee and Jackson counters are very powerful, since it allows the Union to use their leaders with their powerful infantry divisions in 1-1 or 2-1 assaults without fear of losing attack effectiveness. Therefore, it is necessary to use both optional rules to retain any sort of game balance, since once command control ("Hooker's indecision" rule) takes effect on turn 7, for the last 14 turns of the game, the Confederates can make big troop shifts, and conduct aggressive attacks, gambling that Union immobility will hinder the normal counterattacks.

Although the game does have victory points for terrain, the destruction of two big Union units or six of the more modest Confederate units equals the total value of all terrain in the game. Therefore, destroying enemy troops is the prime objective. If the enemy is unobliging enough to not serve up his men on a silver platter, it is necessary to threaten or capture terrain points, which will then force him to fight.

### THE SITUATION

The Union player, at the game's start, is already committed to a wide sweeping flank attack with half his army, which arrives on the

far western edge of the map. The other half, meanwhile, is deploying on the eastern half in the Fredericksburg and Deep Run area, against the Confederate fortified positions in that sector. The flank march has surprised the Confederates, who have three divisions (four to six infantry brigade units, and one artillery unit) marching on from the east edge on their first move, while most of the remaining three Confederate divisions already on the map are in the east facing Fredericksburg and Deep Run.

Both the Union and the Confederates have two "pivot" formations. The Union has the two strongest divisions of the II Corps (1st and 3rd), plus artillery, in the center of the map, able to join the flank march by crossing U.S. Mine ford, or prepared to attack over Bank's or Scott's ford into the rear of the Confederate Fredericksburg position. The Confederates have half of Anderson's division ready to cover those two key fords, while the other half (two lonesome brigades) are posted out at Wilderness Tavern, hopefully to delay the Union flank march, or at least stop the cavalry of the flank march from advancing too far, too fast.

The Union Player's actions are the key to the game. His army is the one with the big offensive potential, and his flank march assures him of at least a draw if he can hold onto the western edge of the map (not as easy as it looks, since Stuart's Rebel cavalry arrives in his rear, in that very sector, on turns 8 through 10). Because Union infantry units are double to quadruple the size of the Confederate units, even though the latter can stack (two-high) while the Union cannot, the Union is still stronger—often so strong that the Confederates can't get better than a 1-1 attack against an infantry division in the open! Furthermore, although the flank march cuts the Union army into two completely separate bodies, which will probably never join, it also spreads the Confederates dangerously thin, especially in the first half dozen turns, before the three reinforcing divisions can get up into the lines.

### STRATEGY: WITHOUT OPTIONAL RULES

In this version, the Union can afford to pursue a careful, circumspect game. There is no need to take big risks to expose strong units at any point. The Fredericksburg force, including the I, III and VI Corps (as well as the 2nd division of the II Corps) should get over the river, and while threatening initially in the Deep Run area, can usually make profitable attacks throughout the first day against *Marye's Heights*, and F1512 or F1711.

Meanwhile the pivot group of the II Corps can initially strike over Bank's and Scott's fords.

Normally the Confederates will deploy Perry's and Wilcox's brigades on F0825, while Wright's and Garnet's occupy F1327, which means the II Corps cannot do better than a 1-1 attacking over the fords. If these attacks succeed at all, the Confederates will be in deep trouble, and during turns 4 through 6 the Union can even reinforce the II Corps with one or two weak divisions from the Fredericksburg area. If the attacks fail, the II Corps simply countermarches toward U.S. Mine Ford and joins the flank force.

The flank group cannot expect the Confederates to give away Posey's or *Mahone's* brigade at Wilderness Tavern. Instead, these will slowly fall back, preventing the Union cavalry from advancing too fast. In all likelihood, the two forces will converge on the road junction slightly southwest of Salem Church on the second day, where a "second front" will form.

If the Union plays their hand properly, the Confederates will be gradually forced back into an ever-shrinking circle between Salem Church and Telegraph Hill, losing troops gradually all the while. The Confederates really have only two alternatives to this distressing situation: concentrate east, or concentrate west, both of which are gigantic gambles. Concentrating east means the abandonment of both *Marye's Heights* and Salem Church during the second day, running eastward and forming the entire army in the woods and fortifications around Hamilton's Crossing and Telegraph Hill. With proper positioning, the Union can be reduced to making only 1-1 or 2-1 attacks. The advantage of this strategy is that it retains Hamilton's Crossing, worth 25 of the 60 total terrain points. The disadvantage is that some low-odds Union attacks are bound to succeed eventually, and these may cause serious Confederate losses.

The running westward strategy requires early implementation to take advantage of the increased Confederate speeds on turns 2 and 3. Here the Confederates give up all their terrain and concentrate the entire army around Chancellorsville and Wilderness Tavern, hoping to destroy the flank force before the Union Fredericksburg force can come up behind them. This is a very risky gamble, since the Union can rapidly shift on the north bank of the river, cross at U.S. Mine Ford, and appear in the early parts of the second day. It is possible to position the army on the second day for implementation of this strategy, but it is very tricky to get enough force far enough west to provide a good head start, without losing the rearguard about Fredericksburg in the process!

### STRATEGY: WITH OPTIONAL RULES

Here, the command control effect beginning turn 7 is the critical aspect of the game. The Union *must* be in a winning position after the first 6 turns. However, by stacking the leader counters with strong divisions, the Union can launch many 1-1 and 2-1 attacks in the first few turns in the Fredericksburg area, hopefully killing enough for a decisive victory point advantage.

On the other hand, the flank force is now extremely vulnerable. It is too small to cover a large area of ground, since a couple well placed 1-1 or 2-1 Confederate attacks could open a hole that may prove unstoppable due to command control effects! Therefore, this force normally must cower in the far west, among the woods, trying to hold the maximum amount of point value terrain. The amount of terrain it must hold is dictated by how many casualties the Fredericksburg attacks can cause. Fortunately, on such a limited front, it is usually possible to detach the cavalry and part of the XI Corps to cover the arrival routes of Stuart's Cavalry, thus preventing an attack in the rear.

The II Corps pivot is really needed in the west, to reinforce the flank group. It is possible to attack over both Bank's and Scott's Fords on turn 2 with this group, but after that they must shift westward, regardless of success or failure; so unless the Confederate force guarding the fords is enticingly weak, there isn't much point in attacking (if weak, the Union might be able to cause casualties to the ford guards before they shift west).

### THE U.S. MINE GAMBIT

There is one dramatic alternative to the "hide in the west, banzai in the east" strategy outlined above. The entire Union army can march westward—the I, III and VI Corps around Fredericksburg undertaking a gigantic migration and joining the flank force in the plains between Chancellorsville and Salem Church. The majority of the troops should probably use U.S. Mine Ford as the crossing point, but the II Corps can lead a small elite group over Bank's Ford to help insure the capture of the key crossroads at F2027.

The advantage of this gambit is that with the entire Union Army in the Salem Church area, all seven Corps, on a front so narrow that no more than half can be profitably put in the line at once, command control difficulties are minimal, since there will always be somebody mobile in the secondary lines. The Confederates will be faced with the unhappy prospect of a slug-fest on a narrow front against troops more powerful than their own. As long as the Union guards U.S. Mine Ford and Bank's Ford, there is no chance of a Confederate flanking maneuver. Union cavalry and elements of the flank march corps can remain behind to contain or perhaps even destroy Stuart's Cavalry, and insure control of the point value terrain in the west.

The disadvantage of this gambit is that for the first 6 turns the Union army is moving, not attacking, and therefore cannot build up any

victory points advantage. Furthermore, if it loses F2027 near Salem Church, it will also have an inferior terrain points situation, and will undoubtedly lose. Therefore, the Union must hold onto the entire eastern half of the map, and avoid losing the inevitable battle around Salem Church, despite command control difficulties, in the later 14 turns of the game. This can be a difficult task, to say the least.

### UNION TACTICS

The key to this game is proper Union tactics. The Union can successfully attack at 1-1 or 2-1 and cause heavy Confederate casualties, even though the Confederates may not be surrounded, and the combat results are all "Dr" (defender retreat) or "Ar" (attacker retreat). The trick is to attack with big powerful infantry divisions, against rough or wooded hexes. If the Union scores a "Dr", it should advance after combat, into the doubling terrain. The just retreated Confederate will therefore still be in the Union zone of control, and forced to counterattack in its turn.

It is in these forced counterattacks that the Confederates suffer their losses, since they are hard pressed to get better than 1-5 against big Union divisions in doubling terrain, and a 1-5 attack means a 50-50 chance the Confederates will be wiped out. If the Confederates can bring the odds up to 1-3, they only have a 1/6th chance of being destroyed, and if they can bring up some artillery, this improved situation is often a possibility. Normally a 1-1 counterattack is out of the question.

Because the Confederate army is so small, and normally so widely stretched, a number of successful 1-1 and 2-1 attacks, that force Confederate counterattacks will mean that in some places the Confederates will just have to accept the 1-5, since they can't get enough troops to the sector fast enough; and some of these 1-5's will surely cost the Confederates troops. This is why broad front attacks, and sheer quantity of attacks, is the prime factor in Union offensive efforts.

### CHOOSING YOUR VERSION

The version without *Grand Chancellorsville* optional rules probably favors the Union, but does provide interesting action throughout the 20 turns of play. To play the Confederates is a challenge, not a hopeless task, although a little luck helps the Confederates a great deal here. If you feel unlucky, avoid playing the Confederates in this version.

If all the optional rules are used, the game is often decided in the first 6 turns. What happens then tends to set the tone for the "endgame" that follows. Therefore, this version is normally the shorter of the two, by a wide margin. The only exception is when the Union player tries the U.S. Mine Gambit, which leads to a long, slow struggle for all 20 turns. This can be very interesting, with the nimble Confederate lightweight trying to dance around and get in a telling blow against the huge Union heavyweight ponderously parked on the eastern side of the map.

### Opening Moves [continued from page 3]

critic is in deep water. In science, given enough time, it's usually possible to prove or disprove a given theory (although, for example, some areas of physics and cosmology contradict this statement). One can not so readily validate or invalidate a work of art. And it is more than a matter of simple opinion and garden-variety subjectivity at work. Art criticism/appreciation requires the application of aesthetic discipline focused through finely-tuned sensitivities. The aesthetics of game design are *not* highly evolved. The field is very new and small. It is not glamorous, nor especially remunerative. Exploring even one game, thoroughly, requires a great deal of time and effort. Because of its commercial nature, there may *never* be a well-developed game-design aesthetic. The aesthetics of television are also underdeveloped. Most of the operative aestheticism in that field is borrowed from film criticism. In any event, television criticism has demonstrably little impact on viewing habits. The audience watches what it can tolerate, and the producers produce what the audience will watch. Game design is actually a *higher* art form than commercial television, and this is mainly due to the *scale* of the former compared to the latter. In game design, production is still largely in the hands of the individual creators. Although they must play to their audience, they are not the slaves to mass reaction that the typical program director is. The gaming audience is also a more discriminating group than the television audience. Nevertheless, elements of the Nielson-rating mentality exist in game publishing because of the relentless pressure of having to sell the product profitably.

Why does it matter what we think of games as a product of art rather than of science? Doing so is a better approximation of reality (*i.e.*, more *scientific*). It defuses the interminable debates over the possibilities of perfect games and disputes the mentality of the one-true-answer to simulating a given type of conflict. It disabuses us of the false notion that simulation designs spring from the application of precise formulae and computerized magic. To think of games as art contributes to the preservation of earlier treatments of a given subject (*i.e.*, there is less pressure to think of a new game as something that makes an old game obsolete). It also demythologizes the game designer and the system of rules he sets forth in a game: he's not a chemist describing the reactions taking place when gunpowder explodes—he's an artist attempting to convey the force of the explosion.



# OPERATIONAL ANALYSIS: TSS: THE FIRST DAY

by **Jerrold Thomas**

*It seems like TSS is one of those games that inspires you to ponder and write—I have three more articles on hand dealing with various aspects of the game. One of them is similar in subject to this one by Jerrold although taking a somewhat different approach to the "first-day" problem. Can you folks stand another article on first-day operations? If so, let me know via the Feedback question in this issue.* —RAS

*Terrible Swift Sword* is the first of SPI's giant battle games, and as such it is an impressive beginning. The feel of this classic meeting engagement, and of Civil War tactical combat, is captured without forcing the players to recreate a classic defeat.

History will rarely be repeated in this game because the lesson of history is so clear—the Confederates must strike on July 1, and the Union must not be permitted to dig in unmolested on Cemetery Hill and Cemetery Ridge. The Confederates have a substantial edge—3 to 2 in manpower, 4 to 3 in guns, and better than 2 to 1 in leadership—and will usually heavily contest the key hills.

The Union player will have to decide whether to make a firm stand on these hills or to fall back, trying to whittle down the Confederate strength for a counterattack on July 2. In either case, July 1 is the most freewheeling day of the battle, as each new reinforcement has a large effect on the overall strength of each army.

This article will therefore concentrate on strategies for July 1, as well as first covering some of the important aspects of game tactics which are essential to implementing any kind of strategy, and which remain valid throughout the game.

## TACTICS IN TERRIBLE SWIFT SWORD

The two key tactical determinants in the game are the stacking limits and the sequence of play/sequence of fire. The basic advantage which the defender enjoys is embodied in the Defensive Fire Phase, which not only gives the defender the first shot, but also can work in conjunction with the "rout" rules and the Combat Results Table to prevent the attacker from conducting planned assaults.

The stacking limits tend to divide the regiments into classes based on size. The one and two-Strength Point units become the skirmishers, and the four-Strength Point and larger units become the "heavy" regiments for assaults. The three-Strength Point units serve in both capacities with reduced efficiency.

### *Skirmishing*

Much of the combat in the American Civil War was fire between skirmish lines of

infantry. In *Terrible Swift Sword*, skirmishing involves fire between opposing lines where at least one of the lines does not intend to assault the other.

In all diagrams Player A is in *italic*. Player P is in regular type.

*Figure 1* shows a skirmishing situation—Player A has a line of skirmishers who intend to engage in fire combat—although they are outnumbered 23 to 10, the difference in expected effect is not so great. If Player P has the first fire, the expected results are, losses 1.5 A to .666 P, "Pin" results .5 A to .666 P. If Player A has the first fire, the results are 1.07 A to 1.0 P for loss and .58 A to 1.0 P for "Pin" results. Should Player A enjoy a terrain advantage, the results shift even more in his favor.

Although the skirmishers may lose somewhat more than the opposing line, their job is to pick away at the larger enemy regiments and to pin them down. In this regard a loss to a two-Strength Point (hereafter abbreviated SP) unit does not impair its effectiveness for skirmishing, while a loss to a 4 or 5 SP unit can significantly reduce its effectiveness at close quarters.

One thing to note in the figure is the distance—skirmishers cannot, by themselves, afford to get involved too closely with stronger forces. Usually they operate at a distance because the enemy is in a fixed defensive position, because they fall back as he advances, or because they are operating with other, stronger forces which the enemy must respect.

Skirmishers, who are less affected by attrition than are large regiments, are also used as "cover," either by being deployed in a

skirmish line in front of a deploying assault force, or by being stacked on top of large regiments when they move directly adjacent to the enemy. In both cases, the function of the skirmishers is to absorb attritional losses from enemy fire in order to preserve the fire and assault value of the screened large regiments.

The Confederates can also stack their elite (A and B rated) skirmishers on top of their assaulting stacks, trading reduced chances of rout for less offensive fire ability. Such a trade would be made in situations where the attackers have a big advantage for melee and do not need to cause re-assault attrition. Late in the game, both sides can use the small regiments left from brigades over their BCE limits to provide assault "cover"; since the regiments cannot melee in any case, no assault effect is lost. The use of Commanders can assure that such "cover" units are not within the command radius of their *Officers*, so the desired rout will not effect the other units of the brigade.

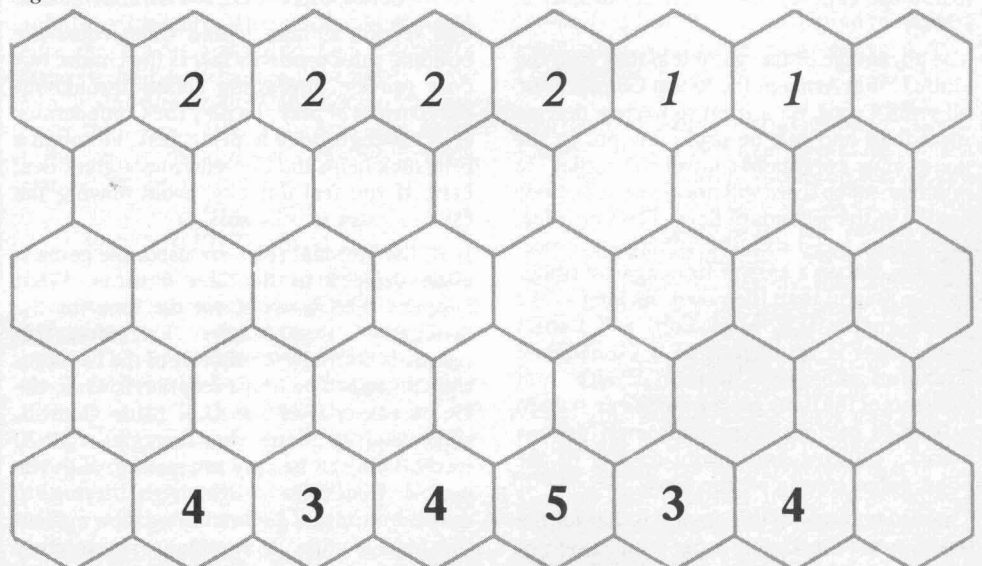
Examples of entire commands best suited for skirmishing are Gordon's Brigade of Early's Confederate Division, and the Second Division of the Union First Corps.

### *The Large Regiments*

Only 4SP regiments or larger can form 8 SP stacks—these Large Regiments (LR's) form the core of any assault force as well as having a considerable fire value. Basically, the bigger they are the more valuable, since both fire and melee power become more concentrated.

Normally LR's should not become involved in firefights except to "mop up" or against other LR's. LR's draw fire whenever they are exposed, and they can be attritioned into

*Figure 1*





relative impotence without ever making effective use of their size. The main functions of LR's will be examined more closely in the sections on assaults.

### The Good, The Bad, and the Useless

The second, and distinct, characteristic of units is their morale rating, subsequently referred to as their quality. Morale is most important in the assault, since assaulting units are most likely to suffer their losses before they have had the chance to be effective through melee or offensive fire.

The bulk of the infantry of both armies are "C" and "D" units, distributed about 3 D's to 2 C's. Interestingly, both sides have some of their worst units, as well as their best units, on the first day, though the Union force is especially plagued with "green" units, having 61 SP's of "E" rated units on day 1.

On Day 2, the Confederates receive, in their Cavalry, a very large body of elite "B" units, which can effectively lead any counterattacks, but which are expensive to lose. Most of the other elite Confederate units are smaller, and their use will necessarily involve giving up some firepower for morale.

The Union forces have only two elite brigades; fortunately one of them is the "Iron Brigade", 1/1/I. The Union forces will depend heavily on this unit on the first day, but some attempt should be made to preserve a remnant, since, with its high BCE level, it can still be useful even when heavily depleted.

### Fire Distribution (Long Range)

Proper fire distribution is essential if you are to get the maximum effect from your units in the many firefights that occur in Terrible

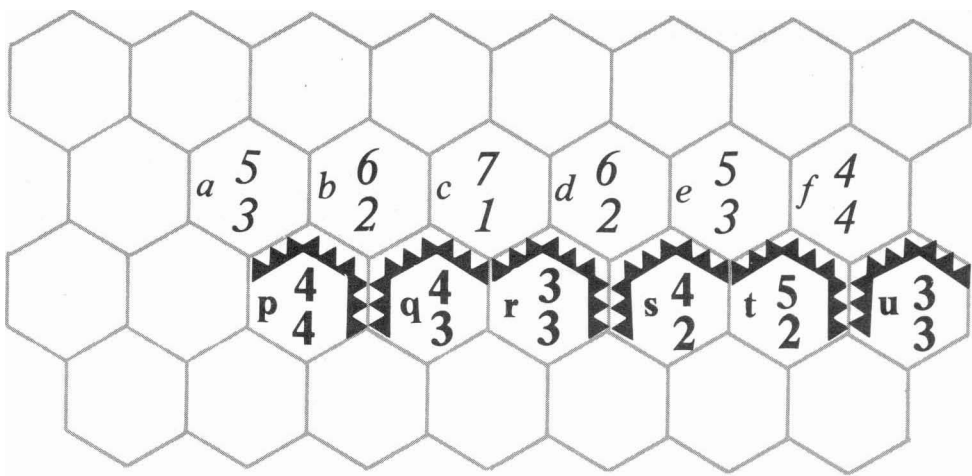
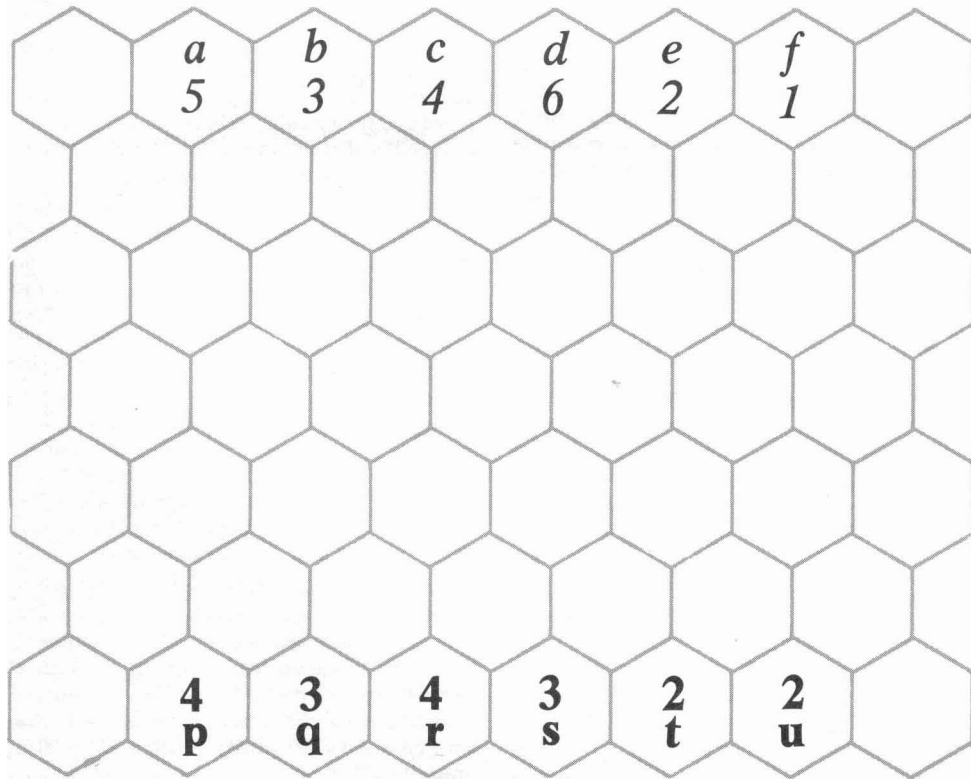


Figure III

**Swift Sword.** Most firefights occur at either a four or five hex range, or adjacent. Fire exchanges at 2 or 3 hex range are rare because the defender receives a substantial increase in fire effect without the attacker being able to follow up any of his successes with a melee attack.

Figure II gives an example of a firefight at long range. (For this and all the other distribution diagrams, the symbol  $\rightarrow$  shall represent "fires at;" it will be followed by the key letter of the target unit and, in parentheses, the column on the Fire Combat Results Table used for that combat.) Examples of an optimum first fire for each player would be, for Player A:  $ab \rightarrow q(4-6)$ ,  $c$  split  $\rightarrow r, t(1-3)$ ;  $d, e \rightarrow s(4-6)$ ;  $f \rightarrow u(1-3)$ / for Player P:  $p$  split  $\rightarrow a, b(1-3)$ ;  $q, s, t \rightarrow c(4-6)$ ;  $r$  split  $\rightarrow b, d(1-3)$ ;  $u \rightarrow e(1-3)$ .

Figure II



While in actuality each regiment would have simply fired at the enemy opposite him, the above patterns yield the maximum in expected enemy losses. One of the basic points demonstrated in the patterns is, for long range fire, to split the fire of even strength regiments (such as c and r) and to combine the fire of odd sized regiments (as with a and b). This ability to split the fire of even sized LR's will allow you to concentrate with other units, and, in some cases, to avoid firing useless rounds—as an example, you have a 4 and a 3 and two targets: split the fire of the 4, reducing the chances of ammunition depletion by 1/36th. Avoiding unnecessary ammunition depletion can be especially crucial on July 1 before the supply trains have arrived.

The patterns above are designed to maximize losses; should the players desire to increase the chances for "Pin" results, shifts could be made such as, for Player A: switch d to also  $\rightarrow q(7-9)$ , leaving  $e \rightarrow s(1-3)$ / for Player P: fire only t at c(1-3).

Other possible options include shifting the points of concentration. Player A is planning on a continuation of the firefight, so he is concentrating on two "3" strength units, figuring that they have a greater chance of Routing if they are hit again on a subsequent turn; Player P has a compromise, concentrating on one of Player A's LR's. If an assault were imminent, Player P might well concentrate all his fire on the three LR's, hoping to attrition them.

### Fire Distribution (Melee Situations)

In Figure III, Player A has advanced to Melee with Player P, who is defending a line of breastworks. In such situations the two Players have very different aims, so each will be treated separately.

For the Defender, the key consideration is obtaining "Pin" results; this result prevents a whole stack from firing or meleeing and can facilitate a counterattack by creating gaps in the line of meleeing units. The Defender cannot get more than 1/6th chance for a "Pin": with small arms fire, so he must be careful to maximize his chances. The best way to accomplish this is to keep the individual combats on the 1-3, 7-9, 10-15, and 16-21

columns of the CRT, and to avoid the 4-6 column. As an example, a good fireplan for Player P might be: 1SP of p → a (1-3); 3SP of p, 1SP of q → b (7-9); 3SP of q, 1SP of r → c (7-9); 2SP of r, 3SP of s → d (10-15); 1SP of s, 4SP of t → e (10-15); 1SP of t, u → f (10-15). Note that the first two battles are fought on the 1-3 and 7-9 columns, rather than both on the 4-6 column, to maximize the chances for a "Pin" result which would take a whole stack out of the assault for certain. Also note that the 10-15 column battles were fought against a "6" and a "5" since there is a chance for a 2 SP loss on this column which would reduce the effectiveness of a "6" or "5" rather more than a "7."

The plan above assumes equal quality (or morale ratings) for the attacker's force. Where an assault force contains mixed or poor quality regiments, the defender (still going for maximum "Pin" results) should concentrate his casualty probabilities on the poorer regiments to increase the chances for a rout.

For the attacker, the key point is to split every unit's fire. This is necessary to keep all options open for the attacker, as a firing unit can melee only a unit that it fired upon. Generally, the attacker wants to cause casualties. He can either concentrate on the poorer quality regiments, hoping to rout them, or concentrate on the stronger defending positions, trying to increase his chances of success in the subsequent melee by attrition.

The attacker should allow for one SP lost per unit when he makes his fire pre-plan. Such a plan for Player A might be: a, 1SP of b → p (7-9); 4SP of b, 4SP of c → q (10-15); 2SP of c, 2SP of d → r (4-6); 3SP of d, 1SP of e → s (4-6); 3SP of e, 2SP of f → t (7-9); 1SP of f → u (1-3). The following points deserve note: fire is concentrated on q rather than p because q has a weaker bottom unit, and would present an optimum melee even if it did not rout both units; the 7-9 column is used against p and t

because those hexes contain the units which might be most effective in the counterattack, and which it would most benefit the attacker to "Pin."

#### Assault Stacking

Figure III also demonstrates the best way to stack adjacent hexes when you plan to melee;

the staggering of unit sizes, as in 7 + 1, 6 + 2, 5 + 3, 4 + 4, 5 + 3, etc. The benefit of such a stacking arrangement is shown in Figure IV, which represents a portion of the position shown in Figure III, after offensive and defensive fire. Here offensive fire has routed the top units from two positions, but has left two others untouched, (defensive fire caused 1SP loss to each attacking stack). Because the units have all split their fire, and have a staggered stacking pattern, they can concentrate as shown on the stronger stacks while using the smaller units to attack the weaker positions—this gives the best chance of carrying the entire position; an important factor in resisting a counterattack.

The Attacker has two options as to stacking order; if he means to assault immediately, he should place the better quality regiments on top, regardless of size; this will expose them to attrition, but will reduce the chances of a rout due to casualties, thus preserving the maximum effective strength for the assault. In some cases, such as two 4's stacked with a leader defending behind a breastwork, the attacker may want to place a small, poor quality regiment on top, assuming that it will be routed but that the full firepower of the larger unit will be available to attrition the defender, so that a later assault might have a chance to succeed.

The defender has the same two choices. His action should be based on whether he is trying to hold the first rush, or he plans to rely on a counterattack to regain the position. If he wants to hold, he should place the largest of his better quality regiments on top to maximize defensive fire and to reduce the chances of losing the position through rout. If he plans to counterattack, the larger regiments should be on the bottom to shield them from attrition, and from withdrawal fire if they must shift to counterattack.

#### Artillery Tactics

In *Terrible Swift Sword*, artillery is basically a defensive weapon. It's primary offensive use is against enemy artillery. An indirectly offensive use for artillery is to fix a defender in position through "Pin" results. Since artillery has a one-third chance of securing a "Pin" on the 1-3 factor column of the Fire Combat Results Table, batteries can be split to deliver

one factor to each target. Since artillery also can fire in the Bombardment Phase, before the attacker moves, the attacker can plan his movement to take advantage of the units "pinned"—if the attacker then follows up with other artillery firing in the Offensive Fire Phase, and with offensive small arms fire, he can expect to have immobilized more than two thirds of the defending units.

Defensive artillery firepower can be deadly, especially fire from the 6-gun batteries. Often on July 1, the Union will have to leave artillery to defend nearly alone in order to make infantry available on a threatened sector. Figure V shows one way that this can be accomplished. The skirmisher units are there to blunt the assault—the artillery can be reached directly from the X'ed hexes, but units in those hexes have already received withdrawal fire from the infantry, and must receive 24 to 48 factors of artillery fire, plus defensive fire from the infantry if necessary—the artillery can also execute a "retire by prolonge" if necessary.

If the attacker only moves adjacent to the infantry, then the artillery can fire into all the possible hexes at a two hex range with 8-18 factors per hex and would still have two fire phases before a melee is even possible.

Perhaps the key point when using artillery in defense is to use it "en masse"—isolated single batteries are readily captured, and the cost in victory points will exceed the value of the losses inflicted.

#### Breastworks

The problem with breastworks is the time it takes to construct them; inevitably, when you need them for defense you can least spare the units for construction. A compromise is sometimes worthwhile, wherein breastworks are built on every other hex, as shown in Figure V. Such a line can be defended either lightly, as shown, or with 8SP's in each hex—its defense is not compromised by this arrangement since only 8SP's of attacking units can melee even if 16SP's move adjacent to each.

Breastworks are often better built one or two hexes in front of ridge or crest hexes rather than on the same hexsides. This not only gives the position some depth, but also maximizes the melee effect of breastworks, which is lost when the breastwork hexside coincides with the ridge or crest hexside. This positioning also adds a movement effect; an often overlooked characteristic of breastworks. The movement cost for the breastwork hexside can force the attacker to spend two turns exposed to heavy defensive fire, especially when the effect can be enhanced by either a second line of breastworks or by natural terrain.

Another point, illustrated in Figure IV, is the orientation of breastworks in a line. The pattern shown in Figure IV is optimum because it allows for continued defensive benefits even if part of the line is captured. Aligning all of the counters the same creates an exposed flank, which if seized eliminates these benefits.

Figure IV

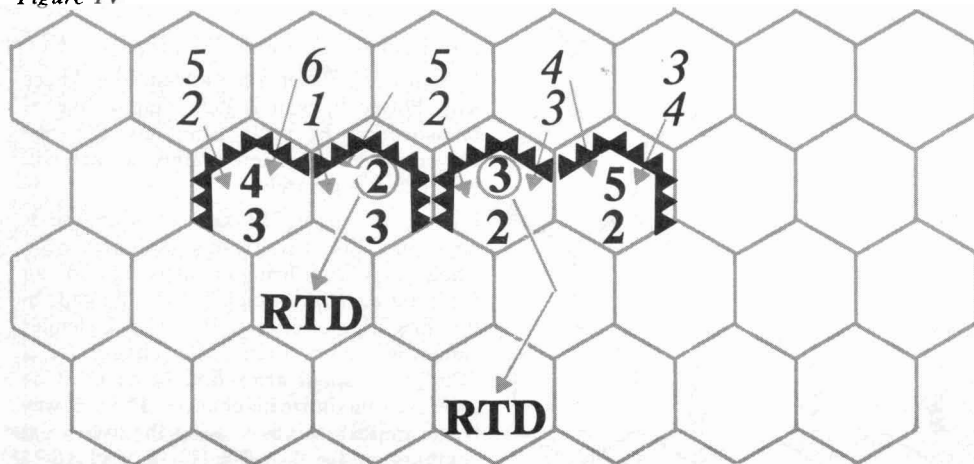




Figure V

## UNION ARTILLERY

### Reserves

Whether attacking or defending, the tactical system of *Terrible Swift Sword* compels the establishment and maintenance of reserves. (Whether the units are actually in "Reserve" status or not is immaterial—the key considerations are that the units are unengaged and available). Casualties in close combat will always be high, and no attack or position can be maintained without a constant flow of fresh troops.

For the Defender, some key points are:

- 1) Reserves must be accessible—given the low movement ability of enemy infantry, it is usually possible to determine the most threatened sectors and to shift reserves to those sectors.
- 2) Reserves should be LR's—the purpose of reserves is to provide the core of a second attack or a counterattack, and they cannot do this adequately unless they are leavened with LR's.
- 3) Reserves should not be posted directly behind the defending line—the optimum distance is 7 hexes back. Reserves adjacent to a line will be in the Zone of Control of successfully meleeing enemy units, and will be subject to withdrawal fire if they must redeploy.

The attacker should consider the following suggestions:

- 1) Use arriving units as reserves—often units are thrown into a battle from the march, and if units are arriving, count them as reserves rather than holding back others.
- 2) Position reserves so that they threaten assaults in new areas, as well as being positioned to reinforce your current assaults.

### Assault (Melee) Rules of Thumb

How large a sector can you assault? Determine the number of 8SP stacks that you can form from the assault force, and divide this by 2 to allow for forces to continue the assault; if the defender cannot assemble any 8SP stacks, then you can optionally count the number of stacks you can form equal to the largest defending stack, and halve that number—the result is your assault frontage. Remember to count in units which are arriving and will be available on the next turn, for both sides, when computing the largest defending stack and the number of equal stacks that you can assemble.

Which sector to assault? This will often be dictated by the Victory Conditions, but even if the ultimate goal of an assault is known to both players, the attacker can select some intermediate objectives which will give some indirectness to his approach. In doing this, the attacker should select a site which he feels he can carry on a 4+ hex frontage. This width of front is necessary to give some security from the inevitable counterattack—if even two of the hexes can be held through the counter-attack, then the follow-up assault should succeed.

Assaulting artillery? Don't, if you can help it—the same holds true for infantry positions backed by artillery. When you must assault such positions, it is usually better to place your smaller, poorer units on the top, so that the larger unit below will be shielded from the artillery fire and will be less likely to be routed out of position. When a position is artillery backed, you do not have to worry so much about a melee counterattack, since the artillery makes it difficult to assemble an adjacent force.

When to assault? Generally, the sooner the better, as Gettysburg was a meeting engagement, and each side is always getting new troops. However, in most positions, some preparatory small arms fire should be considered, to attrition some of the defensive units, and to possibly rout some of them out.

### BASZCFZRSTDA YSTRATEGZES

#### Union Strategies

The Union is in a basically defensive posture on the first day. The Union forces are an uneven mixture of good and bad troops which are opposed by some of the very best and largest Confederate Divisions. The Union player must defend skillfully, falling back at times and holding firm when he can. The Union must always act carefully—the defensive advantages of Civil War combat will not help the brittle Union forces if they get too closely engaged on July 1.

Let me note at this point that I am not referring to the First Day Scenario where the Union should be prepared to die to the last man to defend the key hills, as there can be no second day counterattack. Since casualties have little meaning in this or any other scenario, both players will be much more aggressive.

The Union must attempt to derive benefit from his disadvantage—namely, that he faces the best Confederate Divisions. He can do this by attritioning them on the first day, even if he cannot defeat them. By whittling these divisions down, especially the many LR's that they contain, the Union can cripple the Confederate's ability to defend Culp's and Cemetery Hills on the second day, when the Union gets its best troops.

The caution about not becoming too closely involved goes double for Buford's Cavalry. The Union player must not forget that increased firepower does not increase the size of the units. In this regard I feel compelled to caution Union Players against adopting the defensive strategy espoused by Mr. Berg in Moves 29. Against a competent Confederate Player, this plan invites a major disaster which will not only fail to hold McPherson's Ridge, but will also lose an excessive amount of cavalry.

There are two basic flaws in that strategy which are instructive. First, the cavalry is too dispersed to render mutual assistance. Second, the units are too exposed to Confederate fire. Buford's two main problems, lack of troops and lack of movement, are compounded by this deployment.

The idea that the Carbines provide security is a myth—refer to the section on Confederate strategies for a clear example. The only way that the Union can achieve relative security is to mass on four hexes, and this invites Confederate flanking maneuvers. It also increases Union vulnerability to pinning fire, since it gives artillery two fires for one round of ammo.

It may seem paradoxical that the Cavalry have a movement handicap, but they do. Mounting is a time-consuming process that leaves the cavalry horribly vulnerable to any fire, and yet dismounted cavalry cannot use the pike or the railroad bed. The Confederates "flying reserve" (see Confederate Strategies) can wreak havoc with cavalry that must withdraw under fire. This limitation is compounded by the Confederate's artillery dominance, which will basically mean that any Union unit which can be fired on by the Confederate Artillery has a 2/3 chance of being "pinned" every turn.

Note also that to put the Horse artillery on hex 2115A invites its slaughter by Confederate artillery which can be unlimbered on 1221A, 1322A, 1422A, etc., by the 0820 turn.

A better tactic is to defend one hex away from the ridge until the Confederates are in a position to assault, and then fall back. Realistically the Union Player cannot hope to hold McPherson's Ridge without sacrificing most of his cavalry—an unjustified sacrifice. If the "Fall Back" option is in use, the Union Player should consider making use of it, as a unit pinned during a retreat is as good as lost.

The practical goal of Buford is to keep Heth behind Seminary Ridge until the First Corps starts arriving, and to turn Heth northward if he is willing. 1/I and 2/I can usually stop Heth, especially since they give the Union

some artillery for the first time. I initially defend in the sunken road, falling back to Cemetery Hill if Heth presses—the main job of these divisions is to wear down those big regiments of Heth's, so that they will not be available to assist Rodes and Early later on.

A key Union decision will be when and where to bring on Doubleday's division (3/I). In a Scenario game I would always bring it on at 1100, but in the Campaign game I would do so only if Heth were heavily engaged elsewhere or had turned north of Chambersberg Pike. With Heth at large, the units are certain to face a heavy attrition, since they are isolated and without artillery support. The value of these units is that they are LR's, and it is better to wait till 1400 if that will give them a chance to reach the main battle area intact.

One of the main problems with the I Corps is its lack of LR's. The First and Second Divisions contain only four, and two of these are musket-armed. This means that the burden of melee action will fall on the XI Corps. Therefore the Union should attempt to prevent the establishment of a large Confederate battery on southern Seminary Ridge before 1240 to allow the 1st Division, XI Corps to move forward in column as fast as possible. The Union Player should also try to keep the XI Corps units out of firefights, as the Confederates will try to attrition them with Heth and Pender. The Union should try to preserve some units from the First Division, I Corps, to stack with the large, but poor quality XI Corps units for melee purposes.

Meanwhile, the Second Division, I Corps, has hopefully been digging in to the north and west of Cemetery and Culp's Hills. Once the initial breastworks are complete, XI Corps should take over digging while the Second Division goes over to skirmish duty. The Union Player should be resigned to losing this division to the last man to shield his LR's for the crucial late afternoon period.

The crisis of the defense will occur about 1500, when the attack by Rodes and Early will be at full strength. The Union should be more concerned here about preserving its artillery for the retreat and attritioning the Confederates than with holding the position. (The obvious exception is the First Day Scenario, where the Union will die to a man before giving up the hills.) If Early and Rodes can be sufficiently weakened, the Union can lose the hills and still win the game. Remember the BCE levels, and try to distribute fire so that you bring as many of the Confederate brigades as possible over their limits. The XI Corps is very expendable here, since its low BCE levels will make it worthless after 1700 even with minor losses. The problem will be keeping the Corps in action long enough to take these losses (and to inflict some).

If and when the Union must abandon the hills, the artillery units can be a useful shield. They can execute "Retire by Prolonge" every turn to give the infantry time to regroup, or to give the XII Corps time to deploy. The arrival of the XII Corps, and the fall of night, will usually permit the stabilization of positions, since night attacks can be disastrous for both

sides. If the Union still holds or even contests the hills at nightfall, the Union will likely win; and even if they are driven from the hills, they still have a formidable overall strength advantage with their best units yet to arrive.

The III Corps is beyond the scope of this, since it usually does not get into action before nightfall. The Third Division of the I Corps use will depend on the situation. If the hills can be held or contested, throw them in, if not, use them like the XII Corps, to stabilize the front. Be especially careful of 3/34. Those R7's are unique in the Union Army, and with their low BCE and Morale levels, they must be held for the right moment.

### Confederate Strategies

The Confederate First Day objectives fall neatly into three phases. First they must defeat the Union Cavalry and take McPherson's Ridge; second they must advance to clear Seminary Ridge; and third they must assault and carry Cemetery and Culp's Hills.

The more firmly Buford holds, the more quickly he can be defeated. Whenever Buford can be meleed with a maximum force—do it! Against any one Brigade, you can mount a crushing assault as shown in *Figure VI*. This assault has an expected result of 4.33 Confederate to 5.66 Union SP's lost if the Union stands the melees, and 3.33 Confederate to 3.33 Union SP's if the Union Player decides to retreat before melee. Since Cavalry counts triple for victory points, holding a position can be very expensive for them. The assault shown can be mounted as soon as the 0900 turn.

The only way for the Union to prevent such an assault from succeeding is to mass all of his cavalry at one position. If he attempts this, he can be easily outflanked, pinned, and trapped. When conducting flanking movements, don't be limited to the brigade organizations—you have two Commanders present and can "custom-make" each force for maximum effectiveness. (Usually this will involve mixing small and large regiments so that stacks of eight factors can be formed.)

The Confederate artillery should be used in halves, in a kind of "bounding" maneuver. Half of the artillery unlimbers to fire while the other half stays limbered and advances; next turn the roles are reversed. With the Pike to speed movement, this tactic can allow for a 10-12 hex advance each turn with constant artillery support. You need no more than half

your guns to blanket the Union Cavalry, so no effect is lost. The first guns should unlimber on hex 1322A and adjacent hexes on the 0840 turn, with one or two "T" batteries going to 0819A and 0719A.

*"The Flying Column"* One of the biggest handicaps of the Union Cavalry is its inability to use the Pike and the Railroad without mounting. This means that it will take at least *three* turns to get from Herr Ridge to McPherson's Ridge. You can turn this retreat into a disaster with a "Flying Column" made up of a pair of limbered Artillery units ("H" batteries are perfect for this role), and 16-20 Infantry SP's left in column on or next to the Pike. This force can advance nine hexes and still leave column formation, or it can go six hexes down the Railroad bed. Should the Union mount his units, get all the guns you can on them and "make hay." Your *real* objective may be McPherson's Ridge, but three Victory Points per SP is too much to turn down.

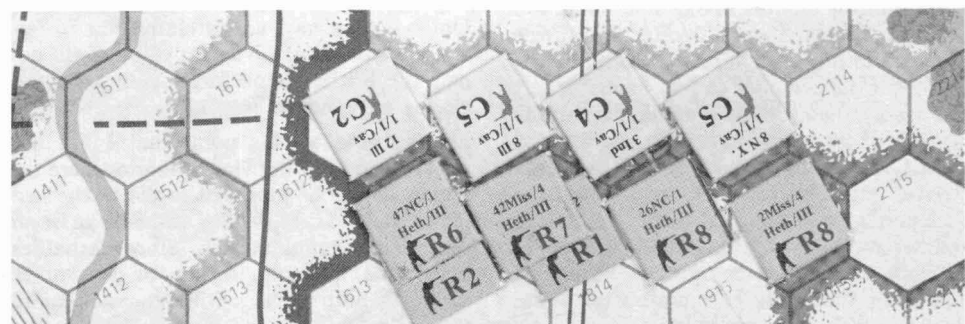
McPherson's Ridge should fall about 1000 with an aggressive (and expensive) Union defense, or sooner with more caution on Buford's part. Once it is held, your objective becomes seizing Seminary Ridge, with Heth's position centering south of the Hagerstown-Fairfield Road. Here your huge artillery superiority can be most useful. Offensive use of artillery can unhinge any Union position, and the shortage of LR's in the I Corps will handicap them for melee as well. Since Heth will often be over his BCE levels in any case by 1700, don't be afraid to pitch into 1/I—you can sometimes even conduct successful firefights, since a quarter of the units have only musket-smoothbores.

When Pender arrives he should go in to the north of Heth. Since Pender has so few LR's, he can be best used for firefighting and attempting to attrition the Union LR's, especially those of the XI Corps. If the XI Corps is held back, Pender might consider an assault to completely crush the I Corps, forcing the XI Corps to its rescue. Meanwhile Heth will be between Doubleday's division and the rest of the Union forces. The Union Commander will either have to attack an enemy with superior artillery, delay Doubleday, or send him on a circuitous route to the south. Heth will be trying to turn most of Doubleday's "4's" into "3's" or smaller.

While Heth and Pender are not going to try to take Cemetery Ridge, they should be within

[continued on page 22]

Figure VI



## CONFEDERATE COMBAT STRENGTH RECORD

### I Corps [Longstreet - 3]

#### McLaw's Division - 2

- (7/14) C Kershaw(4-2): 3, 3, 3, 2, 2, 1  
 (7/17) D Semmes(4-1): 5, 4, 4, 4  
 (8/15) C Barksdale(3-1): 4, 4, 3, 4  
 (10/23) D Wofford(4-1): 6, 5, 6, 4, 2  
 Cabell's Arty: T4, N4, N4, H4

#### Pickett's Division - 2

- (7/14) C Garnett(4-1): 3, 3, 2, 3, 3  
 (8/16) C Armistead(4-2): 3, 4, 3, 3, 3  
 (8/16) C Kemper(4-1): 2, 4, 3, 4, 3  
 Dearing Arty: T6, N4, N4, N4

#### Hood's Division - 2

- (8/18) D \*Law(4-2): 3, 6, 3, 3, M3  
 (7/18) D Anderson(4-1): 4, 4, 3, 3, 4  
 (11/13) B Robertson(4-1): 4, 3, 3, 3  
 (7/15) C Benning(3-1): 4, 4, 4, 3  
 Henry Arty: T6, T4, N6, N4

#### Artillery Reserve

- Alex. Arty: T4, T4, T3, N4, N4, H3  
 Eshl. Arty: N4, N4, N4, N4

### II Corps [Ewell - 2]

#### Early's Division - 3

- (12/22) C Hays(4-1): 4, 5, 5, 4, 4  
 (8/15) C Hoke(2-1): 4, 6, 5  
 (3/7) D Smith(3-1): 3, 2, 2  
 (6/12) B Gordon(5-2): 2, 2, 2, 2, 2, 2  
 Jones Arty: T4, T4, N4, N4

#### Johnson's Division - 2

- (9/20) D Steuart(5-2): 2, 3, 4, 4, 4, 3  
 (6/12) C Nicholls(3-1): 3, 2, 3, 2, 2  
 (10/11) A Stonewall(4-2): 2, 2, 3, 2, 2  
 (6/14) D Jones(5-1): 2, 3, 3, 2, 2, 2  
 Latimer Arty: T6, T4, N4, N4

#### Rode's Division - 2

- (10/21) C Daniel(4-1): 4, 5, 5, 4, 3  
 (6/14) D Iverson(3-1): 4, 4, 3, 3  
 (8/14) C Doles(4-1): 4, 3, 4, 3  
 (6/11) C Ramseur(4-2): 3, 3, 2, 3  
 (7/18) D O'Neal(3-1): 3, 2, 4, 3, 4, B2  
 Carter Arty: T4, T4, N4, N4

#### Artillery Reserve

- Dance Arty: T4, N4, N4, H4, H4  
 Nelson Arty: T4, T4, T4

### III Corps [Hill - 1]

#### Anderson's Division - 2

- (8/18) D Wilcox(4-1): 4, 3, 4, 4, 3  
 (9/20) D Mahone(4-2): 5, 4, 4, 3, 4  
 (8/18) D Wright(4-1): 5, 5, 6, 2  
 (3/7) D Perry(2-1): 3, 2, 2  
 (9/20) D Posey(4-1): 5, 6, 5, 4  
 Lane Arty: T4, N6, H6

#### Heth's Division - 1

- (12/26) D Pettigrew(4-1): 6, 8, 6, 6  
 (3/8) D Brockenbrough(3-1): 2, 3, 2, 1  
 (4/10) E Archer(4-1): 2, 1, 2, 2, 3  
 (7/14) D Davis(3-1): 8, 4, 7, 4  
 Garnet. Arty: T4, N4, H4, H4

#### Pender's Division - 2

- (11/14) B 1/Perrin(3-1): M2, 4, 3, 2, 3  
 (6/13) D 2/Lane(4-1): 3, 2, 3, 3, 2  
 (4/10) E 3/Thomas(4-1): 2, 3, 3, 2  
 (7/14) C 4/Scales(4-1): 2, 4, 3, 3, M2  
 Poague Arty: T4, T4, N4, N4

#### Artillery Reserve

- McInt. Arty: T4, T4, N4, W2  
 Pegram Arty: T4, T4, N4, N4, N4

### Cavalry Corps

- (18/25) B FitzLee(6-1): P2, 5, 4, P4, P5, 5  
 (16/22) B Hampton(6-2): 4, P3, 4, P3, P4, P4  
 (8/14) C WHF Lee(4-1): 4, P3, P3, 4  
 (12/21) C Jenkins(5-1): 4, 5, P5, 3, P3, N2  
 (3/5) C Robertson(3-1): 2, 3  
 (7/10) C Jones(4-2): 3, 3, P2, P2  
 (17/20) B Imboden(5-1): 7, P7, P6, N3  
 Beckham Hrs. Arty: T2, N3, N2, N2, N1, N1

## UNION COMBAT STRENGTH RECORD

### I Corps [Reynolds - 3]

- (16/18) A 1/1/I(Wdw 7-2): 3, 3, 4M, 4M, 4  
 (11/21) C 2/1/I: 5, 3, 3, 3, 4, 3  
 (5/10) D 1/2/I(Rob 6-2): 2, 2, 2, 2, 2  
 (4/11) E 2/2/I: 3, 2, 2, 1, 2, 1  
 (8/15) C 1/3/I(Dbdy 5-2): 4, 3, 4, 4  
 (5/12) D 2/3/I: 4, 4, 4  
 (7/21) D \*3/3/I: 7, 7, 7  
 Arty: T6, T4, N6, N6, N6

### II Corps [Hancock - 3]

- (3/8) E 1/1/II(Clwd 10-3): 3, M1, 2, 2  
 (5/6) D 2/1/II: 2, 1, 1, 1, 1  
 (7/15) C 3/1/II: 4, 4, 3, 4  
 (6/15) D 4/1/II: 1, 4, 4, 4, 2  
 (6/12) C 1/2/II(Gib 7-2): 2, 3, 3, B1, 3  
 (5/11) C 2/2/II: 3, 3, 2, 3, B1  
 (5/12) D 3/2/II: 2, 4, 3, 1, 2  
 (6/10) C 1/3/II(Hays 7-3): 2, 3, 3, 2  
 (5/15) E 2/3/II: B2, 4, M4, 2, 3  
 (7/17) D 3/3/II: 3, 5, 5, 4  
 Arty: T6, T6, T4, N6, N6

### III Corps [Sickles - 1]

- (8/18) D 1/1/III(Bir8-2): 2, 4, 3, 4, 2, 3  
 (10/18) C 2/1/III: 3, 2, 2, 3, 2, B2, B2  
 (7/17) D \*3/1/III: 4, 5, 3, 4, 1  
 (8/18) D 1/2/III(Hum8-3): 3, 3, 3, 4, 2, 3  
 (7/18) E 2/2/III: 3, 3, 3, 3, 3  
 (8/15) C \*3/2/III: 3, 2, 2, 3, 3, 2  
 Arty: T6, T6, T6, N6, N6

### V Corps [Sykes - 2]

- (3/7) D 1/1/V(Bar 7-2): 2, 1, 2, 2  
 (4/10) E 2/1/V: 3, 2, 2, 3  
 (8/13) C 3/1/V: 4, M2, 3, 4  
 (8/18) D 1/2/V(Ayr 8-3): 4, 1, 3, 5, 5  
 (5/11) D 2/2/V: 2, 2, 2, 2, 3  
 (12/18) B 3/2/V: 5, 4, 5, 4  
 (10/18) C 1/3/V(Cra 6-2): M5, M3, 5, B5  
 (9/22) D 3/3/V: M4, M5, M4, M5, M4  
 Arty: T6, T4, T4, N6, N6

### VI Corps [Sedgewick - 2]

- (8/16) C 1/1/VI(Wrt 7-3): 4, 4, 4, 4  
 (8/16) C 2/1/VI: 3, 4, 5, 4  
 (8/15) C 3/1/VI: 5, M2, 4, M4  
 (9/19) D 2/2/VI(How 6-2): 4, 4, 3, 4, 4  
 (10/19) E 3/2/VI: 2, M1, 4, 4, 4, 4  
 (9/20) D 1/3/VI(Nwt 7-2): 4, 4, 4, 4, 4  
 (8/17) D 2/3/VI: 5, 5, 3, 4  
 (8/18) D 3/3/VI: 4, 5, 4, 5  
 Arty: T6, T6, T6, T6, N6, N6, N6, N6

### XI Corps [Howard - 1]

- (6/15) D 1/1/XI(Bar 6-2): 2, 5, 4, 4  
 (5/14) E 2/1/XI: 4, 3, 4, 3  
 (6/13) D 1/2/XI(VnS 5-2): 3, 3, 4, 3  
 (8/19) D 2/2/XI: 6, 4, 4, 5  
 (7/18) E 1/3/XI(Shu 6-2): 4, 4, 3, 4, 3  
 (7/16) D 2/3/XI: 3, 4, 3, 4, M2  
 Arty: T6, T6, N6, N6, N4

### XII Corps [Slocum - 1]

- (8/18) D 1/1/XII(Wms 7-2): 3, 4, 3, 3, 3, 2  
 (8/16) C \*2/1/XII: 5, 5, 6  
 (5/12) D 3/1/XII: 3, 3, 2, 2, 2  
 (8/18) D 1/2/XII(Gear 6-2): 3, 4, 3, 3, 3, M2  
 (4/7) C 2/2/XII: 3, 2, 2  
 (7/14) C 3/2/XII: 3, 2, 3, 3, 3  
 Arty: T6, T4, N6, N4

### Cavalry Corps

- (9/16) C 1/1/Cav(Buf - 3; Gamb 5-2): 5, 2, 4, 5  
 (7/13) C 2/1/Cav(Deu 5-1): 4, 4, 3, 2  
 (9/14) B R/1/Cav(Mer 7-2): 2, 3, 3, 3, 3  
 (7/13) C 1/2/Cav(Greg - 2; McI 6-2): 2, 1, 3, 2, 3, 2, N2  
 (8/14) C 3/2/Cav(Grg 5-1): 3, 4, 4, 3  
 (8/16) C 1/3/Cav(Kpk - 1; Frn 5-1): 4, 4, 4, 4  
 (12/20) C 2/3/Cav(Cust 4-3): 5, S5, S4, 6  
 Hrs. Arty: T6, T6, T6, N6, N6, N6, N6, N6

#### Artillery Reserve

7 x T6, 1 x T4, 9 x N6, 2 x N4

Regiments are listed by strength and weapon; regiment number without letter signifies "R" weapon. Italicized regiments do not appear with their brigade; \*brigades do not appear with their divisions. Leaders are indicated by factors. A through E designations are morale ratings.

[continued from page 20]

range to assault it, so that they *can* take it if the Union player strips this front to reinforce the hills. They will also serve to delay any Union reinforcements **arriving** on the Emmitsburg Road.

The meat of the Confederate force enters in a huge mass, with Rodes and Early requiring careful handling so that they do not become inextricably entangled. The Confederate Commander has a choice as to whether or not to do some preparatory skirmishing—his decision will be based on the strength of the Union position. If the skirmishing can be avoided, do so and just charge right in. The sooner you can break the XI Corps, the better; if you can do it soon enough, you can sometimes utterly crush both XI and I Corps, building up an insurmountable lead.

You must be careful to maintain the center of your attack north and east of Cemetery Hill; this will spread the Union defense as far as possible. You have enough LR's to attack on a broad front. One brigade should be lurking in the town, another, with Ewell and the cavalry, should move deep around the Union right, where they may be able to delay XII Corps *and* the Supply Train. The rest should go in in waves, with care being exercised to concentrate the losses in as few brigades as possible. It is important to continue the attack once the Union position is broken, since when there are routed enemy units, and weakened ones, the attrition rate becomes most favorable.

The Artillery of Rodes and Early can be used either for preparatory fire, or held back limbered to be rushed into position on the hills as soon as they fall. In some cases they will have to be used to silence the outnumbered Union guns before the assault goes in.

## LARGE REGIMENT ROSTER

### Confederate

Heth: 8, 8, 7, 6, 6, 6, 4, 4  
Rodes: 5, 5, 4, 4, 4, 4, 4, 4, 4  
Early: 6, 5, 5, 5, 4, 4, 4, 4  
Anderson: 6, 6, 5, 5, 5, 4, 4, 4, 4, 4, 4  
Hood: 6, 4, 4, 4, 4, 4, 4, 4  
McLaws: 6, 6, 5, 5, 4, 4, 4, 4, 4, 4  
Cavalry: 7, P7, P6; 5, P5, 4; 5, 5, P5, 4, 4, 4, 4, 4, P4, P4, P4  
Pender: 4, 4  
Johnson: 4, 4, 4  
Pickett: 4, 4, 4

### Union

1 Cav: C5, C5, C4, C4, C4  
2 Cav: C4, C4  
3 Cav: C6, C5, S5, S4, C4, C4, C4, C4  
1/I: 5, 4, 4, M4, M4  
3/I: 7, 7, 7, 4, 4, 4, 4, 4, 4  
1/11: 4, 4, 4, 4, 4, 4  
2/11: 4  
3/11: 5, 5, 4, 4, M4  
i/III: 5, 4, 4, 4  
2/III: 4  
1/V: 4, 4  
2/V: 5, 5, 5, 5, 4, 4, 4

3/V: 5, B5, M5, M5, M5, M4, M4, M4  
1/VI: 5, 5, 4, 4, 4, 4, 4, 4, 4, M4  
2/VI: 4, 4, 4, 4, 4, 4, 4, 4, 4  
3/VI: 5, 5, 5, 5, 4, 4, 4, 4, 4, 4, 4, 4  
1/XI: 5, 4, 4, 4, 4  
2/XI: 6, 5, 4, 4, 4  
3/XI: 4, 4, 4, 4, 4  
1/XII: 6, 5, 5, 4  
2/XII: 4

## RULE CHANGES AND CLARIFICATIONS

Some few of the rules in TSS appear to need changes and/or clarifications; I have employed the following changes.

### [10.82] Change: Artillery Losses From Small Arms Fire

When defending artillery receives a numerical result from enemy small-arms fire, the effect is modified. The artillery unit is "Pinned" and loses a number of guns equal to *one less* than the numerical result. I.e., a result of "2" pins the artillery unit and causes the loss of one gun, a result of "1" would *only* pin the artillery unit. This change somewhat increases the vulnerability of Artillery to close range small-arms fire, reflecting the fact that Artillery cannot operate in close proximity to enemy troops continuously without loss. The loss represents crew casualties rather than guns actually destroyed.

[10.84] *Pull Back Option*: A player may indicate, at the start of any enemy offensive fire phase, that he is "Pulling back" a given Officer's command. This decision has the effect of converting any and all "Pin" results on units in that command into "1" results. Units of Commands exercising this option may not initiate melee on their next following movement phase. The indication may not be made for less than a whole command (Brigade/Division).

[6.14] Mounted Cavalry Fire Ability *change*: ...but they may not fire in any fire phase (*add—except* for Confederate Cavalry armed with "P" Type weapons, which can fire normally while mounted.)

[25.0] Artillery Accuracy *add*: Confederate Whitworth Rifles need not roll for overshoot unless it fires more than 35 hexes—then all overshoot is two hexes.

[9.0] Terrain *Clarification*: The hexsides dividing hex 2204A from hex 2104A and 2105A; and those dividing hex 1120A from 1020A; and 1121A from 1220A; and 2205A from 2305A, are considered to be two-sided ridge hexsides for units outside of the Railroad Cut.

[10.75] Line of Sight *Clarification*: where an LOS corresponds to a hexside which divides a hex containing blocking terrain from a hex with no blocking terrain, the LOS is *Blocked*. Likewise, when the LOS coincides with the junction of two hexsides, one of which is a blocking or protective hexside, the LOS is *Blocked* and/or the unit defending receives the protective benefit.

*A Note From the Designer: It should be pointed out here that the new Morale rules [printed in Moves 31 and available as errata] tend to vitiate several of the points Mr. Thomas makes. For example, no longer do LR's stand up to rout better than smaller units. Moreover, the new Morale rules have changed the opening few hours of the game to some degree: a direct, frontal assault is much more risky than it previously was. Readers and players should remember this when implementing Mr. Thomas' suggestions. Furthermore, in light of the errata in MOVES 31 I would recommend players ignore completely Mr. Thomas' rules change suggestion for 10.82. As a matter of fact, the only of his suggested changes of any interest are those for 6.14 and 10.75.*

— Richard Berg

## FEEDBACK RESULTS, MOVES 30

Rank	Article	Rating
1.	Designer's Notes	7.18
2.	Forward Observer	6.57
3.	Opening Moves	6.44
4.	<b>Terrible Swift Sword</b>	6.43
5.	Broad Front Strategy	6.39
6.	<b>Emperor of China</b>	6.23
7.	Refitting "CA"	6.22
8.	Mopping Up: FireFight	6.19
9.	More FireFights	6.17
10.	Footnotes (overall)	6.12
11.	Global War Vichy Variant	6.10
12.	<b>Dreadnought Scenarios</b>	<b>6.04</b>
13.	8000 to 1	6.00
14.	Playback	5.95
15.	<b>Russian Civil War</b>	5.83
This Issue (overall)		<b>6.49</b>

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## OPERATIONAL ANALYSIS: OCTOBER WAR

by Tony Memdy

*I said to myself; wouldn't it be nice to have an article on the latest S&T game in the immediately ensuing issue of MOVES? Pretty tough to do what with deadlines and lead time and what-all. Anyway I came up behind playtester Tony Merridy [now on our staff] and said in a hard voice: "Don't make any false moves, Tony, just hand over the Operational Analysis on October War!". Of course, he said, "What Operational Analysis?" and I said, "This one:"* —RAS

In October of 1973 the fourth round of war between Egypt, Syria, and Israel began with simultaneous attacks on the Golan Heights (by Syria) and the Bar Lev line on the Suez Canal (by Egypt). Though initially outnumbered heavily at all points, the Israelis held on until their reserves could be mobilized and then went on the offensive. In the most intensive armor campaign since the Second World War, the Israelis so thoroughly demolished the two Arab armies that only the threat of Russian intervention stopped them from overrunning half of Egypt. It was evident that while the Arab forces were of a much higher caliber than they had been in '67, they were still no match for the Israelis.

This clash has been a natural favorite among gamers for some time now, as attested to by the popularity of such games as *Sinai* and *Bar Lev*. Also, just about all modern tactical games have at least one scenario dealing with the Middle East. The problem is that there has been no simulation dealing specifically with this war on the tactical level—until SPI's latest addition to its line of platoon-level games: *October War*.

This game uses much the same format as SPI's other tactical games (*Mech War '77*, *Panzer '44*, etc.) with several much-needed improvements. To start, all plotting has been eliminated except for artillery and close-air support. The pieces are handled sequentially on a unit-by-unit basis (as in *FireFight*), which means no more plot sheets. Movement and combat still occur more or less simultaneously. Owners of any game using the si-move system will readily appreciate the drastic cuts in playing time.

A major complaint about the previous tactical games was that hits on targets were taken as "disruptions" instead of out-and-out kills. *October War* eliminates this. Basically, this change was made possible by recourse to the actual TO&E's (tables of organization and equipment) of the forces involved. Both sides used three-vehicle platoons instead of the five vehicles common in most western-style armies. A D-1 result on the CRT now means one knocked-out vehicle. The reduction in firing strength is handled by having the now depleted unit fire on a different CRT after each loss. Naturally, a D-3 means the entire platoon is dead.

Another change: depleted platoons may combine with others in the same condition to form a full-strength unit. This can become very important, not only because it brings such units back to full firing strength, but also because of the effect it has on such a unit's panic probability. A prime concern of any tactical game player is the relative state of the morale and training of the forces being depicted in the simulation. Panic is handled in this game much differently than in any of the others. No more picking chits to match with hex numbers or any other such nonsense as wandering platoons. Both sides now roll two dice every time they attempt to move or fire a unit. The number rolled must be greater than that given on the panic table for that side or the unit panics until the panic is removed.

As in real life, the probability of panic increases as a unit takes further casualties; the higher the losses within the platoon, the less likely that the rest of the platoon will perform as ordered. Of course, the Israeli panic level is somewhat lower than that of the Arabs. This is why it is so important to get depleted units back up to full strength. One full-strength unit will have a much better chance of doing what you want it to do than will a flock of D-1 and D-2 units. This can be vital for the Arabs as their panic level is high to start with. At least their combat effectiveness can be made tolerable again.

Artillery in this game is not much different from others, though there have been a few changes made. The usual scatter diagram is there. An attempt has also been made to satisfy those not happy with the accuracy of these weapons. All hard targets are attacked on the D-2 CRT. These units are given the option of taking the attack "buttoned up" (the crews close their hatches, reducing their ability to select and fire on targets) or with their crews exposed. In the actual campaign, the Israeli tank commanders and small-unit leaders always fought from open hatches. This made for very good tactical control and flexibility but contributed greatly to the casualty rate for such personnel.

Loose or tight patterned indirect fire may be used; if used against a buttoned up target, tight pattern fire can suppress or double-suppress a unit.

Air power, as in most other tactical games, is given only in terms of close-air support points, and this only in certain scenarios. Consequently, there is no anti-aircraft ability given to either side.

The map is a terrain-composite type using different color shades to show contour elevation. It can represent either the Sinai or the Golan fronts. The Jordanian border, the anti-tank ditch and the Suez Canal are

represented by the "Canal/Ditch" in the southeast corner of the map. There are wadis, groves, and even a small "village". Sand ridges and several prominent hills make up the rest of the major terrain features. The scale is the same as the other platoon-level games in SPI's line: 200 meters per hex.

Line-of-sight rules are simple enough, with the use of a range-of-observation chart (a la *Firefight*) that practically eliminates any question as to whether or not a particular unit can be seen in a given hex. Use of defilade positions and elevation are of the utmost importance. Terrain is about the only true protection left to the modern armored vehicle. Anti-armor weaponry has advanced much faster than tank improvements. Besides having a cost-effective advantage (missiles and their launchers are much cheaper than any tank, and their crews are much easier to train and/or replace in combat), missiles have become so deadly that it hardly matters any more where a tank gets hit in most instances. In this game, one strike and you are out. These weapons are also extremely accurate, and in the hands of competent crews can give any mechanized force a pretty rough handling in the field. Armored vehicles must have infantry and artillery support or they are dead meat for almost any well-trained and well-equipped infantry unit. No vehicle in service today (and none projected for the foreseeable future) can withstand a direct hit from most of the new missile systems so popular in both eastern and western armies, and such weapons will usually be the cornerstone of the Arab defense. In this respect, the basics of mechanized warfare have not changed. For the optimum chance of success in either attack or defense the force involved must be composed of a balance of all three combat arms: infantry, artillery and armored vehicles.

Overall, the game tries to give the players a feel for the particular problems facing each side. For instance, the Arabs will often be forced (despite their usually greater numbers of weapons) to concentrate their fire on selected targets for optimum results. This was the case in the actual campaign. The Arabs fought in formations with their crews "buttoned up" inside their vehicles, with a corresponding loss of tactical efficiency. The level of Arab training, while much higher than in '67, was still not as high as that given the average Israeli soldier and was definitely not up to dealing with the Israeli's style of fighting. Also the effectiveness of the Arab weaponry was called into question as the Israelis were still using some rather old equipment such as **upgunned** M4 Shermans (which date back to **WWII**) and **M48's**. These so-called obsolete tanks in Israeli hands were

the equal of the newest Arab vehicles and were almost as effective as the more modern Centurions and M60's in the Israeli inventory. The Israelis could invariably out-range, out-shoot and out-maneuver the Arabs, although it was a lot more costly this time around. The superiority (at all levels) was rather obvious, nonetheless, and was a reflection of the Israelis' better training, leadership and, in many cases, equipment as well as their much higher motivation.

It will be noticed almost immediately that there are no provisions for creating scenarios based on the '67 war as was talked about in *S&T* magazine. This was not an oversight on anyone's part. Several changes took place in all three armies between '67 and '73. It was felt that these changes were so drastic that they could not be introduced into the game without either a major change in the game system or an increase in the size of the countermix. As this was to be a magazine game, both the designer and the developer rejected these alternatives in favor of simply sticking to the more recent war.

An examination of the countermix is in order at this point. There are great differences between the units on each side as well as between the sides themselves. The number of direct-fire weapons is exactly even at 43 each, not counting regular infantry. There is, however, a marked difference in the types of weapons deployed by either side. The Israeli's force consists of tanks, infantry and APC's, three mortar carriers and four S-11 anti-tank missile units (thrown in almost as an afterthought, though I really don't know why). This force ranges from the modern to the obsolete.

M113 221 6 A 8 (5) 6	M3 218 6 A 8 (3) 7	BMP 233 11 D 5 (6) 7
----------------------------	--------------------------	----------------------------

Infantry is mounted in either M113's or M3's (the old WWII halftrack). Neither of these vehicles is very well protected and both are vulnerable to almost any Arab weapon. Their sole purpose in the game is to carry the Israeli infantry from point A to point B without getting shot to pieces by enemy infantry and artillery fire. For this purpose they are more than adequate, though of course, they are nowhere near as effective as the Arab BMP's. The M3's are especially vulnerable, having a Defense Strength of only 3, lowest of any armored vehicle in the game.

S11 412 15 G 10 4 3 8	ATP 133 12 D 5 2 1
-----------------------------	--------------------------

The four anti-tank missile units (the first-generation French S-11) do not compare all that favorably with the Arab missiles for many reasons, not the least of which is that there are not enough of them. Also, they are jeep-mounted which means they are attacked on the anti-personnel table. They are, as a result, easily destroyed by direct or indirect fire (what else, with a Defense Strength of 4?). To add insult to injury, they also have a 5-hex shorter

range than the Arab Sagger missiles and their range is actually shorter than all tanks except the T55. At least their fire strength is as good as the Sagers'.

CNT 552 15 s 12 [13] 6	M48 521 15 s 12 [12] 6	M60 539 15 s 12 [12] 6	M48 525 15 s 12 [12] 6
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The Israelis have (for game purposes) three types of tanks: the Centurion, the M48/60 and the M51 SuperSherman. The Centurion is the best tank in the game in terms of overall effectiveness. It's firepower is the equal of the Arab's and it has the highest Defensive Strength of any unit on the map (13) with mobility equal to any other tank. The M48/60 counters represent two tanks: the M48A5 and the M60A1. They have the same unit values in all cases. The M48 counter represents the Mark 5 version which was up-gunned and given better fire-control equipment to put it on a par with the M60A1. The M60 was in short supply at the time of the October War due to combat losses and low inventories, as well as a rather low production rate. To all intents and purposes, the two vehicles are one and the same. The M51 rounds out the Israeli tanks. While having the lowest Defense Strength of any tank (7), it has a gun almost the equal of any other. The M51 was given the same 105mm gun as the rest of the Israeli tanks as well as improved fire-control systems. It is slower than other tanks, however, and this, combined with its low Defense Strength, makes it easy pickings for a Sagger.

BRDM 411 16 G 15 (5) 1 8	INF 112 10 R 6 5 1
--------------------------------	--------------------------

As in the Israeli force, Arab tanks also predominate. This force is much more varied, though. There are three sections of 100mm anti-tank guns as well as 6 anti-tank platoons (missile units with Sagers, SPG9's, and RPG7's). These units are carried in APC's and must dismount before using their weapons. There are also 6 platoons of BMP's (the turreted Russian APC with the 73mm low-pressure gun and a Sagger missile mounted ready to fire from a rail over the gun barrel) which make excellent tank destroyers as well as troop carriers. A platoon of BRDM recon vehicles also mounts Sagger missiles (get the feeling the Arabs like missiles?) for anti-tank work.

T55 526 13 s 8 [11] 6	T62 544 15 s 12 [12] 6
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To round things out the Arabs have 2 types of tanks: the T55 and T62. The T55 is an outdated vehicle with the shortest range of any tank in the game. It is also not very well armored (11 Defense Strength) and its firepower leaves much to be desired. The T62 is somewhat better (12 Defense, 15 Attack Strength and equal mobility); but without a doubt, the T62 is still not as potent as the anti-

tank missiles that are in such profusion in the Arab force mix. (The inclusion of these latter weapons is a good device to balance the game, since the Arab tanks are no match for the Israelis' in a firefight.)

### GENERAL PLAYERSNOTES

One of the most common player mistakes made in playtesting this game was forgetting the scenario victory conditions. Players had a maddening tendency to concentrate on killing units instead of reaching their given objectives. It must be remembered at all times that the main operational and strategic objectives in the game are *geographical*. Unfortunately, a lot of players seem to become infected with some sort of blood lust and end up attacking the wrong units and/or positions. Players have also neglected the defense of objectives (of all things)—and this in a game where a mere one-tank platoon can deny you a victory. Fire must be concentrated on objectives and their avenues of approach; anything else is just so much wasted effort.

The Arab player often has almost a two-to-one superiority in direct-fire weapons over the Israeli (depending on the scenario, of course). He should therefore attack each Israeli target with at least two units, if possible, going for total first round kills. Such unit allocations will also help to offset the Arab's higher panic probability. This fire should be concentrated mainly on units that stand between him and his objectives.

The Israeli player will usually get best results by wearing down and suppressing the Arabs instead of concentrating on total kills which require a concurrent concentration of fire. It must be remembered that several D-1's against an Arab force will hurt him far more than the loss of complete platoons will hurt the Israelis (as long as the casualties don't get out of hand), because the Arab's chances of panicking—greater than the Israelis' to begin with—go higher with each loss.

The Arab has a great advantage in his large number of Sagger AT missiles. These weapons are fairly accurate at all ranges and can out-range anything else on the map. Also, they do not suffer from range attenuation as do all other direct-fire weapons. These units, whether man-pack or BMP mounted, should be positioned where they have maximum fields of fire at the longest possible ranges. Their main disadvantage is that they may run out of missiles at any time due to the ammo-depletion rule. This must be kept in mind when the Arab player decides how he wishes to use these potent units. Of course, the Israeli S-11 units are subject to the same set of restrictions, but a wise Israeli player will not base his game plan on these units since he doesn't get that many of them to start with, and, in any case, they are not as potent as the Israeli tanks for anti-armor work.

The Israeli's tanks are obviously his most important units. He does not have enough of the S-11 units to rely on them too heavily at any time, and the same problem holds true for the tanks: not enough. The Israeli tanks are, however, better armed and armored than the



Arabs', particularly the Centurion. The best a T62 can do against a Centurion is a plus-2, unmodified only after four hex's range. At that range, the Centurion (or the M48/60's for that matter) can fire on a T62 at an unmodified plus-3. On a die roll over 3, this gives at least a D-1 result (50% chance of a result) as opposed to the 5 or 6 needed by the T62 (33% chance of a result). Essentially, this means that the Israelis can out-range any Arab tank unit. The only Arab counter-balance to this is the Sagger which will get an unmodified plus-3 against any Israeli tank out to its full 15 hex range. The only effective Israeli counter to the Sagger is the proper use of terrain, infantry, and artillery to protect his vehicles and suppress enemy units, especially when closing on an objective of any kind.

Artillery is one of the cornerstones of Israeli tactical doctrine. Israeli and Egyptian indirect fire can be shifted to cover different targets as often as necessary; the Syrian player must plot his fire at the beginning of a scenario and may not re-adjust that fire for the balance of the game. This difference in flexibility cannot be overemphasized. It means that the Syrians can plot only for his objectives, when on the offensive, and on a limited number of approaches to the Israeli's objectives. The Israeli can screen himself or the enemy with smoke or suppress tank and missile fire at almost any time. A normal Israeli tactic is to expose one unit in the hopes of getting the Arab to fire one or more of his missile units and show himself. Once the firing unit(s) is seen, the Israeli will hit it with smoke, if the target is a vehicle, or with tight-

pattern HE if it is an infantry team. This tactic is, of course, subject to how much indirect-fire support the Israeli has on tap in a particular scenario. Such fire usually means death for any Arab infantry dismounted in the line-of-sight of any Israeli unit. The Israeli can also protect the flanks of his forces with suppressive fire while his direct-fire weapons deal with the Arab forces blocking his advances.

As a rule, the Israeli player cannot take any unjustified risks while on the defensive; he has too few units to spend any of them needlessly. He should be a lot less cautious when on the offensive, however. While he will usually have plenty of time to reach his objectives, swift movement toward these points is still vitally important. Again, proper use of terrain and all combat arms is needed to keep casualties down. Smoke is the easiest way to get one's forces across the inevitable large stretch of open ground in any reasonably intact condition; running across these open spaces without the benefit of such cover is most definitely suicide if the defender is prepared.

The same general rule applies to the Arab player when on the offensive. He must cover his main advance (when possible) with smoke or the Israeli will cut him to pieces in short order. The Arab player can afford to take a few chances most of the time as he will almost always have enough units in any scenario to gain his objectives while taking fairly heavy casualties (which he will, against any reasonably competent Israeli player). The Arab player has almost a two-to-one advantage in several scenarios, and even the victory

conditions, while basically geographical in outlook, militate against the Israelis taking too many combat losses. Israel's manpower, after all, is at a premium, and some of their battle tactics are a direct cause of their casualty rates. These may be considered low compared to the Arabs', but when seen in the light of the overall reserves available to each side, it is pretty obvious that the Israelis must inflict casualties of at least three-to-one in order to gain more than a tactical victory. This assumes that the Israelis satisfy the scenario victory conditions to begin with; otherwise it is a moot point.

The nine scenarios give a pretty accurate account of the major clashes between the two opponents. They run from the opening battles of the war in the Golan and on the Suez Canal to the final Israeli counteroffensives in the same areas against the more-or-less prepared Arabs. Very rarely is a side given a disadvantage from which it cannot recover. What matters in this game is finesse, not sheer brute force. The Israelis need it due to the smaller number of units they are given in most scenarios. The Arabs need it because their higher panic level and lower weapons effectiveness offset their superior numbers. The campaign scenarios should generate a lot of interest among players for these reasons, and also, in the Egyptian campaign, neither side has any idea of what the opposing player is going to deploy in any of the three scenarios. In games like this, conservation of force—in reality one of the most important rules of warfare—finally becomes the rule rather than the exception.

## Holocaust Limits [continued from page 13]

required in industry or resource extraction, or:

$$\#8 \quad P - \frac{P(N-1)}{(N+1)}$$

Given this labor force, if the food sector is fully mechanized, the maximum possible production of food points, assuming an average crop, is:

$$\#9 \quad P - \frac{P(N-1)}{(N+1)} + N \left[ P - \frac{P(N-1)}{(N+1)} \right]$$

or, simplifying,

$$\#9a \quad 2P$$

The total food production must be equal to or greater than the requirement given in (7). Therefore,

$$\#10 \quad 2P \geq P + \frac{2P(N-1)}{5}$$

which simplifies to

$$\#10a \quad P \geq \frac{2P(N-1)}{5}$$

Readers will note that substituting any number 4 or higher for the Regional Level N makes inequality (10a) false. Therefore, no matter what your population or resources, nor how many Game-Turns you take, you cannot push your Regional Level higher than 3. In fact, the situation is slightly worse than the equations show, as we have ignored the labor requirement for transportation, which,

depending on the number of areas controlled, might significantly decrease the force available for agricultural labor.

Of course, the situation is not as bad as it seems either. These calculations were made for the case of a stable, self-supporting economy, with only average crops. A player might attain Regional Level 4 or higher for a period of time, if he has extremely good luck with his crops. Or if his economy generates enough cash, he might be able to buy the extra food he needs from another player at a lower Regional Level who has surpluses. However, all these possibilities are unstable. The only stable way to achieve higher growth is to use the Research and Development Option. A stable Level 4 economy can be achieved, for example, with a 60% production bonus in both metal and fuel. With care, using this option, there is probably no limit to what a player can achieve. Or is there?

### FIREFIGHT ARTICLE ERRATA:

The MOVES 31 article on FireFight scenarios contained two errors which should be corrected as follows:

**Scenario 2:** under U.S. Forces Task Organization—Direct Support consists of **6 155mm**, not **12**.

**Scenario 5:** under U.S. Forces Task Organization—Direct Support consists of **6 155mm**, not **2**.

### ANNOUNCEMENT

January 18, 1977

There is afoot at the moment a project for the formation of a Conflict Simulations Guild, to be a professional organization of persons associated with the design and production of simulation games and the media that cover this field. The idea originated at a small meeting which occurred at Baltimore during the **Origins II** convention of July 1976, and has been carried forward by a panel of regional co-ordinators since that time.

The Guild, according to the purposes outlined in its draft charter, shall exist to "promote high quality in simulation games, to aid the professional community in remaining in contact and aware of its joint professional interests, and to serve as a vehicle for the advancement of the state of the art in conflict simulation." A group of game people may form themselves on either an informal or formal basis, depending on community interest. Thus far, work has been carried on, in different sections of the country, by a group consisting of Frank Chadwick (GDW), Frank Davis (SPI), Rick Loomis (Flying Buffalo), Mick Uhl (AH), John Prados, and Jack Greene (formerly AH).

A meeting will be held at **Origins '77**, on Staten Island, as an open convocation of professionals who are interested in this project, for the purpose of discussing suitability and features of the proposals. It is hoped that this meeting will be widely attended by interested professionals.

For the co-ordinating panel,

John Prados

## GAME PROFILE:

# VON MANSTEIN: Battles in the Ukraine

by Russ Smith

*Have this friend, see? Name's John Prados. A while ago, over beers, he says to me: "That game, Von Manstein, is really quite good and it could certainly do with some exposure—why doesn't MOVES run an article about it?" I explain how I rarely get good articles on games that aren't too well known and all about how I'm at the mercy of my readers so far as material goes, etc. Then I get this article from Russ Smith, see...and well, here you are, John. By the way, John Prados designed Von Manstein.*

—RAS

As the popularity of *Panzergruppe Guderian* indicates, there are still a few people who are fascinated by the Eastern Front of WWII. Rand Games capitalized on this to some extent last year by publishing its Eastern Front game, *von Manstein: Battles in the Ukraine*. The game simulates, on a division-corps level, the battles fought in the Ukraine, the Crimea, and below the Don. Major leaders and headquarters are also represented and contribute to the combat system. The eight scenarios in the game range from the encirclement at Kiev (27 August - 8 October 1941) through the Korsun Pocket (1 February - 31 March 1944). In each player-turn players have movement, combat, and occasionally,

second movement phases. No information is given on map scale or time scale, but time seems to be variable. The 43 days in the Kiev scenario take seven turns while the 59 days in the Korsun scenario take eight turns. One of the Designers (John Prados) acknowledges that the actual forces were *not* used because "too many counters were necessary." (Prados suggests that 70 percent of the actual forces are represented in the game, but the actual figures seem somewhat less.)

All this suggests that *von Manstein* is not strong on historicism. Nonetheless, it is a good game. As was typical for Rand, they continued to provide innovative rules in this game. Also, the mechanics provide for a fast, free-wheeling armor-air game reminiscent of era tactics.

### PHYSICAL SYSTEMS

The 34" x 22" map is a dull three-color depiction of the Ukraine and surrounding areas. Cities, towns, rivers, roads, railroads, and scenario start lines are printed on the map. The 'cluttered' patches on the map may be due to the use of too much information by Rand. For example, one two-hex wide corridor from Taganrog to a point three hexes north of Voroshilovgrad has the *Mius* River, a

road/rail bridge, four scenario start lines, a town, and a 'ford' over the *Donets*. This makes some scenarios hard to set up, unless you're vaguely familiar with how the historical front lines looked, and hard to see what's in a hex (terrain-wise). The rules are in a non-indexed booklet, set out in prose text (as opposed to SPI's severe, indexed, bureaucratic format). Easy to read, but hard to re-check for rule clarification. The touted "Rules for Solitaire Play" are merely one paragraph of caveats: "the best solitaire games...(are) structured around an interesting operational problem;" "we should not kid ourselves that real objectivity is possible of a player in solitaire versions;" and "random movements...in a militarily comprehensible fashion, are impossible."

The counters are the typically well-made Rand counters. Units are depicted on both sides of the counters, showing the various units used in the different scenarios.

### OPERATING SYSTEMS

The game's three main operating systems (movement, supply and combat) may be the best features of the game. In the movement system (the sections on movement, stacking

FIGURE I  
Scenario Characteristics

Scenario	Turns	Mean Combat Strengths Initial/Reinf.	Tac Air Pts	Mean # of Leaders	Leader Bonus	Strategy
Kiev Pocket 27/8/41-8/10/41	7	Axis: 5.4/4.0 USSR: 4.5/4.5	35 15	6 4	9.3 3.8	Axis: Successful Pursuit USSR: Cohesive withdrawal
Soviet Counter-offensive 14/1/42-31/3/42	12	Axis: 4.8/- USSR: 4.6/5.4	20 40	5 5	9.6 4.2	Axis: Flexible defense USSR: Two widely-separated drives
Operation Blue 28/6/42-14/9/42	11	Axis: 4.9/4.8 USSR: 4.4/6.5	60 30	3 9	9.0 5.9	Axis: Drive south, screen left flank USSR: Stonewall on the Don
Stalingrad 19/11/42-5/2/43	12	Axis: 4.2/6.5 USSR: 4.9/6.7	35 50	5 10	9.0 6.2	Axis: Hedgehogs/counterattacks USSR: Two widely separated drives after Stalingrad collapses
Backhand Blow 15/2/43-29/3/43	6	Axis: 4.6/5.8 USSR: 4.5/6.0	45 25	7 7	8.6 6.4	Axis: Hammer up to the Donets USSR: Push SW from Kursk, hold Izyum
Post-Zitadelle 2/8/43-3/10/43	8	Axis: 4.8/4.0 USSR: 5.4/5.6	25 45	8 8	7.9 5.8	Axis: Flexible defense USSR: Steamroll to the Dnepr?
Battle for the Dnepr 9/10/43-25/12/43	10	Axis: 4.4/7.3 USSR: 5.8/6.3	25 35	9 8	7.7 6.5	Axis: Seal breaches on the Dnepr USSR: Steamroll across the Dnepr
Korsun Pocket 1/2/44-31/3/44	8	Axis: 3.7/4.5 USSR: 6.0/7.6	35 65	10 8	7.7 6.5	Axis: Punt USSR: Blitz the whole front

\*Part of this information came from the *von Manstein* rules booklet; the rest was computed from the game components or deduced from experiences in the game. In "Strategy" column, if one side has the advantage, it is indicated in *italics*.

and zones of control), the rules guide you toward massing units for attacks, funneling attacks through river crossing points, and infiltrations through enemy zones of control (at a cost in movement points). Germans may stack up to three combat units per hex, plus leaders, headquarters, Combat Air Patrol (CAP) and artillery. Soviets may stack two combat units and the other junk. Major rivers (Volga, Don, Donets, Dnepr, Bug and Prut) may be crossed only at bridges and 'river crossing points' (fords?). Since these rivers run north-south, combat at these crossing points is to be expected. Minor rivers, of which there are many, can be crossed anywhere. Finally, there are optional rules for amphibious operations in the Black Sea and, in one of the scenarios, Russian paratroops (Battle of the Dnepr).

The supply system is less well developed than the usual SPI (or even the usual Rand) system. Supply is based on the railroads and the only rail line crossing the entire board passes through the Rostov-Taganrog area (more funneling of attacks). Since supply is determined at the beginning of the owning player's turn, you can't count on reducing odds by encirclement. Also, units could conceivably move out of supply and attack at full strength. This is somewhat non-historical in that the Soviets were reluctant to outrun their supply

lines and often met with disaster when they did. An optional rule provides that both sides may supply isolated units by air, with a concomitant loss in tactical airpower.

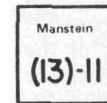
The combat system in *von Manstein* includes command control, leadership, tactical air and other sections. Units must be close to a headquarters unit to attack (and sometimes to defend). Leaders augment a force's combat strength and affect die results. Since you can only use one leader per combat, you wind up sometimes with under-utilized leaders (especially as you run out of combat units).

Combat is voluntary and relatively conventional; multiple hex attacks are allowed and all the units in a hex must be attacked as one unit. Airpower enters combat as tactical attack points (ground support) or as CAP (anti-air-attack defenses that *cannot* be cancelled). The combat results (q.v.) are relatively conventional, with one exception—breakthrough. *If* a breakthrough is achieved, any armored or mechanized infantry adjacent to the attacking units, *but which did not attack that turn* may engage in a second movement segment (exploitation segment) *and* may make attacks during that segment. Leaders and tactical airpower can be used here, and units may outrun command control. Truly an example of era *blitzkrieg* operations. Also, the chance of a breakthrough behooves the

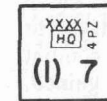
attacker to hold some mobile units in reserve for the exploitation. You're almost forced to pick a weak target and cream it with infantry, planes, artillery and maybe one armored unit. All is not milk and honey for the attacker, however, due to one special function of the headquarters units — Rand Games (in)famous 'Reserve' rule. Any unit under a HQ unit may, before the attacker's die is rolled, move up to five hexes to reinforce another hex. See how quickly your 7-1 against a Rumanian corps dissolves into a 1-2 as SS Wiking and Das Reich move up from the reserves! Fortunately, the rule becomes less useful over time as you run out of units and can't keep reserves.

The overall effect of the three operating systems places heavy emphasis on narrow, high-speed drives toward river crossing points and encirclements, using tanks, mech infantry, air, and crack leaders on attack. Defense has to usually rely on hedgehogs, reserves, CAP and leaders, and *this* requires second-guessing the enemy's axis of advance (for placement of HQ and reserve units). Rand *has* simulated *blitzkrieg* at the grand tactical scale, but has a poor *historical* simulation in *von Manstein: Battles in the Ukraine*.

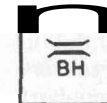
**SPECIAL UNITS IN VONMANSTEIN:  
BATTLES IN THE UKRAINE**



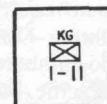
*Leaders* can match the strength of the combat units they're stacked with, with only one leader per hex and only one per combat. In attack, they also add two to the die roll.



*Headquarters* units must be within seven hexes of a unit to enable the unit to attack (Axis Allies must be within four hexes for attack *and* defense). Also, units stacked with a HQ unit may, during the attacker's combat turn, move up to five hexes to reinforce a unit under attack.



*Bridgeheads*. Units may cross major rivers at bridges or 'river crossing points' (fords?). Bridgeheads eliminate the cost of crossing at fords and can be used for supply lines (supply lines cannot be traced across major rivers *or* major river fords). Bridgeheads take one turn to be constructed by a combat unit.



*Kampfgruppe*. As in many SPI games, eliminated German panzer and panzer-grenadier (and the 2nd Parachute Division) may be replaced by *KGs* which function like normal combat units and which (optionally) may be regrouped into full-strength units.

**COMBAT RESOLUTION TABLE**

**Odds Ratio**

	4-1	3-1	2-1	1-1	2-1	3-1	4-1	5-1	6-1	7-1	
-1	AR	AR	AR	AE	AE	EX	A2	A2	ST	ST	-1
0	AR	AR	AE	AE	EX	A2	A2	ST	ST	D2	0
1	AR	AE	AE	EX	A2	A2	ST	ST	D2	EX	1
2	AE	AE	EX	A2	A2	ST	ST	D2	EX	DE	2
3	AE	EX	A2	A2	ST	ST	D2	EX	DE	DE	3
4	EX	A2	A2	ST	ST	D2	EX	DE	DE	DE	4
5	A2	A2	ST	ST	D2	EX	DE	DE	DE	BK	5
6	A2	ST	ST	D2	EX	DE	DE	DE	BK	BK	6
7	A2	ST	D2	EX	DE	DE	DE	BK	BK	BK	7
8	ST	D2	EX	DE	DE	BK	BK	BK	BK	BK	8

Odds at less than 1-4 are not allowed.  
Odds at greater than 7-1 are treated as 7-1.

**LEGEND**

- AR=Attacker Routed
- AE=Attacker Eliminated
- A2=Attacker Retreat 2 hexes
- ST=Stalemate
- EX=Exchange
- D2=Defender Retreat 2 hexes
- DE=Defender Eliminated
- BK=Breakthrough

For more detailed explanations on these definitions see rules.

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

very "true" to the character and spirit of the War as described by Tolkien, in which Magic played a significant, but strictly limited part. The original magic system rated each individual Character in the game and allowed any of them to attempt to throw any of several dozen spells. The other side of the coin is that as there *was* Magic present, and it *was* important, it should be represented somehow in the game. We have junked the original D&D style system and, in the best spirit of American democracy, are attempting to produce an acceptable compromise.

The battle games, *Minas Tirith* and *Battle Before the Gates of Mordor* (look for a new title for that one, guys), are now being tested here at SPI. They are a little heavier fare than the Campaign game, as the basic system involves a serious attempt to simulate Medieval-style combat on a tactical level. As such, it distinguishes (for example) the effect of men carrying spears attacking orcs in leather armor from dwarves carrying axes making the same attack. And so on, for swords, bows, metal armor, no armor, pikes, catapults, and so forth. The *Minas Tirith* game covers both the action near the city and the siege of that seven-walled fortress itself. The *Gates of Mordor* game concerns a less well-known battle from the Second Age and is an open field encounter. As details of the second battle are less available, the designer has had to extrapolate a bit from what is available—and the results are wild and woolly, literally (there is a "Beast of Mordor") as well as figuratively. It is a game of stroke and counter-stroke, with each side having opportunities to totally annihilate the other. These are both games that require the Player to accommodate to a novel and thoughtful combat system, but once familiarity has been gained, they are fairly quick and a lot of fun.

Meanwhile, our crusading efforts to bring some order to the copyright chaos that surrounds the Trilogy is still plodding along, encountering very unspectacular successes. As of now, our lawyers still say we can go ahead and publish on schedule, in July. Watch Out-going Mail in *S&T* 62 for a fuller report.

—Hessel

### War in the Pacific

Except for some additional research, the progress in the air-naval system has been about non-existent for the past month. The problem is one of how to realistically reflect the limited intelligence, high mobility, and variable planning time inherent in WWII naval operations. A system requiring extensive plotting, as in *Solomons Campaign* or *Fast Carriers*, is really too cumbersome for a game covering the entire Pacific. So we're still looking for the answers.

On a happier note, work is proceeding on the land portion of the game. Again, the difficulty arises from trying to fit the weekly time scale into the (approximately) 60 miles/hex ground scale. While units could very easily move one

hex per Game-Turn in "good" terrain, that same rate of march would not be possible through untracked jungle. We hope to reflect this and other factors by the use of Supply Points, treating supply requirements as a function of the time necessary to complete certain operations. Combat will be in the same hex, and units will range in size from coastal defense battalions to divisions, with each division breaking down into three regiment-sized components plus a base element (mostly artillery and other supporting units). We have also determined a Japanese Order of Battle for the entire war, including both the regular and numerous "independent" formations.

—Thomas Walczyk

### Russo-Japanese War

*The Russo-Japanese War* has already been successfully simulated by the folks at G.D.W., but Sterling Hart's recent *S&T* article has generated a lot of enthusiasm for a new SPI rendition of the 1904-05 conflict in the Far East. The two major problems we are presently attempting to solve are first to find a name for the game (G.D.W. has already utilized *Tsushima*, *Port Arthur*, and *The Russo-Japanese War*); and second, to decide whether or not to utilize a game system similar to that which we recently developed for our *First World War* Module. We have, however, obtained a very good map prepared by the U.S. War Department in 1907, and several excellent sources on the complete Order of Battle. We are planning to begin playtesting in early April and hopefully, the game design and title will materialize prior to our late summer publication date.

—Frank Davis

### Up Scope!

*Up Scope!* will be SPI's first truly tactical submarine game. Initial design work has just begun. This game will attempt to show as realistically as possible the choices and decisions faced by escort and submarine commanders in the heat of a ship-to-ship duel. The game will concentrate on two major areas: command and ship efficiency. One prerequisite of a naval game—and a submarine game in particular—is a simultaneous movement system. We have been working on a novel si-move system over the past few days that involves little if any writing. Initial results have been positive, but more on this system in the next progress report. One thing we'd like to include in *Up Scope!* is a plethora of scenarios, dealing with absolutely every conceivable type of submarine action in the two World Wars. Hopefully, scenarios will be of four types. First there will be the typical sub vs. escort battles. These will be grouped by front, time period, and geographical area and arranged chronologically. For example, the players may wish to play the U.S. patrols off Truk from June to September 1942. This group of scenarios (about five in all) will include the most important sub vs. destroyer (or other warships) battles that actually took place in that area at that time. The players may wish to combine these scenarios with the

USN's Japan home waters patrols during this same period. If the players are more daring they may wish to play all the important sub patrols of a particular year. Finally, there will be the gigantic "Campaign Game" in which players may play all the important sub battles of the Pacific or Atlantic for the entire war. The second type of scenario will be the typical submarine patrol. Here, a sub will leave its "home port" with a full load of torpedos. A random events table will determine what he encounters on this patrol. It is up to the sub commander to catch as many ships as possible and sink them. The escort player tries to keep his score down to a minimum and, if possible, sink the U-Boat. Submarine fuel, torpedo supply, and radar will be important considerations. The third type of scenario will be similar to the second, except it will be a convoy "campaign". A convoy leaves its home and attempts to traverse a certain number of map sections, encountering hazards along the way due to a random events table. U-Boats (when they catch the convoys) will try to wreak havoc on the massed shipping. The fourth type of scenario will be of the solitaire variety. Some historical submarine actions are very suitable for solitaire play—the sinking of the *Royal Oak* while at anchor in Scapa Flow in 1939 for example. More later on the mechanics of this game. At this moment, we are trying to work up a Sequence of Play.

—Joe Balkoski

### Vera Cruz

The OB for this game has finally been amassed, using a variety of sources—including Mexican works. This was a surprisingly difficult OB to gather, not so much for names of units but for their strengths. The organization of the Mexican Army was haphazard at best, with *ad hoc* units abounding all over the place along with independent brigades and line regiments. The type of unit (brigade, regiment, etc.) often had little to do with its effective strength, so guesswork was impossible. The U.S. stats were much easier to come by, but they changed their organization so often that labeling became impossible. We thus have settled on a "roll-your-own" organization system, where players can assign the units to any of the given major "divisions." The movement system has been decided upon, with extensive movement along the road network and restricted maneuver elsewhere. Problems arose here again, because certain roads were unfit for artillery in one place and OK in others. Also instituted is a system for attrition and absenteeism by disease, the difficulty of hauling supplies from the coast, and Santa Anna's political problems. The last bastion has been an acceptable combat system, which has so far eluded us. The initial idea, involving a complex intertwining of morale points and fire capability in a sort of quasi-tactical vein, proved totally unwieldy. We are still undecided as to whether combat will be adjacent-hex or in-hex, so the problems remain. The intent is to maintain a fluidity of movement while recreating the fractious halts and delays that plagued both sides. There will

be morale rules, as well as variable leadership capabilities. Scale is regimental, with 5 miles to the hex. That in itself creates problems.

—Berg

#### A Mighty Fortress

SPI has, tentatively, gone out on a limb and purchased an outside design—its first such venture since Winter War. The design is most unusual and covers a subject we normally wouldn't have touched in years. However, the game was so interesting and its reception by large groups of playtesters was so overwhelming that we went ahead and took the plunge. *AMF* is a multi-player military/diplomacy game that covers the period of the Reformation and Counter-Reformation in Europe (1533-1556). The design was quite good, and the game is quite easy to pick up in less than 15 minutes. Each player (there are six in the basic game: England, France, the Hapsburgs, the Papacy, the Ottomans, and, of course, the Lutherans) has his own, individual objectives. This each player finds that the other players will help him in certain areas and hinder him in others. Alliances shift rapidly and the game has an exceptional ebb and flow of power.

Most of the development work has centered around the financial aspect of the game (which is actually optional to play). Right now the Players seem to have too much money; that will change. In order to aid a rather weak Papacy, we have added Excommunication as a rule and will probably throw in selling of offices and other such delights. The Theological Debate rules (between Jesuits and Lutherans) are working quite well (last weekend the Jesuits lost seven Missionaries in one year—five were exiled and the other two got burnt at the stake!) and add a nice dose of spice to the game. The map is quite colorful and is quite realistic in its portrayal of a fragmented Central Europe beset by religious problems and predatory Ottomans. And the several games that have been going on have been high-spirited affairs in which the devious Renaissance mind has played a large part. We are quite excited about this game, a game that is easy to learn and play, but quite difficult to win.

—Berg

#### Raid

*S&T* 64 will carry Raid. It is a tactical level game on Special Operations. This is anything from airborne assault to small scale amphibious operations. We have just recently started staff playtest. The scale is 25 meters per hex (right between *Sniper/Patrol* and *Firefight*) and the time scale is between 1 and 2 minutes. The majority of the pieces will be four-man fireteams. The combat results table is a matrix of amount of men firing, type of terrain the defender occupies, and the range. Infantry tactics at the fireteam level are recreated through the innovative crossfire rules. Basically when a unit receives fire from a greater than 120 degree arc they are considered to be receiving crossfire which gives the attacker a column shift on the CRT.

The terrain is abstracted from real terrain in the western hemisphere, but I'll let you guess from where. It contains a harbor facility, a river, and even an airport (well at least part of one). Did I hear someone out there mutter Entebbe; well, you are correct, the basic scenario, which will be solitaire, will teach the basic mechanics of the game while historically recreating Operation Thunderbolt.

—Mark Herman

#### Maleme: Assault on Crete

On 19 May, 1941, the Germans launched a parablitz on the island of Crete in the Mediterranean. After the swift conquest in the Balkans, Hitler was convinced that if Crete fell, the entire Eastern Mediterranean would swiftly follow. The assault began with intensive airstrikes, which continued from morning through the night of 19 May. Lieutenant General Kurt Student had a reinforced 7th Parachute Division, plus the 5th Mountain Division at his disposal. At 0800 on the morning of 20 May, the first airborne troops began landing at the Maleme-Khania area. A force of defending New Zealanders held the airfield for quite a while. Meanwhile, other regiments of paratroopers were landing at Rethymnon and Herakleion. As the day waned, the Commonwealth forces still held the Maleme airfield. Student in desperation sent his last paratroop regiment to capture the airfield. When they did not succeed, the 5th Mountain began landing anyway, even though the British controlled half of the runways and were able to concentrate small arms fire on the incoming cargo planes. Despite 50% casualties on the part of the Germans, this maneuver tipped the battle in their favor. The British had been completely devastated, and by 30 May were evacuating the entire island.

*Maleme* will use a cleaned-up and revamped Highway to the Reich system. One of the first projects of the designer will be to do an errata for the aforementioned game. In the meantime research continues on the Crete assault. Together with Terry Hardy (the R&D chief and co-designer of HWTR), I plan to design a new set of rules for Air Assault, Air Warfare, an abstracted Naval system, plus many other new rules to reflect the difference between Market-Garden and Crete. The above rules will reflect the fact that the Germans landed directly on their targets (suffering a horrible casualty rate), that Luftwaffe intervention was very important in the battle, and that the British and the Germans had a sea battle (which the British won). The Maleme area looks like it will fit on one map, so we may include two folio-maps for Rethymnon and Herakleion, but don't count on it. The main goal of the designers is to make a manageable game using the HWTR game-system.

—Eric Goldberg

#### Bundeswehr

Bundeswehr is moving into the final stages of playtesting, with the NATO counterattack

scenario being quite successful. In it, the NATO forces attack a Soviet garrison of the North German Plain area. The scenario hypothesizes that the Soviets have met with stiff resistance on the southern front and are unable to fully reinforce the garrison. The NATO Player also has a tremendous air superiority at the onset of the game, but the Soviet Air Force catches up to and surpasses the NATO air by the end of the game. Meanwhile, the Soviets desperately try to hold off the NATO thrust until strong late-arriving reinforcements can arrive. The Special Rules for the scenario include one which simulates the West German desire to leave as much of the *vaterland* untouched as possible. The one real problem with the scenario is that it does not work well with nuclear weapons. All the bugs are out of the system, and the game will be ready on time.

—V.M. Mulholland

#### Battle for Jerusalem '67

Due to my pressing schedule with October War, *Battle for Jerusalem '67* took a back seat for a while. But it's back in production and rolling. The new scenarios are beginning to form and the historical game is finished. In the historical game, the Israeli player must be judicious with his losses or he will lower his level of victory. On the other hand, if he is too conservative, he will lose all together. A fine balancing of the critical strategic problems will determine how well the Israelis do (historically, the Israelis performed near perfect). The optional scenarios feature reduced IAF participation, no Jordanian command control, and Iraqi intervention. All in all it is proving to be an interesting game and the only historical one of the quad.

—Mark Herman

#### Air War

No, no stupid puns about the game being in the air. Not this time. Air War is now almost ready for the Art Department—another week or two, and complaints about lateness will be their problem. The majority of the thirty-odd aircraft types have been completed, and the only major rules section still under major development are the bombing rules. All the optional rules—including radar and visual search, rather complex ECM rules, the sun, clouds and the ground, as well as Honchos, Novices, Super-Novices (or Turkeys), and Super-Honchos (or "Sgt. Rock of the Skies")—are completed. All types of scenarios, from the historical ("Thud Ridge," The Death of Colonel Tomb, etc.), the player-originated (fighter-sweeps, bombing and close air support runs, etc.), to the wierd (UFO, St. George Aloft, etc.) have been developed.

In any case, Air War is the most complex and realistic game to be developed on the subject of air combat. Several of our playtesters have in fact given up after staring for several minutes at the novel-sized rules handed to them.

—Greg Costikyan

# Footnotes

## WAR IN EUROPE Air Rules

### [13.9] Expanded Air units Functions

#### [13.91] Total Air Supremacy

When, on a given Front or Fronts, one player (or an Alliance) has **no** Air Points remaining in either the Air Superiority or the Ground Support Boxes after **Air/Air** combat is resolved, the opposing **player(s)** (or Alliance) has **Total Air Supremacy** with respect to the units and territory of the **player(s)** or Alliance with no remaining Air Points.

[13.911] The Player with no Air Points may have none because none were committed, or because all points committed to the boxes were eliminated during **Air/Air** Combat—the reason does not affect the condition of Total Air Supremacy for his opponent.

[13.912] A Player having Total Air Supremacy on a Front has two additional missions which his Ground Support Air Points can perform; **Tac Bombing of Rail Lines** and **TAC Odds Shifting**.

#### [13.92] Tac Bombing of Rail Lines

Within the regular air range, Ground Support Air Points may attack rail lines using the same procedure as Strategic Bomber Points—each five (5) Air Points equal one Strategic Bomber Point. See [24.82] **Bombing Procedure**. For the Allies, the Current Strategic Bombing Accuracy Chart is used. The Germans use Chart #14 and the Russians and Italians use Chart #5 for the entire game.

[13.921] When bombing a rail line hex protected by flak, the German Player rolls one die for each five (5) **attacking** Air Points—a roll of "6" eliminates one Air Point—the amount of Flak is immaterial.

#### [13.93] TAC Odds Shifting

A Player may shift the odds in individual ground combats by allocating Ground Support Air Points equal to the unadjusted Defense Factors of the **unit(s)** under attack. The Combat Odds shift one column for each equivalent amount of Ground Support points, i.e., the Germans have four 6-5's defending and the Allies commit 48 Air Points to the attack—the odds for that combat are shifted two columns to the right. One additional Air Point can still be added to increase the Die Roll by "one."

—J. Thomas

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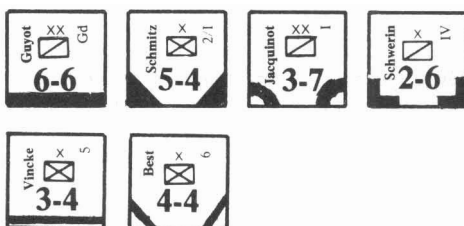
## A BETTER LOOK AT NAPOLEON'S LAST BATTLES

One of the greatest handicaps to the play of *Napoleon's Last Battles* is accurately determining which units are "in command" and

which units are not. The problem is made severe by the small (more accurately, microscopic) size of the Corps designators; or division designators in the case of the Anglo-Allied Army.

My solution to the problem has been to distinctively mark the units of each command, and their commander, with a simple pattern. I use the bottom margin of the counter, but any margin is suitable, depending on which one is the largest on your own set of counters. I then use "Risk" markers to signify which officers are "in command," and their units then stand out clearly, much facilitating play.

For the actual marking I used two colors, black and red, of waterproof permanent markers. This was adequate, with the patterns shown below, to cover most of the armies. Some units, like the Brunswick Corps and the Netherlanders, I did not mark as their counter colors form a distinctive marking already. Also the "marking" for one command in each army was no marks at all.



For the Commanders (as opposed to the Officers), I **heavily** trimmed their corners, making them nearly round. This provided a contrast between the Commanders and all other units. Above are the patterns which I used; they were chosen because they provided good profile contrasts and recognition factors.

—J. Thomas

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## MARENGO: THE FRENCH MUST FIGHT EARLY

The game of *Marengo* presents an interesting enigma to the Austrian and French players. This is so because both the players face many problems from the start to the end of the game. Many times the game will be decided on a single roll of the die.

Initially the Austrian player should attempt to secure his flanks after advancing from Alessandria. This is done best by advancing the Pioneer unit to hex 1204 thus securing the left flank from any French cavalry raids early in the game. A strong line of units should also be positioned between hexes 1108 and 0909 in preparation for a thrust to the city of Pietrabuona.

Contrary to the players notes, we feel that one or more French units should be committed to the defense of Stortiguona; by doing this the French secure an important tactical position. We also believe that an initial delaying action by the French while awaiting the bulk of their forces can hinder the Austrian advance and hold with it the possibility of eliminating

Austrian units. Also, with proper flank security, the French will not suffer adversely. "Pietrabuona must be abandoned to permit the defense of the river."

Nearing the third game-turn, almost all Austrian counters should be out of the Alessandria city area; it is now very important for the French to **slowly** move their forces back toward the slope area. This does not mean that the French should not engage in combat—all it means is to make a fighting retreat.

The Austrian task for the next seven or eight game-turns is very simple—they must push the bulk of the French army as far back as possible, thus giving the French army a harder time when the counter-attack rule comes into operation.

For the French, the counter-attack is their hope for winning the game. We feel the best game-turn to announce your counter-attack is game-turn eleven. We say eleven for two good reasons: first, game-turns nine and ten you can execute moves on the Austrian flank to the south of **Marengo**; and second, by this time, if you have been consistently **attacking** the Austrian front forces, it will make it all the more difficult for the enemy to hold **Marengo** and Pietrabuona. The Austrians are now faced with their most difficult problem; they must secure all flanks without tripping over themselves around the **Marengo** area. We have found that an organized line is much better as this allows the Austrian player to retreat into the city. As you can probably see, both players are in a good position to win the game.

The French player will win only if he attacks units in **Marengo** and keeps every available unit ready for attack. The best results will occur if the French hold **Marengo** within two game-turns of the special counter-attack rule.

The Austrian player is faced with a much harder problem: he must try very hard not to let the French near the **Marengo** area. One important thing to remember for the Austrian player is to treat the French counter-attack game-turns as regular game-turns; if this is not done, the Austrian will be all defensive and the French will sieze **Marengo** with the three game-turns. All in all, *Marengo* is an easy fast-moving fun game with a touch of class!!

B. Provsy and  
Sheldon Tenenbaum

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## SINAI: REVISIONS

*Sinai* is one of SPI's older and admittedly more popular games (published 1973); but the passage of time has shown it is not accurate. The game was published at the same time as the October '73 War, and since then more information has been revealed as regards orders of battle and the actual conduct of the war. The '73 scenario as it stands now is neither overly exciting (especially if you are an Arab player) nor is it

realistic. The game in many ways is too **balanced** in favor of the Israeli player who does not have much of a challenge to defeat the Arab player (it being a shade too inevitable to defeat him). In short, the game needs some corrections.

The Egyptian Army has been given too many mechanized units. Those mechanized **brigades** should almost all be infantry brigades. The bulk of the Egyptian Army was five "infantry" divisions. Each infantry division (of three brigades) had a tank battalion attached to each of its brigades. For the purposes of the game I re-combine these tank battalions into separate brigades. They also had a Palestinian National Guard brigade (1-1) and six artillery brigades (2 attack, 1 defense, and 1 movement: 2-1-1). A revised Egyptian order of battle would look like the following:

#### **Start:**

- 15 4-1 Infantry brigades
- 11 5-5 Tank brigades
- 3 5-4 Mech brigades
- 1 2-6 Mech brigade (Kuwait)
- 1 1-1 Infantry brigade (Palestinian)
- 6 2-1-1 Artillery brigades

#### **Second Egyptian Turn:**

- 2 5-5 Tank brigades
- 2 4-1 Infantry brigades
- 1 5-4 Mech brigade

#### **Fifth Egyptian Turn:**

- 1 1-5 Mech brigade (Tunisian)

The idea of SAM units retreating farther than they can actually move and supposedly being destroyed because they are forced off the board is hardly realistic. SAM units were extremely difficult to destroy and could be suppressed only for short periods. To correct this, substitute the following rule:

[25.13] The number indicated on the Combat Results Table is the number of turns that the SAM unit is "suppressed" by Israeli airpower.

Some certain discrepancies exist with the rules regarding the Bar-Lev Line. This line was constructed to delay the Egyptian Army and allow the Israelis time to bring up reserves to stop the Egyptians. The game has Egyptian brigades being destroyed by their attacks against the Bar-Lev line which—considering how many men were manning the line—is not particularly realistic. To correct this substitute the following:

[25.21] When attacking a Bar-Lev line hex, a 1, 2, or 3 destroys the hex, which eliminates it permanently from the game. The attacker never takes losses from attacking Bar-Lev hexes by themselves.

[25.22] Once a Bar-Lev hex is destroyed, it has no further effect on the game and cannot be reactivated in any way. This simulates the fact that the Egyptian engineers were rather quick in neutralizing these fortifications after their capture.

The Syrian deployment is a little too weak to start the game, and some of their reinforcements (the Iraqis) arrive a little too fast. Even SPI's other game for the Syrian front, *Golan*,

does not coincide with the Syrian front in Sinai. Based on the reinforcement schedule in *Golan* we can revise the order of battle to this:

#### **To Start:**

- 7 1-1 Infantry brigades
- 3 2-5 Tank brigades
- 2 2-5 Mech brigades
- 1 1-6 Mech brigade (Moroccan)

#### **Second Syrian Turn:**

- 1 1-1 Infantry brigade
- 1 2-5 Mech brigade
- 6 2-5 Tank brigade
- 1 Truck Marker

#### **Sixth Syrian Turn:**

- 1 4-5 Tank brigade (Iraqi)

#### **Seventh Syrian Turn:**

- 1 4-5 Tank brigade (Iraqi)

#### **Eighth Syrian Turn: [2nd Phase]**

- 1 6-6 Tank brigade (Jordanian)
- 1 5-6 Mech brigade (Jordanian)

#### **Twelfth Syrian Turn:**

- 1 3-5 Mech brigade (Iraqi)

#### **Fourteenth Syrian Turn:**

- 1 4-5 Tank brigade (Iraqi)

These revisions will change the flow of the game enough to make a challenge for both sides. The Egyptians will be slower but more solid and the Syrians will be able to hang on a little longer and be a little more difficult to destroy. The Israeli will have to be what he was in the war...brilliant.

—Scott H. Osborne

## Forward Observer [continued from page 33]

### July 16-17

MIDWEST MILITARY HISTORICAL SOCIETY, at Park Ridge, Illinois. **Contact:** Midwest Military Historical Society, 301 North Willie St., Mount Prospect, Illinois 60056.

### July 23-25

ORIGINS 77, at New York. **Contact:** SPI, 44 East 23rd Street, New York, N.Y. 10010.

### July 29-31

GAHANNA IX, at Columbus, Ohio. **Contact:** Van Siegling, 222 Andalus Dr., Gahanna, Ohio 43230.

### Aug. 18-21

GEN CON X, at Lake Geneva, Wisconsin. **Contact:** TSR Hobbies, Inc., P.O. Box 756, Lake Geneva, Wisconsin 53147.

### Sept. 4, 5

LABORCON, at Zeeland-Grand Rapids, Mich. **Contact:** Herb Barents, RR 4, 1142 South 96th Ave., Zeeland, Mich. 49464.

### Dec. 2-4

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



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3. **Scenarios and Variants.** This category is suspended until we clear up the glut of articles of this sort.
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**How Articles Should Be Done.** All articles should be typewritten, double-spaced, on 8½ x 11" white bond paper. Each typewritten line should be no

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### A TALE OF TWO SIEGES, PART ONE

Siege warfare has received remarkably short shrift from the **Wargame** industry. I don't think that 10% of the gamers can name a game that concentrates on a siege. Aside from Richard Jordisan's *Siege*—which is more concerned with the mechanics of Siege Warfare in general rather than with a particular subject—the only games on sieges, until recently, were the various Fantasy and Tolkien games produced by quasi-amateur companies.

There is, of course, a reason for this. Siege Warfare has never really had the following of, say, a good old-fashioned massacre or even a boarding party. To the greatest extent, a siege consists of throwing rocks (or shells) and catching diseases. (The recent movie, *Robin and Marian*, opened with a rather interesting siege scene, one more accurate than the usual, wall-storming antics one catches from vintage epics.)

Yet the interest in sieges is present—if somewhat submerged. As an example, playtesters in the highly strategically-briended *A Mighty Fortress* game have been protesting the lack of Siege rules in what most certainly will be the most abstract military combat system since *Diplomacy*. And comments on such games as *1776* and *Frederick the Great* have often bemoaned the lack of more definitive siege mechanics. Well, for all these people help is at hand. In the last few months two siege games have emerged, and while neither is truly an orthodox siege, they both portray the essence of siege warfare, and portray it with considerable flair and élan. While *The Siege of Jerusalem, 70 A.D.* and *Citadel: The Battle of Dien Bien Phu* cover topics of far-reaching disparity, the similarity of intent more than compensates for this divergence. This month's column will concentrate on the *Jerusalem* game, leaving the newly-released *Citadel* for our next issue.

*The Siege of Jerusalem, 70 A.D.*, is one of the most delightful surprises of the past several months. Designed by Stephen Weiss and Fred Schachter and distributed by Historical Perspectives, the game is everything that a non-professional **wargame** can become. It is a well-researched game on a relatively obscure topic (The Jewish Rebellion against Rome, 66-72 A.D.) executed with great care and a desire to produce a good "game."

Physically, *SOJ* is probably better than the products of a good number of so-called professional companies. The large (29" x 45") game-map is cut into four sections and printed on heavy cardboard (which cannot be folded, making for its unusual packing configuration). It features only two colors (heavy brown on a sort of ochre), but the printing is

clear and easy to read. The counters are exceptionally well-done, and the rules come in five separate books, representing the four different scenarios as well as the basic mechanics. Several charts and table-sheets accompany the above. The actual printing in the scenario books and on the Combat charts leaves something to be desired, in that they tend to be a bit muddy and hard to read. However, considering the overall excellence of the physical end of the production, this is a drawback that can be easily overlooked.

The Siege of Jerusalem was actually an Assault, rather than a protracted investment, and the game portrays this feature quite capably. The game system contains nothing that will seem unfamiliar to devotees of games such as *Spartan*, *Caesar* or *Alexander*; however, it is the way in which familiar rules are handled which provide the flavor that so richly pervades the game. In essence the Roman Player's problem is time (a limit imposed by the designers, who rightly felt that Jerusalem would eventually fall; the longer it took, the more effective Jewish resistance would be elsewhere). Thus, the Romans have five assault periods in which to accomplish their objective—a concept similar to **AH's Caesar[Alesia]**. However, within each Assault Period there can be an infinite number of turns, depending on how the Roman Player conducts his assaults. He has four legions at his command (V, X, XII and XV); they can arrive at any time within a given assault period (individual turns within the assault period cover about two hours of real time) but each Legion may stay on the board for only eight turns. Thus the Roman Player may stagger his assaults as he wishes, although dividing them tends to dissolve any combined power they may have. In essence, the best bet is a three-pronged assault (to start with), staggered only two or three turns. With a "double" legion making the main assault on the chosen section of the city, the Roman player should attain maximum efficiency.

But he will need more than efficiency to attain his objective: control of the city based on a rather overly complex Victory Point system. The Temple itself is the main objective. If it is not taken by the fourth Assault Period, the Roman player starts to lose points (and possibly his army due to external/political exigencies)dramatically. And the Temple will be defended ferociously, usually by Zealot units which can wreak havoc on even the best Roman troops if handled correctly. But the Jewish player cannot be everywhere at once, as a quick look at the **map** and his troops will demonstrate. And it is here that the flair of the design takes its best effect.

Basically, the turn sequence intertwines fire, movement and melee in a more or less standard fashion. Both Fire Combat and Melee are also handled in the usual **fashion**—strength based on Range and target "cover" for fire, then standard adjacent **odds/ratio** combat for melee. But it is the way that the use of Siege Equipment is built into this sequence that provides all the fun. While much of the true mechanics of Siege are abstracted, the feel for Siege warfare remains. (Designer

Schachter states that they toyed with rules for tunnels, etc., but they proved too unwieldy). The Roman Player receives a nice variety for his Train: Armored Towers, Rams, Catapults, Onagers, Ballistas, etc., and each has a variety of effects and ability to breach the complex pattern of walls, gates, forts and towers that stud the map. Unopposed, the Roman Player (in the person of Titus, son of the Emperor Vespasian) can stand off and crumble the walls with a steady barrage.

But, as has been pointed out, this is a game with a time limit, and to simply stand back and lay siege is a losing strategy. So the Roman Player has to bite the bullet and assault the sections of the city he wants. For this he has a large supply of ladders and troops, as well as some ramps. And this is where all the fun comes in. The Jewish Player attempts to guard the areas he feels are vulnerable, placated by the fact that his movement within the city and over its walls is twice that of the Romans. The Roman, with seemingly superior strength, attempts to fake the Jewish Player into a disastrous shifting of his forces while he, himself, launches the key assault on a (hopefully)unprotected area. For if the walls are held by all but the feeblest militia, the fighting can become exceedingly bloody, and a Jewish repulse of a major assault can cost precious time—and even the game.

Into this overall system several excellent features have been added. The rule for Roman bivouacs is very nice, giving the Roman Player added incentive to capture at least one section per assault period (otherwise his troops must leave the board!). Replacements are also handled well, and both players receive quite a number of their previously "eliminated" units back in the very next period. This particular rule quite adequately reflects the fatigue and disorganization that often results from such a protracted period of fighting as opposed to actual casualties. The Jewish Player also has some extensive Leader rules, some of which can prove quite restrictive (and also somewhat of an annoyance to the player, as the Jewish units are not that easy to distinguish from each other).

There are some problems usually endemic to amateur efforts. The rules can be hazy, and even confusing in spots. As a professional designer and player, I had little trouble in discerning the designer's intent; less knowledgeable players might have more trouble, although there are no major rule flubs. Even more troublesome is the fact that some rules are printed piecemeal—part in one book, part in another. The Rebel-Raising rules are a perfect example of this. And then there is the usual complaint for this type of "definitive" game: there are quite a few exceptions to the rule among the many sections. Most of these cover the various Siege engines and unit differentiation, and they can be a mite tedious.

More valuable, though, is the way the game is presented. There are actually four games: **Gallus' Assault**, **The Rebellion**, **the Assault on the Temple**, as well as the full game. The



designers firmly recommend playing at least one of the shorter scenarios before trying the full game, to get the feel of the system. The full *Siege* is a *long* game (it could probably consume the better part of a weekend) and would benefit with some previous experience. Yet it is also a marvelous multi-commander game, with inbred opportunities for divided commands (and even internecine squabbles, as Jewish Commanders try to protect their own areas at the expense of others).

The whole game is just a marvelous bit of fun for anyone interested in the era, the type of warfare, or just a good, old-fashioned game. The Roman Player actually feels that he is in command of a siege. He has the strategic problems of where—and when—to deploy his legions as well as the tactical puzzle of what kind of attack to launch. Should he simply stand back and let his Ballistas and Onagers breach the heavy walls, or should he rush his troops forward behind a hail of missiles to storm the heavily-defended walls. The Jewish Player has the reverse of the coin to worry about: where should he defend? Should he keep a strategic reserve in the center of the city to plug up a hole, thereby abandoning a section of the city, or should he try to retain as much as possible. Where and when should he throw his Zealots into the fray, and should he attempt a delaying defense by making the Roman hack his way through the crowded quarters of the city, where movement and combat become quite difficult.

All these questions are answered in this exciting and intriguing game, and, considering the price they are asking, *Siege of Jerusalem* could be the best buy of the year.

--Berg

## CONVENTIONS

### Up and Coming in '77

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

#### May 21

SECOND ANNUAL MINI-CONVENTION, at Charlotte, North Carolina. **Contact:** Major Steve Ritchie Chapter, IPMS-USA, P.O. Box 1815, Charlotte, N.C. 28232.

#### May 27-30

RECON II, at Washington, D.C. **Contact:** Kevin Trainor, Jr., 106 Fox Way, Forest Heights, Md. 20021.

#### June 4-5

MINNESOTA CAMPAIGN, at Rochester, Minnesota. **Contact:** Brian Houston, Organization of Rochester Combat Simulators, P.O. Box 6603, Rochester, Minn. 55901.

#### June 11-12

WARGY IV, at Columbus, Nebraska. **Contact:** Chris Crawford, 1766 26th Ave., Columbus Neb. 68601.

#### June 24-26

14th ANNUAL PHILADELPHIA WARGAMING CONVENTION, at Chester, Pennsylvania. **Contact:** Jay Hadley, 918 Harry St., Conshohocken, Pa. 19428.

#### July 15-17

CINICON VII, at Cincinnati, Ohio. **Contact:** Boardwalk Hobby Shop, 1032 Delta Ave., Cincinnati, Ohio 45208.

# Playback

## READER REVIEWS

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

MOVES Feedback responses. Readers have been asked to rate each aspect of the games on a scale of 1 (Poor) to 9 (Excellent). For the actual text of the questions, see Section B of Feedback on page 35. Publisher Abbreviations: **SPI**= Simulations Publications, Inc., New York; **BL**= Battleline, Douglasville, Georgia; **AH**= Avalon Hill, Baltimore, Maryland.

	Revolt in the East	Terrible Swift Sword	North Africa	Air Force	Submarine	Caesar	Typical Rating Range
<b>Publisher</b>	SPI	SPI	SPI	BL	BL	AH	
<b>Publication Date</b>	5/76	7/76	7/76	7/76	7/76	7/76	
<b>Price</b>	5.00	20.00	12.00	10.00	12.00	12.00	
<b>Nr. of Players Reviewing</b>	266	397	474	537	541	529	
<b>Date Reviewed</b>	3/77	3/77	3/77	3/77	3/77	3/77	
<b>A. Map, Physical Quality</b>	5.78	8.17	7.21	5.23	6.35	7.36	6.1-6.8
<b>B. Rules, Physical Quality</b>	6.25	7.46	7.04	6.57	6.89	7.08	6.4-7.1
<b>C. Counters, Physical</b>	6.02	7.69	6.95	6.90	7.14	7.10	6.5-7.2
<b>D. Ease of Play</b>	6.93	6.81	7.35	6.76	6.97	6.80	6.3-7.0
<b>E. Rules Completeness</b>	6.71	7.02	7.05	6.74	6.56	6.80	6.3-6.9
<b>F. Play Balance</b>	5.85	7.37	6.80	7.48	7.24	6.20	6.1-6.7
<b>G. Game Length Suitability</b>	6.74	6.42	7.15	7.29	7.54	6.43	6.2-6.8
<b>H. Set-Up Time Suitability</b>	6.77	6.30	6.71	7.62	7.70	6.42	6.2-6.8
<b>J. Complexity Suitability</b>	5.63	7.66	6.54	7.40	7.46	6.52	6.2-6.9
<b>K. Realism</b>	4.70	8.07	6.10	7.52	6.97	6.49	5.9-6.5
<b>L. Overall Rating</b>	5.78	7.95	6.82	7.36	7.38	6.98	6.1-6.8
<b>M. % Who'd still buy</b>	49%	96%	83%	36%	30%	38%	77%
<b>N. % Rec'd money's worth</b>	69%	96%	92%	38%	32%	44%	82%
<b>S&amp;T SURVEY DATA</b>							
<b>% Who've played game</b>	65%	15%	14%	5%	5%	5%	
<b>Acceptability Rating</b>	5.9	8.1	6.9	7.0	6.8	7.0	
<b>Complexity Rating</b>	5.0	7.5	5.0	6.8	6.0	6.0	
<b>Game Length [Hours]</b>	2.5	10.0	2.0	1.5	1.0	4.0	
<b>Solitaire Playability</b>	6.5	5.5	6.5	2.0	2.0	2.5	

### REVOLT IN THE EAST

**Design:** James F. Dunnigan

**Development:** Christopher Allen, Redmond A. Simonsen

**Art:** Redmond A. Simonsen

**Comments:** Folio game concerning a hypothetical conflict between the Soviet Union and Eastern European nations in revolt.

### TERRIBLE SWIFT SWORD

**Design/Development:** Richard Berg

**Art:** Redmond A. Simonsen

**Comments:** Regimental level simulation of the battle of Gettysburg; three maps, rules for melee, rout, leaders, supply, formations.

### NORTH AFRICA

**Design:** Costikyan, Nelson. Isby, Barasch

**Development:** Frank Davis

**Art:** Redmond A. Simonsen

**Comments:** Four battles for North Africa:

Crusader (Tobruk), Cauldron (Gazala), Supercharge (Alamein), and Kasserine.

### AIR FORCE

**Design:** S. Craig Taylor

**Comments:** Tactical airwar in Europe, 1939-1945; six geomorphic maps; planes rated for speed, maneuverability; fuel expenditure; scenarios.

### SUBMARINE

**Design:** Steve Peek

**Comments:** Tactical submarine warfare, 1939-1945; various submarine ratings; convoys, escort, hidden submarine movement; different types of torpedos; scenarios.

### CAESAR.

**Design:** Dr. Robert Bradley

**Comments:** Re-issue of Alesia, Roman battle game of double-encirclement; melee and missile combat, Roman forts, off-board Gallic movement; leadership capabilities, historical OB.

# Feedback

MOVES nr. 32, published Apr/May 1977

**How to use the Feedback Response Card:** After you've finished reading this issue of MOVES, please read the Feedback questions below, and give us your answers by writing the answer-numbers on the card in the response boxes which correspond to each question number. See centerfold for card.

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

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

## SECTION A

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

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

- 5 4. Starship Trooper/StarSoldier
- 5 5. Starsoldier
- 4 6. After the Holocaust
- 4 7. Holocaust: Limits
- 3 8. Grand Chancellorsville
- 2 9. TSS: The First Day
- 2 10. October War
- 4 11. Von Manstein
- 1 12. Opening Moves
- 4 13. Designer's Notes
- 3 14. Footnotes (overall)
- 6 15. Forward Observer
- 4 16. Playback
- 4 17. This issue (overall)
- 2 18. Was this issue better than the last one?

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

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

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

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

- 9 36. **ChopperStrike!** In recent years, the armies of the world have discovered a new and highly sophisticated weapon: the helicopter. The United States had several heliborne units in recent years, and the Soviets have just come out with an entire Air Army to emphasize the role of the helicopter in future battles. The helicopter armed with missiles can be one of the deadliest opponents to meet in the middle of battle. Many nations are training flak units to meet with the unique problems presented by helicopters, but a surprise attack by choppers is the nightmare of every ground commander. **ChopperStrike!** will use a modified **Firefight** system, plus a whole new design mechanic meant to simulate the complexities of helicopter warfare. The chopper battles of history and the imminent future will be available to the Player. Included will be the recent conflicts of Black Thursday, Ia Drang, and An Loc. The potential battles will include actions between the superpowers in Germany, theoretical battles in the Sinai Peninsula, and even a scenario involving Iranian hovercraft! The extensive rules will include Gunships, Missile-Launching Helicopters, Observation Helicopters, Flak and other **Anti-Air/Heli-copter**, plus Electronic Warfare. Among the many scenarios will be pure 'copter versus armor platoon, ground-assisted chopper forces against prepared air defense, even a helicopter vs. helicopter battle! **ChopperStrike!** will be a two-map, 400 counter game: to sell for \$12.
37. **Bloody Omaha:** Using the new **Highway to the Reich** company level tactical game system, the game would show in unprecedented detail the dynamics of an amphibious invasion. It would not be a monster game, having at most two

maps and about 1200 counters. It would cover the first day of the Normandy Invasion, only on and behind Omaha Beach. The smaller size would allow the use of what-if scenarios. What if the panzer reserve had been released? What if the Americans had adopted the British "funny" engineer vehicles? What if reinforcements had been sunk in the Channel? Special rules would cover heavy fortifications, shore batteries, landing ships, naval gunfire support, air support, amphibious armor, special engineer functions and vehicles, rangers, weather, beach obstacles, underwater demolition teams, night fighting, supply, and variable reinforcements and victory conditions depending on what's going on on the other beachheads. Probably \$12; maybe \$15.

38. **Stonewall:** In March of 1862, General Johnston ordered Thomas "Stonewall" Jackson to prevent the Federal Army under the command of Major General Banks from joining up with the Army of the Potomac under the command of General McClellan. On March 24, 1862, Turner Ashby, Jackson's dashing cavalry commander, sent word to Jackson that he had discovered Winchester held by a negligible detachment of Federal troops and requested reinforcements. Jackson felt that if he threatened the Union rearguard, the Federal columns would have to return to the valley, thus accomplishing his orders. On March 25, 1862, Turner Ashby's skirmish turned into a full-fledged encounter which later would be known as the Battle of Kernstown. The dominating actions of the day were the initial Rebel retreat in the morning which gave the Federal troops control of the high ground—especially Pritchard Hill. The rest of the afternoon was spent by Jackson in recovering the lost ground. **Stonewall**, is to be based on the **TSS** system. Its main advantages over its auspicious predecessor is that it is a smaller action than **TSS**, so it can be played on one map, in just one sitting. This game is for all those Civil War fans who do not have enough time for **TSS**, but love its near perfect system. **Stonewall** will contain Rich Berg's new **TSS** morale rules which increase the games realism markedly without making it more complicated. **Stonewall** will sell for \$12.

39, 40. No question.

41. **War for a Continent:** At this writing, a war is brewing involving Chile, Peru, and Bolivia. Argentina and other countries have military regimes that might try to relieve internal unrest by using another nation as a scapegoat; this sort of thing often leads to war. Brazil, the richest country on the continent, is looked upon enviously by the others, and there is a cultural rift as well: Brazil has a Portuguese heritage. While Brazil is militarily the strongest and most unlikely to be invaded, and its current benign dictatorship is far from militant, given the rapidly changing state of South American politics anything could happen. Wars could begin anywhere at any moment. Using a map of the continent from Cape Horn to the Panama Canal, the game would include scenarios involving every country in South America as well as the United States and even the Soviet Union (which could find an ally if one of the many communist insurgent groups ever took power), and French troops in Guiana. Regimental level, with rules for jungle combat, movement, and supply, air combat, city warfare, draft riots (by the huge impoverished urban populations), and multi-player scenarios in which, if the war is going poorly a player can suffer a **coup d'etat** and lose. Probably double map, \$12.

42. **The Last Victory: The Battle of Chickamauga, September, 1863:** Here, in a definitive form, is one of the great, decisive battles of the Civil War. At Chickamauga Creek, outside of Chattanooga, Braxton Bragg's Army of Tennessee fell upon Rosecrans' Army of the Cumberland on 20 September in an effort to stop the Union from reaching Chattanooga. Bragg was so successful, and the CSA won a big victory (somewhat diluted by their failure to pursue adequately). But it could have been bigger, and the South could have retaken "The West". As it was, it turned out to be the Last Victory. And now, using the highly acclaimed system pioneered in **Terrible Swift Sword**, players will be able to recreate this conclusive struggle on a regimental scale. Using a 100 meter per hex scale, two (or possibly three) game-maps will cover the entire battlefield. Approximately 300+ regiments will be represented, with all the Generals and brigade-level officers. Artillery (which was virtually useless in the dense and torturous terrain) will be in batteries, and new rules for dismounted and mounted cavalry combat will highlight the unusual cavalry attacks of the battle. **The Last Victory** will incorporate the new Morale rules evolved (as errata) for TSS, producing an accurate depiction of not only each regiment's strength, but its ability to withstand attack. And extensive supply rules will cover the problems of logistics in an area of limited access. **The Last Victory** will be an epic contest of strategic maneuver (where will the South attack? can the Union cover all river crossings? etc.) and tactical insight. An evenly-balanced struggle of two large armies, **The Last Victory** will provide an equally demanding contest for its players. A \$20 game.
43. **The Spanish Civil War:** In 1936, the forerunner to the World War was fought in Spain. The war showed many modern techniques of war that were to be used in World War II, but few learned many lessons from the Spanish Civil War. The Fascists fought the Loyalists in one of the most brutal conflicts of the period. Fascist Germany and Italy lent much support to the Fascist cause, but the Loyalists were aided only by the volunteer formations from the "free" nations. The fighting was to devastate Spain as a country, so much so that it was not able to participate in the Second World War. **The Spanish Civil War** will show modern armored combat in its formative stage. As the battle was fought mostly by infantry, the hand to hand fighting will be crucial. Included will be rules for air power, guerilla fighting, and foreign intervention. To sell for \$9.
44. **Ataturk!:** In 1920, modern Turkey emerged from the ashes of the Ottoman Empire. After the Central Powers had lost the Great War, the Allies had beaten the Ottoman Empire to little pieces by a series of damaging treaties. A large portion of her possessions were taken away, but the loss that hurt the most was the encroachment of Greece upon the European part of Turkey (it is an emnity that lasts to this day). Into the breach stepped Mustafa Kemal, known to his people as Ataturk (father of the Turks). In two short years, he had a supposedly vanquished people up in arms and fighting the Greeks for ownership of their land. Quickly, the Greeks realized they had a formidable foe on their hands. But when they screamed for help, the major nations were too war-weary to assist in the fight. After a few months of fierce combat, the Turks regained their land. **Araturk!** will be a \$9 SSG.
45. **Atlantic Wall:** A tactical game covering the Normandy landings and the subsequent inland drive over the next few weeks. **Atlantic Wall** would be a combination of the **Highway to the Reich** and the **Wacht am Rhein** game-systems. Rules for parachute drops, beach defenses, air power, amphibious landings. Scale would be roughly a kilometer to the hex and approximately six hours per Game-Turn. This would probably be the first definitive amphibious assault simulation of the Second World War. Probably a three-map game. \$20.00.
46. **Arnhem Bridge:** A game covering the dramatic stand of the "Red Devils" of the British 2nd Parachute Battalion in the houses and streets of the Dutch village of Arnhem near the crucial Arnhem Bridge over the Lower Rhine River. This vicious battle took place during Operation Market-Garden, September 17-24, 1944. The Arnhem Bridge was absolutely vital to the airborne attack and subsequent drive of the British 30th Corps. Yet only a relative handful of men under Colonel John Frost ever reached this bridge intact. Frost positioned his men on the northern approaches to the bridge and dug in. In these positions he was continuously attacked over a period of about sixty hours by a conglomeration of German troops and tanks. **Arnhem Bridge** will be a combination of the **Sniper, Patrol, and Firefight** game-systems. Individual soldiers and squads will be represented. Various German tanks and armored cars will also be shown. Scenarios will include **Grabner's Attack** (an SS armored assault across the bridge that was repulsed by the British), **Route Lion** (the initial British take-over of the Arnhem Bridge), and **Mackay's Last Stand** (the attack by German Tiger tanks that cleared the British from the surrounding buildings). There would also be a lengthy "campaign" game. \$12.
47. **To The Green Fields Beyond: The Battle of Cambrai, 1917:** The Battle of Cambrai was one of the most important and interesting battles of the First World War. Here, massed British armor broke through the German trenches, only to be forced back by a master German counter-stroke. Cambrai has all the elements for a good game—both sides get the opportunity to both attack and defend, a wide variety of units; tanks; cavalry; light, medium, and heavy artillery; heavy mortars; and infantry of many types and nationalities, including the elite German **Stosstruppen**. **To the Green Fields Beyond** would be a Simulations series game, with 400 units representing battalions and regiments, and would sell for \$9.
48. **The Glory That Was Greece:** Covering over 200 years of ancient history, this simulation of ancient warfare will cover, in scenarios, most of the major conflicts of this previously ignored era. Using one map that covers both Greece and the Ionian coast of the Persian Empire, the game will include scenarios on the Persian invasions of Xerxes, etc. as well as the intercity-State wars, such as The Peloponnesian Wars, etc. In addition, although the basic portion of the game will include the Tactical Battle Board system developed for **The Conquerors**, enabling the players to fight tactical battles in a tactical manner. Extensive unit differentiation and command problems, as well as the logistics of launching a full-scale invasion. Naval as well as land combat. \$9 or \$12.
49. **Drought:** First it was the Sahel region in Africa. Now it is the western United States. This game would use the western United States as its locale and would demonstrate the mechanics of a drought and, most importantly, the political activities involved in dealing with the drought.
- Particularly in the western United States, there is a complicated mixture of water producers and consumers. That situation is typical of any drought area and the game will deal with the ways in which the "system" does, or could, work. To sell for \$9.
50. Would you like to see (in the next or succeeding issue of MOVES) **another** article dealing with the first day of TSS? Rate using 1 through 9 response.
51. Would you like to see a scenario article dealing with the battlecruiser Goeben (in Drednought)? Rate using 1 through 9 response.
52. Would you like to see an article dealing with fantasy scenarios using the PRESTAGS games? Rate 1 through 9.
53. Would you like to see a semi-regular column in MOVES dealing exclusively with science-fiction gaming? Rate using 1 through 9 response.
54. How many science-fiction games (by all publishers) do you own? 1 = one; 2 = two;...9 = nine or more.
55. How many fantasy games do you own? 1 = one; 2 = two;... 9 = nine or more.
56. How many different science-fiction or fantasy magazines do you regularly buy (or subscribe to)? 1 = one; 2 = two;...9 = nine or more.
57. How many science fiction books (hard or soft cover) have you purchased in the past twelve months? 1 = one; 2 = two;...9 = nine or more.
58. How many fantasy books (hard or soft cover) have you purchased in the past twelve months? 1 = one; 2 = two;...9 = nine or more.
59. Do you prefer science-fiction games that are based on a published story or novel or a game that makes use of an original background as its basis? 1 = based on published story; 2 = based on original background.
60. How interested are you in science-fiction in general? 1 = not very...9 = extremely interested.
61. How interested are you in fantasy, in general? 1 = not very;...9 = extremely interested.
- The following questions ask you to rank the types of articles that appear in MOVES. These types are the categories described on page 31 of this issue. The questions simply list the article type. Write in the response box the rank-number of that article type. 1 = the highest rank, 7 = the lowest rank [i.e., the type of article you like least]. Do not use the same rank number for two article types.
62. Operational Analysis
63. Game Profile
64. After-Action Report
65. Design Critique
66. Field Report
67. Scenarios and Variants
68. Footnotes
69. Is there a type of article not found in the preceding list, which you would rank as your number one choice if it had appeared? 1 = yes; 2 = no.
- The following are some different types of articles not usually found in MOVES. Use the following responses to indicate how much you'd like to see these types of articles appear: 1 = not much; 2 = would like to see once in a while; 3 = would like to see about three of this type per year; 4 = would like to see about five or six of this type per year; 5 = would like to see one or more of this type in every issue. 0 = no opinion.
70. Personality report (and/or interview) on well known designers in wargaming.
71. Report on game companies—what they're doing and what directions they seem to be taking.

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72. **Designer's rational** — an interview with (or interrogation of) the designer of a game, posing questions as to why various elements in the game operate as they do.
73. **Technical Analysis** — mathematical examinations of game elements (similar to Dissecting a CRT in MOVES 31).
74. **Gaming Aids Projects** — "how-to" articles on constructing supplementary equipment to existing games or making game components for your own designs.
75. **Game Problems** — "best solution" puzzles on specific game situations (which have the answer printed in the same issue).
76. Same as nr. 75 but with the readers answering by the Feedback form and the results published two issues later.
77. **Home Brew** — complete mini-games designed by readers. Map would be reduced size sketch and counters would simply be printed lists of values and types. Rules in outline form.
78. **Standard Rules for Simulations** — a continuing series of one-page articles publishing a set of model rules for operational level simulations in the modern/WW2 era.
79. **Philosophy of Design** — opinion articles by game designers stating their views on specific problem areas of game design.
80. **Player Experience Reports** — a statistical presentation of reader feedback on the balance, play, and characteristics of specific games they've played.
81. **Non-War Strategy Games** — how-to-play articles on games such as Go, chess, Nim-variants, etc.
82. **How do you feel about editorial interjections** in articles in cases where, for instance, an author has made a highly questionable interpretation of rules or has made an equivocal statement concerning design. Rate from 1 (abhorrence) to 9 (enthusiastic support).
- 83-96. No questions.

## SECTION B

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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 plan "0" in the boxes.

## CONQUEST

- |                             |                        |
|-----------------------------|------------------------|
| 104. A (mapsheet)           | 1                      |
| 105. B (rules)              | 112. J (complexity)    |
| 106. C (counters)           | 113. K (realism)       |
| 107. D (ease of play)       | 114. L (overall)       |
| 108. E (rules completeness) | 115. M (then & now)    |
| 109. F (balance)            | 116. N (money's worth) |
| 110. G (length)             | 117. No question       |

## AFTER THE HOLOCAUST

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

## WELLINGTON'S VICTORY

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

## AVALANCHE [GDW]

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

## BURMA [GDW]

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

## SIEGE [F&F]

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

