

Conflict  
Simulation  
Theory and  
Technique

TH ISSUE



FEATURING:

## Berlin '85

AFTER-ACTION REPORT ON S&T 79's GAME plus...  
PROBABILITY GUIDE TO TABLES AND CHARTS

## Drive on Washington

PLAYTESTER'S INSIDE REPORT ON  
NEW TSS SERIES GAME

## On the Eastfront

A COMPREHENSIVE REVIEW OF 29 GAMES

Plus...

PREVIEW OF *TITO* (S&T 81's Partisan Warfare Game)  
GDW's *PEARL HARBOR* GETS BOMBED



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*In this issue...*

<b>Berlin '85 After Action Report</b>	NICK KARP	4
<b>The Tables of Berlin</b>	R.A. HAMMER	12
<b>Rough Going in '64</b>	GARY GILLETTE AND ALEXIS TURKALO	17
<b>On the Eastfront</b>	STEVE LIST	22
<b>Opening MOVES</b>	REDMOND A. SIMONSEN	2
<b>Designer's Notes</b>	SPI R&D STAFF	3
<b>MOVES in English</b>	CHARLES VASEY (ed.)	29
<b>Forward Observer</b>	ERIC GOLDBERG	31
<b>Feedback/Playback Questions</b>	VOX POPULI, VOX DEI	34

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# Opening Moves

It's mainly the echoes of pagan belief that we all carry around in our skulls that cause editors to remark upon the 50th this or the 100th that and draw some sort of mystical significance out of simple-minded numerology. Nevertheless, I'll use the pseudo-occasion of *MOVES'* fiftieth issue to herald a few new directions in the magazine's editorial makeup and re-affirm some of our basic policies.

1. We've done it on a hit-or-miss basis before, but this time we mean it: every issue of *MOVES* will have an article on the previous *S&T* game (not necessarily as big as the *Berlin* piece in this issue but substantial nonetheless). Whenever possible, *MOVES* will also carry an article on the most recent *Ares* game. In this way we'll manage to present editorial material we *know* to be timely and useful since most of you will have the game.

2. More critical pieces will appear surveying the games of a given category — in the manner of this issue's Eastfront article. Whenever possible the writers will be non-staff members (as is Steve List, who even though carried on the masthead as a contributing editor is not an employee of SPI). Notwithstanding the fact that, in the main, SPI staff members are the *most* critical of their own efforts, many readers would reflexively snort in disbelief if a staffer critiqued the products of his own company in the pages of a magazine produced by that company. *MOVES* strives to avoid even the appearance of such conflict of interest situations when reviewing product — so reviews or critiques of SPI games will be written by non-staffers (even though they may be familiar names to you, such as List, Costikyan, et al., they'll not be people who derive their livelihood from this giant corporation).

3. Presuming the gamer population writes them for me, we'll continue to publish articles and reviews on non-SPI games. We do this not because we're altruists, but because we're realists and we have an audience to serve. Some writers (and some people in the trade who should know better) persist in assuming *MOVES* to be a house propaganda organ that will only deal with SPI games. I'm continually irritated by this lazy presumption — we take great pains to avoid that house organ trap and would be pleased if our individualism and independence were at least *acknowledged* (— we're not looking for *praise* for doing what we should do anyway).

4. **Experimentation:** I've a number of things to try in the upcoming year of *MOVES* — whether I get to them all is a matter yet to be determined — but I'd like to run some of them by you for comment:

a. **Design and Reality:** short pieces (a page or two) explaining the actuality being repre-

sented by some of the standard techniques of games. For example, we're all conditioned to accept the reasonability of a "Zone of Control," but do you have a clear idea of what that game mechanic really simulates?

b. **Balance Reports:** statistical and anecdotal analysis of the play balance of a wide selection of games. Each report would present perhaps as many as a dozen games with comment and data on each one's balance and playability characteristics.

c. **Standard Rules for Gamers:** this is one I've talked of before — a series of one page modules (one or two per issue) giving the standard rules and main variants for the core of game mechanics shared by about 70% of the games on the market today. The purpose would be to provide succinct rules modules and standard language for home-brewed rules and, in fact, for professionals. Terminology would be developed to characterize each main variation of the rules so that experienced gamers could be given a shorthand description of a set of rules by titles only.

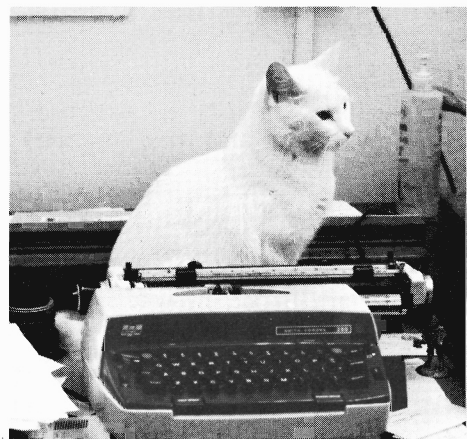
d. **MOVES Readers and Editors Awards:** the readers will nominate games (of all publishers) from those published in 1980. The editors of *MOVES* plus other editors and critics in the industry will cast ballots on those nominated, and so will the readers (the reader representation in the final ballot will be a weighted fraction of the total critic/reader balloting). In this way I hope to strike a balance between populism and elitism such that the winners will represent a blend of professional judgment and gamers' experiences. The awards categories will be kept to a merciful minimum. Awards will *not* be given to *companies*, rather they will be awarded to the principal individuals who design the winning titles.

We'd like to hear from you (and get both your reactions to these proposals and suggestions on others). I'm not going to pre-feedback these experiments, rather we'll test them "live" and let you react to the whole animal, okay?

\*\*\*

Don't forget that **Origins '80** is almost upon us — June 27 through 29. So wend your way to Widener College and say hello. If you need more information, contact Origins 80, PO Box 139, Middletown, NJ 07748.

— RAS



## INSTRUCTIONS TO AUTHORS FOR MOVES ARTICLES

Most of the articles in *MOVES* are written by its readers. We'd like you to give it a try — if your article is well written and on a subject of interest to readers, there's a good chance it will see publication. The Subject of your article is up to you. From time to time the Editor will suggest potential article topics. Don't be afraid to write on other publishers games — *MOVES* is not a "house organ" that ignores the rest of the gaming world.

**Types of Articles.** The kinds of articles we're looking for fall into the following general categories:

1. **Operational Analysis.** Deals with the tactics and strategy of play in a specific game.
2. **Game Profile/Review.** Description of a game or games with particular attention to its simulational system and playability. Any criticism must be well-supported by logical argument and fact (not simply personal opinion).
3. **Documented Play.** Description of and comment on the move-by-move progress of an actual two-player or multi-player game. Documented play should be the result of several playings, the most relevant of which being the subject of the article.
4. **Field Report.** Provides organized, valid information on some aspect of conflict simulation of general interest.
5. **Scenarioplex.** An experimental section of scenarios (each no longer than two typewritten pages) in the style of the parent game rules.
6. **Footnotes.** Short essays (no longer than 500 words) on almost any subject related to gaming. No honorarium is paid for Footnotes.
7. **Miscellaneous.** Articles that don't fit in the specific categories, but which the author feels appropriate for publication in *MOVES*.

**Manuscript Requirements.** Typewritten, double-spaced on white bond. Line length 55 to 65 characters; no more than 25 lines per page. Min-max length: 6 to 30 manuscript pages. Pages should be numbered and tagged with author's last name. Cover sheet should give date written, full-name, address, phone number, suggested title, and honorarium preference.

**Honorariums.** For all published submissions (except letters and Footnotes) *MOVES Magazine* pays an honorarium at the rate of \$5 per running 10" of edited text, calculated to the nearest half column. Alternatively, Authors may elect to take their honorarium in SPI products at the rate of \$10 per 10" rendered against the list price of the items. Honorariums (cash or credit slip) will be rendered 30 days after publication.

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**British Isles.** Readers in the British Isles wishing to submit articles to *MOVES* should direct their submissions and correspondence to: Charles Vasey, 5 Albion Terrace, Guisborough, Cleveland TS146JH, UK

## Designer's Notes

### Tito

My main task in designing *Tito* was to translate into game terms a wealth of distinctive factors, many of them unique to the Balkan theater, that went into the conflict between the Axis and the Yugoslav guerrillas between April 1941 and the end of World War II in May 1945.

I started out with the concept that the conflict was a war within a war within a war. The Axis was fighting the Allies on the major battlefronts, and what was happening in the Mediterranean and in the Soviet Union had indirect but important effects on the war against the guerrillas. But the guerrillas, while battling the Axis, were at each other's throats. There were two rival guerrilla factions: the Communist-led Partisans headed by Marshal Tito, and the predominantly Serbian, pro-royalist Chetniks. Not only was the resolution of the war against the Axis at stake for both, but the political makeup of postwar Yugoslavia hung in the balance as well. And the guerrillas were not the only ones with internal differences. Germany, as head of the Axis bloc, saw its position in the Balkans seriously weakened by the collapse of Italy in September 1943 and the defection of Bulgaria to the Soviet side a year later.

The polyglot makeup of Yugoslavia also had to be factored in. Here is a country with six major ethnic groups, three languages, and three religions — a situation that made Yugoslavia a microcosm of the fragmented Balkans. This fragmentation and its significant influence on operations during the guerrilla war could not be ignored. For example, the regions of Serbia and Montenegro had to be depicted as the Chetnik strongholds they were, while the rest of the country had to be shown as more hospitable to the broader-based National Liberation Army of Tito.

On top of this crazy-quilt political-ethnic situation, the Axis, after its lightning military conquest of Yugoslavia in April, 1941, superimposed a fragmentation of its own. Parts of the country were annexed outright by Germany, Italy, Bulgaria, and Hungary, and the rest of the land was carved into occupation zones overseen by the Germans, Italians, and Bulgarians. Into the mix were tossed the not inconsiderable pro-Axis ethnic elements in Yugoslavia, mainly Croats and Serbs, who formed national armies of their own. In true Balkans fashion, the occupation zones, which in certain cases cut across traditional ethnic boundaries, caused the Axis considerable problems in mounting a coordinated effort against the guerrillas.

In strategic terms, Yugoslavia was immensely important to the Germans. Some 50% of Germany's oil, all its chromium, 60% of its bauxite, and almost a quarter of its copper and antimony came from the

(continued on page 11)

## DOCUMENTED PLAY

# BERLIN '85 After Action Report

## The 'Diary' as a Game

by Nick Karp

Behind the Scenes File #3257: As *Berlin '85* was drawing to a close in production-land, the developer and the R&D manager accosted the Art Director (your Editor) and lobbied strenuously to have the very complex map done in a certain style. The Art Director told them not to worry about it, that it was his concern. Still they persisted, (in fact virtually insisted) saying that the map was so complex that unless it were done in the style they wanted the game would suffer harm and that players would become confused. Well, *did* you? — Redmond

SPI's *Berlin '85* is a detailed simulation of a hypothetical assault on the enclave of West Berlin by Soviet and East German forces within the context of a conventional war between NATO and the Warsaw Pact. *Berlin '85* was originally published in *S&T* 79, together with an article on the game's subject and a short module titled "Berlin Diary." The latter described one possible outcome for the situation being simulated in the game.

This After Action Report assumes that the events described in "Berlin Diary" actually occurred and portrays those events using the counters and map from the game to assist readers in visualizing the course of battle. For convenience, the battle has been broken down into blocks of time equal to *Berlin '85* Game-Turns (8 hours per Turn). Where appropriate, hex numbers of landmarks and unit positions have been included for ease of reference. Readers are encouraged to set up the game and follow the narrative by moving their own counters across the map to recreate the flow of events. The incidents described in "Berlin Diary" and simulated herein were culled from typical playtests of *Berlin '85* taking place in the offices of SPI.

### Game-Turn 1:

#### 4 August, 0400-1200 hours

The units of the 20th Guards Army left their barracks early on the morning of 4 August and, a few hours before dawn, were converging on West Berlin from the north (6th Guards), south (14th Guards and 34th Guards artillery), and west (19th mechanized division). Southwest of the city, the 1st East German mech (alerted at the last possible hour for security reasons) also began moving towards the city. In reserve were the 103rd Guards parachute division and several thousand East Berlin police (not even alerted until moments before the assault).

The 6th Guards mounted a three-pronged attack into the French zone, sending one regiment along the Berliner Ring to attack from the east, a second across the Havel and into the Berliner Forst Spandau to flank the French from the west, and a third south in a drive on Foch barracks (1531) and the Tegel Flughafen (1626, 1727, 1826, 1927, 2026). The western prong crashed through the border perimeter at Fronhau and Hermsdorf and moved deep into the British Zone west of the Havel while the central prong drove the disorganized French out of the Foch Barracks. The eastern prong was much slower making a penetration.

West of the city, the 19th had been assigned Gatow Flugplatz as its primary objective (3118, 3119, 3218, 3219), and two entire regiments were deployed to take both the airfield and the Montgomery Barracks to the south (3217). One regiment, deployed to the north of the airfield, was repulsed by the Royal Anglians, RSDG, and a company of police from nearby Gross Glienicke. Eventually, the 19th captured the northernmost part of the Gatow runways (3219) by driving back the police company. Meanwhile, the Royal Anglians were attacked from north and west simultaneously and pinned down by two battalions of the 19th. North of the Gatow area, near Staaken checkpoint, one regiment of the 19th was in position to protect the flank of the force attacking Gatow airfield.

Further south, in the Wannsee area, the 1st East German Division crossed the Briegnitz and overran the bulk of the island community. Only a solitary police company (3113) remained on the island. An initial attempt at rooting out this company ended in heavy casualties for the East Germans. On the mainland, two companies of police guarding the Kohlhasenbrück border crossing were assaulted by four battalions of East Germans supported by rocket fire and air strikes. The police were simply brushed aside, and the border positions (3210 and 3311) were taken with insignificant losses. However, attempts by the East Germans to cross the Teltowkanal were temporarily halted when demolition teams successfully knocked out most of the bridges in the area (3210/3211, 3211/3311, 3311/3312).

The 14th Guards found the southern perimeter lightly guarded and easily broke into the city, taking most of Rudow, Buckow, and Marienfelde without opposition. However, heavy going in the urbanized portions of the city and rapid deployment of U.S.

troops prevented them from reaching their primary objective, Tempelhof Flughafen (1014, 1015, 1115, 1116, 1215). A key factor in halting the 14th Guards' march was the positioning of the U.S. 3/6 in a strong blocking position (1310) along the main north-south road into the Tempelhof area.

Behind the 14th Guards, the 34th Guards artillery entered the city and moved up close to the FEBA so as to bring as much of the city as possible under their guns.

The defenders' response was feeble. Much of the outlying area of the enclave had been lost, although the densely populated city center remained in western hands. The surprise of the initial assault resulted in great gains for the Warsaw Pact in almost all parts of Berlin. Only in the westernmost parts of the British Zone had the Warsaw Pact forces been brought to heel without the loss of much ground. Here, the RSDG and Royal Anglians managed to keep most of the airfield of Gatow in NATO hands. They were reinforced by the Welsh guards, who were attempting to hold open communications between the British in Gatow and their countrymen in Spandau. The Green Howards and the parachute regiment battalion were held in reserve behind a screen of half a dozen police companies in Staaken and Spandau. The 1st and 2nd battalions of the 40th Royal Artillery took up residence in the vicinity of the Olympic Stadium (2222) with a fire control center in the citadel (2425).

The Americans were more sluggish than the British, but were still able to set up a line with the aid of several police companies. The 2/6 was the anchor at the western edge of the line (3012), while the rest of the line, running along the border until Marienfelde, was held by U.S. military police (2812) and police called in from Dahlem, Nikolassee, and Zehlendorf. The rest of the American force deployed in a rough line about four kilometers south of the Teltowkanal, just north of the advancing Soviets. The 3/6 and 4/6 blocked the two main routes up through the Mariendorf, Damm Lichtenrader and Allee Grobbeer (1310, 1510), while the Special Forces Detachment Berlin (SFDB) moved east from their barracks to guard the southern approaches to Tempelhof Airfield (0912). Company F, 40th Armored set up a line west of the 6th (in 1710), deploying to protect the American barracks north of the Teltow. Three police companies also helped to fill the American line. Behind the Teltow, U.S. Headquarters hastily positioned the Labor Guards Service and Support Battle Groups

(2616 and 1415) to fill any breaks that might be formed under the anticipated heavy assault.

In the northern sections of the city, the 11th Armored and the 46th mech set up a line (1228, 1330) to guard their right flank against the regiments of the 6th Guards nearing the border through East Berlin. However, French forces did not begin to move until more than an hour after dawn. As a result, they were still preparing their defenses on their northern flank as the first units of the

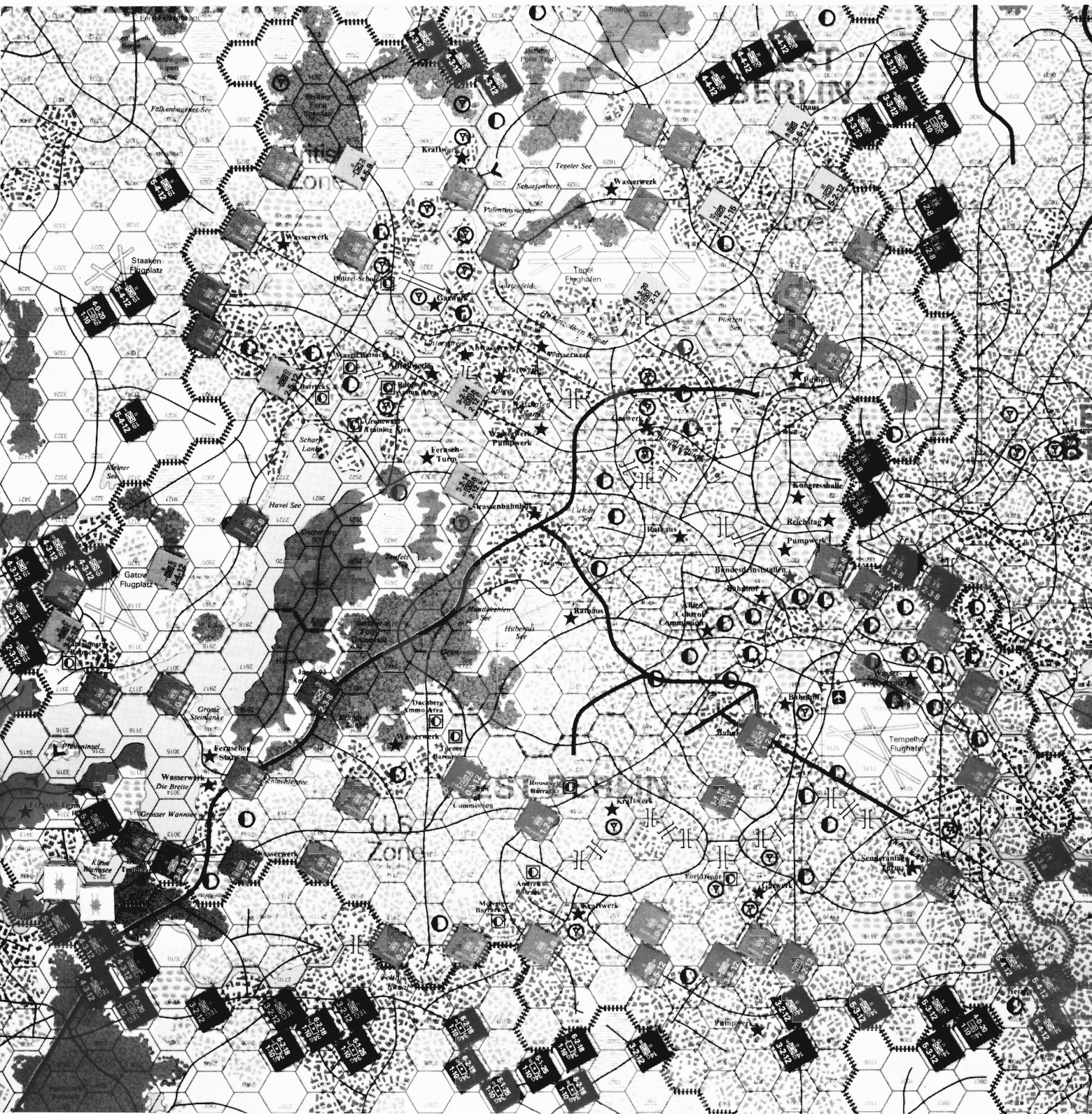
6th Guards moved into Foch. The French rear area was guarded by only police units from Tegel and Wedding, and the 6th Guards seemed likely to penetrate quickly through the defenses and capture Tegel Airfield and the industrial areas near the Hohenzollernkanal.

#### Game-Turn Two: 4 August, 1200-2000

By midafternoon, Foch Barracks had fallen, under heavy attack from three bat-

talions of the 6th Guards. Poorly prepared for defense amid the relatively open suburbs surrounding the barracks, the French were quickly driven south in what amounted to a rout. The French did not suffer as badly as they might have, however, since other parts of their line remained firm. Two of the battalions from East Berlin attacked the 46th Mech, advancing quickly in hope of catching the French by surprise; however, the 46th held its ground and heavily bruised the attacking battalions, forcing them to retreat to

#### Situation: 4 August, 1200 hours





heavily fortified police unit which, cut off from supplies and the rest of the French Zone, was quickly extinguished.

In the north of the British Zone, the fighting spread in the dark, with individual battalions from the 19th attacking police companies along the Western line (2825, 2827) and a third attacking the Green Howards (2724), who were defending the southern flank of the British position in Spandau. Just north, the three battalions that the 6th Guards had sent to aid the 19th concentrated on the 1st battalion of the Paratroop Regiment, which gave way under the assault and fell back into Neustadt (2527), allowing the northern end of the police line to the west (2827) to be surrounded by the advancing Soviets.

As the night wore on, the fighting around Gatow became more desperate. Caught by the collapse of RSDG to the south, the Royal Anglians (3318) had come under attack from all sides. Out of ammunition and beset by four battalions, the Anglians were simply squeezed until they fell a little after midnight. All but the eastern-most edges of Gatow was now under the control of the 19th and, south of Spandau, only the Welsh Guards (3019) and a few police companies guarded the west bank of the Havel.

On Wannsee, the remnants of two battalions of the 1st East German made quick work of what remained of the police company holding the island and, by shortly after midnight, the battalions were preparing to cross Gross Wannsee. Just as they approached the bridge across the inlet (3012, 3113), however, it was blown out by engineers from the 2nd of the 6th, surrounded with its back to the lake (3012). The 2nd of the 6th held out surprisingly well during the night, showing the East Germans that four-to-one superiority in numbers was not enough against well-trained troops. Artillery rained down from the 34th Guards, but as buildings were destroyed they only became easier for the 2nd of the 6th to defend.

In Mariendorf and Britz, the 14th Guards continued only to probe without major attacks. A few units attempted to sneak down side streets to cut in behind the American line, but the 4th of the 6th caught them in an ambush and turned their attack into a rout. Fighting erupted shortly after midnight when the Special Forces Detachment engaged a regiment from the 14th Guards as they approached the Teltow from the South (0911). Disoriented in the darkness, the Soviets took heavy losses before retiring. One battalion of the 14th tried to infiltrate through the subways in Britz (0711) while the Special Forces were engaged, but they were stopped by a company of police who destroyed the tunnels, trapping themselves to hold the Soviets. In fierce fighting along the narrow subway, the police took down almost half of the battalion before succumbing.

All around the city, NATO's lines remained fairly firm, shifting a few kilometers here and there, but maintaining a constant

front against the attackers. The Warsaw Pact's great superiority in numbers and firepower was daunting, but less effective because of the difficulty of the terrain. The assaulting forces were being slowly drained and, by dawn on the 5th, their losses amounted to almost a division as they tried to dislodge the stubborn defenders. NATO forces were also weakening, but they were steadier than had been expected.

Soon after nightfall, the French had pulled back to positions just a few kilometers North of Tegel Airfield, but for the rest of the night they fought hard and kept the 6th Guards from advancing across their line (1628-1427-1227). The 11th Armored began to take heavy losses among its vehicles, but held in position at the Eastern edge of the French line (1227).

Over in Spandau, the Green Howards made a desperate attempt to salvage the situation in the South of the zone and perhaps save what remained of the Royal Anglians in Gatow. Disengaging from the battalion that was pressing against it, the Howards crossed the border into East Germany. They were stopped just across the border and were repulsed (back to 2823), but two battalions from the 19th were also forced to withdraw from the attack to stop their advance. The Welsh Guards pulled back to defend the West bank of the Havel (2819) and prepared to withdraw across it as soon as the fighting ended south of Gatow, now defended solely by a police company (3216).

On the Southern front the 2nd of the 6th continued to hold against almost half a division. The Labor Guards Service, one of the last reserve units in the American zone, moved to cover the Schwanenwerder (3015) just across from Wannsee, a position now threatened by the plight of the 2nd of the 6th and by the fall of Wannsee across the water.

#### **Game-Turn Four: 5 August, 0400-1200**

Early on the morning of the 5th, the 103rd Guards Airborne was committed to the attack on Berlin, and by a few hours after dawn the transport planes were buzzing over the American zone. The entire division dropped behind the front, cutting off the western section of the American line. One regiment dropped in the Berliner Forst Grunewald. Two battalions landed safely (2816 and 2615) amid the trees, but the third was blown across the Krumme Lanke directly over a company of police (2415) who chopped them out of the sky before they had a chance to land. The 2nd of the 6th had managed to repulse the 1st East German's assault and had pulled back to rejoin the rest of the line at the tip of the forest (2814), but the drop now surrounded it again, along with the Labor Guard Service (2915) and two police companies (2613, 2412). Pressed by the 1st East German and unable to retreat because of the 103rd Guards, the two police companies disintegrated, leaving the two American formations isolated.

Another regiment of the 103rd Guards dropped around the American High Commission (2316, 2213, 2215). The third regi-

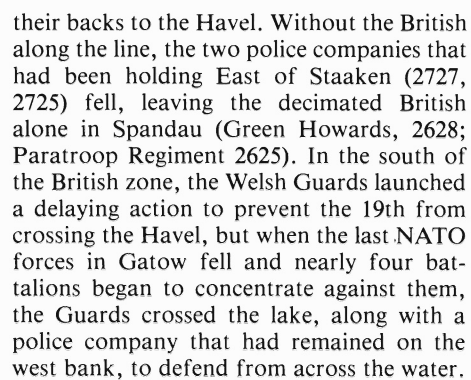
ment dropped around the crossings south of McNair Barracks (1811, 2011, 2012). One of the battalions ran into trouble on the descent over the barracks as it came down near a police company's reserve station (2013), but all of the other battalions landed with most of their personal and equipment still intact.

The American forces in Lichterfelde were being hemmed in as the 14th Guards opened up their first major offensive in the south, using almost all the airpower allocated to the assault and about half the firepower of the 34th Guards to mop up the American line before it could withdraw behind the Teltow. The 3rd of the 6th was effectively destroyed along with a supporting police company, but the 4th of the 6th, the 40th Armored, and another police formation managed to pull back across the canal. Trying to prevent the retreat, the 14th Guards lost almost half a regiment in risky maneuvers across open ground. Nevertheless, by noon the entire American zone was under Warsaw Pact control, except for the area around Tempelhof Airfield, the southern tip of the Berliner Forst Grunewald, and three pockets (2312, 2111, and 1409) held by surrounded police formations along what had been the American line.

In the French sector, things were looking equally bad. The 11th Armored was pushed back almost two kilometers through Reinikendorf to the edge of Tegel Airfield (1426). The French Recon Company and the 46th Mech held the line to the north of the runways (1527, 1828), but took heavy losses to stem an attack by three battalions of the 6th Guards. A police company collapsed on the eastern flank, and a formation from East Berlin came through the hole in the line into Wedding, harassing the French rear area and moving to cut off another police company to the north. West of the French line, a battalion from the 6th Guards crossed the Tegeler See, and by midday they were prevented from reaching Tegel only by one company of police that had been assigned to guard the lake's southern bank (2027). Low on supplies after the fall of Foch barracks, the French position in Tegel wavered as its flanks gave in.

In the north, the eastern flank of the French line held firm against an attack by East Berlin border police, called in to assist in the assault. All along the Wall, from the French sector down to just east of Templehof, the borders were under attack from East Berlin. Nearly ten companies of West Berlin police had stayed on duty along the Wall, so the East Berlin police were unable to infiltrate the city, but the police companies guarding the Wall meant that many fewer reserves available to aid in the more critical fighting in other areas of the city.

Across the Havel, the British were pushed back into their barracks in Spandau. Only half the manpower of the original two regiments that had been sent to attack Spandau remained, but the British had also suffered greatly in their tough defense. Weakened by long range rockets from the 34th, they were forced to give ground until they had



The morning of the 5th had been disastrous for NATO, and the afternoon continued to wear away their defense. In the north, the French were all but routed as supplies wore thin in Tegel. The French defense continued to weaken until the line collapsed in mid-afternoon, when the 11th Armored was surrounded and destroyed at the eastern edge of the airfield. The French Recon and the 46th retreated quickly to positions just north of the Hohenzollernkanal (1324, 1726), but both lost almost a quarter of their remaining strength trying to delay the Soviet capture of Tegel. The airfield was quickly captured anyway, but the 6th had to sacrifice a number of troops to bring down the French holed up in the Junfernerherde, just north of the runways. All the remaining personnel in Tegel and Wedding prepared to cross the canal into the industrial sector north of the Spree as night began to fall.

The British continued to hold out in Spandau, inflicting heavy casualties on the 19th and 6th Guards when they tried to dislodge them from their barracks. The Paratroop Regiment began to crack under the pressure from the 6th Guards as the sun set, however, and the Green Howards prepared to bring the last survivors on the west bank across the Havel in the event the Paratroop regiment collapsed completely.

Along the southern front, a makeshift line was formed in front of the 103rd Guards drop, constructed of American forces that had managed to pull back behind the paratroops and police that had come down from the center of the city. The Support Battle Group (2116) and the U.S. Headquarters (2317) held the Grunewald section of the line, along with a police company (2717). Along the north bank of the Teltow, the 4th of the 6th (1314), the 40th Armored (1613), and the Special Forces Detachment (1013) tried to hold the crossings with the aid of a couple of police detachments (1814, 0813). All the artillery NATO had in the area concentrated on the POL dumps south of the Teltow (1411, 1412, 1512) and by mid-afternoon flames were raging on a two kilometer front along the canal. The 14th Guards continued to press north, putting pressure on the 40th Armored and especially on the Special Forces Detachment guarding the southern flank of Templehof. One battalion crossed into Neukoln on an undestroyed bridge along

Damm Hermann, and with more than two other battalions attacking across the canal they tried to crack the Special Forces. The unit held, however, and drove the battalions back into Britz.

Further to the West, the 103rd Guards threw themselves at the newly-formed line just North of their drop zones, attempting to disrupt the defense before it could be properly organized. A police company was destroyed south of the Grunwaldsee, but elsewhere the comparatively lightly armed paratroops found the line better prepared than they had expected. The 103rd sustained horrendous losses in fruitless assaults against the U.S. HQ and the police company guarding the autobahn through the Grunewald.

Behind the main fighting in the south, the 1st East German battled to do away with the pockets that had formed after the paratroops had dropped. Four battalions dealt with two companies of police (2312, 2111) near the U.S. barracks north of the Teltow. The companies were cut off and expending ammunition quickly, and when shells from the 34th Guards began raining down, they had no alternative but to surrender. South of the Grunewald, five burnt-out battalions from the 1st East German, totalling perhaps a weak regiment in strength, attacked the Labor Guard Service and the 2nd of the 6th. The former (2915) had already sustained heavy losses and was quickly forced to surrender, but the 2nd of the 6th (2814) was still fighting well, despite having been in the thick of combat for more than thirty hours. Ammunition began running short, but the unit held out and took

down tank after tank across the Schlachten-see. As night was falling, the unit remained alive more than five kilometers away from the nearest friendly unit. Another unit, a police company, was also holed up behind the lines after the drop (1810), but two battalions from the 14th Guards pushed it back toward the Teltow, and it went too close to a POL dump by the water (1211). As fire from the 34th Guards less than five kilometers away bracketed the company, shells impacted among the fuel tanks and the unit was caught in a firestorm.

By nightfall on the second day of the assault, the situation seemed very dim for the defenders. Every flank had been pushed in, and Warsaw Pact forces controlled the outskirts of the city. The attacking troops had weakened almost as fast as the defenders, however, and the garrison stood resolute in the knowledge that if they could hold out for a few more days, the tremendously costly assault might be discontinued. The Garrison Commander sent word to NATO High Command in the West that one brigade's worth of reinforcements might save the city, but it was decided that the airspace along the corridor to Berlin was too insecure for such a maneuver.

#### Game-Turn Six: 5-6 August, 2000-0400

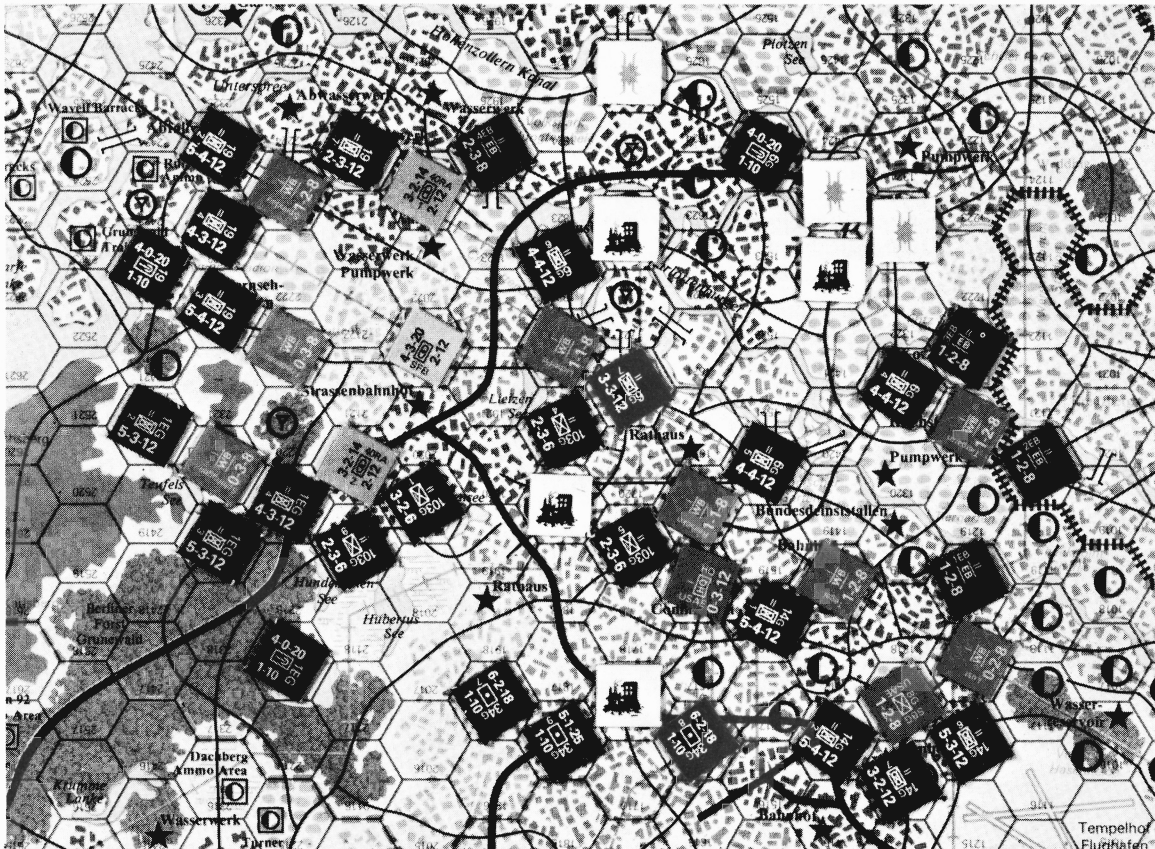
During the night, the attack closed in on all sides. The French were all but wiped out as they attempted to withdraw across the Hohenzollern. The 6th Guards pressed them into the canal as rockets from the 34th Guards rained down around them. The

French artillery crossed the canal before the 6th Guards' offensive began to take hold, but Secteur Francais and the 46th were massacred before they could follow. Most of the bridges across the canal were blown as the Soviets approached, but as soon as the 6th Guards reached the canal, engineer units began to throw pontoons across. By shortly after midnight, the 6th Guards had almost two battalions moving toward the Spree, defended only by the French artillery (1721) and a few police companies that had withdrawn from the north several hours earlier (1922, 2023).

Just as night became early morning, the west banks of the Havel fell to the 19th. The Green Howards collapsed under the pressure of two days' constant combat, and the Paratroop Regiment disintegrated under heavy artillery bombardment. The destruction of the two units came so quickly that detachments from the 19th were able to secure the bridges across the Havel (2424/2525, 2425/2426) before they could be blown and, a few hours before dawn, almost four battalions were across the lake, pushing east toward the Charlottenburg. Further south, the Welsh Guards (2719) strove desperately to keep two battalions of the 19th from crossing on pontoons, but pressure from the 103rd Guards to the South (2618, 2718) soon forced the unit back away from the water and allowed the battalions to cross.

The rest of the southern front held relatively well during the night, although the line was drained by the necessity of sending troops north to defend the Spree. The 103rd and 14th Guards engaged almost the entire

Situation in the North: Game-Turn 6



line, but they themselves were tired from the long fight, and pressed the engagements with limited enthusiasm. South of Tempelhof, however, the 14th recrossed the Teltow and drove the Special Forces Detachment almost back onto the runways of the airfield before

the formation rallied and broke their advance. All along the Teltow, the Soviets crossed with the darkness, and although most were pressed back by the 40th Armored and the 4th of the 6th, several battalions were established on the North bank by dawn.

The last troops remaining in the pockets in the Grunewald fell apart during the night, and the 2nd of the 6th finally surrendered, out of ammunition and with less than a third of its original manpower still standing. Less than a regiment of the 1st East German was

## THE COURSE OF THE GAME

*Berlin '85* is a battalion-level game dealing with a hypothetical assault on the isolated enclave of West Berlin in the first few days of a conventional war between the Warsaw Pact and the NATO Alliance. The game scale is one kilometer per hex and 8 hours per Game-Turn. Three scenarios are provided: Unity (a surprise attack by the Pact); Werewolf (an attack after a period of tension); and Medicine Wheel (NATO sortie within the context of a Warsaw Pact policy of masking rather than assaulting the city).

The basic game system is the venerable *Modern Battles Quad* system, but *Berlin '85* adds many new concepts and significantly alters many old concepts from that series of games. Special rules for urbanized terrain, the use of subways, fire storms, gas warfare, rubble, police, supply and firepower are included. The following paragraphs describe the course of play.

At the beginning of each Game-Turn, the Warsaw Pact Player has the option of asking the garrison to surrender. The chances of surrender are governed by the game's morale system which incorporates the capture of terrain objectives and the losses taken and inflicted by the Warsaw Pact Player into a numerical formula. Surrender Points are accumulated according to this formula, and the results of a dice roll are cross-indexed with the current Surrender Point Level on the "Honors of War" Table to find a result. A surrender request can result in the request being granted, in a morale effect (expressed as a shift for one side or the other in the Combat Ratio column for attacks during that Turn), or in a Cease Fire (in which event the entire Game-Turn is skipped).

After any surrender offer has been made, provided a Cease Fire has not resulted, the NATO Player may attempt to gain Emergency Reinforcements by rolling on the NATO Emergency Reinforcement Table. Possible reinforcements include half a dozen to a dozen Air Ground Support Points and/or the 10 Jagerbrigade.

After surrender and reinforcements have been checked for, the Warsaw Pact

Player checks supply and moves any of his units he chooses to move. Units which are out of supply (cannot trace a line of supply to a Friendly map edge or airfield) have their Movement Allowance halved. Units may move in any direction(s) up to the limit of their Movement Allowance, but must stop upon moving into an Enemy Zone of Control. Units may exit Enemy Zones of Control only during night Game-Turns. Zones of Control extend into all types of hexes except Urban and Ruin hexes (representing the built up areas of the city and those areas which have been severely damaged by artillery, respectively). Units may pay the full cost to enter each type of terrain on the map or may make use of roads, autobahns or subways to hasten movement. During the Warsaw Pact Player-Turn, the NATO Player may interrupt movement to attempt demolition of bridges which Warsaw Pact units move next to.

After the Warsaw Pact Player has moved all the units he chooses to move that Turn, he may paratroop the units of the 103rd Guards airborne division on the map. As the units of this division are dropped, they are checked for scatter. Units which scatter onto other units or into prohibited terrain (lakes, fires and hexes containing poison gas) are destroyed. The scatter check is made by rolling the dice and modifying the resulting number according to the terrain type into which the unit drops and the proximity of Enemy units. The Survival Table lists the possible results of the check according to dice roll number.

When all movement and paratroops have been completed, combat is executed. Combat is mandatory for units in an Enemy Zone of Control. The units involved in combat are identified and Players may add the strengths of available artillery or air units to each combat situation. Since the combat values of most units are unknown at the start of the game, most combats will involve a certain amount of uncertainty at this point. Once all combats have been announced, the "untried" units are turned over to reveal their strengths and a Combat Differential is calculated (attacker's strength minus defender's strength). This differential is adjusted for supply, morale, gas, and ter-

rain. A die is then rolled, and the resulting number is indexed with the Combat Differential on the Combat Results Table to produce a result for the combat. Results include elimination or retreat of one or more hexes by the losing side or exchange (either even, or with one side losing strength and the other retreating). The defender always retreats or takes losses before the attacker. Units may mitigate the results of combat by declaring "They Shall Not Pass" (standing in the hex they occupy instead of retreating, with a chance that they will be destroyed) or by retreating into an Urban hex and ceasing their retreat therein.

After any combat involving large numbers of artillery/air points, the Phasing Player checks for Collateral Damage. The chance of damage depends upon the amount of artillery/air firepower used against the hex containing the defenders and the terrain in that hex. Whenever damage results, a ruin is placed in the hex, making it easier to defend and harder to move through. Hexes containing petroleum-lubricants (POL) can become death-traps for units, since they produce fire storms when they suffer damage. Units in a hex subject to this effect are destroyed.

The NATO Player then checks supply and moves, conducts combat and checks for damage in the same manner as the Warsaw Pact Player. This sequence of events is repeated for 16 Game-Turns or until the city is occupied, surrenders or the Warsaw Pact Player gives up.

In the Unity scenario depicted in this article, the Warsaw Pact Player has six divisions (four mechanized, including one East German, a parachute division, and an artillery division) and assorted police battalions with which to reduce the city. The NATO Player has one U.S., one British, and one French brigade, plus 36 police companies and the units of the USAE with which to prevent the fall of the city. Victory is based upon the accumulation of Victory Points granted for having units on the map when (not if) the city falls. The number of Warsaw Pact units on the map at this point is multiplied by the VP multiple for the turn in which the city falls. Points are subtracted from the total for those turns in which NATO has interdicted rail communications south of Berlin. ■■

all that remained to complete the final mop-up, however, and those troops were unable to join the 103rd Guards in the north until several hours after midnight, costing the 103rd heavy casualties in combat against the U.S. Headquarters.

By the early morning, all that the garrison could do was to form a hedgehog and hope that the Warsaw Pact offensive had burned itself out. Templehof was still in NATO hands, but what remained of the garrison now held only a small, slowly contracting area of the city, less than twenty by ten kilometers. Berlin had not yet fallen, but it seemed to have little time left.

### **Game-Turn Seven: 6 August, 0400-1200**

The attack was at first pressed on the morning of the 6th, but a few hours after dawn the garrison was offered a ceasefire to negotiate surrender terms. Troop movements were prohibited in the ceasefire agreement, and so forces on both sides gladly took the opportunity to rest after two days of constant combat. Negotiations broke off around noon, but the respite had bolstered the garrison's spirits enough to keep them fighting for a few more hours.

### **Game-Turn Eight: 6 August, 1200-2000**

Despite the ceasefire, the garrison was still exhausted and almost completely unable to provide an adequate defense, even given their much-shrunken perimeter. The line along the Spree in the North collapsed, and in the south the Special Forces detachment finally went down under fire from the 14th Guards. As the 103rd swung East towards Tempelhof through a hole in the line at Schöneberg (1917), the lead elements of a battalion of the 14th Guards headed across Tempelhof's runways toward the control tower. The 4th of the 6th moved to keep them off the northernmost sections of the airfield, but another battalion which had crossed the Teltow just after NATO had abandoned the canal's defense came up behind them and they were overwhelmed. In the west, bits of the Welsh Guards clung to the northeastern edges of the Grunewald (2219) as the western section of the defensive perimeter was surrounded by combined forces from the 19th, 1st East German, and 103rd Guards. By nightfall, what remained of the garrison was pocketed, and the center of the city was under Warsaw Pact control, from the Tiergarten to the Charlottenburg.

### **Game-Turn Nine: 6-7 August, 2000-0100**

With the fall of the city center, defenders knew that they had no chance to recover. A few formations held out in areas scattered across the city, but when a new surrender offer was made just after midnight, the offer was accepted. The city fell early on the morning of August 7, three days after the assault had begun. ■ ■

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

Balkans, at whose heart lies Yugoslavia. The country stood astride Germany's line of communications with its forces in Greece and Crete. When the tide of war turned against the Axis in the Mediterranean, Germany was constantly preoccupied with the fear of an Allied landing on Yugoslavia's Adriatic coast.

So, with the guerrilla war of necessity a military sideshow, the Germans were faced with the problem of waging it as cheaply as possible, but for big stakes. Militarily, the units employed could be put to better use on the major fighting fronts. But strategically, a quiescent Yugoslavia would take some of the pressures off those fronts.

In the final analysis, what the Germans do in the game will not win the big war going on in the outside world. At best, the German Player can duplicate what the Germans historically did in Norway — surrender a relatively intact force when hostilities cease in 1945.

The guerrillas (in the game the brunt of their fighting is done by the Partisans, so mostly hereafter we'll refer to them as such) must keep striking at the German war effort while trying to build an army capable of eventually taking the offensive against the Axis. As we shall see, the first goal is a vital precondition for achieving the second.

Operationally, the most striking factor is the mountainous nature of the country and its overriding effects on movement and combat. To the Partisans, the mountains, which occupy 80% of the country, were both friend and foe. The mountains offered refuge, but not sustenance. Thus, there is a compelling need for the Partisans to come out of hiding and attack to gain recruits, supplies, and self-confidence.

From the Axis standpoint, it was vital in the game to depict the general unwillingness of their forces to prosecute an anti-guerrilla war, and the devastating effects on the Partisans when the Axis occasionally got its act together and mounted large-scale anti-guerrilla operations. Then, too, there were the complications of Italy's surrender, which threw the weight of the campaign onto German shoulders, and the defection of the Bulgarians, which suddenly confronted the Germans with a well-armed enemy on Yugoslavia's eastern frontier.

And, speaking of well-armed enemies, there were, of course, the Soviets. Their appearance late in the game turns what had been a search-and-destroy campaign into a war with defined front lines. How heavily the Partisans rely on Soviet support determines how heavily they will be dominated by Moscow after the war. In game terms, too many Soviets helping for too long can be a mixed blessing.

Then there is Tito himself. His leadership role cannot be underestimated. His presence or absence from the scene had a heavy bearing on the Partisan cause.

The Chetniks are a pestiferous lot who can change sides at the roll of a die. They eventually are doomed to extinction by their

own duplicity. But while they are around, the Chetniks exert a not insignificant influence on the course of events.

Each of the 17 Game-Turns is three months, except for the final one, which includes April and May, 1945. The map depicts all of pre-war Yugoslavia and most of Albania. Units range in size from battalions, or battalion-sized guerrilla cadres, to Soviet corps. On average, though, *Tito* is a brigade-division level game. Most of the 200 counters will be back-printed, so more than 300 individual units will be represented.

The game uses several new techniques which add up to a brand-new system. The map was originally designed for traditional hex-movement. However, preliminary playtesting led Brad Hessel and Joe Balkoski to redraft it to provide for a slightly abstracted movement system based on key geo-military objectives in the occupation zones. This should make for smoother play-mechanics while retaining the realism of movement.

Within the framework of their limited mobility (most Partisan movement was on foot), the Partisans may enter most occupation zones after mid-1941. Axis forces are locked into their respective occupation zones until their operational situation worsens as a result of initial Partisan successes. All told, there are 14 such zones in the game. Some are subdivisions of historical zones, while others represent annexed territory, such as Istria, where Partisan resistance was strong even though technically the fighting was taking place outside Yugoslavia.

In each zone there are displays depicting the location, surrounding terrain, and military value of objectives such as cities, towns and mines. Certain zones also contain displays of the trunk railway (the route of the peacetime Orient Express) over which Germany shipped strategic materials home and supported her forces in Greece and Crete.

The Partisans may attempt to dislodge Axis forces from these sites, or they may assume a less aggressive stance in the virtually inaccessible mountains, which have their own display in each zone.

Partisans are less vulnerable to Axis forces in the mountains, but they do little or no harm to their enemies while there. They can only be attacked there by pre-planned anti-guerrilla operations. Such operations, which can also be launched in other types of terrain, can be very effective, for any combat conducted during them gives the Axis a favorable two-column shift on the Combat Results Table. However, the Axis Player must correctly anticipate where main Partisan forces will be; the operations are planned before Partisan movement but executed afterward. Axis forces not earmarked for such efforts may engage in normal combat after the operations are over. Therefore, it is possible for certain Partisan units to be attacked twice in the same Game-Turn.

Partisans *must* strike at geographical objectives, for it is the only way their rebellion will gather steam. After the appearance of a handful of Partisan units in

*[continued on page 30]*

## TECHNICAL ANALYSIS

# THE TABLES OF BERLIN

## A Perspective on the Probabilities

by R.A. Hammer

Isn't it odd, when you think of it, that the charts and tables that we depend upon so heavily to drive a game are seldom questioned, analysed, or closely examined. We all assume that each and every one is necessary and correct, even when they become absurd and fantasmagorical. About the only time one hears a complaint is in some specific instance where a crucial attack fails at long odds — then teeth gnash and breasts are beaten. So, just to spare your teeth and breast when playing *Berlin '85*...

— Redmond

Since the close of World War II, West Berlin has existed as an island of hope and freedom deep within the boundaries of the Warsaw Pact. The Soviets have periodically tested the will of the Western world to defend her. Today's deterioration of relations between the world's superpowers lends considerable credence to SPI's most recent contemporary creation, *Berlin '85*.

*Berlin '85* simulates a major concerted attempt by the Warsaw Pact to wrest control of this symbolic bastion of the Western world from its NATO and paramilitary police defenders. As a game, *Berlin '85* is a second generation application of the popular operational level combat system first developed for the *Modern Battles* series of simulations. To aficionados of this system, the fundamental mechanics for movement and combat will be familiar. However, there the similarity ends. In order to depict the essence of a modern day struggle for control of a heavily urbanized and resolutely defended area, the system has been expanded to incorporate virtually all the significant factors (short of a nuclear exchange) which could be expected to influence the outcome.

The map is perhaps the most detailed of any yet published for an operational level simulation. It is, in fact, somewhat reminiscent of the style of the *Highway to the Reich* graphics. A wealth of information is presented, ranging from an amazing variety of terrain to such interesting details as the locations of airfields, control towers, the city's subway (U-bahn) system, the "wasser-works," power plants, radio stations, petroleum storage tanks, NATO barracks, and so forth.

Among the new features is the concept of collateral damage, which illustrates the tradeoffs between the use of heavy bombardment firepower and the risk of extensively damaging the terrain in the target hex. More on this later. Also included is bridge demoli-

tion, which may be attempted by the NATO player whenever a Warsaw Pact unit moves adjacent to a bridge. Attacks on petroleum storage locations (POL hexes) run the risk of producing firestorms which ruin the hex, but also destroy any unfortunate defender located therein. The possible use of paratroops by the Warsaw Pact to isolate the hard-pressed and desperately stretched NATO lines is another nice touch. Perhaps the most important of all the expanded features in *Berlin '85*, is the inclusion of the Honors of War Table. As will be seen, this rule can produce dramatic shifts in the morale of both sides resulting from both external political influences and the fortunes of war on the battlefield.

The only optional rule involves the use of poison gas by the Warsaw Pact player. Application of this option seriously unbalances the play and both the developer and

I discourage its use — after all, someday you may find *yourself* sitting on the NATO side of the map!

### Charts & Tables

Although I have merely scratched the surface in describing some of the features of *Berlin '85*, the intent of this article is not to review the game. I would like to explore those often overlooked elements which give a game its unique flavor — namely, the charts and tables. Few, if any, previous games on this scale have attempted to integrate so many factors into the flow of action. The tables, reflecting this design decision, require careful study to ensure effective play.

When I first began playtesting *Berlin '85*, I anticipated finding Custer's Last Stand Revisited, with about the same outcome. However, I was quite pleasantly surprised as play proceeded. Neither side can relax and

### [5.27] TERRAIN EFFECTS CHART

Terrain Type	Movement Point Cost	Combat Shifts	Survival Modifier	Surrender Point Value
Air Control Tower	OT	OT	OT	2
Airfield hex	1	0	+1	1
Autobahn hex	½	OT	OT	-
Barracks hex	OT	OT	OT	2
Bog hex	4	1	0	-
Border hexside	OT + 3	OT + 1	OT	-
Bridge hexside	OT + 1	OT + 1	OT	-
Ferry hexside	OT + 3	OT + 2	OT	-
Forest hex	3	1	-3	-
Industrial hex	1	3	-1	-
Lake hex	1	P	P	-
Objective hex	OT	OT	OT	1
Park hex	2	1	0	-
Road Hex	1	OT	OT	-
Rough hex	2	2	-2	-
Ruin hex	OT + 2	OT + 1	OT	-
Suburban hex	1	2	-1	-
U-bahn hex	2	OT	OT	-
Urban hex	3	4	-3	-
Water hexside	OT + 4	OT + 2	OT	-

OT: Other terrain in hex. A "+" means that the cost or shift is in addition to other costs or shifts for the hex. P: means that the action is prohibited. "-" means the terrain has no Surrender Point Value.

expect a cakewalk. In fact, as we shall soon see, the Warsaw Pact player must be extremely careful to avoid unwittingly playing into NATO's strengths.

After having been victimized on several occasions during early game turns, I decided that more than a casual eyeballing of the various tables was required in order to make effective gaming decisions. In fact, I began to question my understanding of exactly what was required to achieve a victory! As a result of these early experiences, I set about to reformat the tables into a more easily interpreted form upon which to make, hopefully, more intelligent use of each side's strengths and weaknesses.

In order to accomplish this, I chose to determine for each table the probability of each of the various outcomes which could occur in a given situation. Before examining the results, a brief discussion of what probability means in this context, and how it is determined, is in order.

Probability is defined as the ratio of the number of chances that something actually has of occurring to the total number of all possible outcomes. For example, for a six-sided die it is possible to roll one of six results. The probability of rolling a 1 is, therefore, one in six (16.7 percent). If a favorable result can occur by rolling either 5 or 6, the probability of obtaining a favorable result is two in six (33.3 percent).

This concept may be further extended to situations where two dice are used and the results are added together. Here, numbers ranging from 2 (1+1) to 12 (6+6) are possible in 36 possible combinations. Consequently, the probability of rolling, say, a 7 on two dice is obtained by using our definition: a 7 can be obtained by rolling a 1 and a 6 (or vice versa), a 2 and a 5 (or vice versa), or a 3 and a 4 (or vice versa) for a total of 6 possible combinations out of a total of 36 (16.7 percent). When two *consecutive* rolls are required (as on the Honors of War table), the probability of a favorable result occurring on the first roll is multiplied by the probability of a favorable result occurring on the second roll, and is summed with similar results obtained for other favorable combinations. For example, if an 11 (5.6 percent probability) or a 12 (2.8 percent probability) is required on two

dice on the first roll, and a 1, 2 or 3 (50 percent probability) is required on one die on the second roll, the total probability of a favorable result is  $5.6 \times .50$  plus  $2.8 \times .50$ , or 4.2 percent — not very good.

Turning to the analysis of the *Berlin '85* tables, I would like to point out that, in general, the results will be presented from the viewpoint of the Warsaw Pact player, since the majority of the decisions affecting the offensive flow of the game are under his control. The tables which accompany this article present the probabilities in terms of percentages. I have shown results to the nearest tenth of a percent in order to minimize the slight distortions when rounding off. (There are people in this world who get upset when the probabilities do not total up to exactly 100 percent.)

### The Price of Victory

As alluded to earlier, the Warsaw Pact player has his work cut out for him. He may

gain control of West Berlin in either of two ways. He must control all objective hexes within West Berlin (and there are lots of them!), plus all the hexes of the Gatow, Tegel, and Tempelhof airfields (including the Tegel and Tempelhof control towers), plus all NATO barracks hexes. The operative word here is *all*. Alternatively, NATO must surrender via the Honors of War table.

Regardless of which approach is taken, the city *must* fall for any victory points to be awarded to the Warsaw Pact. At this time (if it *ever* occurs), the number of Warsaw Pact non-police units remaining on the map is multiplied by the victory point multiple found on the Game-Turn Record Track. An early surrender of West Berlin is imperative since the victory point multiple decreases as the game turns pass. The Warsaw Pact also may gain 5 victory points for each unit of its reinforcements which are withheld from the map. The only victory points which NATO may receive are for interdicting or occupying

## [19.3] "HONORS OF WAR" TABLE

### Surrender Point Record Track Total

DICE	6...10	11...15	16...20	21...25	26...30	31...35	36...40	41 or more
2	B-2	B-2	B-2	B-1	B-1	B	B+1	B+2
3	B-2	B-2	B-1	B-1	B	B+1	B+2	C-1
4	B-2	B-1	B-1	B	B+1	B+2	C-1	C-1
5	B-1	B-1	B	B+1	B+2	C-1	C-1	C
6	B-1	B	B+1	B+2	C-1	C-1	C	C+1
7	B	B+1	B+2	C-1	C-1	C	C+1	C+2
8	B+1	B+2	C-1	C-1	C	C+1	C+2	S-2
9	B+2	C-1	C-1	C	C+1	C+2	S-2	S-1
10	C-1	C-1	C	C+1	C+2	S-2	S-1	S
11	C-1	C	C+1	C+2	S-2	S-1	S	S+1
12	C	C+1	C+2	S-2	S-1	S	S+1	S+2

**B:** Roll again; 1-3 NATO receives a combat column shift; 4-6 Warsaw Pact receives the shift. **C:** Roll again; 1-3 cease fire takes effect, 4-6 NATO surrenders. **S:** Roll again; 1-3 no effect, 4-6 NATO surrenders. -1, -2: Second dice roll result reduced by indicated number. +1, +2: Second dice roll result increased by indicated number.

**TABLE 1. Surrender Points**

Destroying Enemy Units	WP	NATO
Police	1	1
Military	2	2
WP Paratroops	-	3
Seizing Terrain	WP	NATO
Objective hex	1	-
Airfield hex	1	-
Barracks/Control Tower	2	-

**TABLE 2. Honors of War Probabilities (from Warsaw Pact perspective)**

Outcome	Surrender Point Differential							
	6-10	11-15	16-20	21-25	26-30	31-35	36-40	41+
Unfavorable	56.0	51.3	47.7	45.8	41.7	36.2	29.6	22.6
Null Result	--	--	--	2.3	6.5	12.0	18.5	25.5
Favorable	44.0	48.7	52.3	51.9	51.8	51.8	51.9	51.9
<b>West Berlin Falls</b>	<b>6.0</b>	<b>11.2</b>	<b>18.5</b>	<b>26.4</b>	<b>33.3</b>	<b>39.8</b>	<b>45.4</b>	<b>49.6</b>

the East German railroad line (5 victory points per turn for interdicting and 8 points per turn for occupying) by dedicating one of his artillery units to the sole purpose of interdiction, or by physically moving a unit onto the rail line. The degree of victory (marginal, substantial or decisive) is determined by the difference between the Warsaw Pact and the NATO victory point totals.

Because of the large number of widely dispersed objective hexes and the relatively short time (16 game turns) available to achieve a victory, the Warsaw Pact player cannot realistically hope to fulfill the first set of victory conditions to gain control of Berlin. As a result of this limitation, the overriding objective of the Warsaw Pact forces should be to force a NATO surrender by means of the Honors of War Table. This table, more than any other element of the game, controls the actions of both players, and its interpretation is essential to effective play of the game.

**Honors of War**

The Honors of War Table is undoubtedly the most interesting and the most critical in the game. It is intended to represent the influence of political and military intangibles on the morale of the combatants and, ultimately, to produce a surrender of West Berlin, if the situation becomes sufficiently grave. The table results reflect the relative losses taken by each side (an effect on morale reflected by a one column shift on the CRT for all attacks made in the current game turn), external political maneuverings (the cease fire result), and, of course, the possible final acknowledgement of the futility of further resistance (West Berlin surrenders).

The Honors of War Table operates as a function of the net surrender points amassed by the Warsaw Pact player. These surrender points are awarded for destroying enemy units and for capturing certain objectives (see Table 1). Unit losses taken by the Warsaw Pact subtract from the total, which is why it becomes so important that, whenever possible, the Warsaw Pact player avoid making attacks which involve a significant risk of an exchange result.

The Honors of War table results can be grouped into four categories:

- 1. Results unfavorable to the Warsaw Pact player. These consist of a combat morale shift in favor of NATO or a cease fire for the current game turn. A cease fire is regarded as an adverse result since it deprives the Warsaw Pact of one game turn in which to amass additional surrender points.
- 2. Null result — one which has no effect on either player.
- 3. Results favorable to the Warsaw Pact player. These consist of a combat morale shift in favor of the Warsaw Pact or the surrender of West Berlin.
- 4. West Berlin surrenders. This result is a subcase of (3) and is broken out separately

since it is pivotal to satisfying the Warsaw Pact victory conditions.

The breakdown of the probability of each of the preceding four results is presented in Table 2 as a function of the surrender point differential.

Just what does Table 2 illustrate? The first observation is that under the *best* of conditions (using the 41 + column) only a 50 percent chance exists of a West Berlin surrender occurring on a given game-turn. Consequently, surrender is not at all automatic just because the Warsaw Pact has amassed a large number of surrender points. Because time is of the essence (remember that the victory point multiple is decreasing as the game-turns pass), the Warsaw Pact player must accumulate a large total of surrender points as early as possible in order to allow for the likelihood of needing several attempts to get a surrender result on the Honors of War Table.

A second point to keep in mind is that, in general, regardless of the number of surrender points, a roughly even probability exists of either being hurt or obtaining a null result rather than being helped by invoking the Honors of War Table. (I should point out here that the Honors of War Table is used on a given game turn at the discretion of the Warsaw Pact player only.) Based on this result, in the early game-turns when the sur-

render point differential is low, the last thing the Warsaw Pact player needs is any additional adverse combat column shifts — life is tough enough. Consequently, unless you are a gambler by nature, stay away from the Honors of War Table until a large surrender point differential has been achieved. My own personal preference is to hold out until at least a 31 to 35 point differential exists, preferably more. It makes little sense to me to risk exposure to additional losses unnecessarily.

When one looks at the Honors of War Table, it is always possible to debate the specific probabilities of the various results and their adequacy in “realistically” representing the real world. However, the Honors of War Table works admirably well in game terms by introducing the influence of some of the intangibles surrounding any conflict. In addition, the Honors of War Table adds an interesting element of uncertainty into both players’ planning. This one single feature ensures that *Berlin ’85* will not become a “set-piece” simulation after several playings.

**Combat Results Tables**

Let us now turn our attention to the Combat Result Table (CRT) and some of the factors which must be taken into account during the heat of the battle. The results on the CRT are a function of the combat strength differential (the difference between

**[7.61] COMBAT RESULTS TABLE**

Combat Differential (Attacking Strength minus Defending Strength)												
DIE	-7	-6,5	-4,3	-2	-1	0	+1	+2,3	+4,5	+6,8	+9,11	+12
1	A1	A1	Br	Ax	Ex	Ex	D1	D2	D3	D4	De	De
2	A1	A1	A1	Br	Ax	Ex	Ex	D1	D2	D3	D4	De
3	A2	A1	A1	A1	Br	Ax	Ex	Ex	D1	D2	D3	D4
4	A3	A2	A1	A1	A1	Br	Ax	Ex	Ex	D1	D2	D3
5	Ae	A3	A2	A1	A1	A1	Br	Ax	Ex	Ex	D1	D2
6	Ae	Ae	A3	A2	A1	A1	A1	Br	Ax	Ex	Ex	D1

**D1(2,3,4):** Defender retreats the number of hexes indicated. **A1(2,3,4):** Attacker retreats the number of hexes indicated. **Br:** Both Defender and Attacker retreat one hex, Defender first. **Ae:** Attacker eliminated. **De:** Defender eliminated. **Ex:** Exchange; all defending Strength Points eliminated and an equal or greater number of attacking Strength Points eliminated. **Ax:** All defending units retreat one hex and a number of attacking Strength Points, equal to or greater than the Defense Strength of the defending units, are eliminated. **Note:** See 7.6 for detailed explanation of combat results. Combat at a differential less than -7 is resolved on the -7 column; combat at a differential greater than +12 is resolved on the +12 column.

**TABLE 3. Probability of Attacker Losing a Unit by Suffering and Exchange Result**

CRT Result	Attack Differential						
	-4 or -3	-2	-1	0 thru +5	+6 thru +8	+9 thru +11	+12
Probability of Ex/Ax Result	0.0	16.7	33.3	50.0	33.3	16.7	0.0

**[10.6] COLLATERAL DAMAGE TABLE**

Artillery & Ground Support Barrage and FPF Strength Points						
Park/Rough	7	8	9	10	11	12
Forest/Suburban	6	7	8	9	10	11
Industrial/Urban	5	6	7	8	9	10
DIE						
1	-	-	-	-	-	d
2	-	-	-	-	d	d
3	-	-	-	d	d	d
4	-	-	d	d	d	d
5	-	d	d	d	d	d
6	d	d	d	d	d	d

- = No effect. d = Damage.

the attacker's and the defender's strengths) and, of course, the die roll. In addition, the effects of terrain occupied by the defender, possible collateral damage, the supply status of both the attacker and the defender, the relative morale (from the Honors of War Table), and the optional use of poison gas are integrated into the CRT as cumulative column shifts. The effects of these column shifts are pivotal to planning optimal attacks, defending effectively, and minimizing one's losses.

The CRT is a bloody one. The distribution of exchanges is particularly troublesome and mandates attacking at the highest combat differential in combination with as many favorable column shifts as can be mustered. For example, Table 3 shows that even when attacking at +6 to +8, a 33 percent chance exists of the attacker suffering a loss via an exchange result. The Warsaw Pact player can be seriously damaged when attacking West Berlin police units; particularly when the police are in good defensive terrain. In this case, the elimination of one or two NATO strength points (worth one surrender point) could cost the Warsaw Pact a unit of considerably greater strength (and worth two surrender points). Clearly, this is no way to win a war! The Warsaw Pact problems are compounded by the fact that low strength units, useful in exchange situations, are extremely hard to come by. This necessitates making fewer attacks on a given turn in order to generate the highest possible relative strengths and thereby minimize the high risk of exchanges which exists below +9 combat differentials. The units to be attacked must also be chosen with care to gain, if possible, a favorable combination of column shifts. None of this is easy, and careful pre-planning is essential.

At first glance this disparity in losses may seem unreasonable. Upon reflection, however, the real world costs to an attacker assaulting a stubborn, prepared defender is well simulated. For instance, it is believed that the Soviets estimate that a 10 to 1 ratio of strength in city fighting is approximately

**TABLE 4. Probability of Collateral Damage**

Terrain Type	Barrage/Air Points					
Industrial, Urban	5	6	7	8	9	10
Forest, Suburban	6	7	8	9	10	11
Park, Rough	7	8	9	10	11	12
Probability of Ruin	16.7	33.3	50.0	66.7	83.3	100.0

equivalent to a 3 to 1 ratio in other, more open types of terrain. This result does, in fact, occur in *Berlin '85* because of the successful integration of the CRT with the terrain, supply, and morale effects. The Warsaw Pact player must exercise discretion in selecting his attacks and must anticipate NATO effects on his combat advantage. Clearly, the losses are going to be heavy if indiscriminate attacks are made on a regular basis.

Terrain benefits for the defender range from zero to four column shifts for the terrain within the hex; an additional shift of up to two columns can be obtained if an assault crosses various types of hexsides. The optimal defensive terrain on the map is the urban area which, in addition to a four column shift, is not influenced by enemy zones of control. This prevents the easy elimination of surrounded defenders who are forced to retreat. In addition, it is not possible to cut off the defender's supply at the instant of combat, except by completely surrounding the hex with attacking units — a most inefficient use of one's forces. The benefits of defending in urban hexes give the feeling of having to "dig out" pockets of stubborn resistance in a most realistic manner. Each of the other terrain types conveys its unique characteristics in a similar fashion.

Unit supply status at the time of combat is often crucial to the outcome. When out of supply, the affected unit(s) suffer an adverse two column shift on the CRT. Obviously, putting a defender out of supply can go a long way toward offsetting a strong defensive position or high combat strength. The value of urban hexes, which negate this tactic

in most instances, cannot be overstated for aiding beleaguered NATO units in the later game-turns when mere survival may be in doubt.

Morale is reflected by a one column shift on the CRT which may result from using the Honors of War Table (at the discretion of the Warsaw Pact player).

The optional use of poison gas by the Warsaw Pact seriously tilts the game in its favor and is not recommended. In any event, the use of gas — moral and practical issues aside — should not be taken lightly, since victimized opponents generally have long memories!

Among the new features is the concept of collateral damage, which simulates the effects of heavy bombardment on various types of terrain. Basically, as the number of barrage and air support points used against a specific target hex increases, so does the likelihood of collateral damage (i.e., ruin). The resulting movement penalties and defensive combat bonuses retard the Warsaw Pact advance, since only he has sufficient bombardment resources to inflict collateral damage. Table 4 presents the probability of inflicting collateral damage on various types of terrain. The figure can be used as a guide when deciding whether to commit to a heavy bombardment of a specific hex. Since collateral damage is a two-edged sword, the temptation to "load up" against targets indiscriminately (which prevails in some similar games) should be tempered a bit.

Table 5 summarizes the possibilities of NATO reinforcements. A glance at the table confirms the futility of NATO merely trying

**[17.3] REINFORCEMENT TABLE**

DIE	Result
2-5	No reinforcements
6-10	No effect
11	Air Support
12	Air Support and Jager brigade

See 17.1 for explanation of Reinforcement Table results.

**TABLE 5. Probability of NATO Reinforcements**

**Probability of Given Outcome**

27.8	Reinforcements lost for remainder of game.
63.9	No effect (future reinforcements are possible).
5.6	NATO Air Support only.
2.8*	Jagerbrigade dispatched plus NATO Air Support.

\*There is a 0.9 probability of the Jagerbrigade's safe arrival, a 1.4 probability of losing 14 Surrender Points, and a 0.5 probability of aborting.

**TABLE 6. Paratroop Landing Probabilities**

Terrain Type	Destroyed	Scattered	Total
Airfield	0.0	8.3	<b>8.3</b>
Park, Bog	0.0	16.7	<b>16.7</b>
Suburban, Industrial	2.8	25.0	<b>27.8</b>
Rough	8.3	33.0	<b>41.6</b>
Forest, Urban	16.7	41.7	<b>58.4</b>

**TABLE 7. Paratroop Landing Probabilities in Enemy Zone of Control**

Terrain Type	Destroyed	Scattered	Total
Airfield	7.0	20.8	<b>27.8</b>
Park, Bog	13.9	27.7	<b>41.6</b>
Suburban, Industrial	23.7	34.7	<b>58.4</b>
Rough	35.2	37.1	<b>72.3</b>
Forest, Urban	48.7	34.7	<b>83.4</b>

**[18.5] SURVIVAL TABLE****DIE Result****1** Unit destroyed**2-4** Unit scattered**5-12** Safe Landing

See 18.6 for modifiers to Survival Table die rolls.

One final, rather obvious, point regarding use of the Reinforcement Table. Refrain from using the table on night turns, since any air support which you might get cannot operate at night! Effectively, you are exposing yourself to the 28 percent chance of losing the West German reinforcements forever with only a one percent chance of getting any useful assistance at all, and *no* air support — a bad risk in anyone's book.

**Paratroops**

The last area I would like to touch upon is the use of the Warsaw Pact paratroops. Before committing these units, a careful balancing between usage and cost must be reached, a situation which is ever present in *Berlin '85*. Withholding the paratroops from the map is worth 5 victory points per unit. Committing the paratroops is fraught with risks which begin with the decision of whether to airland them at a friendly airfield or to paratroop them behind NATO lines. Airlandings involve no losses. However, much of the usefulness of the paratroops is lost since they are undoubtedly entering the fray on the friendly side of the front lines. Paratroops, on the other hand, involve possible losses just getting on the map.

If the decision is made to paratroop the units, careful consideration must be given to the terrain into which they are to drop. The Survival Table is referred to for each unit and, like the forward pass, three things can happen, two of which are bad. A unit may: (1) land safely, (2) scatter into an adjacent hex; or (3) be destroyed. Landing in an enemy zone of control further increases the possibility of sustaining losses.

Table 6 summarizes the probabilities of paratroops being destroyed or scattered during the drop into various types of terrain. The additional effects of landing in an enemy zone of control are shown in Table 7. (For those purists out there, Table 7 also includes the possibility of a unit scattering on top of an enemy unit, thereby being destroyed. I assumed that only one such hex existed within a scatter zone.) It is clear from these tables that drops into built-up or rough hexes should be avoided unless a desperation attack is absolutely your last hope.

In general, it has been my experience that the withholding of the paratroops for victory point purposes is the most productive

use for them since the Warsaw Pact units already committed to the map can usually keep NATO backing up without additional assistance. In addition, most of the potential drop areas threaten significant casualties before the paratroops ever engage the enemy. (Besides, by withholding these units you are able to prolong your opponent's mental torment — a most satisfying prospect, indeed.)

As can be seen, *Berlin '85* is fraught with challenges and suspense for both sides. Properly played, the outcome is in doubt until the final turns. Hopefully, the above sampling will whet your appetite to explore the situation more fully and reach your own conclusions concerning how best to conduct the battle for Berlin. ■ ■

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to hold out until the West German Jaeger-brigade arrives. Although it appears that a whopping 3 percent chance exists of the reinforcements arriving, a second die roll is also required. This die roll has a 50 percent chance of the brigade being intercepted and destroyed in the air (14 surrender points to the Warsaw Pact), a 17 percent chance of aborting (lost for the game) and only a 33 percent chance of actually arriving safely. These probabilities, combined with the 3 percent chance on the reinforcement table, result in only *one chance in 100* of any reinforcements ever becoming available to the hard-pressed NATO forces in Berlin. Likewise, the NATO forces cannot even realistically hope for air support more than once or twice per game. NATO moral: minimize your losses, use the most favorable defensive terrain, keep in supply and avoid costly counterattacks, all of which are easier said than done.

Since you *must* lose units, try to sacrifice the West Berlin police units in hard-fought delaying tactics in order to minimize the surrender points which the Warsaw Pact will inexorably amass as the struggle continues. It is important to realize that NATO's best hope is to keep the Warsaw Pact from quickly piling up a high total of surrender points. Keep in mind that as long as you have viable units on the map, and Berlin has not surrendered, the Warsaw Pact player is at the mercy of the Honors of War Table — and your willingness to provide him with surrender points. Sacrificing police units (at one surrender point per unit), while delaying the advance, is the most effective means of keeping him on the low side of the Honors of War Table. Hold out as long as possible — after all, maybe the U.N. will intervene with a strong condemnation. That would fix 'em, eh?

## OPERATIONAL ANALYSIS

# ROUGH GOING IN '64

## A First Look at *Drive on Washington*

by Gary Gillette and Alexis Turkalo

This time we're pretty quick off the mark — getting an article written before a game is actually published so that it can appear in the same time frame as the game. Along with *Pea Ridge*, *Drive on Washington* is part of our series, Great Battles of the American Civil War, in which all of the games are based on the ever-popular *Terrible Swift Sword* system. If you folks buy these items, we'll continue and do an entire shelf-full (witness *Wilson's Creek* in the upcoming issue of *S&T*).  
— Redmond

The simulation of the Battle of the Monocacy in SPI's recently-published *Drive on Washington* presents the opposing players with many of the same problems that faced Generals Early and Wallace in the event. As in most Civil War battles, confusion was the order of the day as the outnumbered Union forces attempted to delay the battle-weary veterans of Early's command so that reinforcements could be sent to man the defensive positions around Washington, D.C. So that confusion is not the order of the day for the players of *Drive on Washington*, two battle-weary playtesters of the game here offer some pointers on strategy and tactics of this little-known battle as represented by the game.

The aspect of the game that makes it most interesting is the relative vulnerability of the two forces; both players are presented with tough problems and hard decisions, yet both are so weak in key areas that disaster is always a distinct possibility. This analysis is reflected by the outcome of the actual battle. Although Early managed to smash the Union and force a general retreat late in the day, Wallace had sufficiently delayed Early to allow Grant to send troops to Washington. Further, Early's command was severely weakened by the battle and probably could not have overcome the capital's defenses even if they had not been reinforced. While Early had caused great consternation in the North, he had reached the zenith of his campaign at the Monocacy and would pose little threat from that time onward.

A comparison of the relative strengths and weaknesses of the Union and Confederate forces in *Drive on Washington* is illuminating. Major General Lew Wallace, nominally in command of the 1st Separate Brigade and Ricketts' division, is on the defensive and has only to stop the Confederates from crossing the Monocacy and/or clearing the Washington Pike before

the end of Game-Turn 15 in order to be assured a victory. Though his troops are fewer in number than the enemy, his units are larger, his morale is much higher, his ammunition resupply is adequate, his subordinate commanders are effective (as is Wallace himself), his weapons are good (some of his units are armed with Colt repeaters, and he has three highly effective mountain howitzers), and the terrain plus the entrenchments at Monocacy Junction ensure that any Confederate attack will be costly. Moreover, the river can be crossed only at five sites — the Stone Bridge, Crum's Ford, the Railroad Bridge, the Wooden Bridge, and the "hidden ford."

With all these advantages, what is the problem? Simply this: Wallace has too few units to adequately guard all the potential crossings, so he is extremely vulnerable to being flanked, surrounded, and destroyed in detail. If even one Confederate division can cross the river in force, the defenders can find themselves in a disastrous position.

By contrast, the Confederate units of Lieutenant General Jubal Early seem to lack all the requisite factors for a successful attack. The Confederate regiments are low in strength and have equally low morale, their weapons are poor (several regiments are armed with smoothbore muskets), their ammunition resupply is very limited, and their leaders and commanders are of low caliber (reflected by the rules for Confederate Limited Initiative and the low Brigade Combat Effectiveness ratings for the Confederate commands). The only significant advantages that the Confederate player possesses are his greater number of units and his consequent ability to threaten the Union positions at more points than can be effectively defended. Given these parameters, the Confederate player may find that his performance improves greatly with repeated playings of *Drive on Washington* — a blowout in his first game or two is not necessarily indicative of the actual game balance when more experience has been acquired.

### Set-Up and Initial Considerations

Since the Union player does not know the Confederate plan of attack, he must guard both Crum's Ford and the Stone Bridge with substantial numbers of troops from the 1st Separate Brigade. Fortunately, this is made possible by the presence of two leaders for the brigade, Brigadier General Tyler and Lieutenant Colonel Clendenin. He should place the 1st Maryland Regiment at

one of the above crossings (with either Tyler or Clendenin stacked with the regiment) and place the 149th Ohio Regiment at the other crossing with the remaining leader. The presence of these units in the crossing hexes (1530 and 0739) makes it relatively unlikely that the Confederate player can successfully melee across the ford or the bridge due to the high strengths of these regiments, and the possibility of a rout is reduced to almost zero by their high morale and the presence of the leaders. This latter point is especially true if the Union player stacks the 144th Ohio with the 1st Maryland.

The rest of the 1st Separate Brigade should be distributed between the ford and the bridge according to the perceptions of the Union player as to the likely attack points. The 159th Ohio Cavalry Regiment and the Loudoun Rangers are excellent choices for a mobile reserve which can be rushed to either the ford or the bridge according to the Confederate threat. In fact, these units can be switched between the two crossings with ease at any time during the game. The Union player has no choice in the deployment of the regiments in Ricketts' division except for their arrangement in the entrenchments at Monocacy Junction.

Once again, a regiment with a morale of "5" and a high strength should be placed in the crossing hexes at the Junction, stacked with a leader for insurance (the 106th New York Regiment and the 110th Ohio Regiment are ideal choices for these assignments). Ricketts, Truex, or McClennan should be placed in hex 1917 and Major General Wallace in hex 2214. It is highly advantageous to the Union to burn the Wooden Bridge as soon as possible after the start of the game, as this reduces the number of possible crossing points and frees troops for the eventual defense of the wheatfield.

Placing Wallace in hex 2214 exposes him to possible Confederate fire until the bridge is burned, but this small risk is outweighed by his effect on increasing the die roll range for burning the bridge. Once this is accomplished, Wallace can be moved to a safer location, although he is usually needed in the Monocacy Junction area later in the game when the fighting is at its peak.

The Confederate player must decide before the game how he will execute his attacks across the river and position his units accordingly. Rodes' Division can force a crossing at either the Stone Bridge or at Crum's Ford at high cost, but it cannot do both. Ramseur's Division can attack across

the Railroad Bridge or Crum's Ford. Having Rodes and Ramseur attack at separate crossings keeps the Union player from concentrating his forces; it also means that the attempted crossings will almost surely result in heavy casualties to the assaulting brigades and the probable loss of Brigade Combat Effectiveness for most of the brigades in Rodes' and Ramseur's Divisions.

Combining these two divisions at Crum's Ford allows one to be held in reserve to exploit any crossing that is made with relatively fresh troops; however, it also allows the Union player to mass his powerful units at Crum's Ford and leave only token forces at the Stone Bridge and the Railroad Bridge.

Attacking at Monocacy Junction with Ramseur's Division should be coordinated with Gordon's attack through the wheatfield to put maximum pressure on Ricketts' division. Whatever plan is selected, the Confederate player should attempt to disguise his intentions for as long as possible from the Union player by detaching brigades from Ramseur's and/or Rodes' Divisions to demonstrate in front of the other crossing points which he will not attack. Once the Union player accurately divines the Confederate plan of attack, though, these detached brigades should be returned to their command so that Confederate Limited Initiative does not take effect any earlier than necessary for these divisions.

The Confederate artillery batteries should be massed at one location in order to have maximum effect. This can be either at the Monocacy Junction or at Crum's Ford. Since the Confederate ammunition supply is limited, the artillery should probably be used against Union infantry regiments and not be used in counter-battery roles. When properly positioned on the hills east of the Monocacy River, Union artillery is relatively invulnerable to counter-battery fire, and it would be a waste of valuable ammunition for the Confederate player to engage in it.

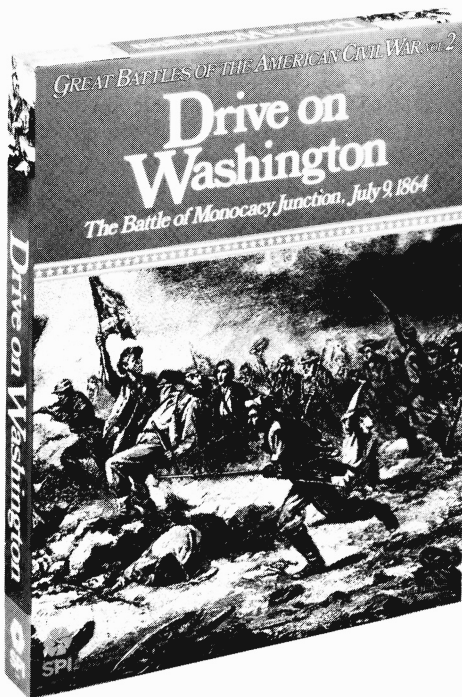
### General Early and the First Confederate Moves

Because of the location of General Early's arrival, the Confederate player should activate Rodes' Division first, then Ramseur's Division, and lastly Gordon's Division. To activate these divisions in any other order would just stall the eventual Confederate attack in the north at the Stone Bridge or at Crum's Ford. By the time Early activates Gordon's Division, McCausland's cavalry should have found the ford; if not, Early should be immediately sent to aid in the search. Once this "hidden ford" is discovered, McCausland's units should be sent in a wide flanking maneuver around the Union lines to threaten the rear of the entrenchments at Monocacy Junction and to look for stray artillery batteries and supply wagons to capture. These cavalry units are also very helpful in surrounding the Union line of defense at the wheatfield.

If Ramseur's Division has been sent to attack across the Railroad Bridge, it should

do so simultaneously with Gordon's advance through the wheatfield and McCausland's rear-area harassment. If this plan is well executed, Truex's and McClennan's Brigades should be overwhelmed and the Washington Pike cleared. The real problem here is time; all of this must be done before the end of Turn 15. It is not critical that Rodes cross the river in the north if this happens, but he must pin all the units of the 1st Separate Brigade at either Crum's Ford or at the Stone Bridge. Any Union reinforcements sent from the 1st Separate Brigade to the Monocacy Junction can prevent Gordon and Ramseur from succeeding. If Ramseur's Division is sent to Crum's Ford, then either Ramseur or Rodes must force a crossing of the river in order for Gordon to succeed.

The Union player's position in the early stages of the game is basically reactive: he must discern the Confederate plan of attack and shift his troops to the most threatened areas. He can do little about McCausland's flanking maneuver, since he will not have enough units to prevent it unless he can send some regiments from the 1st Separate Brigade south to help Ricketts' division.



The Union artillery batteries should be located in only four hexes during the game — 0638, 1329, 1819, and 1914. These hexes are ideally positioned so that the artillery can pour devastating short-range fire over the heads of the Union troops below into any Confederate troops massing to cross the river or already across the river. The only time that the artillery should be located elsewhere than these hexes is when the Union is flanked or when the artillery is threatened with capture by McCausland's cavalry. The Union artillery can be shifted from one position to another with some difficulty if the Union player can identify the main Confederate attacks soon enough.

Other than these reactions, the only major decision for the Union player is where he

should set up his defensive line to protect the Washington Pike from Gordon. While the tactic of sending a brigade into the wheatfield to set up a forward defense at the stream and fence in the 26xx hexrow (or at the "hidden ford" itself) is appealing, it usually results in a total loss of this brigade to Gordon's Division without seriously delaying the Confederates. This is due to the ease with which McCausland can encircle such a defensive position while Gordon launches a frontal attack.

The best place to set up a defensive line is along the stream and fence at the east edge of the wheatfield and in hex 1907. This forces McCausland to circle far to the south to flank the Union line. More importantly, it allows the defense to use the entrenchments in hexes 2214 and 2314, where a last-ditch stand should be made when Gordon overruns the defensive line, since these entrenchments qualify for masking the Washington Pike if units remain in them.

The most serious drawback to such a defensive line is that Ramseur's troops and/or the Confederate artillery at Monocacy Junction can enfilade this line from across the river. Unfortunately, the Union player will have to live (or die) with this since it is unavoidable. Because of Wallace's special abilities, he should be positioned with the Union troops at the point of greatest pressure. This will usually mean that he will end up with the troops defending along the edge of the wheatfield.

### Non-Conclusions

Once the Confederate player puts into action his attack plan and the Union player re-allocates his units, the course of the game is determined for better or worse for each side. Fierce fighting will always accompany any Confederate attack, since the critical hexes fought over are so few. Confederate fire at Union units in entrenchments is largely ineffective unless concentrated in large volumes; in general, artillery fire by itself will have no effect on units in entrenchments.

Confederate crossings at bridges and fords can be attempted in two ways. The attacker can mass his units in front of the Union units across the river, take his casualties from the Union rifle and artillery fire, and hope that enough of his units remain at the end of the turn to successfully melee across the bridge or the ford. Alternatively, the Confederate can mass his units at two-hex range from the defenders and attempt to weaken them sufficiently by exchanging fire until he can rush them late in the game.

Early should be sent to the first division to reach Limited Initiative so that its attack does not stall. When a second division reaches CLI, the Union position must be seriously weakened, or else the Confederate attacks will fail. The Union player must fight to the death for the crossing hexes and for the Washington Pike or else he will find himself decisively defeated by the Confederate player.

If both players play with skill and tenacity, the battle will result in heavy casualties, but the outcome will probably be in doubt until the last turn of the game. No conclusions about the result of most individual games can be reached, since the outcome depends on the relative skill of the players battering each other over a few precious hexagons. That is what makes *Drive on Washington* so fascinating and such a tense game and excellent simulation.

### Extra Scenario and Optional Rules

While *Drive on Washington* represents the actual forces engaged in the Battle of Monocacy, there were other units potentially available for combat that were not committed to the battle. On the Union side, several regiments of Ricketts' Division were expected to arrive throughout the day of the battle, and this kept Wallace wondering and worrying. On the Confederate side, General Breckenridge's motley command of troops was held in reserve guarding the Confederate supply trains, but it could have been committed to action by Early. To represent these forces, the following Order of Battle is listed and the following special rules are suggested. It should be noted that this scenario has not been playtested and the commitment of these troops on either side could drastically alter the balance of the game.

#### Union Order of Battle

(the "missing" regiments of Ricketts):

6th Maryland Infantry/McClennan's Brigade/  
R4-Strength/4-Morale.

67th Pennsylvania Infantry/McClennan's  
Brigade/R4-Strength/4-Morale.

122nd Ohio Infantry/McClennan's Brigade/  
R5-Strength/4-Morale.

#### Special Rules for Union Reinforcements

1. The 122nd Ohio Infantry Regiment has a strength of "5" only when combined with the 122nd Ohio Regiment already on the map. Otherwise, the reinforcing unit has a "3" strength counter placed under it (this represents 3 companies of the regiment that had gotten separated somehow in the move to the Monocacy). Both units of the 122nd may operate separately on the map, but the Union player may combine them at any point in which they occupy the same hex during the Union final Command Phase. If either unit is routed, combination may not occur. If either unit has taken losses before combining, the strength of the combined regiment is correspondingly reduced. Once combined, they may not be separated.

2. If the Union reinforcements are received, the Brigade Combat Effectiveness Level of McClennan's Brigade is changed from 9 of 15 to 16 of 26 Strength Points lost or out of ammunition.

3. The Union reinforcements are received on the next turn after Game-Turn 9 in which the Union player has successfully rolled the die for them. The Union player may roll one die in his final Command Phase starting on Game-Turn 9; on a die roll of "1," the Union

reinforcements enter in the next Union Movement Phase on hex 0105 in column formation. Alternatively, the Union player may delay the entry of these reinforcements once he has received them. If he delays their entry by two turns (i.e., three turns after the successful die roll), they may enter in hex 0123, 0134, or 0138.

#### Confederate Order of Battle

(for Breckinridge's command):

Major General J.C. Breckinridge/2-Command  
Points.

Brigadier General J. Echols/4-Command  
Radius/1-Rally Point/(4)-Promotion  
Rating/Echols Replacement/3-Command  
Radius/0-Rally Point.

22nd Virginia Infantry Regiment/Echols/R3-  
Strength/4-Morale.

23rd Virginia Infantry Regiment/Echols/R3-  
Strength/4-Morale.

26th Virginia Infantry Regiment/Echols/R2-  
Strength/4-Morale.

Brigadier General G.C. Wharton/5-Command  
Radius/1-Rally Point/(5)-Promotion  
Rating/Wharton's Replacement/3-Command  
Radius/0-Rally Point.

45th Virginia Infantry Regiment/Wharton/R3-  
Strength/4-Morale.

51st Virginia Infantry Regiment/Wharton/R3-  
Strength/4-Morale.

30th Virginia Infantry Battalion/Wharton/R1-  
Strength/4-Morale.

Brigadier General J.C. Vaughn/4-Command  
Radius/1-Rally Point/(3)-Promotion  
Rating/Vaughn's Replacement/3-Command  
Radius/0-Rally Point.

Dismounted Cavalry Detachment/Vaughn/R3-  
Strength/3-Morale.

Dismounted Cavalry Detachment/Vaughn/R2-  
Strength/3-Morale.

Dismounted Cavalry Detachment/Vaughn/R2-  
Strength/3-Morale.

(Note: The Confederate player should assign an arbitrary identification number to the three detachments of Vaughn's Brigade in order to differentiate them.)

1. The Confederate Limited Initiative rating for Breckinridge's command is "4."

2. The Brigade Combat Effectiveness ratings for the Confederate reinforcements are as follows: Echols-4 of 8, Wharton-4 of 7, Vaughn-3 of 7.

3. In this scenario, Breckinridge's units are placed on the Harper's Ferry Road in column formation anywhere north of hex 3518 at the start of the game. These units may not be moved unless the Union player crosses the Monocacy River or the Confederate player successfully rolls a die to commit them. The Confederate player may roll a die to attempt to commit Breckinridge's troops during any Confederate Final Command Phase after which at least one Confederate division has reached Confederate Limited Initiative. If only one Confederate division has reached CLI, a die roll of "1" or "2" successfully commits Breckinridge's command. If two Confederate divisions have reached CLI, a die roll of "1" through "4" commits Breckinridge's command. If three Confederate divisions have reached CLI, then

Breckinridge's command is automatically committed.

4. The die roll to commit Breckinridge's command is optional at the discretion of the Confederate player. Once he attempts a first die roll for commitment, though, he must continue to roll the die every Confederate final command phase.

5. Breckinridge's units may be moved in the next Confederate Movement Phase after commitment.

6. There is a penalty in victory points for attempting to commit Breckinridge's command. This penalty is three points per turn remaining in the game after a successful die roll for commitment of these reinforcements.

7. If Breckinridge becomes a casualty, he is not replaced.

8. If Early becomes a casualty, Breckinridge is promoted and replaces Early and Breckinridge is not replaced.

9. If both Breckinridge and Early are casualties, use the standard rules for promotions.

10. Breckinridge's command has no division commander. Breckinridge himself may be used like Early (i.e., lend command points, rally units, and negate CLI), but only for the units in his command and for Gordon's Division. Breckinridge may not function in any way with Ramseur's or Rodes' Divisions.

11. The commitment of Breckinridge does not change Early's capabilities in any way except that Breckinridge and Early may not both lend command points to the same commander in the same turn.

12. Once committed, Breckinridge's units are counted normally for victory purposes. If they are not committed, they do not count in Confederate victory point calculations.

#### Optional Rules

Several of the sources used for *Drive on Washington* disagree on certain points. At least three of these sources, including the *Official Records*, have different Orders of Battle for the Union artillery units than represented in *Drive on Washington*. Thus, if both players agree, the Order of Battle for Union troops should be modified as follows. All optional rules should be used together.

1. The 9th New York Heavy Artillery Regiment should be deleted from the game as artillery and a counter for its deployment as infantry should be made to read: 9th New York/McClennan/R3-Strength/4-Morale.

2. If the 9th New York is used as infantry as above, the BCE rating for McClennan's Brigade become 11 of 18. If the Union reinforcements are later received, McClennan's Brigade BCE rating becomes 18 of 29.

3. According to both Captain Alexander (the commander of the Baltimore Battery) and General Wallace, the Baltimore Battery had only 6 guns instead of 8 as in the game. Therefore, if both players agree, change both the Baltimore Md. Battery A and B to 3 guns each.

[continued on page 21]

## **"SO PROFUSE WAS THE FLOW OF BLOOD..."**

### **Historical Overview**

By mid-June of 1864, with Federals before Petersburg, Lee needed to force Grant into either letting up some pressure in that area, or to lure him into rash Cold Harbor-like assaults there. On June 28; Major General Jubal Early, with the II Corps of the Army of Northern Virginia, left Staunton, in the upper Shenandoah Valley, with instructions from Lee to cause, by threatening Washington, as much consternation as possible among Federal authorities. By 2 July, Early was already at Winchester, in the lower Valley, driving in feeble opposition under Major General Franz Sigel, who retreated into Harper's Ferry.

July 3-5 was spent demonstrating against Harper's Ferry, collecting food, awaiting a shipment of shoes (!) and preparing to cross the Potomac. On 5 July, Early crossed at Shepherdstown, bypassing Harper's Ferry, which was too strong to take. From 6 to 8 July, he moved into Hagerstown, through the passes in Catoctin Mountain and on into Frederick, Maryland, only two days march from Washington.

McCausland's cavalry command levied \$20,000 on Hagerstown as reparations for Federal depredations in the Valley by Major General David Hunter earlier that summer. The Confederates demanded a further \$200,000 from Frederick.

By the 8th of July, Washington was in an uproar because of the raid, as it was then unclear whether Early's force was a substantial part, or only a small portion, of Lee's Army. On this day, the only thing blocking the Confederates' way on the banks of the Monocacy River was a pick-up brigade under Major General Lew Wallace, plus the timely arrival of a division from the Petersburg lines.

Wallace had a difficult assignment: with a force of Maryland militia and other garrison troops from Baltimore and Washington (some outside his technical jurisdiction) plus one battery, he was expected to delay a corps of seasoned veterans. Fortunately for him, a division from the VI Corps of the Army of the Potomac, commanded by Brigadier General James Ricketts, had embarked on 6 July from the Petersburg area and arrived in Baltimore on the 7th and 8th. Ricketts, not finding Wallace there, had the initiative to commandeer rail transportation and to rush his command to the Monocacy River just in time to man the entrenchments guarding the main crossings on the evening of the 8th. (Several regiments did not arrive in time

to take part in the battle; this was a source of some consternation to Wallace throughout the next day — something of a repetition of the situation he had put Grant through at Shiloh two years earlier!) There, Wallace made his arrangements for the next morning's assault he knew would come, as the Confederates were already driving his Maryland Brigade through Frederick toward the river.

The Maryland (First Separate) Brigade, under Brigadier General Erastus Tyler, was to guard the crossings on the north (right) end of the line. For this purpose, Wallace could spare him only half of the Baltimore (Md.) Battery, three 3-inch rifles. Tyler was told to hold the crossings to the Baltimore road at all hazards, as that was where the Federals would have to retreat. Wallace believed, quite correctly, that Early would throw his main assault at the Union left, in order to get on the main road to Washington. He knew that he could not stop Early, but wanted to delay his advance for at least half a day to keep him from getting 15 miles closer to Washington by nightfall.

Lt. Colonel D.R. Clendenin's small brigade of cavalry was given the impossible task of not only skirmishing with the Rebels fanning out from Frederick, but also watching the fords below Monocacy Junction. Ricketts, with his veterans, was to entrench himself at the Monocacy Junction crossings (the wooden bridge and the iron railroad bridge) and to contest the main assaults. He was given the other half of the Baltimore (Md.) Battery (three 3-inch rifles) for support, while there was one 24-pounder howitzer set up by a blockhouse at the eastern end of the wooden bridge to cover the approaches to the bridges. Captain F.W. Alexander, commander of the Baltimore (Md.) Battery, reported that an additional (12-pounder) "mountain howitzer" was also dragged away in the subsequent retreat, but where it was used is unknown. This mountain howitzer was not mentioned in Wallace's report, while Rickett's report has been lost.

Early on the 9th of July the Confederates moved out of Frederick. A portion of the Rebel command remained in the city in order to collect the \$200,000 in reparations. The rest of Early's infantry fanned out beyond the city toward the crossings of the Monocacy River. On the outskirts of the city, they met Federal skirmishers supported by a section of guns, which they steadily pushed toward the river. Early had most of his command deploy in line of battle, with Rodes' division heading toward the stone bridge on the Baltimore road, Ramseur's toward the main crossings on the direct road to Washington at Monocacy Junction, and

Gordon's division searching for a way to cross lower down the river to outflank the entrenchments which were found covering the Junction. Sixteen pieces of artillery supported the Confederate right, and were soon engaged by the howitzer at the main crossing, plus some smaller guns. Breckinridge's command, with the trains, was in the rear between Frederick and the Junction.

Early's division commanders found themselves much delayed in finding easy crossings, due to vigorous Federal skirmishing, so Early had to make an examination in person to find a crossing from which to flank the enemy position. While he was engaged in this reconnaissance, he discovered McCausland (whose cavalry had just arrived from the Hagerstown and Catoctin Mountain area) in the act of crossing the river with his brigade about 9:30 at a ford below Monocacy Junction. As soon as he crossed, he dismounted his men and advanced rapidly against the Union left held by part of Clendenin's cavalry, which was soon reinforced by part of Rickett's division (McClennan's brigade). Orders were immediately sent to Major General John C. Breckinridge to move up rapidly with Gordon's division to McCausland's assistance. Major General John B. Gordon crossed about 10:30, overrunning the forces which were manning Wallace's first line of defense at the advance fence.

The Confederates had a great deal of trouble keeping their brigades in formation due to bales piled around in the fields they had to cross. In addition, the fences crossing the fields were difficult to traverse. When units tried to climb the fences, they sustained heavy casualties. Gordon was temporarily stalled. He succeeded in reforming his division in a patch of heavy woodland in the middle of the fields after driving the defenders from the first fence. He then carried out a series of assaults on the second fence line, but this time most of Ricketts' division had been diverted to the Union left, stiffening resistance.

The second fence was fiercely contested, along with the little stream behind it, to the point that Early wrote, "So profuse was the flow of blood from the killed and wounded...that it reddened the stream for more than one hundred yards below." The pressure on the Union position on the left was too much, for in addition to Gordon's attack, Confederate artillery posted near the Junction, west of the river, had devastating enfilade fire on the Federals at the fences. Echols' division, the other half of Breckinridge's command which had been left to guard the trains, was ordered up during the engagement but was not needed.

[continued from page 19]

Ricketts had to order most of his other brigade (Truex's) out of the entrenchments in order to stem Early's assaults, forcing Ricketts to order the burning of the wooden bridge across the river around 1:30 (stranding some of his own skirmishers on the west bank), but it was too late, and the pressure too great. Wallace, around 4:00, ordered Ricketts to withdraw his division northward to the Baltimore road for a general retreat to that city. This uncovered the railroad bridge, allowing Ramseur's division to cross. The Federals lost a substantial number of prisoners in this withdrawal, but no guns were lost. Their casualties were reported as 98 killed, 594 wounded and 1188 missing out of a total strength of 8750 on the field. They had delayed the Rebels for eight hours.

Early reported his losses between 600 and 700, out of about 8,000 engaged, but this is subject to serious dispute, as Gordon had reported at least that many casualties in his division alone, in the furious assaults across the fields and fences on the Federal left.

Tyler's First Separate Brigade, having kept Major General Robert Rodes from forcing a crossing at the stone bridge, acted as the rear-guard during the retreat to Baltimore.

Rodes finally crossed, snaring some of the rear-guard. Early did not pursue, but spent the rest of the evening caring for wounded, burying the dead, bringing his trains over the river and preparing for the forced march towards Washington the next morning. The Rebels never got their reparations from Frederick, but did find an ample supply of a great delicacy — ice cream — upon which they proceeded to gorge themselves.

Early was in front of Ft. Stevens, a few miles north of the Capital, two days after the battle, on the 11th. Reconnaissance soon told him that the rest of the Federal VI Corps had arrived in the Washington lines, as well as the XIX Corps, also just arrived from New Orleans after being diverted from the Virginia Peninsula.

Early decided to withdraw to Virginia, his mission partially accomplished: he had diverted Union forces from the vicinity of Richmond-Petersburg, thus relieving some pressure there. However, the Federals were now dead serious about eliminating the possibility of this type of raid in the future. Wright's VI Corps, Emory's XIX Corps, and Hunter's former command (the future VIII Corps) now arriving in the Harper's Ferry region, under George Crook, were soon to become the Army of the Shenandoah under General Phil Sheridan. ■■

4. Also according to both Alexander and Wallace, the Union had a 24-pounder howitzer located in the trenches at the end of the Wooden Bridge. If agreed upon by both players, make a counter for one 24-pounder and place it in hex 2214 with crew at the start of the game. However, this howitzer has no limber and cannot be moved unless a limber is sent from either the Baltimore Md. A or B. The limber must move from the Baltimore Md. unit, sending it to hex 2214 before the 24-pounder can be limbered and moved. A counter must be made for this limber. Sending such a limber does not affect in any way the movement of the Baltimore Md. A or B.

5. The counter for the 24-pounder is an HB 1. The chart for its attack strength and range can be taken from *Bloody April* or the chart for the Mountain Howitzers in *Drive on Washington* can be used as they are essentially the same.

#### Erratum

The 81st Pennsylvania Infantry Regiment should be labeled the 87th.

#### Notes on Research

Since the Battle of the Monocacy was a relatively minor episode in the Civil War, there is comparatively little primary and secondary material available about the battle. What is available is fraught with the usual contradictions, omissions, and inaccuracies that are typical of the period. Thus, it is impossible to state with absolute accuracy the composition of certain units on the battlefield.

An excellent case in point is the question of the Union artillery. At least three normally reliable sources state or clearly imply that the 9th New York Heavy Artillery Regiment was deployed without guns and used as infantry in this battle, as it was in several other battles. (However, another part of the 9th New York was used as artillery but it was not present at Monocacy.) Wallace himself in his official report of the battle mentions that he had 7 guns, 6 with the Baltimore Md. Battery and the lone 24-pounder in the trenches. This is confirmed by Captain Alexander's official report. Yet Alexander also mentions dragging from the battlefield one mountain howitzer that is mentioned nowhere in the other sources. Where was it? What did it do? Whose command did it belong to? These questions are impossible to answer from the source material used for this article.

Likewise, the question of Breckinridge's "command" as given in the extra scenario was quite difficult to track down. Breckinridge had been the Shenandoah Valley commander since March of 1864. When Early arrived in the Valley with II Corps, he attached Breckinridge's "command" for the raid on Washington. Because of Breckinridge's rank and prestige, he had to be given a larger command within Early's organization, so he was assigned control over Gordon's Division as well as his own command, which (as far as it is possible to tell) was assigned to Echols. Breckinridge's

"command" at the Monocacy thus consisted of Gordon's Division plus the brigades of Echols, Wharton, and Vaughn, the last being dismounted cavalry.

It is impossible to determine from these sources whether Vaughn himself was present on the battlefield. At least one source shows Vaughn's brigade commanded by an officer named Patton. (Perhaps this was an earlier incarnation of General George Patton.) Breckinridge's "command" — other than Gordon's Division — had a strength of approximately 2200 men. All of this serves only as a warning to those who would accept the optional rules and the extra scenario as gospel. These are based on the best sources and the best guesses that the authors could agree upon, and are certainly not definitive.

#### Sources

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## FEEDBACK RESULTS MOVES 47

Rank	Article	Rating
1.	Designer's Notes	7.02
2.	MOVES in English	6.70
3.	Ney's Victory	6.66
4.	Forward Observer	6.35
5.	Opening MOVES	6.34
6.	Alexander's Reality	6.10
7.	A Slice of Time	6.09
8.	Playback	6.06
9.	Creature Feature	6.04
10.	Fantastic Reality	5.24
11.	War in the World, Pt. 3	4.92
	<b>This Issue Overall</b>	<b>6.32</b>

## GAME REVIEWS

# ON THE EASTFRONT

## Twenty-Nine Games in Print: A Survey

by Steve List

*The War in the East* is a traditional source of grist for the game designer's mill. In fact, the very first game in my professional career was an Eastfront tune: *PanzerBlitz*, which Jim Dunnigan and I did for Avalon Hill. I'm willing to bet that a bunch of you were not conscious of *PanzerBlitz* as an "SPI" design — Jim and I had to go to the wall in order to get design credits listed in the game (even to this day AH doesn't like to give its designers and artists the notice they deserve, and I can't figure out why). Whenever you design a game, insist on your name on the cover!

—Redmond

By and large, the most popular single period in wargaming is World War II (roughly 35% of all titles). Of these games, the largest single group are set on the Russian Front. There are many possible reasons for this. One is the sheer size of the conflict — square miles, men engaged, lives lost, all number in the millions. In terms of endurance, it also stands out, with continuous combat for almost four years (eclipsed only by the neglected war in China). It was also the swan song of the classic *Blitzkrieg*, with the course of the struggle being almost symmetrical: enormous German gains in the first year and lesser ones as the Soviet counter-offensives grew more and more effective. It epitomized the rapier vs. the bludgeon on the strategic and operational levels, and demonstrated that misuse of the rapier leads to its destruction by the bludgeon. (It may also be that many gamers are closet Germanophiles, and such games allow even the Nazis to be the good guys against the universal villain.) Whatever the reasons, serious or trivial, there have been many games on the subject, and I intend to talk about as many of them as I am familiar with.

Rather than cover them purely chronologically, they are subdivided by scale: Tactical, operational, strategic and "super-strategic." The operational classification is the largest, mainly because popular usage considers games encompassing less than an entire theater of operations as being operational even when they are more properly considered strategic.

### Tactical Games

Tactical games are quite common now, but were non-existent in bygone ages. In the epoch when Avalon Hill was essentially the only publisher of wargames, there were perhaps a dozen titles in existence, and new ones appeared once or twice a year. Then, arising mushroom-like from the dank en-

vironment of Manhattan's Lower East Side, came Poultron Press (now known as SPI) with a new concept, the Test Series Games. They were graphically crude (their black and white maps and typewritten rules would be hooted off the market today), but they broke new ground in subject matter and design style. One of these was Jim Dunnigan's **Tactical Game #3**, which was, in my eyes, what **Tactics II** had failed to be. The setting was Russian, units were platoons and companies, hexes measured yards, not miles, and turns were about a minute long. It actually differentiated units in functional terms, something almost never seen. Still, *Tac/3* was far from perfect, and a number of people had an itch to play around with it. One redone version was called **T-34**, and attempted to translate the game into miniatures terms. Published in *S&T*, it came with pictures of units printed on cardstock, to be cut out and assembled into stands in place of actual models. It was, to put it mildly, not a success. There was, however, another revision; this one was radical in scope, and bore a resemblance to its forerunner about as much as a butterfly resembles its caterpillar. Dunnigan sold the revision to Avalon Hill, who gave it their superb physical treatment, and it hit the market as **Panzer Blitz**. It was for years the most popular wargame of all, and continues as a strong seller despite its obsolescent mechanics.

Since the publication of *Panzer Blitz* in October of 1970, there have been virtually no tactical games on the East Front until 1977, when John Hill and AH teamed up to produce **Squad Leader**. While this is not purely an East Front game (half its scenarios involve Americans), its basic rules are learned by playing Russo-German scenarios. Beyond this, 1978 saw the first expansion kit, or "gamette," **Cross of Iron**, which was completely East Front in theme. The *SL/COI* system takes tactical games down to the penultimate level. Counters represent at most a single squad of men; many represent a single man, vehicle, or even weapon. Its popularity has led to more attention to the tactical level, and the Russian Front gets its share. **Panzer**, from Yaquinto Publications, is similar in scale, while its approach is more armor than infantry simulation.

### Operational Games

The bulk of East Front games are on the operational level, using a very broad definition of operational. The earliest of these was Dave Williams **Battle of Moscow**, published in *S&T* in 1970. It had scales of 20-25 miles

per hex and one week per turn, used division sized units and more or less conventional mechanics, with the then-new concept of a second round of movement and combat by supplied units within a player turn. I always thought it an excellent game to play, but for some reason SPI felt the need to redesign it, rather than merely revise it and improve the physical components. Its 1972 incarnation was **The Moscow Campaign**; its absence from the retail market at this time is not undeserved.

One of the least popular subjects has been the campaign in 1941 for the capture of Leningrad. With the exception of Steve Cole's **Siege of Leningrad** (published in 1976 by the now defunct Jagdpanther Publications), there have been none until the recent release of SPI's **Leningrad**. A small game of limited scope, it is nevertheless not a bad one.

Little more popular, strangely, have been the battles associated with the city of Stalingrad. One of the earliest of these (1972) was **Turning Point** (aka *Battle of Stalingrad*), which used the *Kursk* system. The scale was ten miles per hex and two days per turn, using division sized units. The essence of the *Kursk* system is that units move, resolve combat (based on odds), and if mechanized, move again. Zones of Control cost movement points to enter or leave, but do not compel combat. Overruns (or automatic victory) take place during movement, and air units are almost completely abstracted. These mechanics allow a mechanized army to do quite a number on a non-mechanized one, and the game's two scenarios (the original encirclement and the relief attempts) well illustrate these effects. This well done game was undeservedly short-lived. It was replaced in the SPI stable by a relative monster game, **Drive on Stalingrad**, which is operational in its mechanics but really strategic in scope.

Other parts of the front have their own games. **Kursk** (1971) naturally used the *Kursk* game system (originally designed for *France '40*) and covered the German offensive against the Soviet salient in 1943. It was not an outstanding game, but has hung on as a "lower-rated" one for quite a while. Little has been done on the campaign otherwise, though a new release (1979) from Task Force Games, **Prochorovka**, covers the climactic tank battle on a truly operational scale. **Kharkov** covers the 1942 spring offensive by the Soviets, while **Operation Typhoon** is the current incumbent for the office of Moscow game. One game from Excalibre, **Crimea**, covers the battles for that region in the winter of 1941-2. A new game with a new system, on

an obscure subject, is **White Death** from GDW, covering a Russian offensive in the northern sector in the fall of '42.

Jim Dunnigan designed one truly operational general purpose game, **Lost Battles**, which was published in *S&T* in 1971. It took a new approach at the time, with battalion sized units and scales of two miles per hex and one day per turn, and was intended to model "typical" battles on a representative map. It was accompanied by an excellent article on the tactical doctrines of both the Russians and Germans. Unfortunately, the game failed to meet its potential. One major flaw was that, in game terms, use of combined arms was a poor tactic, in opposition to a major thesis in the historical article. Other flaws were a result of too faithful adherence to history. Players learned just how much road space mechanized units in travel mode needed and saw the enormous appetite of artillery used offensively. Saddled with such staff type headaches, a poor combat system, and many minor glitches, **Lost Battles** failed to become the **PanzerBlitz** of operational games. It passed away largely unmourned, the first and last of its breed. At least battalion level games have not completely disappeared; **Korsun Pocket** (People's War Games, 1979) uses an even smaller scale than **Lost Battles** to cover the "little Stalingrad on the Dnepr."

To round out the operational level games are a bunch which seem to have "themes" associated with a particular military formation or commander. **Destruction of Army Group Center** (1973) was another *Kursk*-style *S&T* game covering the Soviet summer offensive of 1944. While not

a bad game, it was not particularly good, and has died of market lethargy. Far more successful was **PanzerGruppe Guderian**. This combined several ingredients to bring it success — the magic name Guderian, a true *Blitzkrieg* situation, and a new game system to replace the *Kursk* mechanics (and which seems to have become the new standard). Closing out this group is a nearly parallel set of games. John Prados' **Panzerkrieg** (revised from the Rand title **Von Manstein in the Ukraine**) covers most of the battles of Army Group South through 1944. SPI's **Army Group South Quad** has games on four of these: the 1941 battles for Kiev and Rostov, von Manstein's "backhand blow" in the spring of '43, and 1944's Korsun Pocket.

### Strategic Games

On the strategic level, the granddaddy of all east front games is that AH "classic" **Stalingrad** (1963). Using the same basic mechanics as smaller scale games, it covers only the first two years of the war. While still popular, the game was found to be flawed even in its early days. One attempt to improve on it was Dunnigan's 1969 TSG, **Barbarossa**. This game used armies as the basic unit and a somewhat increased land scale. To compensate for low unit density, the game used ¾" counters and large hexes, while to improve fluidity, a second round of movement and combat was added to the player turn. While an improvement over *Stalingrad*, it was far from perfect, and its second edition (1971) merely upgraded it to what was then state-of-the-art. A more popular revision was the Australian design **The Russian Cam-**

**paign**, itself since acquired and revised by Avalon Hill.

One of the more unusual strategic games was the 1975 *S&T* game **Battle for Germany**. This game placed the players in the role of the Soviet Union and the Western Allies, but with each also controlling the German units facing the other player. The biggest strategic games are merely overgrown operational ones. SPI's **War in the East** (1st ed. 1975) had four maps and one-week turns, but otherwise used the *Kursk* system with modifications to cover the length of the campaign. GDW's **Drang Nach Osten/Unentschieden** dual entry from their ongoing Europa series used two-week turns and slightly different mechanics, but are also essentially overgrown divisional games.

The remaining "east front" games are super-strategic in the sense that they treat an even wider area of conflict, so that the Russian front is merely a part of the overall scene (albeit usually a dominant part). The simplest of these is SPI's **WWII**, which despite its title is concerned only with land combat in Europe and North Africa. Designed as a two-player game of reasonable size and length, it fails to be either a good game or a good simulation. Far more enjoyable to play is the AH/John Prados **Rise and Decline of the Third Reich**, which incorporates diplomacy, seapower, economic resources and quasi-operational movement/combat procedures. The biggest game of all, however, remains SPI's **War in Europe**. This nine-map monster takes *War in the East* and its running mate *War in the West* and hooks them together in a game which could become a way of life.

## REVIEWS

### Tactical Games

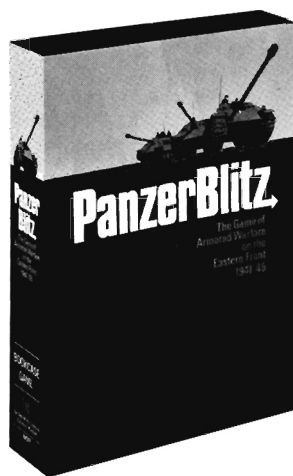
#### PANZERBLITZ (AH 1970)

Designed by James Dunnigan

16 pages of rules, 352 counters, 3 mounted 8"×22" geomorphic maps, boxed; Scales: 6 min/turn, 250 m/hex, platoon and company sized units. \$12.00.

Rating: B +

As an old tactical game, *PB* suffers from obsolescence in its rules. Terrain and Line of Sight are not treated with much sophistication compared to later games, and the sequence of play contains a serious flaw. A player fires with all his units that he wishes, then moves those which didn't fire. The opposing player cannot fire until it is his turn, no matter how tempting the targets. Since units in woods cannot be fired at unless a friendly unit is adjacent to it to "spot" the fire, this leads to the noted "PanzerBush Syndrome" as units flit from copse to copse, immune from fire no matter how exposed during the actual movement. Despite this, the game remains popular because it is fun to play (at least until players start acting more like rules lawyers than military leaders).



As noted, the game sequence is essentially a primitive one. Units can fire or move, but not both (though armored units can "overrun" during movement and infantry can Close Assault after movement). Units can fire directly or indirectly, and are classed as having Armor Piercing, High Explosive, or Infantry class firepower, while targets are either armored or not. The interaction of target

and weapon type is combined with the ratio of attack to defense strength to determine odds and combat results. There are only three possible results — no effect, disruption, and elimination. Units include Russian cavalry, infantry, heavy weapons, transport for these two types, and the *piece de resistance*, the Armored Fighting Vehicles. All your favorite East Front types are here, and a lot of fairly obscure ones as well. The state of the art has reduced *PB* from a simulation to a game, but as a game it's not half bad.

#### SQUAD LEADER (AH 1977)

Designed by John Hill

36 pages rules, 716 counters, 4 mounted 8"×22" geomorphic maps, boxed. \$12.00.

Rating: A -

#### CROSS OF IRON (AH 1978)

Designed by Don Greenwood

36 pages rules, 1096 counters, 1 map as above, boxed. Scale: 40 m/hex, 2 min/turn; counters for squads and individuals. \$12.00.

Rating: A

*SL/COI* is reviewed as a single entity because *COI* is "merely" an expansion kit for *SL*, not a game in its own right. Yet *SL* by itself is much less of a game. I will

consider them as one except for noting that while in general *COI* only adds chrome and nit-picking detail to the basic system, the armor and crewed weapons rules are vastly superior to the simpler forms found in *SL*. Other improvements are there too, but those are the ones with the most impact.

*SL/COI* is said to be the most realistic-seeming, yet unrealistic game around. This is because John Hill is an "effect" designer; while in isolation many elements of the game are not realistic, their action *ensemble* has an authentic feel. Beyond that, it is a lot of fun to play.



The game emphasizes morale and its effects in small unit actions, as well as the importance of moving under cover, use of covering fire, support of moving elements, and a host of other tactical doctrines. Players are immersed in detail at the squad level (though most are cast not just as squad leaders, but platoon and company commanders as well), down to the point of deciding just when to use that last Molotov cocktail. The players are also faced with terrain problems, not just as obstacles and defensive aids, but in the effects on line of sight and firepower as well. Rules are presented in programmed instruction format; i.e., a player reads some rules and then uses them in a scenario. Since each title has 12 scenarios, that makes for a lot of rules, many of which are not universally applicable (e.g., the special characteristics of partisans or the mechanics of dropping paratroops). The basic system is easy and logical to learn, and once it is mastered, the additional rules are mainly layered on as options. Most of those who encounter *SL/COI* and want to play it again are gluttons for the added complexity of the later rules sections anyway. This is definitely not a game system for the gaming dilettante.

## Operational Games

### PROCHOROVKA

(Task Force Games 1979)

Designed by Stephen V. Cole

14 pages rules, 108 counters, 1 unmounted 16" x 20" map, ziplock. Scale: 400 m/hex, 1 hour/turn, all units battalion sized. \$3.95.

Rating: B

Prochorovka was the site of the climactic battle of the German Kursk offensive of 1943. Their failure to win decisively marked the end of their initiative in the east. The battle is recreated here as a meeting engagement between the three divisions of the SS Panzer Korps and the three Soviet Tank corps, plus the remnants of a fourth and a reinforcing mechanized corps.

Game mechanics are similar to the SPI modern Quads; i.e., units move then attack, with artillery and air power contributing offensive and defensive strength at a distance. However, there are no zones of control, and combat is never mandatory. Combat is based on strength differential rather than odds, and even at the highest entry on the CRT there is only a 1/3 chance of elimination and a 1/6 chance of no effect. Retreated units essentially lose their next player-turn.

The mechanics make for a fluid situation; holding a line requires lots of units, but displacing a line is easy. Victory is based on the value of eliminated units, plus geographical objectives, with the burden on the German. The terrain creates an interesting situation. The board is divided into three zones by a river and a railroad embankment (both largely impassible) that run the length of the board. This creates three separate battles, as units in one zone have little effect on adjacent ones. Only the Russian has any real chance to shift units between zones, and that is largely confined to allocating his reinforcements as they arrive on the first three turns. While the game is not a radically new type, it is an interesting treatment of a battle that has gotten little attention thus far. While highly playable, it is not a real thriller.

### LENINGRAD (SPI 1979)

Designed by Dick Rustin

8 pages rules, 100 counters, 1 unmounted 11" x 17" map, boxed. Scale: 1 week/turn, approx 30 miles/hex, division sized units. \$5.95.

Rating: B-

This is a game of limited scope. The German starts with all his units crammed into three hexes on the edge of the map. He must break out, destroy virtually every Soviet unit he faces, and race the length of the map to reach Leningrad in time to seize it before Soviet reinforcements and forts make it impregnable. To merely duplicate the feats of the historical campaign is to lose. He must hold at the end of the game at least half the city and suffer almost no casualties in the process. To this extent, the game is frustrating. A magnificent *Blitzkrieg* is meaningless; it must lead to the fall of the city, generally accomplished by frontal assault. In essence, the German must win two games, the *Blitz* portion and the later assault, while the Russian need only win once, for if the *Blitz* fails, the assault has no chance.

The map covers the Baltic region south to Dvinsk, while the mechanics are modified *PGG*. The chief departure is

that there is no mechanized movement phase, but then an unsuccessful overrun does not force the end of movement. All German units have two steps, the Soviets one (all are untried). This makes for a simple but not simple-minded game. Given the victory conditions, the game will probably produce a cliff hanger almost every time, unless the Soviet wins early.

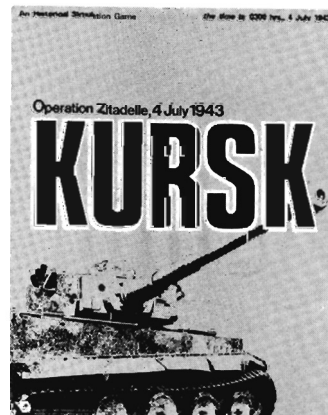
### KURSK (SPI 1971)

Designed by Sterling Hart

16 pages rules, 255 counters, 1 22" x 28" unmounted map, boxed. Scale: two days/turn, 20 mi/hex, division sized units. \$12.00.

Rating: B-

*Kursk* covers the last major German offensive of the Russian war plus three "What if" scenarios: earlier German attacks in May and June, and no German attack, followed by a Russian summer offensive. The game mechanics are the classic move-fight-move, with overruns during movement and formation of battlegroups by certain eliminated units. Terrain is dominated by fortifications — a solid line of German fortified hexes runs from the north edge to the south, matched by a Soviet line which is up to three hexes wide around the salient. For all the mobility inherent in the mechanics, this situation is essentially trench warfare.



Until a fortified line is broken in strength, gains will be a hex at a time with heavy losses. Deep drives and pocketing maneuvers, if seen at all, will be for mopping up a beaten enemy, not the means of his defeat. It is not a flashy game, but this was not a flashy battle. Considering the age of the game, it is still a good design.

### PANZERGRUPPE GUDERIAN (SPI 1976)

Designed by J.F. Dunnigan

8 pages rules, 200 counters, 1 22" x 34" unmounted map, boxed. Scale: 2 days/turn, 10.5 km/hex, division sized units. \$12.00. Rating: A

*PGG*, originally published in *S&T*, is a very good and popular game. The topic is the offensive by Guderian's army in July of 1941 aimed at the city of Smolensk and the "land bridge" it guarded on the road to Moscow.

The game is a happy blend of old and new ideas, including step reduction of

units and untried units for the Soviets. Leaders are provided for the Soviets to provide supply and allow units to attack. A new combat and movement procedure supplants the old *Kursk* system. Combat is still based on ratio, but generally a player has the option of either retreating or taking losses, or doing both. Overruns are no longer automatic at the cost of high odds, but can be made at any odds, with varying possibilities of success. A failure to win in an overrun situation stops a unit in its tracks. Mechanized movement after the combat phase is still allowed. However, Zones of Control are rigid; units stop when entering, combat is mandatory, and units can leave only via a combat result.

The game is one of a relatively small but powerful German force having to defeat (by maneuver more than combat) a swarm of defenders of spotty quality. The untried nature of the Soviet units adds uncertainty for both players. This is both a playable game and a reasonably good simulation.

#### **KHARKOV (SPI 1978)**

Designed by Steve Patrick

8 pages rules, 200 counters, 1 22" x 34" unmounted map. Scale: 1 day/turn, 6.9 km/hex, division sized units. \$12.00. **Rating: A -**

This is another magazine game which overcame its origins, but despite being the *PGG* mold, has never been as popular. This is perhaps due to the seemingly artificial restrictions placed on the players.

The map covers the "isthmus" between the Dniepr and Donets in the vicinity of Kharkov, Poltava, and Dnepropetrovsk, the area of the Soviet spring offensive in 1942. The problem for the Soviets was the fact that the Germans were preparing their own offensive in the same area, and the Soviets were soon forced back onto the defensive.

Changes in the *PGG* system have been made to reflect the peculiarities of the situation. German units can leave enemy ZOC's at the risk of letting the enemy follow, and German infantry divisions can break down into regiments, which in turn can take on "strongpoint" status. The Soviet player has HQ units which serve the same function as *PPG*'s leaders; most of these start the game "inactive," though, and cannot function until time or German activity turns them on. The Soviets must also undertake an offensive with most of his units untried.

The German is also handicapped. The southern 40% of the map is the "south sector," and Axis units there cannot move or attack until turn five (of ten in the game) unless molested by Soviets. This gives the Soviet Player a quiet sector, but forces him to choose between committing units to his offensive or holding them back to screen his flank from the inevitable German attack. Too much force in either area will result in failure in the other. All in all, a worthwhile game on a

subject covered, if at all, only as part of a larger situation.

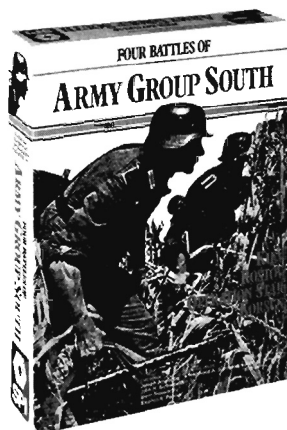
#### **BATTLES OF ARMY GROUP SOUTH QUADRIGAME (SPI 1979)**

10 pages of common rules, plus historical article. Each game has 4 pages exclusive rules, 1 17" x 22" unmounted map, 100 counters and uses the *PGG* system to some degree. \$20.00

##### **Korsun**

Designed by Steve Patrick with Milton and Neil Rosenberg

Scale: 2 days/turn, 7.5 km/hex, division sized units. **Rating: C +**



This one covers the creations and reduction of the Korsun (or Cherkassy) Pocket in Jan-Feb 1944. The game sets up with the Germans ripe for bagging and the Soviets poised to do it, but to make life interesting, while many Germans are not allowed to move for several turns, neither are the Soviets. They have eight HQ units which must be active to allow units to attack or move in the mech movement phase. For the first three turns of the game, only three are active, and for the remaining ten turns, only one or two. The result is that the German stands paralyzed while the Soviet puts him in the bag, but the Soviet is then obliged to give him a chance to wiggle out. Players who are not bothered by such restrictions will find this game solidly mediocre.

##### **Operation Star**

Designed by Brent Nosworthy

Scale: 5 days/turn, 10.5 km/hex, division sized units. **Rating: B -**

This game covers the Soviet winter offensive of 1943 that followed the capitulation at Stalingrad, and the "backhand blow" of von Manstein which stopped it. It is the best of the Quad (faint praise indeed), and essentially is one of maneuver in open terrain. The attacking Soviet is hampered more by "doctrine" rules than by the scattered remnants of Germans opposing him, but when the SS Panzer Korps arrives, he will have to go over to the defensive to hang onto his gains.

##### **Rostov**

Designed by John Butterfield

Scale: 5 days/turn, 17 km/hex, division sized units. **Rating: C -**

The game is about the German offensive to capture Rostov in October-November of 1941 and the Soviet counter-offensive that evicted them. The German player is faced with attacking into numerous Soviets who are amply reinforced, while he outruns his supplies and the weather worsens. It would take a prodigious German performance to even reach Rostov, let alone hold it to the end of the game.

##### **Kiev**

Designed by Joe Angiolillo

Scale: 2 days/turn, 8 km/hex, division sized units. **Rating: C**

This game covers the formation and reduction of the immense pocket of Soviet troops near Kiev in Aug-Sept 1941. It opens with most German and Soviet units pinned down by each others' ZOC's, and the Soviet reinforcements available are needed to plug holes in the line to keep out the mobile German units. Just when the Soviet player has things stabilized and can try to withdraw, he is held by a Stalin's Directive idiocy rule. The general result is to allow the Germans to bag an enormous enemy force as they did historically.

As general comments on the entire Quad, like most Quads (with notable exceptions) it is a disappointment. The individual games are not in the least outstanding, and what merit they do have is detracted from by the lousy production job. The artwork is fine, but the rules stink; both general and exclusive rules have too many non-trivial errors to be acceptable. All these games had great potential. None achieved it. Too bad.

#### **PANZERKRIEG (OSG 1978)**

Designed by John Prados

40 pages rules and scenario information, 500 counters, 1 22" x 34" unmounted map, boxed. Scale: 1 week/turn, 14 miles/hex, division sized units. \$12.95. **Rating: B -**

*PK* is a revised and physically redone version of the Rand game *Von Manstein in the Ukraine*. While the rules are not appreciably altered, the physical components are vastly improved. The game incorporates eight scenarios set in the Ukraine from the 1941 Kiev pocket to the 1944 Korsun pocket. It thus covers, at roughly the same scale, all the games of the *AGS Quad*, *Kursk* and *Turning Point*, and a few extras as well.

The mechanics have similarities to the *Kursk* system, as well as significant differences. There is a movement point cost to enter an enemy ZOC, but none to leave. Only motorized units have ZOC's, so infantry is not only weaker but less capable of defending extensive territory. Before combat is resolved, the defender may move "reserve" units from nearby HQ's into the hex being attacked, and leaders are present which can modify die rolls. There is no regular mechanized movement phase after combat, but at high odds it is possible to get a "breakthrough" result. This allows non-

attacking mech units adjacent to attacking ones to move and attack after all other combat is resolved.

The system includes abstracted air units, fortifications, formation of battle-groups, and a special feature, the Bridgehead. A combat unit may establish a bridgehead across a river hexside; as long as the unit remains with the bridgehead marker on it, it doesn't count for stacking and the river is considered bridged.

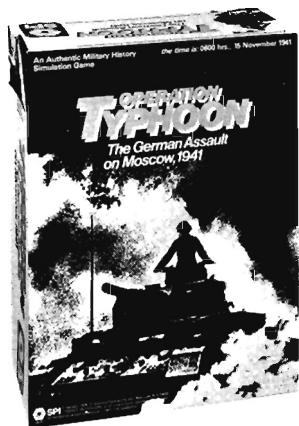
The game has many virtues, but many flaws as well; these can be traced to some production shortcuts and OSG's traditionally casual approach to rules writing. All in all, a good game, but only if one works at learning it.

### OPERATION TYPHOON (SPI 1978)

Designed by Joe Angioli

24 pages rules, 800 counters, 3 22" x 34" unmounted maps, boxed. Scale 1 day/turn, 2.7 mi/hex, regiment and division sized units. \$22.00. **Rating: B +**

*OT* is a recreation of the last stages of the German assault on Moscow in 1941. The game has been designed so that attacks by the various component armies can be played as one-map scenarios. There is also a full sized campaign game, but it is of reasonable length (16 turns). As an option, the campaign can be extended another 15 turns to cover the Soviet counteroffensive that began in December.



The game uses a variant of the *Wacht am Rhein* mechanics, which permits no post combat mech move. Play is speeded by the absence of distinct artillery units, and has been given a strong limited intelligence flavor. Most units do not have combat factors, but a combat class and a morale rating. The first time a unit takes part in combat, a chit with the proper morale rating is drawn and the combat factor for the proper combat class is used. Chits are two sided, allowing for two step reductions in strength. Loss of two steps returns the chit to the pool and the unit counter is inverted to denote cadre status. Players are forbidden to examine the other player's units to inspect their strength, or to write strengths down as they are determined, so "intelligence" is limited by "memory."

Despite the presence of three German Panzer Gruppen, this game is somewhat in favor of the Soviet. Most of the terrain is heavily wooded, to armor's detriment. The Germans are hampered by weather and by their supply situation. Every four turns, the German Player must determine (randomly) how many corps in each army can be "supported." Units in unsupported corps are out of supply, while those which are supported are tied to fairly short lines back to the corps HQ. The German can never attack on a broad front, but must instead make a series of probes along roads, which can rarely be coordinated as much as he would like. The game is a challenge to both players, but especially the German.

### Strategic Games

#### DRIVE ON STALINGRAD (SPI 1977)

Designed by Brad Hessel

16 pages rules, play aids, 600 counters, 2 22" x 34" unmounted maps, boxed. Scale: 1 week/turn, 20 km/hex, division sized units. \$18.00. **Rating: B**

This is a super-operational game, whose scope is strategic but whose mechanics are operational (in this case, the *PGG* system). It covers the whole 1942 German summer offensive, the effort to reach the Volga and Caucasus, and lasts from mid-June to mid-December. Victory is determined by points, gained for geographical objectives and performance in fulfilling externally imposed actions (e.g., Hitler Directives).

As originally released, the game was badly flawed, due in part to production errors (badly written rules, typos, and the like), but a lot was plain ol' design mistakes. A page in *MOVES* was devoted to "corrections and balancing modifications," and given these fixes, the game isn't bad for a semi-monster. It captures the feeling of the campaign, in that the German will gain ground no matter what. Will the Soviet army be obliterated in the process, or will enough be salvaged for vengeance come winter? If you like big games that aren't too big, and which take only a teensy fraction of your lifetime to play, this one should do nicely.

#### STALINGRAD (AH 1963)

No design credit

4 pages rules, 99 counters, 1 22" x 28" mounted map, boxed. Scale 1 month/turn, 40-45 mile/hex, corps sized units. \$12.00. **Rating: C +**

*Stalingrad* is a primitive game by almost every standard except physical production, and its age is catching up to it. The latest AH Reader's Buyers Guide ranks it 40th out of 45 games. Nonetheless, it was for a long time a popular game, with good reason. It is a playable and plausible abstraction of the Russian Front, and while it is artificially restricted to the first two years of the war, victory conditions are geared to this. A German failure to win in that time is a Soviet victory, a pretty fair evaluation of the actual event. This time limit also holds the game

to a manageable 24 turns.

The game covers almost all the theater, from Warsaw to beyond the Volga, from Turkey to the White Sea, and includes the Finnish front. Movement and combat is the "classic" system, i.e., move, stop in enemy ZOC's, mountains, or swamp. Combat is compulsory, and post-combat movement is confined to advancing into a defender's hex only if he was doubled. Rivers are not a movement obstacle, but they do double defender strength, so much of the game tactics involve utilizing river lines on defense and cracking them on offense. The CRT is bloody, so unit turnover is high, especially for the Soviet, who has a prodigious replacement rate to keep him in business. The game is worthwhile as more than a mere nostalgic curiosity, but it is definitely now in the beer-and-pretzels category.

#### THE RUSSIAN CAMPAIGN (AH 1976)

Designed by John Edwards

12 pages rules (in 2nd ed), 198 counters, 1 22" x 28" mounted map, boxed. Scale: 2 months/turn, 50 miles/hex, corps sized units. \$12.00. **Rating: B -**

*TRC* was originally published in Australia, and was regarded by many as a fan's redesign of *Stalingrad*. Expensive and hard to obtain as it was, it sold well in this country, so AH purchased the rights to it, polished it up, and added it to the line as a complement rather than competitor to *Stalingrad*. The map is oriented a bit differently, but covers largely the same area, reaching west to Berlin. The time scale is almost the same, for while the turns represent two months, they are divided into two impulses, and many units can move and attack in both. The game can also cover the whole war in 18 turns; it also includes scenarios so the entire campaign need not be fought.

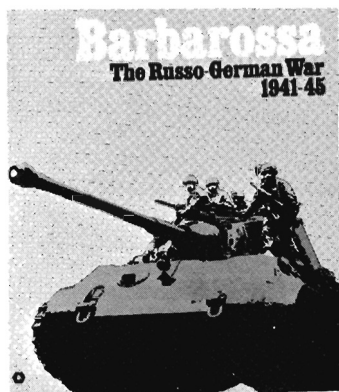
Combat is essentially the same, and while the CRT is different, it is still bloody. The game has features *Stalingrad* lacked, such as automatic victory. For those used to the *Kursk* system, the cure is worse than the disease as the "winning" units are unable to move or attack for the balance of the turn. Other features are Stuka units which raise odds on attacks, and partisan and worker units, the latter used for creating replacements. There are also leader counters representing Stalin and Hitler. Victory is determined by occupying every city on the board at the end of the game, or at any time occupying the enemy capital and eliminating his leader. The German can at least eke out a draw if he fails to win outright. *TRC* is still a beer-and-pretzels game, but is more involved, elaborate, and time consuming than *Stalingrad*.

#### BARBAROSSA (SPI 1971 2nd ed)

Designed by Jim Dunnigan

8 pages rules, 255 counters, 1 22" x 28" unmounted map, boxed. Scale: 1 month/turn, 50 mi/hex, army sized units. \$12.00. **Rating: B -**

*Barbarossa* was Poultron Press's answer to Stalingrad in 1969, and in 1971 was redone to what were then SPI standards. One result was the shrinking of units back to  $\frac{1}{2}$ " and hexes to 16mm. Given the game scale, this makes for a small playing area covering essentially the same ground as *Stalingrad*.



Game mechanics resemble the *Kursk* system, and supply rules are more sophisticated than in earlier Russian front games, similar to *Afrika Korps*, with consumable supply units. In addition, the German player has Luftwaffe units, which can aid nearby attacking stacks. The game includes a full campaign version as well as scenarios for Barbarossa, Stalingrad, Zitadelle and the Fall of Berlin, plus 15 different "what if" rules as options. While a different animal from *Stalingrad* or *The Russian Campaign*, it is still more a game than a simulation. Pass the pretzels, please.

#### DRANG NACH OSTEN (GDW 1973)

P. Banner and F. Chadwick

40 pages rules and charts, 1680 counters, 5 21" x 27" unmounted maps. \$14.75.

#### UNENTSCHIEDEN (GDW 1974)

P. Banner and F. Chadwick

6 pages additional rules (plus revisions to all of DNO), 700 counters, 4 partial maps, unmounted, both games packed in ziplocks. Scale: 2 weeks/turn, 20 mi/hex, division (and smaller) units. \$13.85. Rating: B+ (both)

*DNO* was the original "Monster" east front game, strategic in scope but operational in scale and mechanics. It covered the war only through 1942. *Unentschieden* was an "expansion kit" with additional map sections and more counters and rules to take the game to the end of the war, plus a revised set of rules for *DNO*.

The emphasis in this game is on rules and counters. The maps are most kindly described as "functional," but units are done in loving detail. The periodic upgrading of units is accounted for, and is not confined to the elite Panzers. Even certain groups of SS thugs are periodically upgraded from battalions to regiments. A plethora of types are included; there is not only armor, leg infantry, and motorized infantry, but also cavalry, ski troops,

flamethrower tanks, combat and construction engineers, AT, flak, ad infinitum. For the German, minor allied units are differentiated from Wehrmacht, as are SS and Luftwaffe, while the Soviets have Guards, Siberians, marines, Volunteers, NKVD, and Border Guards as well as run of the mill units. Rules are present to reflect the special characteristics of many of these units.

The mechanics for ground units are not dissimilar to the *Kursk* system, though details differ. Air units are not abstracted. They are present as groups of 50 to 75 aircraft, rated for range, air-to-air combat, tactical and strategic bombing; the rules for their employment are a whole separate subsystem. *DNO/Unentschieden* is not exactly a way of life, but it is a big game. Despite its age, it is far from obsolete, and it is decked with plenty of color (or chrome, if you will). No collection of east front multi-map monster games could be complete without it.

#### WAR IN THE EAST (SPI, 1976 2nd ed.)

Designed by Jim Dunnigan

32 pages rules, 2800 counters, 3 22" x 28" unmounted maps, boxed. \$30.00. Rating: B+

#### WAR IN EUROPE (SPI, 1976)

Designed by Jim Dunnigan

48 pages rules, 4000 counters, 9 22" x 28" unmounted maps. Scale: 1 week/turn, 33km/hex, division sized units. \$50.00. Rating: B-

The original *WIE* (1974) was the long awaited four-map "super-Stalingrad," which essentially took the *Kursk* system and inflicted it with elephantiasis. Axis reinforcements were fixed, but the Soviet (in the 208 turn campaign game anyway) was privileged to build his own units. This proved so popular that a project to do *War in the West* was started to give the same treatment to the entire European war. Making a *WIW* that would mate up with the original *WIE* was unworkable, so *WIE* was revised. The four maps became three (but very pretty ones, as four-color had invaded the art department) and the rules were changed a bit, especially victory criteria, but the thrust remained the same. *WIE* is still an overgrown operational game, but next to *War in Europe*, it seems almost cozy. It is another game that no collection of multi-map monsters should be without.

#### BATTLE FOR GERMANY (SPI 1975)

Designed by J.F. Dunnigan

8 pages rules, 100 counters, 1 17" x 21" unmounted map, ziplok. Scale: 2 weeks/turn, 67.1 km/hex, corps and army sized units. \$4.00. Rating: B

Each player in this game controls two sides: Soviet and West front Germans, or Allies and East Front Germans. Significantly, the players are labelled "Soviet" and "Western Allied," and the object is to be the first into Berlin. The game also has variant rules for three and four players, and includes a "George Patton Fantasy Scenario," a US/USSR war for control of the defeated Axis empire.

The map extends eastward from France to Poland, and from the Baltic shore to Northern Italy and Yugoslavia, divided into two parts by a Theater Boundary Line. German units cannot cross this line, or enter Berlin, which straddles it. Terrain is largely clear, broken, and rough, with many rivers and some German fortifications. The game system is fairly simple, movement followed by combat resolved on a medium-bloody CRT. Each player in turn performs all movement and combat for his allied units before repeating the procedure for his German units. The effect is of playing two different games in alteration, using the same map.

While not overly detailed, this is something more than an abstracted game. Given the premise that the Germans are beaten and the question at issue is who gets the greater spoils, it is not really an "east front" game at all. Nevertheless, it is basically a good game.

#### WW II (SPI 1973)

Designed by N.O. Kredit

8 pages rules (plus 4-page supplement), 400 counters, one unmounted 22" x 34" map. Scale 3 months/turn, 120 miles/hex, army sized units. \$12.00. Rating: D+



This game was originally published as a two player abstraction of the land war in Europe and North Africa (air and naval units are absent, their effects are shown abstractly). The great defect of this was that it set up a Germany versus the world situation, where victory was determined by the survival or dismemberment of Germany (i.e., the strategic shape is determined from the outset). "Official" multi-player rules were printed in *MOVES* to expand the game to six players and substitute various National Objectives in the Victory Conditions in place of the previous jihad, but the game still has a lot of problems. On the whole, it was not well done, and the very good ideas it does contain are stifled by some asinine rules and irritating implicit assumptions (for example, Allied units cannot enter a neutral before the German does; this not only ascribes a nonexistent morality to the Allies, it ignores the considerable invading of neutrals they actually did). However, for bad game aficionados, this one is a real treasure.

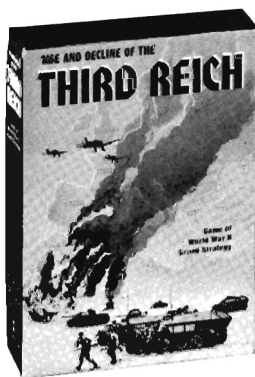
## RISE AND DECLINE OF THE THIRD REICH (AH 1974)

Designed by John Prados

48 pages rules, 560 counters, 1 mounted map 22x32, boxed. Scale: 3 months/turn, 90-100 miles/hex, corps sized units. \$12.00. **Rating: B**

*Third Reich* is a partially abstracted strategic level game with operational flavor. The board extends from Spain to the Urals, North Africa to southern Finland, with most terrain clear, with many rivers and a sprinkling of mountains and a few other types. It is primarily a multi-player game with a strong dash of *Diplomacy* when more than two players are involved. In addition to the six major powers, there are fourteen minor counties with armed forces.

Players receive economic resource units called BRP's with which to build units (infantry and armored corps, air and naval "fleets"), declare war, and conduct offensives, attrition campaigns, and strategic warfare. BRP's are gained from control of minor allies and conquered countries, in addition to a basic allotment for each major power. Total BRP's in an alliance also determine who moves first in a given turn.



Only armored units have ZOC's, which act only to hinder movement. Combat is not mandatory, and there is no post-combat movement except for Exploitation by armor similar to that in *Panzerkrieg*. Air units are used in support of ground operations, while naval units are mostly used to transport land units and support their invasions, or to intercept invasion forces. Scenarios are included for 1939, 1942 and 1944 start times, as well as a full campaign game. In all cases, victory is determined by controlling a defined number of "objective hexes." This game is notorious for the poor organization of its rules and the copious errata published for it. For those with encyclopedic minds, the rules can be learned, and the game is enjoyable to play. It is the most successful game on the entire war in Europe.

*The following games were received too late to be reviewed on the basis of personal experience in their play. The comments below are on the game "out of the wrapper" and no evaluation of play balance, ease of play or enjoyment is intended.*

## CRIMEA (Excalibre 1977)

R. Hlavnicka and D. O'Leary

6 pages rules, 100 counters, 1 unmounted map 11x17 ziplok. Scales not given; division sized units. \$6.00.

This covers the campaign of the German 8th Army to conquer the Crimea in the fall and winter of 1941, and the Soviet efforts to drive them out and relieve Sevastopol. It is part of the "Panzer Battles and Sieges" series, which were designed with the stated purpose of providing enjoyable gaming. This particular one has a relatively simple system, units move until entering an enemy ZOC (but some units can ignore certain ZOC types), but combat is not mandatory. Artillery can fire from a two hex range, and units take step losses. Provision is made for Soviet amphibious operations and a few special unit types. Victory is based on geographical considerations. The rules seem adequately written, but are distressingly casual in places. The artwork is typical Excalibre — to each his own.

## KORSUN POCKET

(People's War Games 1979)

Designed by Jack Radey

28 pages rules, play aids, 2800 counters, 4 unmounted maps 24x32, ziplok. Scale: 3 turns per day, 1 mile per hex, battalion sized units. \$28.00

This is an operational scale treatment of the pocketing of two German armies in Jan-Feb 1944 using the *Wacht am Rhein* game system. A great deal of unit functional differentiation is made, and detail rules abound. There are eight scenarios, allowing play to be confined to short periods and/or 1-2 maps. The game appears to be a labor of love, and aside from the fact that the ziplok bag is a shipping container, not a storage device, it is well done physically.

## WHITE DEATH (GDW 1979)

Designed by Frank Chadwick

20 pages rules & play aids, 480 counters, 1 unmounted map 22x28, boxed. Scale: 5 days/turn, 1 mile/hex, company to brigade sized units. \$12.95.

The subject of this game is the Soviet offensive in November 1942 to cut the Vitebsk-Leningrad railroad at the city of Velikye Luki as a prelude to the offensive against the Rzhev salient. The reinforced 3rd Shock Army faces two understrength German divisions and Line of Communications troops. Aiding the defense are the fortifications around the city itself and the convergence of the road net on the city.

The game system is a new one. Each game turn is conducted in a variable number of Impulses. Each player may expend from 1 to 10 movement points in an impulse so long as the total spent in the turn is no more than 10. The Soviet player moves first, then the German, alternating impulses until both have expended all their movement. Within an impulse, the phasing player moves units, conducts barrage fire, undergoes defensive fire and finally attacks himself.

Since all units have the same number of movement factors to expend in an impulse, they are differentiated by type as to how much each terrain feature costs. Counters are printed on the face with standard type and ID symbology, plus a strength factor and a movement category. The strength factor is the original strength; reductions are shown by stacking a chit with the counter. The counter back has the combat, AT, barrage and support factors per strength point, plus defense factor, morale and range values.

In combat, barrages and AT fire cause losses and require that morale checks be made on the defender. Conventional fire has no results but morale checks. Failing a morale check can cause a unit to freeze, or to rout (a retreat with strength loss). Various factors influence morale, including tank fright and the similar effects of a cavalry charge.

The game is 13 turns long and is divided into five scenarios covering turns 1-4, 5-7, 8-9, 10-11, and 12-13 as well as a 13 turn campaign game. Extensive designer's notes are provided which credit various games for "inspiration:" *Desert Rats* for the impulse system, *Avalanche* for the movement mechanics, *OP Crusader* for the combat system and *Korsun Pocket* for artillery and observation rules.

## PANZER (Yaquinto 1979)

Designed by James Day

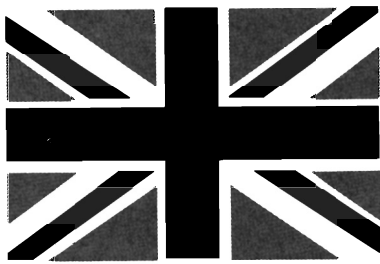
32 pages rules, numerous play aids, two counter sheets, 3 unmounted 9x21 geomorphic maps, boxed. Scales: 20-90 sec/turn, 50 m/hex, counters 1 vehicle, 4-20 men. \$16.00.

This is a tactical scale game more in the mold of *Tobruk* than *Squad Leader*; the emphasis is on armored systems and the resolution is extremely detailed. The rules are divided into a simple set (the "Armor Game"), "Advanced Game Rules" (introducing towed and leg units plus transport), and "Optional Rules" (even more goodies). There are only three scenarios, plus variations, but advice on devising one's own is included.

The components are impressive. The counters represent infantry units, vehicles and towed weapons, plus terrain features which can be added to give greater variety to the map. Forty-nine data cards are crammed with information on vehicles and non-vehicular weapons. Also provided are range finders, angle gauges, sighting tables, hit tables and assorted combat results tables. And that's not all; plotting sheets are provided as well, for this game uses simultaneous movement.

I don't want to say bad things about a game I haven't played, and this one intrigues me, but I suspect it will be studied and admired/criticized more than it will be played. ■ ■





# *MOVES IN ENGLISH* edited by Charles Vasey

## **ALL QUIET ON THE EASTERN FRONT**

by Charles Vasey

"Exams come but once a year, and when they come they bring good cheer." They also ruin schedules, which is why *MOVES in English* is not here in its usual format. Fear not though, readers; even as you read these words, small bands of desperate men labour to present you with reviews. In the circumstances I felt it was time to file my annual report on what is going on over here in the Land of the Strong Pound.

Starting with magazines, the most interesting move has been the new independent *Phoenix*. *Phoenix* is the magazine of Simpups, who are SPI's concessionaires in this country. Many gamers still think they are part of SPI, leading to ludicrous confusions about "SPI errata" for example. Until recently, one was obliged to take *Phoenix* as part of one's *S&T* subscription. Now the magazine has gone legit and appears under its own steam via the Simpups network. Hand in glove with this was the appointment of John Spence, an old AHIKS stager, as editor. The change has seen a good deal more thought going into *Phoenix* than before. I told John I felt it still lacked teeth or great perception, and he countered by saying it aimed to be "chatty" and as such it succeeds admirably, offering a half-way house to the writer who feels unable to enter the lists of the professional magazines. The reverse of this is that, of course, its reviews are not quite as useful as they might be.

Still, *Phoenix* possesses some capable writers, just as it possesses some of the more spectacular turkeys on the British scene. I have not seen how well it has done since independence, but it has certainly been advertising in the U.S. gaming press; using without my permission, I might add, my name — I am not connected with *Phoenix* in any way and write for it very infrequently. With *Fire & Movement*'s recent decline in quality of review, the difference between most magazines is less noticeable, and many Americans may find *Phoenix* of interest for its homely parochial tone. Both printing and artwork are of professional standards.

Britain's other pro-printed magazine, *The Wargamer*, continues to make growth claims that make Equity Funding look like snails. What one can say is that the magazine has "pulled up its socks" in recent issues in certain areas. First, the articles now feature other companies' efforts. WWW (the Wargamer's club) have always tended to be over-generous in reviewing their own games, but the switch to other products allows more

objectivity (or at least one is more likely to attribute more objectivity). The tactics articles are still rather laughable, as anyone who remembers Messrs Poulter and Hind's adventures in *Caesar's Legions* in the General Series Replay will testify.

Second, the game provided in each issue now has really good graphics in the quality sense. The maps are produced in full colour and make the recent *China War* abortion look like child's play. This is not, of course, to say the rules or the game are any good, but one must give credit to Keith Poulter for not skimping in this area. A recent production of their *Simon de Montfort* attracted my eye recently, and may yet be reviewed in these pages. What did impress me, again, was the map of most of England with stylised cities and castles which managed to look rather like a medieval scroll. The counters, with manuscript illustrations, were also rather neat. The rules are rather simple and bland, but the possibilities are shown. I do not subscribe to *The Wargamer* and would not recommend buying its games unseen, but they are worth examining individually or reading independent reviews.

My own magazine, *Perfidious Albion*, has recently staggered into its new litho format with the corresponding increase in the possible use of maps, charts, and illustrations. This should allow us to get into some retail outlets and get through to the new gamer who tends to prefer a smarter product than the old hard-core grognard. *PA* continues to be utterly wonderful, and I would not say that if I did not believe it, would I?

Games producers over here continue to be small outfits. WWW's corporate wing, Simulation Games, produce simple games. Philmar produces games like *Imperial Governor* and *Strategos* which are also fairly simple (below most SPI games in complexity). Soon to appear on the scene are games from Games Workshop (*not* GDW) who have been most noted for producing the *D&D* magazine *White Dwarf*. Until recently GW were the agents of TSR; the latter have now decided to start a TSR(UK) operation under Don Turnbull. Doubtless this has spurred Games Workshop to consider a wider diversification of product. Most of their present work is Fantasy with one campaign boardgame being in the works (*Valley of the Four Winds*) and an excellent Spell card game also being worked on. This is the first time an organized retail outfit has moved into game design. The experience of retail-

ing *D&D* over here *and* of running a successful magazine should give Games Workshop a good lead on others.

Finally, it is worthy of note that Games Workshop have provided us with the nearest thing to Origins in their Games Day, which is held in November in London. Like most British Cons, it is primarily a market-place, but the convention also attracts many of the people one misses seeing for the rest of the year. This year not only saw figure-gamers, role-players, and boardgamers mixing happily, but one could also play with computers or be decapitated by a frisbee! Also of note was Ealing Games Group (a local club) launching a nationwide registration scheme to get gamers together. I think you could say the hobby is alive and well and living in Britain.



### **CONVENTIONS Up and Coming**

The following is a list of conventions scheduled to be held in the upcoming months, including place, name of convention, and whom to contact for further information.

#### **June 27-29**

ORIGINS '80, Widener University, Chester Pennsylvania. *Pre-Registration, Contact:* Origins '80, P.O. Box 139, Middletown, New Jersey 07748.

#### **July 4-6**

MYSTICON, Sheraton Red Lion Inn, Blacksburg, Virginia. *Contact:* MYSTICON, P.O. Box 12294, Roanoke, Virginia 24024.

#### **July 4-6**

NANCON 88-III. *Contact:* Nan's Toys and Games, 1385 Galleria Mall, 5015 Westheimer, Houston, Texas 77056.

#### **July 11-13**

MINNESOTA CAMPAIGNS III, Nicollect Hotel, Minneapolis. *Contact:* Jeff Berry, 343 E. 19th St., Minneapolis, Minnesota 55409.

#### **July 12-13**

WARGY XII, Platte College, Columbus, Nebraska. *Contact:* Rick Plankinton, RR6, Box 43, Columbus, Nebraska 68601.

#### **August 1-3**

CWA-CON '80, College of DuPage, Glen Ellyn, Illinois. *Contact:* Chicago Wargamer's Association, 3605 Bobolink, Rolling Meadows, Illinois 60008.

#### **August 21-24**

GENCON XIII, University of Wisconsin, Parkside. *Contact:* GENCON XIII, P.O. Box 756, Lake Geneva, Wisconsin 53147.

## Designer's Notes [continued from page 11]

mid-1941, there are no regularly scheduled Partisan reinforcements. Tito must generate his own by victories over the occupation forces. Seizure of objectives allows the Partisans to add more units and build cadres into brigades and brigades into divisions. Conceivably, a well-prosecuted Partisan campaign will produce more than the 50 divisions that Tito historically raised to form his 800,000-man army.

Each objective is rated for Strength Points, which may be cashed in by the Partisans at the end of a Game-Turn for new or larger units. A computerized memory bank won't be needed for this, because added units must appear at the location which provided the points that spawned them. The points quantify many things: captured equipment and supplies, heightened morale, and new recruits impressed by Partisan success or driven to the rebel cause by Axis atrocities committed in retaliation for those successes.

An objective's points vary depending on its size, military or economic value, and location. Certain objectives will contribute more Strength Points to the Partisans, others more to the Chetniks, while others — like some in Bosnia, with its large Moslem population (a holdover from Turkish occupation centuries before) — will offer scant succor to either faction.

The Combat Results Table is structured for mountain warfare. Losses, measured in Strength Points, are magnified when defending units are in clear or city terrain. Combat in large cities will be rare until the Soviets enter with large conventional forces. Magnified losses in cities reflect the fact that sizable numbers of troops are fighting one another.

Partisan cadres and brigades have weak combat strengths, and therefore generally can only make selective attacks against the even weaker Serb and Croat forces. Individual German units vary widely in combat strength, but generally have hefty combat factors, as have the Italians and Bulgarians. Not until Tito's forces are operating in sizable divisional strength will they dare take on those units. Until then, it must be a case of hit-'em-where-they-ain't and keep moving.

Historically, major Axis attacks were timed for the onset of winter and aimed to drive the Partisans into the mountains, where supplies and recruits were scarce. Thus, the CRT provides for mandatory retreats of surviving defenders, with the victor having certain options as to where retreating units will go.

Once-a-year winter game-turns further hobble Partisan ability to gather strength in the mountains. Another weather factor affects Yugoslavia's breadbasket — the

Danube and Sava River valleys in the north. The area, true to natural conditions, is subject in the game to a more than 80% chance of drought every other year. Drought reduces the Strength Point value of the market towns in the valleys.

In trying to police all the occupation zones, the Axis Player learns the approximate truth of that cliché so often uttered by Paul Henreid and other Hollywood World War II resistance fighters: "For every one of us you kill, 100 more will rise to take our places!" While chasing Partisans, the Axis still must sufficiently garrison the occupation zones to prevent spontaneous uprisings. Each zone must be garrisoned with a minimum amount of forces, with the amount varying on the size and historical bellicosity of the region. For example, sparsely populated Montenegro nevertheless requires a six-division garrison because of the fiercely independent mountaineers. The more an Axis garrison falls below the minimum in a zone, the more new guerrilla units will be created. Whether the new units are Partisan or Chetnik will depend on the ethnic makeup of the zone.

The allegiance of individual stacks of Chetnik units, which may vary each Game-Turn, is decided by die rolls. The Chetniks, fearful both of Communism and of Axis reprisals against the Serbian population

# A Great British Journal

Board wargaming in Great Britain is a fast expanding hobby and as such has a vitality and enthusiastic following that is second to none. **Phoenix** is a forum for British board wargamers that reflects this enthusiasm and vitality in its articles. Much of the material is written by authors already well known to gamers on the U.S. scene — Ralph Vickers, Charles Vasey, Donald Mack — while other material is submitted by avid UK gamers keen to review or comment upon a wide range of games.

Recent articles appearing in **Phoenix** have covered AH's *Third Reich*, SPI's *Fulda Gap*, *Atlantic Wall*, *To The Green Fields Beyond*, GDW's *Bataille De La Moscowa* as well as many, many others.

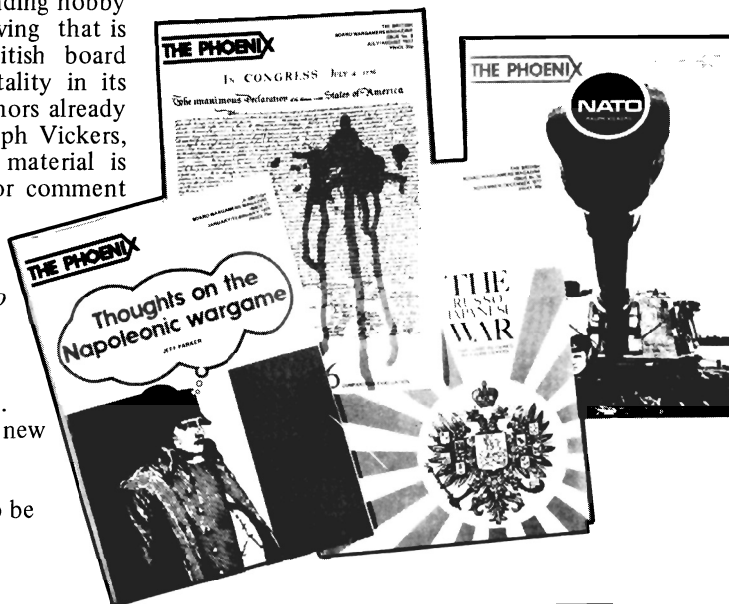
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# PHOENIX

(memories of Turkish atrocities in World War I were fresh in many minds), often collaborated with the Axis or remained neutral. The Italians were especially generous in rewarding them with arms and equipment to be used against the much-feared Partisans.

Marshal Tito gave the Partisans the aggressive leadership the Chetniks lacked. For a good part of the war he was something of a ghost — Axis and Allies alike were not sure he even existed; some thought he was a woman. When the Germans finally identified and located him, they mounted a special, but futile, airborne operation to kill or capture him. However, the operation did succeed in driving Tito from Yugoslavia for several months.

Although in real terms the Axis Player always is aware of Tito's existence (he is represented by a counter), identifying, locating and attacking him is a three-step procedure that may stretch over several game-turns. Die rolls are made for each of the steps, and although the Axis Player has only a slim chance of killing Tito, he has a better one of driving him from the map for up to five turns.

From the Partisan standpoint, Tito suffers from no identity crisis. He alters combat odds one column for Partisan units stacked with him, and he may raise new Partisan units on his own. Again, how many he may raise depends on where he is at the time; he is strongest in his native Croatia.

Tito's absence or elimination has severe adverse effects on the Partisan cause. His absence halves the Partisan Strength-Point potential. His elimination gives the Axis a one-column shift in all combat and increases the chance that Chetniks will line up with the Axis.

The Italians, given the biggest occupation task, had little appetite for the job. As the war went against the Axis, they feared a threat to their homeland and began to cut back their 22-division commitment in Yugoslavia. Italian surrender severely compounded Germany's problems, but the Germans were somewhat ready with Operation Konstantin, a plan to seize Italian-occupied areas in Yugoslavia.

Certain events in the Mediterranean trigger withdrawals and eventual surrender of Italian units (the units are removed permanently from the map, although there is a chance that some may defect or lose their equipment to the Partisans). The same events also trigger entry of strong German reinforcements. The events are abstracted on an Allied Progress Track, and there is an element of chance that some of them (they include the Battle of Alam Halfa and the Morocco and Sicily landings) may go against the Allies or be delayed. Thus, neither Player is sure of the precise turns of Italian withdrawals and surrender; 20-20 historical hindsight can be blurred a bit.

This uncertainty is important because Operation Konstantin is handled via a special movement phase which allows the Germans to deploy units to disarm the Italians. The Germans may opt to deploy the units a turn

*[continued on page 33]*

# FO.

by Eric Goldberg

## A Game that Has Lived in Infamy

The veteran wargamer has suffered through more than his fair share of turkeys as a by-product of the proliferation of games in the last few years. More often than not, the unfortunate purchaser will either have to muddle through the rules, inventing his own solutions where necessary, or consign the game to a dusty corner of his closet, never again to see the light of day. The larger game companies, whose business depends to some extent on goodwill, will occasionally see fit to issue a second edition which, hopefully, makes a good idea previously obscured by garbled rules into a playable game. When such help is not forthcoming, the gamer mentally flushes his money down the toilet, just as the California earthquake victim stoically endures yet another hike in his insurance rates.

Disastrous wargames come in three distinct flavors. The first is the irredeemable, such as *Kriegspiel*, which is about as popular at a wargaming convention as a leper at a political fund-raising dinner. Such a game was irretrievably mangled in the design stage, so the less time spent on playing it the better. *Armada*, to cite an example of the second type, is a run-of-the-mill game when the players are equipped with the second-edition rules, but is useful only as an errata generator in its original form. This middle-of-the-road disaster is none too frequent; probably because a developer is less likely to go out on a limb (however misguided he might be) when the design concepts are not that ambitious. The last variation on the disastrous game theme is the excellent design brought down by an execrable development job. The second edition of *Pearl Harbor* makes it clear that that game belongs in this group.

Originally, designer John Prados sought to sell Avalon Hill a *Third Reich* game in the Pacific back in late 1975. The folks in Baltimore were none too pleased with the voluminous amount of rules questions they were receiving on the latter game, and suggested John go elsewhere. Game Designers' Workshop preferred to look at the merits of the game in front of them — not to mention the sales of *Pearl Harbor's* predecessor — and contracted with John to release the game. At the time, this seemed a serendipitous coupling — the folks at GDW share the reputation of maverick young designers occasionally daunted by development problems with the likes of John Prados.

Alas, 'twas not to be. The design, finalized in the early part of 1976, suffered an internment of over a year. Most of that time passed with nary a clue from Normal (if the town in which the Workshop can be

found can be said to be that) as to when the game would see the light of day. At one Origins, I, as interested playtester, asked Doug Poe, one of the developers, whither *Pearl Harbor*? He vouchsafed that he was hard at work on the fifth (!) re-draft of the rules, and expressed hope for an imminent release.

Now, John Prados has a deservedly less than sparkling reputation as a rules writer, which is ameliorated by his standing as one of the top innovators in the field. Oddly enough, though, his final version of the rules for *Pearl Harbor* was one of his best efforts (regrettably, it is not likely that the reader will be able to prove the veracity of this statement — copies of that version do not abound). When the game was finally published, it had been done an injustice — the set-up was an unfathomable mess, should the players deduce how to get to that stage from a remarkably unforthcoming set of rules. Insult was added to serious injury when perusal of those rules revealed just two additions/changes to the design — a piece of fluff on heavy naval unit breakdown and, certainly one of the more esoteric chrome elements in this or any game, an Emperor's Birthday rule.

Given these circumstances, *Pearl Harbor* had as much a chance of becoming a success as Harold Stassen has of becoming President. GDW did rush out an errata sheet, but it was such a feeble effort that the most important information to be gleaned from it was the name of a playtester, inadvertently (almost providentially) struck from the rules. Copies of the first edition became excellent dust-collectors, and, when those were exhausted, no great sorrow was expressed at that edition's demise.

The people at GDW are not as bad as I have colored them in the foregoing. They were very sorry about the damage done to *Pearl Harbor* (not to mention resultant lost revenues), and resolved to go through the somewhat expensive process of developing a second-edition version. GDW also assigned one of its top staffers to this face-saving project — Marc Miller, who is to space opera wargames as Norman Lear is to television sitcoms, along with his trusty assistant, John Astell (whose chief claim to fame may be winning the Colossal Counter Contest in these pages).

Movement is just about the only standard rule to be found in the design. Naval units may only move across water, and must return to base unless maintained by fleet trains. Air units can fly up to a certain distance when engaging in combat missions, but may extend their range when transferring between bases (or carriers). Land units are inhibited in their movement by Zones of Control and certain terrain types, and may "island-hop." Marine units may move amphibiously without the aid of naval units; other land units must be transported. Leaders are highly mobile on land, but are best moved with land units or across water by naval units.

Whenever a naval unit or task force moves, it might be assigned a mission. The

unit or force does not have to execute its mission, but, by the player choosing not to do so, he forfeits the unit's right to do anything but move. The attack mission allows the concerned naval units to perform every kind of attack, ranging from surface naval combat to shore bombardment to launching airstrikes (don't worry, all will become clear in due time). The support mission essentially converts the naval units into a screening force for some other naval units; any enemy units must defeat the supporting ships before they can attack the escorted target. A patrol mission increases a naval unit's movement allowance, at the expense of stripping it of its offensive capabilities. However, if the enemy wishes to pick a fight, these units are still fully able to defend themselves. The good old amphibious mission has naval units ferrying land units into enemy territory or performing routine transport.

A player may allow some of his air and naval units to become reaction forces by the expenditure of economic resource points (a Prados game is often distinguished by a price on everything). A reaction force may attack enemy units during the enemy player's turn, if they are within range of a friendly air unit. This is quite important in play: units which would otherwise be spread too thinly over a chain of islands can mutually defend each other. The games theorist might think that this tactic could be used to blunt an entire offensive; in practice, there is too much ground and too many objectives to be covered without bankrupting the defensive player.

Combat comes in many shapes and sizes. Each nationality may make no more than six attacks of any type, except that, for these purposes, the United States and Japanese Armies and Navies are treated as separate "nationalities" (one can dispense with these ceilings for a turn by paying the cost). What exactly constitutes an attack is a little fuzzy; units from different task forces in separate hexes may execute one attack for ceiling purposes — but since a given task force can initiate two attacks when countered by a support mission, the question remains whether four attacks can count as one. If those who seek to defraud the government on their tax returns studied wargames, the field of creative accounting would make great strides forward.

The map, which comes in two sections, extends from Pearl Harbor to Afghanistan and from the Aleutian Islands to southern Australia. The dominant terrain type is, of course, water, with rough and desert being the only other two outstanding features. The many islands made famous during the Pacific War stretch across the map (and was that war fostered by an adroit public-relations man seeking to further the interests of the inhabitants of Guadalcanal, Eniwetok, Iwo Jima, *et al*?); most of these are objectives, for which the players strive. Movement rates vary between the Northern Pacific and the rest of the map, because of the Mercator projections used. All in all, the graphics on the map are nothing special, though a deluge of water hexes does not give an art director much flexibility.

The counters, on the other hand, are up to GDW's usual high standard. Each air and naval unit is adorned with an appropriate silhouette, and the colors are tasteful and subdued. Leaders, supply bases, fortresses make appearances, along with the standard paraphernalia required for a World War II naval game of this scope. The attention to detail here is meticulous: the flag on the United States control markers has forty-eight stars.

The package is rounded out by the rules and charts. The charts and displays are scattered hither and yon: on the back of the rulesbook, on separate heavy card-stock sheets, and on the map. Because these were inefficiently organized, the map requires a very large or peculiarly-sized table. The whole kit and caboodle comes in a rather unimpressive flat box.

The Sequence of Play is deceptively simple. There are but five segments to each player-turn, though a quick glance at the inside back cover will reveal that no fewer than thirty-four separate game functions may come into play during a given play-turn (and this does not include the advanced or optional rules!). Each full turn represents one season (presumably three months), and no scale is given for each hex on the map. The scale varies for each hex row due to the aforementioned Mercator projection, but it would have been nice to know the average, at very least.

The heart of the system is the elegant intermeshing of land, air and naval actions. Units are restricted by stacking limits, not because of physical constraints, but due to lack of organizational staff. Therefore, an unlimited number of air units may be present in a hex during an attack, but only so many may be kept operational at a city or base. Naval units may operate independently, or be efficiently co-ordinated into task forces (which increases stacking capacity), though aircraft carriers are not bound by stacking rules.

Land combat is pretty straightforward. The attacking units must attack into a hex into which they could move; the results require elimination, retreat or exchange between forces, or no result. Amphibious assault allows the invading units to trundle into the target hex; if successful, one unit must hold the hex. The invading units always have an out: if forced to retreat, they clamber aboard the transporting ships, and head for port. Many a marine commander would have cheerfully surrendered an arm and a leg for such efficiency.

A naval unit may either bombard a land target, engage in surface naval combat, or, if it has the ability, perform anti-aircraft fire. A naval unit can bombard a land unit or a base; if the attack is successful, the target will be disrupted. Surface naval combat involves the usual odds comparison; ships can become damaged or sunk as a result of such combat. Anti-aircraft fire is used to abort air units attacking the ship or its companions.

Air units may also engage in bombardment of land units. Defensively, an air unit may be placed on Combat Air Patrol, which

requires enemy air units to defeat the patrolling planes before they may attack the target. And, of course, air units may bombard naval units — the Japanese gain a *Kamikaze* ability beginning with 1943. An illustrated example makes the various forms of attack clear after some study; however, it will confuse the players somewhat because the key describes arrows and lines within the diagram that are not to be found.

The men who were most influential in the Pacific campaign rate their own leader counters. A land leader may add his combat value to units stacked with him, and also modify the die-roll by one in their favor. A strategic land leader can aid any unit within three hexes of him. Naval leaders increase the movement allowance of units stacked with them, and naval air leaders aid carrier-based air units when bombarding.

Units must remain in supply to be fully effective. A supply line must be traced to a base, and then back to the unit's home base. This rule makes the home base extremely important to defend; should it be captured, all units of its nationality will be out of supply. One of the few flaws in play is caused by this: one side may extend itself to capture another's home base, crippling the latter's efforts when successful. A player can safeguard against this by purchasing fleet trains, but these only last for one turn.

Weather is crucial to play of *Pearl Harbor*. At the start of each turn, the weather is determined for four different zones. If it is a rainy season, the range of air units is reduced, and it becomes more difficult to attack on land. A stormy season affects play similarly, and also reduces the movement capability of naval units. Monsoons curtail activities by every type of unit, though not as drastically as one might expect. Curiously enough, fog only affects the movement of naval units; air units may blithely fly on through low-hanging clouds.

If the interrelationship of units is the heart of the game, then the economic system is the liver. The main unit of exchange is the ERP (Economic Resource Point). John Prados does not, apparently, feel that a game is complete without some sort of alphabet soup; we have seen BRP's in *Third Reich*, NRC's in *The Great War*, and will see MMP's in his upcoming strategic Napoleonic game. If he should ever leave the field of wargaming, there is a place for him in Washington inventing initialisms.

Each nationality has its own ERP reserve. The players may loan ERP's among nationalities, though it is costly to lend to the Chinese (and to borrow from them). Each nationality has its own force pool from which units can be built, once this is exhausted, ERP's cannot be used to construct new units. Destroyed land and air units are returned to the force pool, as are damaged naval units, but sunk naval units may never return to play. This discourages a huge number of attacks in the opening turns of a long scenario. Bases and fortresses must be constructed and placed in the hex in which they will operate; all other units arrive at their home base (which takes on the impor-

tance of the king in chess). ERP's may also be expended to eliminate the combat ceiling, place a unit in reaction force status, or to redeploy units to new bases.

Each nationality receives a set number of ERP's quarterly, which is augmented by the number of bases they control. The players must break down the ERP totals by nationality; a large display allows a quick summary of control of all objectives at any point in play. In multi-player games, this can become quite hairy. If the Japanese Navy player cannot agree about the split of ERP's this turn with the Japanese Army player, they consult the Imperial Decision Table. (This rule is a direct result of a playtest where I, as the British, agreed to transport Japanese Army units to Japan if they seized the home base of the Japanese Navy. Needless to say, that is no longer allowed.) The Emperor's Birthday rule requires a "victory" be presented that august person every spring season.

Indiscriminate players will pile on a huge number of optional rules. Some of these make sense, including multi-player provisions, Chinese Communist guerrillas, and the inevitable atomic bomb. However, of dubious value are the Emperor's Birthday and the U.S. Interservice Rivalry, though who can resist the Banzai! charge rule? No one will ever accuse the folks at GDW of stinting on the extras.

The second edition of *Pearl Harbor* is what the first edition should have been. As a game, it is eminently playable, and good fun when several players divide the nationalities. As a simulation, it is a new look at an important war and an imaginative combination of old and new mechanics. Would that all second editions of disaster games came out as nicely as this one.

*Pearl Harbor* (2nd Edition), from Game Designers' Workshop, 203 North Street, Normal, IL 61761 \$14.98 ■■

### Designer's Notes [continued from page 31]

in advance in anticipation of Italian surrender only to find to their chagrin that, irony of ironies, the Sicily landings were repulsed and the Italians are still in the war. An unskillful deployment could open large areas to Partisan incursions and uprisings.

The Partisans gain victory points on Game-Turns in which they occupy geographical objectives. The Germans may bring reinforcements into the game earlier than historically scheduled, and may keep units on the map beyond the time of their historical transfer to other fronts, but the Partisans gain points for that. Likewise, the Partisans gain points if the Axis Player decides to use the immensely powerful 1st Panzer Division, which might theoretically have been deployed in Yugoslavia (it spent a month or so battling guerrillas in Greece in 1943).

All in all, the game design addresses a complex situation in a direct and, from the point of view of game playability, interesting way. And in a few months, with *S&T* 81, you'll get to see if you agree with me on that.

*Dick Rustin*

# 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. Publishers Abbreviations: **SPI**=Simulations Publications, Inc., New York; **AH**=Avalon Hill, Baltimore, Maryland.

	NEY vs. Wellington	Kiev	Rostov	Operation Star	Korsun	Bismarck ('79 ed.)	Typical Rating Range
<b>Publisher</b>	SPI	SPI	SPI	SPI	SPI	AH	
<b>Publication Date</b>	5/79	6/79	6/79	6/79	6/79	6/79	
<b>Price</b>	12.00	5.00	5.00	5.00	5.00	12.00	
<b>Nr. of Players Reviewing</b>	238	50	48	46	47	59	
<b>Date Reviewed</b>	3/80	3/80	3/80	3/80	3/80	3/80	
<b>A. Map, Physical Quality</b>	7.30	6.42	6.98	6.71	6.77	6.47	6.1-6.8
<b>B. Rules, Physical Quality</b>	6.62	6.59	6.60	6.69	6.63	6.58	6.4-7.1
<b>C. Counters, Physical</b>	7.16	6.69	6.86	6.47	6.63	7.17	6.5-7.2
<b>D. Ease of Play</b>	6.07	6.66	6.73	6.93	6.62	6.57	6.3-7.0
<b>E. Rules Completeness</b>	6.74	6.80	6.88	6.69	6.89	6.92	6.3-6.9
<b>F. Play Balance</b>	6.75	6.13	6.06	6.42	6.25	6.65	6.1-6.7
<b>G. Game Length Suitability</b>	6.56	6.57	6.76	6.98	6.33	6.46	6.2-6.8
<b>H. Set-Up Time Suitability</b>	6.85	6.65	6.59	6.76	6.40	7.18	6.2-6.8
<b>J. Complexity Suitability</b>	6.93	6.31	6.41	6.51	6.55	6.72	6.2-6.9
<b>K. Realism</b>	7.32	6.40	6.57	6.41	6.52	6.92	5.9-6.5
<b>L. Overall Rating</b>	6.97	6.43	6.65	6.61	6.60	6.77	6.1-6.8
<b>M. % Who'd still buy</b>	77%	78%	79%	83%	85%	77%	77%
<b>N. % Rec'd money's worth</b>	86%	82%	85%	83	85%	83%	82%
<b>S&amp;T SURVEY DATA</b>							
<b>% Who've played game</b>	69%	8%	8%	na	na	12%	
<b>Acceptability Rating</b>	6.6	6.5	6.9	na	na	6.9	
<b>Complexity Rating</b>	7.0	6.0	6.0	na	na	6.5	
<b>Game Length (hours)</b>	5	3	3	3	3	5	
<b>Solitaire Playability</b>	6.0	6.5	6.5	na	na	4.0	

### NEY vs. WELLINGTON

**Design/Development:** Joseph Balkoski

**Art:** Redmond A. Simonsen

**Comment:** Tactical level simulation of the crucial battle of Quatre Bras, based on the *Wellington's Victory* game system.

### KIEV

**Design/Development:** Joseph Angiolillo, John H. Butterfield, Brent Nosworthy, Stephen B. Patrick, Bob Jervis.

**Art:** Redmond A. Simonsen

**Comment:** A division/regimental simulation of the German Blitzkrieg campaign of 29 August 1941 which ended with the largest encirclement in history and the virtual destruction of the Soviet prewar army.

### ROSTOV

**Design/Development:** Joseph Angiolillo, John H. Butterfield, Brent Nosworthy, Stephen B. Patrick, Bob Jervis.

**Art:** Redmond A. Simonsen

**Comment:** A division/regiment simulation of the first Soviet counter-offensive and the first strategic setback suffered by the Germans in their campaign against Russia.

### OPERATION STAR

**Design/Development:** Joseph Angiolillo, John H. Butterfield, Brent Nosworthy, Stephen B. Patrick, Bob Jervis.

**Art:** Redmond A. Simonsen

**Comment:** Division/regiment simulation of the Soviet winter offensive toward Kharkov and von Manstein's daring counter-offensive, which called for aggressive use of all available Panzer reserves.

### KORSUN

**Design/Development:** Joseph Angiolillo, John H. Butterfield, Brent Nosworthy, Stephen B. Patrick, Bob Jervis.

**Art:** Redmond A. Simonsen

**Comment:** Division/regiment simulation of the Soviet encirclement and pocketing of the Germans on the Dniepr River.

### BISMARCK ('79 Edition)

**Design:** Jack Greene, Jr.

**Comment:** An extensive update of original game; includes three levels of complexity.

# Feedback

**MOVES nr. 50, published Apr/May 1980**

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"). Cards that are incompletely filled out cannot be processed.

**What the numbers mean:** When answering questions, "0" always means NO OPINION or NOT APPLICABLE. When the Question is a "yes or no" question, "1" means YES and "2" means NO. When the question is a rating question, "1" is the WORST rating, "9" is the BEST rating, "5" is an AVERAGE rating, and all numbers between express various shades of approval or disapproval.

## SECTION A

1-3. No question (leave blank)

Questions 4 through 12 ask you to rate the articles in this issue on a scale of 1 (poor) through 9 (excellent); 0 = no opinion on the article.

4. Berlin '85 After Action

5. The Tables of Berlin

6. Rough Going in '64

7. On the Eastfront

8. Opening *MOVES*

9. Designer's Notes

10. *MOVES* in English

11. Forward Observer

12. Was this issue better than the last one?

13-24. No question

25. Assume that you don't subscribe to *MOVES*. Would the quality of this issue alone motivate you to subscribe?

26. For how many issues have you had a continuous subscription to *MOVES*? 0 = I don't subscribe, 1 = This is my first issue, 2 = This is my second or third issue, 3 = This is my fourth or fifth issue, 4 = This is my sixth issue, 5 = This is my seventh through eleventh issue, 6 = This is my twelfth issue, 7 = This is my thirteenth through eighteenth issue, 8 = This is my nineteenth or subsequent issue, 9 = I am a *MOVES* Lifetime Subscriber (regardless of number of issues received)

27. What level of complexity do you prefer in games? Rate your preference on a 1-9 scale, with higher numbers indicating increased complexity. Use the following games as guides: 4-5 = *Chickamauga*; 7 = *Patroll*; 9 = *Air War*.

28. Your age: 1 = 13 years old or younger, 2 = 14-17, 3 = 18-21, 4 = 22-27, 5 = 28-35, 6 = 36 or older

29. Your sex: 1 = Male, 2 = Female

30. Education: 1 = 11 years or less, 2 = 12 years, 3 = 13-15 years, 4 = 13-15 years and still in school, 5 = 16 years, 6 = 17 years or more

31. How long have you been playing conflict simulation games? 0 = less than a year, 1 = 1 year, 2 = 2 years, 8 = 3 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, (3000 BC–600 AD), 2 = Dark Ages and Renaissance (600 AD–1600 AD), 3 = 30 Years War and pre-Napoleonic (1600 AD–1790), 4 = Napoleonic (1790–1830), 5 = Civil War/19th Century (1830–1900), 6 = World War I (1900–1930), 7 = World War II (1930–

1945), 8 = post-World War II (1945–present), 9 = Science Fiction and Fantasy

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

36. *Civilization*. Humanity escaped from the long night of barbarism but four millennia ago. The Akkadian and Sumerian city-states began in the Tigris-Euphrates river valley circa 2300 B.C. After four hundred years passed, they yielded to the Assyrians, who in turn were conquered by the Babylonians. The first non-Mesopotamian civilizations were Egypt, which flourished under the rules of Ramses, and the Mycenaeans, the forerunners of Greek civilization. People were no longer organized only by tribes, the first laws and governments bound them together as never before. *Civilization* unfolds the panoramic story of these early civilizations. Each player takes the part of one people, and seeks to establish a niche in Mesopotamia, Egypt, or southeastern Europe. The game is one of managing whole city-states over century-long turns, giving birth to a new people, or presiding over the death of another. The game is also an educational tool, teaching the lessons of man's past. One map, 400 counters, 56 cards, displays, rules \$15

37. *Bunker Hill*. A tactical battalion level simulation of the British attack on Breed's Hill in Charlestown, Boston on 17 June 1775. The well-trained and armed British units (total strength 2500 men), with naval gun support, attack the entrenched and more numerous (3000 men) but erratically led, very green and poorly armed Continentals. The British must take the Colonial position without suffering excessive losses. The game map will represent the Charlestown peninsula with such terrain features as hills, towns, streams, swamps, fences, stone walls, and fortifications. The game would use a variation of the TSS system, adapted to the Revolutionary War weapons and formations (muskets had an effective range of only 150 yards). The game would include one 22"x34" map (at a scale of 40 yards to the hex), 200 counters, and would be playable in three hours. To sell for \$8

38. *Monmouth*. In June 1778, Sir Henry Clinton, commander-in-chief of the primary British Army in North America, abandoned Philadelphia to the Continentals and commenced a retreat across New Jersey to the safety of New York City. Pursued vigorously by George Washington's Continentals (fresh from their winter tribulations at Valley Forge), Clinton was finally brought to battle on 28 June near the hamlet of Monmouth, New Jersey. In the longest and most typically European battle of the American Revolution, Washington's army proved that it could withstand the most determined efforts of Clinton's well-seasoned regular troops. Although the battle ended in a draw, the British army never again ventured out of New York City to engage the Continentals in open battle. *Monmouth* would be a tactical simulation, with units in battalion and battery size, based loosely on the *Ney vs Wellington* game system. Ground scale would be approximately 100 yards per hex and each Game-Turn would equal 20 minutes of real time. One map, 200-400 counters. Possibly an S&T game. To sell for \$8-10

39. *Opening of the Seven Days Mechanicsville and Gaines Mill*. A one-map game using a modified TSS system that would actually be three games in one. Players could play the Mechanicsville or Gaines Mill scenario, or play the campaign game covering the two days both battles occurred in. Officers would affect play more than in the standard TSS system. Officer ratings would be asymmetrical, that is, officers would be rated in individual categories that other officers would not be rated in (how does one explain Jackson's tardiness on the first day?). The area the two battles were fought in would easily fit onto one 22"x34" map (at the standard TSS scale of 125-150 yards per hex), allowing players to fight it out the first day, maneuver through the night, and continue the struggle the next day. The campaign game would be playable in eight hours, while each battle scenario could be completed in four hours. The game would include 400 counters and would sell for about \$12

40. *The Struggle for Atlanta*. From May to August 1864, the Union Armies of the Cumberland, Ohio, and Tennessee, under the joint command of Gen. William T. Sherman, conducted a vigorous, mobile campaign in northwestern Georgia against the Confederate Army of Tennessee under the command of Gen. Joseph Johnston. The object of this campaign (in which at least five pitched battles were fought) was the Georgian capital of Atlanta, a key southern rail junction and supply center. *The Strug-*

*gle for Atlanta* would be an operational simulation of this campaign in which units would be represented in division size, while each Game-Turn would simulate approximately one week of operations. Leadership would play an important role on both sides, as adroit maneuvering was the hallmark of this campaign. One map, 200 counters. Possibly an S&T game. To sell for \$8

41. *The Battle of Dogger Bank*. The first in a proposed series of games using a universal super-tactical naval warfare system. Designed by a naval miniatures expert, *Dogger Bank* recreates the situation on the morning of 24 January 1916, when a squadron of English battlecruisers encountered a squadron of German battlecruisers in the North Sea. Vice Admiral David Beatty commanded the battlecruisers *Lion*, *Princess Royal*, *Tiger*, *Indomitable* and *New Zealand*, three light cruisers and 35 destroyers, while Admiral Franz von Hipper commanded the *Seydlitz*, *Moltke*, *Derfflinger*, the armored cruiser *Seydlitz*, four light cruisers and 18 destroyers. The game includes a number of diagrams for each capital ship that completely detail its interior and exterior compartments, equipment, and armor layout. The system explores the effects of exploding shells and torpedoes in detail. Ship operation, stability, maneuverability, movement, and firepower is affected whenever critical equipment such as boiler or engine rooms, dynamos, condensers, trim tanks, wireless rooms, range finders, turrets, magazines, shell hoists, coal bunkers, and gunnery directors are damaged or destroyed. The game would include all the displays and counters necessary to recreate Dogger Bank, while the rules and geomorphic maps would be adaptable to any steel-ship era engagement. Hopefully, future expansion kits would allow naval enthusiasts to recreate the battles of Jutland, the Tara Convoy, the *Bismarck*, and hypothetical engagements between favorite ships of different eras in glorious and exacting detail. This unique naval game system, including the Battle of Dogger Bank, will sell for \$20

42. *Madrid!* The time is October, 1936. For Spain, these are the hours of trial. Following the collapse of the central authorities and the failure of a rightist coup, the nation has been plunged into civil war. On one side, a coalition of Royalists, Fascists and military men backed by the Catholic Church, on the other, an equally tenuous coalition of anarchists, communists, Basque and Catalan Separatists and anti-fascists. The stage is set for the central drama of the 1930's, the Nationalist drive on Madrid. Supported by Hitler's Condor Legion and Mussolini's CTV, Franco's bandaras of Spanish Foreign Legionnaires and Moroccan levies march on the Spanish capital in four converging columns. Within the capital students, workers, and police formed into loosely-organized militia await Franco's tough veterans. They are well-armed, but poorly trained and led. Over the next five months, they will die in droves attempting to halt the Nationalist drive, victims of their own inexperience. Their places will be taken by the soldiers of the International Brigades now in the process of being raised in America, England, France, and Russia. In the end, the defenders of Madrid will hold the city, but only after a battle of many months along a wildly fluctuating front of 100 miles. *Madrid!* would simulate this epic battle using 100 counters, a 22"x17" map (folio size) and 8-12 pages of rules. In a 1" box for \$7

43. *1939*. A game focusing on the German two-front dilemma in 1939, underscoring the extent of Hitler's gamble in attacking Poland. Perhaps a determined Allied attack on Germany's western border might have ended World War II in 1939. The game would be played on an 11"x17" map of eastern France, northern Germany, and Poland. The German Player would begin by attacking Poland, making the tough decision on how strong a force to leave opposing France. The Anglo-French/Polish Player would defend Poland with Polish troops while waiting for a variable release of Anglo-French forces for an offensive in the west. The Allied objective would be to capture certain territory in Germany, the loss of which would be politically unacceptable to Hitler. The German Player has the option of shifting forces from Poland to meet this threat, a tricky decision for him. There will be the possibility of traffic delays and Allied air interdiction hampering his transfer of units. The German Player must keep enough strength in Poland to keep up the *Blitzkrieg* and to deal with the possible lack of Soviet assistance in eastern Poland. Would include 100 corps and division sized counters. To sell for \$6

44. *Singapore*. Often called the Gibraltar of the East, Singapore was the main British naval base east of Suez in 1941. Consequently, the island fortress was a top priority

target for the planners of Japan's "oriental *Blitzkrieg*." Knowing that Singapore's seaward defenses were among the strongest in the world, the Japanese planned a bold lightning stroke at the rear of the fortress consisting of landings at Kota Bharu, Simgora, and Patani in northern Malaya and southern Thailand and a drive down the Malay peninsula toward Jahore. The invasion was executed on 8 December. Thereafter, the 100,000 men of General Yamashita's 25th Army outmarched, outmaneuvered, and generally outfought the 100,000 men of General Percival's defending army in a grueling two month campaign through some of the densest jungle in the world. After a savage struggle for the beaches of the island base itself, the British finally surrendered unconditionally on 15 February 1942. The "Tiger of Malaya" had won his greatest victory. *Singapore* would simulate the entire campaign for Malaya and the conquest of Singapore itself using 100 counters, an 11"x17" map (showing Malaya on one scale and Singapore itself on another) and 8-12 pages of rules. Units would be battalions, regiments, and brigades. Each turn would encompass one week (with 56-hour turns for the assault on the fortress). In a 1" box for \$6.

**45. The Great Carrier War.** After more than a year of historical research, the designer of *Battles for the Ardennes* has created a comprehensive simulation of the four carrier battles of 1942 that revolutionized naval warfare. The engagements of Coral Sea, Midway, Eastern Solomons, and Santa Cruz are presented along with a detailed historical analysis of the campaign. The fast, action-oriented game system uses all the naval vessels, aircraft and troops that participated in the battles. Searches are conducted on two strategic maps of the Central and South Pacific at 66 nautical miles to the hex. Air strikes are displayed on a tactical map at 1000 meters to the hex. Each Game-Turn represents four hours, telescoping into smaller intervals in the event of battle. The unique combat system uses dice throws regulated by a series of easily memorized "conflict guidelines." In a campaign that was dominated by the improbable, this technique speeds play while maintaining historicity. As in the actual battles, the handling of aircraft is crucial. Planes may be "buttoned up" in the hangar, placed on combat air patrol or search, or armed and moved on deck for air strikes. The strategic uncertainty of the conflict rewards the player who can outmaneuver, outguess and outnerve his opponent. Other rules cover submarines, radar, surface combat, task force deployment and Allied intelligence. Optional rules include critical hits, fire control, weather conditions, strategic uncertainty, Japanese "Victory Fever," and pilot skill. Tailored for exciting, smooth play, a typical game of *Carrier War* may be played in two hours with a system that will lure land gamers into naval simulations. The game would include 400 counters (including about 20 double-sized carrier counters), three 22"x17" maps, and displays, all for \$20.

**46. Objective: Schmidt.** The crossroads village of Schmidt, Germany assumed critical importance for the U.S. First Army in November 1944. Not only was the village an important supply center for German forces, but it also controlled the crucial Roer River dams, which, in enemy hands, could be blown at any time, inundating the entire Roer valley for a period of weeks. First Army HQ assigned Major General Norman Cota's 28th Infantry Division to seize Schmidt in a seven-day operation. However, in about ten days of intense fighting, the attack was utterly repulsed at a cost of more than 6,000 American casualties in the 28th Division alone. *Objective: Schmidt* would be a quasi-tactical simulation of this battle, with units in company and platoon size and time scale at 12 hours per Game-Turn. Ground scale would be approximately 800 yards per hex. All in all, the game-system would stress the inherent difficulties of attempting to control low-level formations at divisional HQ, while keeping the strategic objective constantly in mind. One map, 200-400 counters, moderately simple. To sell for \$10-12.

**47. Korea.** The transition from colonial state to independent power was not easily accomplished by the Koreans. The victors of World War II had arbitrarily split the country into North and South Korea. North Korea was heavily influenced by the Soviet Union and the Chinese Revolution, while South Korea was under the aegis of the United States. In 1950, each government sought to re-unite with the other, and it was the North Koreans who invaded first. The United Nations immediately announced its intervention, though it was some time before the UN troops could arrive in force. The North Koreans pushed the South Koreans to the brink of surrender, at which time the U.S. and UN forces routed the North Koreans across the 38th

parallel. The Communist Chinese entered the war after action at Yalu River, drove the U.S. and UN back to the 38th parallel, where the war was to end in stalemate. *Korea* will be a simulation of the whole of this important conflict. An up-dated terrain analysis will show the rugged nature of that country, and how it affected the combat. A political system will determine the arrival of some of the participants, and will also modify the victory conditions. One map, 400 counters, display, and rules \$12.

**48. Valley of Death: The Battle for Dien Bien Phu.** From November 1953 through May 1954, French Union forces held a fortified encampment in the valley of Dien Bien Phu against superior numbers of Vietminh regulars commanded by General Vo Nguyen Giap. When the garrison finally surrendered to Giap, 10,000 elite paras and legionnaires went into captivity and the fate of French Indochina was sealed. *Valley of Death* would simulate this milestone battle on a tactical-operational level using a split scale to cover both the battle in the valley itself and the larger battle for the approaches to the valley. Units would be battalions and companies. Each Turn would equal one week, made up of seven daily pulses during which tactical action could be resolved. The French base and surrounding terrain would be portrayed on one map at a scale of 500 meters to the hex (or less). The Vietminh supply line and the environs of the valley would be shown on a separate folio size map at a scale of 2.5 kilometers per hex. The game would concentrate on the events of the battle itself, but would allow for manipulation of outside events (including possible U.S. aid) which could have affected the outcome of the struggle. Special emphasis would be placed on the use of air power and artillery. One 22"x34" map, one 17"x22" map, 600 counters, 28+ pages of rules and scenarios \$18.

**49. Go Devils!** In this unusual game of Vietnam, 1970, each player commands two line battalions of the 3rd Brigade, 9th Infantry Division in the Mekong Delta region. Each player not only moves his own units, but also the Vietcong and NVA forces opposing the other player. In effect, these two players are in competition with each other to gather victory points for performing such "Nam era objectives as bodycounts, "winning the hearts and minds," "pacifying" areas, keeping down the number of incidents with the friendly locals, and generally keeping coherent and functional while not allowing the V.C. to harass you too much. Of course, points are lost if congress finds out about the "Sat Cong" badge. The game will have an accurate OB and will be played on an 11"x17" map portraying the actual area of operations where the brigade was stationed in 1970, and will include many actual incidents that occurred in the area at the time. Would include 100 counters, rules and historical notes, in a 1" box for \$7.

**50. Ophiuchi Rush.** The Terran Trade Commission has opened the Betelgeuse star-system to commercial exploration by four independent space development companies. Five planets in the system show promise as the scout teams from the different companies gather data on the system. Soon the companies are struggling to establish bases on the planets to discover, mine, process and export valuable minerals and other commodities. *Ophiuchi Rush* would be a colorful 2-4 player simulation of the commercial exploration and exploitation of a star system (sort of a future version of our game *Conquistador*). Each player would control a company composed of exploration ships, intrepid pioneers and scientists, building and manufacturing supplies, and capital with which to purchase unexpected necessities, such as weapons to battle any hostile forces (possibly intelligent) and industrial spies and saboteurs (to discreetly impair opposing operations). The game would include an 11"x17" map of the Betelgeuse system and 100 counters, used to give the planets unknown and variable attributes, and to represent the players' diverse forces. In a 1" box for \$7.

**51. Conquest of the Gaean Reach.** Humanity has become the overlord of the known universe. Centuries of colonization and the discovery of a few technologically inferior races have caused the Confederation of Human Planets to adopt the role of benevolent tyrant to alien races. The M'Ruven, a silicon-based life form capable of space travel, collectively take a dim view of being placed under the aegis of a human governor. The Confederation attempts the pacification of the "unenlightened" M'Ruven, though the M'Ruven systems are far past the outer limits of human space. The war is fought on two levels: militarily, in which the great might of the Confederation is limited by the vast distances between bases, and politically, in which the M'Ruven try to convince humanity of their right to an autonomous state. Task

forces and ships would be displayed on a game-map with *jumplines*, showing the only hyperspatial routes which may be used between given planets. Each player is aware of the position of his opponent's forces as of the previous turn, but not of the composition or current whereabouts of those forces. A simple political system reflects the current standings of the players in terms of victory. Would include one 22"x34" map, 200 counters, rules and displays in a 1" box for \$10.

**52. Once and Future King.** Two game systems in one package, using the same game-map and counters. In the character game, the Knights of the Round Table wander around the kingdom of Camelot in search of the Holy Grail, jousting whenever they chance to meet. Each success improves their ability and renown. The campaign game posits a battle between the kingdoms of Camelot and Cornwall, ruled by the evil King Mark. It's Lancelot vs. Sir Tristan, as they lead their armies into battle. Based on the popular *War of the Ring* game-system, each knight will have a character card giving his various strengths: jousting, sword swinging, leadership, virtue, etc. The 22"x34" map will portray the area of southwest Britain where Camelot is believed to have existed. Will include 400 counters, 56 cards, rules and legendary information. To sell for \$18.

**53.** Would you like to see an article in *MOVES* dealing with the SPI game, *Sinai*, as a summary of action throughout a half dozen playings? The article would be based on notes taken by the author throughout his play of the game, and would deal with the general flow of action rather than move-by-move analysis. 1 = Yes; 2 = No.

**54.** No question.

*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 55-188 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 place "0" in the boxes.*

## DUNE (AH)

- |                            |                       |
|----------------------------|-----------------------|
| 55. A (mapsheet)           | 62. H (set-up time)   |
| 56. B (rules)              | 63. J (complexity)    |
| 57. C (counters)           | 64. K (realism)       |
| 58. D (ease of play)       | 65. L (overall)       |
| 59. E (rules completeness) | 66. M (then and now)  |
| 60. F (balance)            | 67. N (money's worth) |
| 61. G (length)             | 68. No question       |

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#### MAGIC REALM (AH)

- |                            |                       |
|----------------------------|-----------------------|
| 69. A (mapsheet)           | 76. H (set-up time)   |
| 70. B (rules)              | 77. J (complexity)    |
| 71. C (counters)           | 78. K (realism)       |
| 72. D (ease of play)       | 79. L (overall)       |
| 73. E (rules completeness) | 80. M (then and now)  |
| 74. F (balance)            | 81. N (money's worth) |
| 75. G (length)             |                       |

#### 1942 (GDW)

- |                            |                       |
|----------------------------|-----------------------|
| 82. A (mapsheet)           | 89. H (set-up time)   |
| 83. B (rules)              | 90. J (complexity)    |
| 84. C (counters)           | 91. K (realism)       |
| 85. D (ease of play)       | 92. L (overall)       |
| 86. E (rules completeness) | 93. M (then and now)  |
| 87. F (balance)            | 94. N (money's worth) |
| 88. G (length)             | 95-96. No question    |

#### SECTION B

#### CITYFIGHT

- |                   |                      |
|-------------------|----------------------|
| 104. A (mapsheet) | 111. H (set-up time) |
| 105. B (rules)    | 112. J (complexity)  |

- |                             |                        |
|-----------------------------|------------------------|
| 106. C (counters)           | 113. K (realism)       |
| 107. D (ease of play)       | 114. L (overall)       |
| 108. E (rules completeness) | 115. M (then and now)  |
| 109. F (balance)            | 116. N (money's worth) |
| 110. G (length)             | 117. No question       |

#### DEMONS

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

#### DEATHMAZE

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

#### CRETE

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

#### RED DEVILS

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

#### EBEN EMAEL

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