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The  
Magazine  
for  
WarGamers

# ADRES



The  
**ALAMO**

**VICTORY IN THE WEST SPECIAL: Sicily and Grenade**  
**CENTRAL FRONT UPDATE & OB ★ BERG'S REVIEW OF GAMES**  
**DESERT FOX EXPANSION ★ SPIBUS/COMPUTER GAMES**



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# Opening Moves

**"TEN"**

This issue represents the tenth continuous year of publication of *MOVES* magazine. *MOVES* has undergone many modifications of its format in that time and it has also been editorial witness to a few sea changes in our hobby in those ten years. Ironically, in the past year you and I have brought *MOVES* back to its roots as a magazine strictly for wargamers (or conflict simulationists, or historical gamers, or whatever name you please). That's not to say the magazine isn't very different from its beginnings. It's a much more sophisticated magazine with a large "vocabulary" of editorial approaches to wargaming material — indicative of the sophistication and experience of its typical reader.

There is, nevertheless, some hysteria-mongering these days concerning the future of military gaming (usually viewed as suffering from, and ultimately losing out to, fantasy and science fiction). It's undeniably so that there *is* some displacement of product amongst those publishers who are the main sources of original military games. The relatively fixed creative and production resources of the companies, the limited display space and inventory allocations that stores make for *all* types of "adventure" games — and, in fact, the buying power of that (substantial) portion of the audience that plays both categories of games — all these things and others have a restraining influence on military game introductions.

But a sense of proportion and perspective must be maintained. The number of historical games produced annually is still high — more than any one player could possibly absorb in a single year, or even two (by "absorb" I mean play to the point of understanding the fundamentals of the game and its scenarios). Few of us can even afford the time to adequately investigate and make informed buying decisions about more than a fraction of the present yearly crop of wargames. Even fewer of us could afford the money to simply collect (indiscriminately) the dozens of new military games. So what have we lost or gained?

To some, extent we've lost a little choice (on both the buyer's *and* creator's side). We may also have lost some good design talent to the non-military half of the hobby. But through experience we've *gained* increased sophistication and quality. With occasional exceptions, most new military games are much more mature and well-thought out than their brothers from the great flood of games of the 70's. Plus, many of the *good* games of that period have survived and continue to sell. [This continuing growing body of wargames-in-print is itself partly responsible for the slowing of the rate of new titles. *Every* game is a new game if you've never bought *any* wargames before!] Those of you who are *particularly* fans of SPI games are

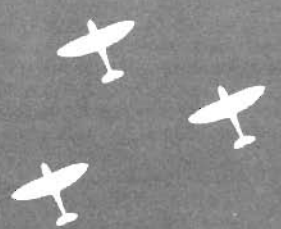
[continued on page 9]



# The Battle Over Britain

begins this March

A major  
military simulation  
game release  
from SPI



# SICILY

## Design Intention and Unique Qualities of the Campaign

by Dick Rustin

On the lighter side, the *Sicily* map allowed me to walk into my barber's and surprise him by showing him his (very small) home town on an elaborate looking map of his island birthplace. He was greatly delighted and expressed interest in the game and the hobby in general. It's rewarding to see non-gamers relate to the factual nature of our product and appreciate the value, complexity and intriguing qualities of this multi-faceted special interest. It also insures you of getting a really good haircut.

— Redmond

In his critique of *Kursk* in *MOVES 58*, Bob Malin cited John Hill's advice that a game should be judged by the designer's intent. Quoting from an article by Mr. Hill in a British publication, *The Wargamer*, Mr. Malin recalled: "...let the designer clearly state what his pre-design intent was, and then either applaud or crucify him on the judgment of how well he obtained that goal."

Well said, gentlemen. We offer here our intent behind *Sicily*. It's the story SPI dared not print (simply because the game was so involved there was not sufficient room for designer's notes in the rules).

Historically, the Sicily campaign was for both sides a largely unimaginative, gruelling slugging match. The Allies followed a safety-first strategy of straightforward capture of territory, rather than destruction of enemy forces. The Axis, after an abortive early counterattack, fought a well-executed delaying action over terrain ideally suited for defense. Hardly the stuff of exciting, operational-level wargames.

Given this problem, our intentions were threefold. The first, which really should be left unsaid, was to research the subject so thoroughly that all facets of the campaign could be fairly and accurately presented. Our research is outlined in the bibliography accompanying this article.

The second aim — and this was especially peculiar to the problem at hand — was to make players forget they are not in the Western Desert or Ukrainian steppe fighting a mobile, free-wheeling, quasi-naval campaign. Our solution was to keep them busy doing things and making decisions over and above the normal ones required for movement and combat. There are lots of actions and decisions to be taken by both sides in the historical version of the campaign game, yet all reflect the problems and uncertainties that beset the rival commanders in 1943: lack of reliable Allied air support, the unreliability of Italian troops (should they be evacuated

before they have a chance to desert?), the uncertain Axis supply situation, and the risk of feeding green replacements into depleted Allied units, to mention but a few.

The decisions are not meant as make-work for the players, and this brings us to our third goal. In designing the historical campaign game, we constantly kept an eye on the variable campaign version, which was designed to open up play dramatically. It is the version to which we strongly urge players to move, as soon as they can. The historical decisions and uncertainties will take on entirely new dimensions, and both players will be free to experiment with an array of new deployments, strategies and risks. Some idea of what these might have entailed for the Allies is depicted by their early plans for the invasion. These are outlined in an accompanying module on another page, and also serve as examples of how to plot invasions in the variable campaign game.

### Exclusive to Sicily

To the extent that the exclusive rules are not self-explanatory, we would like to offer our thinking behind the key ones:

**Terrain:** Sicily's mountainous terrain placed heavy burdens on both sides. Thus, the Terrain Effects Chart is vertically oriented; success in combat is heavily dependent on height rather than cover. The island afforded little natural cover; there were no large wooded areas, and the campaign was fought in high summer, when what small cover there was, like wheatfields, had been burned off by the sun. Therefore, much tactical movement and a fair amount of combat took place at night; the desire to escape the oppressive heat of the day was also a factor.

Summer also had turned most of the island's high-banked, swift-flowing rivers into dry, boulder-strewn gullies which the Germans made even more tortuous by the expert use of mines.

The importance of elevation and natural barriers of dried-up watercourses is reflected in the Combat Results Table, which gives a defender a tremendous premium for occupying a position behind a river and above the enemy. "River" might be a misnomer except for the fact that even a brief rainy spell would convert a gully back to a raging torrent.

Despite the hard terrain, the campaign, ironically, was largely a war of maneuver, albeit in slow motion. Seizure of a commanding height often was enough to force the enemy to abandon lower terrain, even if the lower terrain itself was a couple of thousand feet high. North American troops proved particularly adept at this kind of infiltration, which

often was accomplished by excruciating night marches and climbs.

So, because height was a relative thing, we deliberately moderated the defensive benefit of mountainous terrain, per se. We've always been skeptical about the knee-jerk design tendency to automatically give a defender an unrestricted benefit for occupying a mountain hex — a legacy dating to the hobby's *Tactics II* ice-age days. Our skepticism was rewarded when, in the course of researching *Sicily*, we read the post-war interrogation of German commanders. They bemoaned the difficulties of *defending* in Sicily's mountains. The biggest handicap, they said, was visibility; often they could not see what the enemy was up to until he was upon, above or behind them — and then it often was too late. This problem was compounded because the Axis didn't have enough troops to man a continuous line. Rather than tinker with the game system's zone of control rules, we simulated the benefits of mountain one-upmanship by the rule which exempts a unit from mandatory combat if it occupies higher terrain than an adjacent enemy, yet forces combat upon the enemy.

**Movement:** Tactical movement in the game is intentionally difficult, and reflects Sicily's winding mountain roads plus other goodies. Towns posed a particular problem for mechanized troops. Because of centuries of foreign invasions, Sicilians built their towns on the least accessible piece of real estate in a locality. Many towns were perched on high crags dominating roads and junctions. Houses were thick-walled and made of stone. Hence, the column shift for defenders of a town, and hence a Rubble rule (see below), which will further enhance the play of *Sicily*. Town streets were narrow, almost impassable to armored fighting vehicles; thus the added cost for mechanized tactical movement.

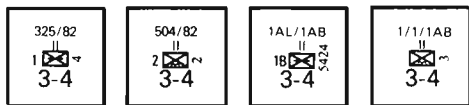
The Axis demolished 130 bridges on Sicily, just about every key span on the island, and 40 times blew huge craters in roads where they passed some difficult spot like a hairpin turn or the face of a cliff. The relatively slow tactical rate along roads, particularly secondary routes, reflects this (the alternative was to print a sheet of 200 blown-bridge markers in *S&T 90*, instead of *Monmouth*).

Armor was useless in mountains, except along roads or just off them. Terrain precluded its being used in traditional breakthrough or mobile defense roles; rather, tanks acted as assault guns to supplement artillery, whose mobility was similarly hampered. Note the rule requiring artillery to be in supply to provide a support bonus; it was of-

ten impossible to haul ammunition to guns even only a few miles from a mountain road.

## The Air War

**Airborne Operations:** Sicily marked the Allies' first large-scale use of airborne troops. The D-Day assaults were intended to seize key points behind enemy lines, and were switches from earlier plans to have airborne troops directly support the amphibious landings by helping overcome beach defenses. Both the US paratroop and the British glider landing (the latter was an attempt to help capture Syracuse) met with mixed results. A later British paratroop south of Catania, with the object of seizing a bridgehead, was a strategic failure. The sole reinforcement mission was an ad hoc affair intended to beef up the US 1st Division, whose 18th Regiment had been held out of the D-Day amphibious assault as part of the 7th Army reserve.



In sum, the Allied airborne efforts were very expensive exercises. Casualties were heavy in proportion to results achieved. Contemporary doctrine called for all missions to be made at night. But inexperienced aircrews, poor visibility, high winds on D-Day and itchy trigger fingers of "friendly" anti-aircraft gunners combined to disrupt Allied plans. It took a week to regroup the 82nd Airborne Division's two paratroop regiments. Allied gunners, mistaking troop-carrying aircraft for Axis, shot up 16% of the transports in the reinforcement mission. In the two British operations, a total of about 350 men, out of 3,100 committed, assembled at their objectives.

Still, the opportunities available in the variable campaign game are numerous and tempting. If players opt to use non-historical weather, the Allied drops might fare better.

**Air Supply:** The mandatory end to Axis efforts reflects turkey shoots of July 18 and 25 when Allied fighters jumped Ju-52 supply planes and shot down a total of 19.

**Airfields:** Going through with the invasion was predicated on the Allies being able to gain complete air superiority over Sicily. This they did in a withering campaign against Axis airfields during May and June. The Axis was forced to withdraw almost all planes to Italy and Sardinia, where they also were hammered. By D-Day, there were only slightly more than 100 Axis planes left on the island.

The Allies expected to lose about 300 of their 2,500-ship armada to Axis air attack during the amphibious assault period alone. But so effective was Allied air power that only 14 vessels were sunk by enemy aircraft during the whole campaign. A main reason for this effectiveness is that sites for initial invasions were required to be within range of Allied fighter cover. This plan limited prospective sites south of a line from Sciacca, in southwestern Sicily, to just below Catania, on the east coast.

The impressive pre-invasion victory did not solve all the Allies' air problems, however. There remained the need to capture Sicilian airfields so that fighter cover could be

extended over the entire island and ground troops could be supported.

Imagine Allied air power as a pipeline stretching from bases in North Africa to strips on the islands of Malta and Pantelleria. Capture of Sicilian fields would unclog this pipeline; fighters, fighter-bombers, light and even some medium bombers could move to Sicily, making way for other light and medium bombers to move from North Africa to the island bases. The net result would be a complete Allied air umbrella over Sicily, and unrestricted attacks on Axis lines of communication on the island. All this is simulated in the game via the Airfield Chart formulas, with their inverse effects on Allied Air and Axis Support Points.

Sicilian airfields fell into three geographical groups; there were 9 each in the east and southeast, and 6 in the west. Fighters based in the first two areas could not support operations in western Sicily; hence the need arose to capture western fields to protect shipping in any invasion around Palermo. Carrier-based aircraft were not available in the campaign, a situation that was rectified two months later when the Allies landed at Salerno.

Always in the background was the massive Allied strategic bomber force. It operated mainly against bases and transportation lines in southern and central Italy. Its presence is simulated by the relatively low rate of Support Points the Axis receives (an average of 3½ per turn), before applying any effects of captured airfields. The Allies reluctantly made a contingency plan to use heavy bombers in a tactical role if the ground campaign faced disaster (the Emergency Bombing rule). This shift would have greatly eased pressure on Axis mainland supply routes — hence the automatic 8 support points when the rule is invoked. Historically, the plan never had to be used.

The need for die rolls to convert air points into CRT column shifts reflects the rudimentary state of the air-support art at the time. To the chagrin of the ground and naval fraternities, the Allied air plan for Sicily was drawn up independently and emphasized independence by the air arm. It provided for relatively little ground support; the airdales believed that flexibility to meet all types of tasks was more important than committing resources in advance to any particular one. While the plan succeeded admirably in some areas, it produced an inflexible ground support system that took 24 hours for a request to be acted upon! Only in the latter stages of the campaign did the Allies widely use forward air observers with ground troops. As in other areas — amphibious and airborne tactics, and seaborne supply — air lessons learned on Sicily paid dividends a year later in Normandy.

## The Ground War

**Special Movement:** Restrictions on western Axis forces early in the historical campaign game reflect concern over a second Allied landing in the Palermo area. The mandatory attack rule for some Hermann Goering Division units reflects poor coordination between German and Italian commanders. Axis doctrine called for a quick counterattack by mobile forces after coastal divisions had

slowed up the invaders on the beaches. When coastal units crumbled and other Italian troops wavered, however, the Italians, nominally in charge of all Axis troops on the island, ordered a general withdrawal toward the northeast corner. The Hermann Goering, exasperated by the order, refused to break off a counterattack despite its lack of success. Although the counterattack had been a joint effort ordered by the Italians, the reluctance of the Hermann Goering to withdraw could have led to envelopment of all Axis forces in eastern Sicily, and a rapid Allied advance to Messina — if only the Allies had realized that a gap existed in the enemy line.

Allied movement restrictions — more complex — should be viewed in their strategic context. The Allied plan called for the British 8th Army to make the campaign's major thrust, northward along the east coast directly toward Messina. The US 7th Army was to be its flank guard. US forces were to pause initially once they had reached the so-called Yellow Line (the dotted boundary on the map around the American beachhead). There were no concrete plans at the outset to reduce western Sicily; the strategic situation was to be reviewed once the Allies had linked up in the Ragusa area (the game's continuous front line rule).

Of the three possible mandatory restrictions in Case 24.27, the historical one was nr. 2, the appropriation of the Vizzini-Caltagirone road by Montgomery, whose 8th Army had been stopped south of Catania and was looking for elbow room. Bending the army boundary to the west caused severe dislocations for the Americans, whose 45th Division had to backtrack clear to the beaches before redeploying. Patton, chafing under these restraints, bent a few boundaries on his own and launched a "reconnaissance in force" toward Agrigento (simulated by permissible advances after combat beyond the Yellow Line). Soon, Alexander, the Allied ground commander, lifted all wraps from Patton and authorized his drive on Palermo.

The effects of the Patton-Montgomery rivalry have, we believe, been blown out of proportion. Naturally, each wanted the glory of being the first to reach Messina, but after the turmoil of the campaign's early days, each operated independently along respective axes of advance; terrain did not permit one to support (or hinder) the other.

Despite the pre-publication promotion of the game, which is outside the designer's purview, the Allied player is less Patton and Montgomery than he is General Sir Harold Alexander, their superior as commander of 15th Army Group. The Axis player is less Field Marshal Albert Kesselring, the German theater commander, and at first is more General Alfredo Guzzoni, commander of the Italian 6th Army, and later General Hans Hube, who effectively took over direction of Axis forces soon after arriving with his XIV Panzer Corps headquarters in the first week of the campaign.

A few words about the other two possible restrictions of 24.27. Early capture of Catania (situation 3) would have set both Allied armies free to immediately exploit north and west, with only a slight westward shift of the army boundary, to accommodate 8th Army. The other situation simulates a complete

stalling of the British effort at the beachhead. In such an unlikely event, no major decisions about future operations would have been made until the situation was given a few more days to crystallize.

**Amphibious End-Runs:** Historically, both US battalion-sized end-runs were made by the same battalion (the 2nd) of the 3rd Division's 30th Regiment. Space limitations precluded regimental breakdown counters and rules for regrouping battalions. However, ranger units are available for US battalion-sized end-runs. The lone historical British end-run was by a commando unit.

**Pack Transport:** The US 3rd Division requisitioned most of its pack transport locally, so there is no support point penalty there. The British had 7 companies of mules available in North Africa, but chose to transport other materiel instead. Mountain units had their own organic pack transport, and of course their troops could move faster in rugged terrain.

**Naval Gunfire Support:** Initially, Allied ground commanders were worried that fire control procedures were not good enough to prevent their men from becoming fodder for friendly naval guns. The US Navy quickly reassured Patton by its remarkable performance in helping repel the Axis counterattack at Gela; the navy had not been practicing combined operations with the Marines during the 1930's just for the fun of it. The Royal Navy had no comparable fire control techniques; its performance was spotty and it was rarely called upon by 8th Army to make bombardments in force. US warships were withdrawn after about two weeks to replenish ammunition. Later, a task force of two cruisers and six destroyers based at Palermo provided gunfire support and covered movement of seaborne supplies along the north coast.

**Unit Strength:** A lot of hand-wringing went into assigning Morale Levels. It might appear that the Germans were short-changed in the number of Level-3 units, considering their overall superb performance on Sicily. Bear in mind, however, that it was a superb *defensive* performance, highlighted by the intelligent use of terrain. All major German formations were seeing action for the first time, unlike many Allied units. The Level-2 Goering and 15th and 29th Panzergrenadier Divisions had been recently reconstituted after the original formations were destroyed in North Africa or, in the case of the 15th and 29th, at Stalin-grad. The same is true for most units available as variable reinforcements. Fallschirmjaeger units fought like tigers when committed in Sicily and later in Italy. They merited Level-3's.

A handful of Italian units fought well, but were hobbled by inferior equipment. Note that C-1 strength chits have a disproportionately low average combat strength (about 2), to reflect the poor performance of most Italian units that did stand and fight.

On the Allied side, awarding Level-3's to the US 1st and 3rd, Canadian 1st and British 51st (Highland) Divisions was relatively easy. But the vaunted Big Red One proved something of an enigma as the campaign unfolded. From Gela to Troina, it experienced the hardest fighting of all Allied units. By

the end of the campaign it had severe morale problems (self-pity, certainly not cowardice), and its division commander and his assistant were relieved. The replacement rule is meant to simulate morale erosion caused by prolonged combat. Other Allied divisions fought respectably, although the British 5th and 50th, on paper topnotch units, quickly showed the wear of their exertions in North Africa.

The Canadian division's movement allowance of 7 reflects loss of about one-fourth of its vehicles by U-boat attacks on convoys en route to Sicily. Some of the shortage was made up after the division landed.

The US 2nd Armored, although monster-sized with one armored infantry and two tank regiments, received a "B" combat value because 75% of its tanks soon became inoperable; they had synthetic rubber track blocks which did not stand up to pounding on the poor Sicilian roads. The division also had been milked of many vehicles and key personnel just prior to the invasion.

The replacement rule and two-step strengths for many battalions (innovations in the Victory in the West system) were inserted to account for the campaign's time span, which is considerably longer than in other games in the system. German units do not suffer morale penalties for taking replacements largely because their replacement points simulate fresh, excellent Italian artillery batteries which were attached directly to German divisions in mid-campaign. Allied replacements mainly were green troops drawn from rear-area depots.

We strongly urge using the optional rule on new strength chits for each combat. Some might feel it is a wild-card way of wargaming, but we think it both will immeasurably enhance solitaire play and admirably suits the circumstances of this long campaign. A unit's effectiveness varied, sometimes from day to day; the Goering Panzergrenadier Regiment ran like rabbits the first day in combat, and some Italian units fought well only to buckle suddenly. In any event, a unit's performance always will be within the parameters of its combat class and morale level. We think it idiotic to randomly saddle an historically first-class unit with a low combat strength for 40 days. Players may opt to change strength chits at longer intervals, say every three turns, but we think it ought to be done on some schedule.

**Maximum Interdiction:** It took the Allies about a week to wake up to the fact that Axis forces were evacuating across Messina Strait in large numbers, beginning in early August. Because no comprehensive plan existed to halt an evacuation, relatively little was done to stop it once it was detected. The game's interdiction rule simulates a hypothetical, improvised effort to interfere with the evacuation via large-scale commitment of ships and planes. It is not a very practical proposition for the Allies, and should be employed only if the Allied player has victory points to spare or if he wants to retrieve a disappearing chance of victory.

Historically, Messina Strait was one of the most heavily defended areas of the war; there were at least 150 coastal and dual-purpose guns of between 3-inch and 11-inch caliber, plus hundreds of smaller anti-aircraft

weapons. Ironically, the Allies were penalized by *good* weather; their heavy bombers had been in the air over Italy just about every day during the late spring and early summer, thanks to the fine Mediterranean climate. By the time of the evacuation, crews were suffering from combat fatigue, and the heavies were not used much against the strait. Most of the raids were by medium bombers, which operated at night to avoid heavy flak. Consequently, much of the evacuation took place in broad daylight!

**Axis Variable Reinforcements:** To foreclose any meaningful chance that the Axis will receive more units than they did historically, the Allied player must achieve 21 tactical points by the end of Game-Turn 2. This requires capture of Syracuse, Augusta, Gela, Licata and 9 airfields — which the Allies did historically, and should just about be able to do in the game. Any lesser result could persuade Hitler that it might be possible to at least stalemate the Allies and perhaps even drive them into the sea.

The likelihood of that eventuality is slim in the historical game, but in the variable campaign version the Axis player is almost certain to be stronger at the start than he was historically. The added strength simulates the Axis seeing through elaborate Allied deceptions to conceal the true target in the Mediterranean. Historically, the Axis was not sure whether the blow would fall against Sicily, Sardinia, Corsica or Greece. German variable reinforcements in the game were among units earmarked to occupy Italy in case the Italians withdrew from the war.

Following are the Rubble Rule, which should be incorporated into the game as mandatory; a bibliography; initial set-up hexes and Reinforcement Schedule for the historical game; a Tactical Point Chart to ease computations, and sample invasion plots, based on early Allied plans, to illustrate possibilities in the variable campaign version. The Allies discarded the earlier plans because it was felt they would not achieve sufficient concentration of forces and made the invasion vulnerable to defeat in detail. Try them for yourself, and see. □ □

**Note:** In the Airborne Missions Chart (19.4), the Scatter and Loss headings in the key were transposed. The headings in the chart proper are correct. Also, hexes 4810, 4911 and 5010 are volcano hexes.

## Sicily Addenda

### [24.5] RUBBLE (optional rule)

Rubble affects tactical movement, combat and advances after combat.

[24.51] If an Air or Naval Gunfire Support Point results in a column shift against an Axis unit in a city or town hex, a Rubble marker is placed in the hex. The marker is placed in the hex immediately upon resolution of the combat and has no effect on that particular combat; it *will* affect subsequent combats (see 24.55) unless removed. The marker does affect any advances resulting from the combat which caused the marker to be placed in the hex. **Note:** To simulate rubble, players may make facsimiles of the marker included with this rule, or

use spare counters or rubble counters from other games.

[24.52] No more than one Rubble marker may ever be in a hex at one time. There is no limit as to how many times a single Rubble marker may be placed in a hex during the game. The marker has no effect on stacking.

[24.53] A Rubble marker may be removed during the Game-Turn Indication Stage by the player whose unit(s) occupies the hex or was the last to pass through it. A player is *not* obligated to remove a Rubble marker.

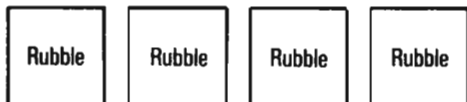
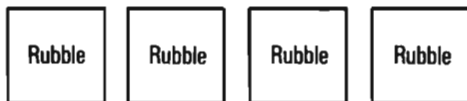
[24.54] A unit using *tactical* movement pays an *additional* cost of one Movement Point to enter a hex containing a Rubble marker.

[24.55] Any unit (Axis or Allied) defending in a hex containing a Rubble marker receives a one-column shift to the left on the Combat Results Table. Only one such shift may be awarded per combat. The shift is in addition to any received for defending in a town hex (see 25.16).

[24.56] A unit advancing after combat into a Rubble hex *must* end its advance in that hex. Rubble has no effect on retreats. Note also 24.51.

### Additional Markers for Sicily

SPI grants players permission to reproduce the markers below, as playing aids. Axis off-map artillery markers should be placed in the box designated for evacuated units, and should be removed if eliminated. Rubble markers are placed according to optional rule 24.5. Other markers should be placed on the respective player's Support Point Track.



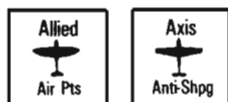
### Naval Gunfire Support



### Replacement-Point Markers (Allied)



### Air-Point Markers



### Rules Clarification for Sicily

[19.33] The maximum loss for an airborne unit is elimination.

[25.2] Allied airborne units are *not* eligible to receive divisional integrity.

[29.17] A total of up to 9 airborne units may make assaults on *each* invasion Game-Turn. Target hexes for Game-Turn 1 assaults must be plotted in advance, like amphibious assaults. If an airborne unit lands in an enemy-occupied target hex, follow the procedures of 19.33.

## Axis Initial Set-up

### GERMAN UNITS

**0609:** Cstl (X2)  
**1309:** 104/15PG  
**1611:** 129/15PG  
**3215:** 215/15PG  
**4121:** PGR/HG, 1/HGP/HG, 2/HGP/HG  
**4814:** Shmz/HG, 115/15PG, 382  
**5019:** 923  
**5116:** Reg, Cstl

### ITALIAN UNITS:

**0805:** 137  
**0810:** 51 Bers  
**0906:** MG "A"  
**1409:** MG "B"  
**1410:** 30/Asieta  
**1506:** 5/Aosta  
**1511:** 19CCNN  
**1605:** 112MG  
**1611:** 29/Asieta  
**1612:** MG "C"  
**1706:** 171 CCNN  
**1805:** 6/Aosta  
**2011:** 10 Bers, 12 Arty  
**2109:** 1 AT  
**2203:** PD "N"  
**2519:** 177 Bers, 104 AT  
**3120:** 17 CCNN  
**3219:** 1 Pal  
**3415:** 34/Livorno  
**3619:** 33/Livorno  
**3918:** 40 Arty  
**4021:** MG "E"  
**4222:** MG "H"  
**4326:** MG "G"  
**4405:** 16 AT  
**4519:** 75/Napoli  
**4522:** 76/Napoli  
**4527:** 230  
**4819:** TG Carm  
**4828:** 173 CCNN  
**4915:** MG "D"  
**4928:** MG "F"  
**5116:** PD "E"  
**5117:** 12 MG  
**5209:** 58 Bers  
**5304:** TG Barc  
**5314:** 372  
**5423:** Nav, AF  
**5509:** 135  
**5607:** 119  
**5903:** 23 Cav, 95 CCNN

### VARIABLE ITALIAN COASTAL UNITS (see 17.0)

**0912:** 124  
**1313:** 143  
**1405:** 133  
**1703:** 147  
**1715:** 120  
**2319:** 138  
**2620:** 139  
**2806:** 136  
**3623:** 134  
**3906:** 179  
**4026:** 178  
**4329:** 123  
**4603:** 140  
**5130:** 122  
**5226:** 146  
**5321:** 121

## Allied Initial Set-up

### US UNITS:

**3823:** 1/505/82, 2/505/82, 3/505/82 (see 19.11)  
**3922:** 3/504/82 (see 19.11)  
**3022:** 7/3  
**3123:** 3 Rgr  
**3222:** 15/3, 30/3  
**3623:** 1 Rgr, 4 Rgr  
**3724:** 16/1, 26/1  
**3925:** 180/45  
**3926:** 179/45  
**4027:** 157/45  
**JOSS 2nd Wave Box:** CCA/2A, 7 Army Depot  
**DIME 2nd Wave Box:** 7 Army Depot  
**CENT 2nd Wave Box:** 753  
**KOOL 2nd Wave Box:** CCB/2A, 18/1

### UK UNITS:

**4830:** 40 RMC, 41 RMC  
**5030:** 1/1 Can, 2/1 Can  
**5131:** 153/51  
**5230:** 154/51  
**5129:** 231  
**5226:** 151/50  
**5326:** 15/5, 17/5  
**5425:** 3 Cdo  
**5424:** 1B/1AL/1AB, 2S/1AL/1AB (see 19.11)  
**BARK WEST 2nd Wave Box:** 3/1 Can, TR/1Can  
**BARK SOUTH 2nd Wave Box:** 152/51, 8 Army Depot  
**ACID SOUTH 2nd Wave Box:** 69/50, 8 Army Depot  
**ACID NORTH 2nd Wave Box:** 13/5  
**ARMORED RESERVE 2nd Wave Box:** 40 RTR, 46 RTR, 50 RTR, 11 KRRC, 44 RTR, 3 CLY

### Reinforcement Schedule

**GT 2 US:** 1/504/82, 2/504/82 (see 19.12)  
*Ger:* 3/1FJ, 4/1FJ (see 27.12)  
**GT 3 US:** 39/9, 4 Goum, 70, 5 Arty, 17 Arty, 77 Arty  
*UK:* 1/1/1AB, 2/1/1AB, 3/1/1AB (see 19.12); 73 AT, 105 AT, 168/50, 24 & 98 Arty, IIRH & 142 Arty, 64 & 66 Arty, 7 & 70 Arty  
**GT 4 US:** 2/509/82, 1/325/82, 2/325/82, 3/325/82  
*UK:* 2 SAS, 4/2/1AB\*, 5/2/1AB\*, 6/2/1AB\*, 10/4/1AB\*, 156/4/1AB\*  
**GT 5 US:** 91 Recon, 36 Arty, 178 Arty  
*UK:* 57 & 58 Arty, 78 & 111 Arty, 75 & 80 Arty  
*Ger:* 15/29 PG; see also 27.26  
**GT 7 UK:** Ont/1 Can, Cal/1 Can  
**GT 8 Ger:** 71/29 PG  
**GT 10 UK:** 11/78, 36/78, 38/78  
**GT 11 Ital:** 185  
**GT 12 US:** 47/9, 60/9  
**GT 14 Ger:** 926  
**GT 15 US:** 141/36\*, 142/36\*, 143/36\*, 191\*, 757\*, 601\*, 645\*  
*UK:* 128/46\*, 138/46\*, 139/46\*  
**GT 18 US:** 18 Arty\*, 6 Arty\*, 776\*, 813\*, 894\*, 899\*  
**GT 20 US:** 760\*, 756\*  
**PORT 1 A&S, 2 HLI, 1 Welch, 7 RM, 2/4 Hamp** (see 27.17)  
**Key:** Arty = Artillery; AT = Antitank; GT = Game-Turn; (\*) = Optional Reinforcement (see 27.16); other abbreviations as per 15.2; for Axis variable reinforcements, see 27.2. □ □

## Variable Campaign Game: Sample Invasion Plots

Following are three early Allied plans for the invasion of Sicily that may be simulated in the variable campaign version of the game; see Section 29.0 of the exclusive rules for specific instructions. The first is an outline plan adopted at the Casablanca conference in January, 1943. The other two are revisions made in March and April. The final plan, Operation Husky, was adopted in May, 1943, and is the basis for the historical game. Also included with this section is a worksheet to aid players in plotting their own invasions in the variable campaign game. SPI grants permission to reproduce the worksheet.

**Abbreviations:** **A:** Artillery; **B:** Infantry Battalion; **C:** Commando; **D:** Depot; **G:** Glider; **I:** Non-Mechanized Infantry Regiment/Brigade; **M:** Mechanized Infantry; **P:** Paratroop; **R:** Ranger; **T:** Tank Battalion.

### I. Casablanca Outline Plan

(Army Boundary: 31xx hexrow)

#### FIRST INVASION (Game-Turn 1)

**First Wave US:** Hex 1715: 2I; 1413: 1I;

**UK:** 5226: 2I; 5130: 1I, 4730: 2I;  
3623: 2I; 4327: 2P; 3822: 2P

**Second Wave US:** Any First Wave hex:  
1M, 1D

**UK:** 5226: 1T, 1I; 3623: 1T, 1I;  
Any First Wave hex: 1D

**Reinforcements:** Game-Turns 3, 6, 9, 12, 15, 18

#### SECOND INVASION (Game-Turn 2)

**First Wave US:** 1305: 2I; 1704: 2I; 1903: 1I;  
2505: 1I

**UK:** 5118: 2I; 5119: 2I; 4716: 3P;  
4816: 3G

**Second Wave:** US: Any First Wave hex:  
1M, 2T, 1D

### IV. Invasion Plotting Sheet

	FIRST INVASION (GT1)		SECOND INVASION (GT__)	
	Units	Hexes	Units	Hexes
First Wave				
Second Wave				
Reinforcements	Game-Turn 3:		Game-Turn ____:	
	Pool:		Pool:	
<b>Army Boundary:</b>				

**UK: 5118 and/or 5119:** 3T, 1I;  
Any First Wave hex: 1D

**Reinforcements:** Game-Turns 4, 7, 10, 13, 16, 19

### II. March 1943 Revision

(Army Boundary: 44xx hexrow)

#### FIRST INVASION (Game-Turn 1)

**First Wave US:** 3623: 2I; 3123: 1I; 4327: 3P;  
3822: 3P

**UK:** 5226: 2I; 5227: 2I, 5130: 1I;  
4730: 2I

**Second Wave US:** Any First Wave hex:  
1M, 1D

**UK:** 5226: 1T, 1I; 5227: 1T, 1I;  
Any First Wave hex: 1D

**Reinforcements:** Game-Turns 3, 6, 9, 12, 15, 18

#### SECOND INVASION (Game-Turn 3)

**First and Second Waves:** Same as Casablanca  
Plan 2nd Invasion

**Reinforcements:** Game-Turns 5, 8, 11, 14, 17, 20

### III. April 1943 Revision

(Army Boundary: 31xx hexrow)

#### FIRST INVASION (Game-Turn 1)

**First Wave UK:** 5525: 2C; 5425: 1C; 5226: 2I;  
5227: 1I; 5130: 1I; 4730: 1I;  
3623: 2I; 4327: 3P; 3822: 3P

**Second Wave UK:** 5226: 1I, 1T, 1B; 5227: 1I,  
2T; 4730: 1I; 3623: 1I;  
Any First Wave hex (see  
21.22): 2D

**Reinforcements:** Game-Turns 3, 6, 9, 12, 15, 18

#### SECOND INVASION (Game-Turn 3)

**First Wave US:** 1715: 2I; 1413: 1I; 1111: 3P;  
1612: 3P; 1305: 2I; 1202: 1R;  
1704: 2I; 1903: 1I

**Second Wave US:** 1413: 1M; 1715: 1T;  
1305: 1M; 1903: 1I, 1T;  
Any First Wave hex (see  
21.22): 2D

**Reinforcements:** Game-Turns 5, 8, 11, 14, 17, 20

## Bibliography

A selected bibliography of the Sicily campaign is listed below. Works preceded by an asterisk (\*) were particularly useful in researching the game. A few words about some of them:

The US Army history is a first-rate account, balancing strategy, operations and thrilling small-unit actions. Marvelously documented, it also pointed the way to a wealth of other source material.

The Canadian work is in the fine tradition of histories turned out by Britain's Commonwealth allies, effectively a divisional history, told with remarkable clarity and attention to detail.

The British works, though very well-written, are uneven; at times they gloss over detail, in other instances details are copious. Occasionally, they digress into highly informative general lectures on amphibious and mountain warfare, and supply.

The US Army Air Forces account, with its overly enthusiastic claims for the accomplishments of air power, must be taken with a grain of salt. Far more valuable and objective are the US Air Force historical studies on air and airborne operations. They are available on microfilm from the Simpson Historical Research Center, Maxwell Air Force Base, Alabama.

Morison's account of US naval operations in the campaign is up to the excellent standards throughout his monumental 15-volume work on the war.

Among the more detailed studies, the most important were the massive 7th Army report, certain postwar interrogations of German commanders, and a series of studies by Mrs. Magna Bauer for the Office of the Chief of Military History, US Army. The Bauer works provided much of the basic research on Axis operations, and contain much detail, including a complete order of battle, which is not included in the US official history. All the works mentioned in this paragraph are available at the National Archives and Records Service in Washington, D.C., and Suitland, Maryland.

### Official Histories

\*US Army: *Sicily and the Surrender of Italy*, Garland and Smyth.

US Army Air Force: *The Army Air Forces in World War II, Volume II, Torch to Point-blank*, Craven and Cate.

\*US Navy: *History of US Naval Operations in World War II, Volume IX, Sicily-Salerno-Anzio*, Morison.

\*Canadian: *The Canadians in Italy*, Nicholson.

\*British Army: *The Mediterranean and Middle East, Vol. V*, Molony.

\*Royal Navy: *The War at Sea, Vol. III, Part I*, Roskill.

Royal Air Force: *The Royal Air Force, 1939-1945, Vol. II, The Fight Avails*, Richards and Saunders.

Royal Australian Air Force: *Air War Against Germany and Italy, 1939-1945*, Herington.



South African Air Force: *South African Forces in World War II, Volume 6, Eagles Victorious*, Martin and Orpen.

### Detailed Studies

\**Axis Tactical Operations in Sicily*, Bauer.

\**Report of Operations of the US 7th Army in the Sicilian Campaign*.

\**USAF Historical Study 37, Participation of the 9th and 12th Air Forces in the Sicilian Campaign*, and Study 74, *Airborne Missions in the Mediterranean*.

\**The Battle of Sicily*, postwar manuscripts and interrogations of officers of Hermann Goering and 29th Panzergrenadier Divisions, and Brigade Schmalz (in English).

\*Interrogations and manuscripts (in German) of officers of Luftflotte 2 and Hermann Goering and 15th Panzergrenadier Divisions.

### Unit Histories & Data

\*British order of battle: *Orders of Battle, Second World War*, Joslen.

\*German OB: *Verbände und Truppen der deutschen Wehrmacht und Waffen SS im Zweiten Weltkrieg 1939-1945*, Tessin; and *German Order of Battle, 1944*, Hogg.

\*Italian OB: *Lo sbarco e la difesa della Sicilia*, Faldella.

*Danger Forward: The Story of the First Division in World War II*, Knickerbocker et al.

*History of the Third Infantry Division in World War II*, Taggart.

*History of the East Surrey Regiment, Vol. IV, 1920-1952*, Daniell.

*The London Scottish in the Second World War*, Barclay.

*The Black Watch and the King's Enemies*, Fergusson.

### Tactical Point Chart

HEX	CITY/TOWN	POINTS	GT 3	GT 6	GT 9	GT 12	GT 15	GT 18	GT 20
0609	Marsala	1							
0805	Trapani	1							
2109	Corleone	2							
2203	Palermo*	5							
2419	Porto Empedocle†	1							
2610	Lercara Friddi	2							
3123	Licata†	1							
3306	Cefalu	1							
3623	Gela†	1							
3714	Enna	3							
3906	San Stefano	2							
3911	Nicosia	3							
4012	Nissoria	3							
4212	Agira	3							
4404	S. Agata	1							
4405	S. Fratello	2							
4509	Cesaro	2							
4604	Naso	2							
4710	Bronte	3							
4713	Adrano	3							
4904	Patti	2							
4909	Randazzo	3							
5116	Catania†	5							
5209	Linguaglossa	3							
5305	Castoreale	3							
5314	Acireale	3							
5321	Augusta	5							
5423	Syracuse*	5							
5607	S. Teresa	3							
5903	Messina	10							

TOTAL Tactical Pts. \_\_\_\_\_

Plus Airfields \_\_\_\_\_

TOTAL (see 27.22) \_\_\_\_\_

Key: \* = Major port; † = Minor port

**How to use the chart:** Cases 27.22 and 27.25 describe why and when Tactical Points should be totaled. On each required turn, enter point values for cities and towns captured by the Allies in the applicable Game-Turn column. Total the points and add the total to Allied-captured airfields (23.1). The Game-Turn 20 column should be used for Victory Point purposes (28.2). SPI grants players permission to photocopy this chart. ■■

## Who is SPI? A Series of Staff Profiles



### Eric Lee Smith

Eric is a transplanted resident of Dallas, Texas, who is currently attending Pratt Institute to major in photography. He began playtesting for SPI in the fall of 1978 and became a part-time employee in spring of 1979, joining the product development staff during the summer.

**Design Credits:** Alamo, Pea Ridge, Citadel of Blood, Sword and the Stars.

**Development Credits:** Monmouth, Drive on Washington, Wilson's Creek, Leningrad, Bulge, The Battle of Corinth, Cedar Mountain, Crete, Julius Caesar, Antietam.

### Opening MOVES [continued from page 2]

perhaps luckier than other wargamers. SPI has a steady yearly output of six full-fledged wargames in *S&T* and about an equal number published separately. We fully intend to maintain this level of product introduction in 1982 (and perhaps even increase it by one or two titles).

To partially satisfy the yearning for games on every topic you can think of, we're going to try some more prototyping in *MOVES*. Prototypes are game outlines and orders-of-battle which with a little effort on the reader's part can be turned into playable full-fledged games. *MOVES* will also continue to keep you informed of the wargame introductions of all publishers, and (if you guys write'em) print profile and analytical articles on those new games.

Thanks to all of you, it's been a good year for *MOVES* and there are encouraging signs for '82 and the next ten years of *MOVES*. I hope you all have great holidays and a good new year. Please write and share with me critical thoughts and suggestions for our magazine.

All the best to you and your families,  
Redmond



## OPERATIONAL ANALYSIS

# OPERATION GRENADE

## Pulling the Pin on the Germans

by Lee Enderlin

The Victory in the West system, of which *Grenade* is a part, was the result of one of those creative impulses for a unified approach to an interesting theater of World War Two. It is a demanding challenge to subsequent designers since although they are spared the problem of framing the basic structure of the game, they are by the same token denied the flexibility of making design decisions that drive the game in the direction they wish. Even though value assignments and exclusive rules allow some freedom, doing a system-game is a lot like writing a book with someone else's characters. Tough stuff  
— Redmond

Late winter, 1945, was a particularly rough time for the German armed forces. Units were surrendering en masse in the West, Allied airpower was overbearing, and there was little fight (and often fewer soldiers) left in the units that remained on the field. When a game designer attempts to simulate this era, he does so at great risk. Rolling up a large pile of dead cardboard Nazis usually makes for a very dull game.

There are, however, a few situations that can be successfully treated on the game map and *Operation Grenade* (*OG* hereafter) is one of them.

### The Game System

*OG* is part of the Victory in the West system. The distinguishing feature of this system is its unique hidden value rules. The players never know the exact combat value of a regiment size unit until it engages in combat for the first time. Smaller units, including cadres, have a fixed value, usually one.

It works this way: Each unit has two values printed on the front. One is a letter grade indicating morale: A, B, or C, with A the best. The second is a number indicating the manpower of the unit: 1, 2, or 3. The larger the number, the greater the manpower. The optimum, then, is A-3, the worst C-1.

A large number of chits are provided in the counter mix to show the current combat value. These chits are separated according to the large number printed on them. This number corresponds to the manpower number on the combat unit. Each chit also has three values printed on it to correspond with the morale letter. When a unit with a value of A-2 engages in combat for the first time, for instance, the owning player draws a chit from the container holding all the "2" chits, then cross-references the "A" to obtain a combat value between 4 and 14.

The chart accompanying this article shows what values can be expected in *OG*. The letter, of course, is the morale value. The

numbers in the left hand column are the manpower values. The numbers across the top are the combat values. The numbers where a row and column intersect indicate how many chits have their combat strength printed on them. "Total" is the number of chits in that row, and "Average" is self-explanatory. Our A-2 unit has 2 chances in 39 of having a strength of 4; 5 in 39 of being worth 9, etc. These charts are only for the initial, full-strength combat value. The chits are backprinted, so step reduction is built in.

As the game progresses, more and more units will be assigned a combat strength and owning players will be able to eliminate the inherent "luck of the draw" of the first few Game-Turns. However, unless a player has a photographic memory, he'll never be able to remember exactly what his opponent has, so the system is still important later on.

There are only two minor rules problems with the game and both are of the "clarification" rather than the "correction" variety. Players with any knowledge of World War II history should easily be able to interpret what the designer intended.

The first rule is 9.4, Divisional Integrity. The wording is slightly ambiguous about receiving this bonus on defense. You need to be adjacent to only one other regiment of the same division to qualify. This means that a division can lose one of its regiments in combat and still provide divisional integrity on defense, but no longer on offense. Units that are being attacked can disregard the diagram showing the requirements for divisional integrity in the standard rules. This is for attacking units only.

The second ambiguity is rule 25.0, Air Points. The German player gets only a total of two for the entire game. While this seems obvious to anyone with more than a passing knowledge of the history of the Luftwaffe, a glib, "rules lawyer" type of player could make a case for the German to receive two points every turn because of the wording of the rule. Sorry, Herr Goering.

There is only one mistake in the rules, but it doesn't affect the play of the game. The standard rules state that there are 200 counters in *OG*, but there are actually 250. Designer Joe Balkoski got permission to use a 255 countersheet (5 are blanks in *OG*) because it didn't increase the size of the sheet itself. The slip is unimportant, but if any of you noticed the discrepancy, at least now you know why it's there.

### Historical Background

It is necessary to briefly touch on the history of the battle in order to understand the

"why and wherefore" of the first decisions the players will have to make.

*OG* was originally intended to cover the flank of the First Canadian and Second British Armies to the north (Operation Veritable). In game terms, this is the area in the vicinity of Geldern.

South of Grenade was Operation Lumbarjack and this was the US First and Third Armies converging on Coblenz. Still further south, the US Seventh Army was to attack toward Frankfurt in Operation Undertone. The latter two are not at all represented in the game.

It was also hoped that, the good Lord willing, a bridge over the Rhine would be captured intact, but that seemed to be a lot to ask.

Grenade, then, played a pivotal central role in Eisenhower's broad front strategy. It protected the flanks of two other major military operations, but Veritable was specifically planned to be in conjunction with Grenade.

The British jumped off on schedule on February 8th (an Englishman would rather die than be late), and Grenade was set to go the next day. However, the Germans blew up two important dams (off the game's south map-edge), flooding the Maas River and forcing an immediate postponement. At this point, the game begins.

### The Allied Player

The Allied player will usually have the second decision of the game, that is, when to attack. The German player will have already decided in which manner he wants to flood the riversides and the American must then plan accordingly. The German will probably use a gradual flood (for reasons we'll discuss later). If he does use a flash flood, the Americans have to attack right away on Game-Turn One (February 17th), so there is no decision to make in this case. A gradual flood, though, does cause problems.

The Germans greatest ally is time and the Americans don't have much of it. With a gradual flood situation, the American player will lose from one to seven turns waiting for the water to recede. He must decide when to launch his attack. The sooner he goes, the tougher the German defense will be, but the more time he will have to reach his objectives. Attack too late and he loses his surprise advantage as well as precious turns.

A reasonable compromise is to attack on February 23rd. This is the last day the Allies will have their surprise bonus (a one column shift in their favor) and the Germans will be almost at their weakest. The race for the objectives will be close, probably lasting

right until the last turn or two. If the American player is feeling lucky, he might try going on February 22nd. His losses will be greater, but if he manages to breach the river line somewhere, he has saved a turn. He can afford the losses, but if he doesn't crack the defense, he has wasted a good opportunity. Attacking between February 17th and 21st is suicide at worst and sorely tempting fate at best.

The effect of the river on German defenses is not a sure thing and dependent on a die roll. Modifications are made in the American's favor the longer he waits.

He can assure himself of at least one break in the opposing line if he waits until the 23rd. That is at the extreme southern end at hex 0110, which is unsupported for divisional integrity. Unfortunately, the great majority of objective cities are in the extreme northern end. He couldn't get further away if he tried, but he has to start somewhere.

He should bring one regiment of the 8th Division from hex 0108 to 0209, while moving the other two units into 0109. Since the town of Dueren in hex 0210 is undefended, he can gang up on 0110 without worrying about a forced attack into that hex. The 104th Division can move up from 0308 to attack 0310 and satisfy the required attack into that hex.

He should use every nasty trick he can on 0110 unless the German draws an extremely weak chit. He can get up to six column shifts against the poor sucker (surprise, air support, two for divisional integrity, and two artillery barrages). If the unit is weak, he can afford the luxury of using only as much force as necessary; if it is strong, the German fox-holes had better be good, especially if there is a lot of Allied airpower available. One thing the Allied player does not want to waste is this virtual freebie to an unlucky die roll.

Once across the river, the attacking is a little easier because the defenders are out-flanked somewhat. This is important because the Germans will still have defense bonuses through February 24th if attacked solely across river hexsides. Naturally, the American player wants to minimize this advantage.

Game-Turn Two, regardless of when the attack is originally launched, will be the toughest. There is no longer a surprise bonus to help, and, as stated, the opponent will still have favorable defense bonuses. Some players I've seen hold back on this turn and attack only where necessary or where the flank has been turned. Given the game mechanics of *OG*, these are usually the same thing. I disagree with that on two counts.

First, the Allied player cannot afford the time, and second, he can afford the losses. In fact, he is going to have a hard time finding something for many of his units to do as the game progresses, so to hell with it. Take your lumps. It's only paper blood.

Game-Turns Three or Four will see the southern end of the German line vanish, leaving open the road to Koeln. It is the only objective city in the southern half of the map. Since the 7th Corps cannot advance north of the 09xx hexrow (see what I mean about having troops with nothing to do?), the capture of Koeln is also the 7th Corps' only objective. But the American player shouldn't get too greedy; this is the one instance when he has plenty of time. The Ger-

man forces will be weak around there if they exist at all. There are far more important places to defend.

Optimum use of the 7th Corps is its role in clearing the southern river defense line and the area around Forst Hambach. Then it can be sent where it is needed most, depending on the circumstances. If the river line is not yet clear, it should be sent to attack the units still there from the rear. If the river line is under American control, the corps can be sent eastward to Koeln. It shouldn't be allowed to tangle up with and slow down the lead elements of the 19th Corps, but it should be used to attack any lingering German units. The American player should remember that once the Germans move north, there won't be much use for the 7th Corps, so it should get as much action as it can early.

In one game I played, the American player sent the corps to Koeln too early and simply had to retrace his steps later when the German infiltrated three strong units back into the river line. The resulting delay cost the American the game because these units tied up a larger number of 19th Corps troops who were needed far to the northeast.

The reason for staying away from the 19th Corps' line of advance during these critical Game-Turns is that this corps has the task of making the most important attacks in the game and these should be started as soon as possible. This corps' first objective after crossing the river is to drive immediately toward the line of improved positions from hex 1113 to hex 1415. This is the weakest point of the German defenses, and once cleared the road to vast riches of victory points is wide open. The corps should be sent there quickly and not allowed to get tied up in attacking units simply because "They're there." This may end up costing a turn or two in reorganizing the front. The follow-up units of the 7th and 13th Corps should take care of these Germans if possible.

I always send the 739th mine clearing tank battalion to this sector. While other parts of the map have more improved positions for this unit to neutralize, it is this same weakness that makes it important to use the battalion here. Once through the main line of defense positions, this unit can be sent to clear the ring around Krefeld.

It is imperative that the American player understand that this is the main attack. All other attacks are simply secondary to tie down enemy units that could be used in this sector. Victory or defeat will rely on how this

*Seventh Army's GI's crossing the Rhine near Worms.*



attack is handled. It will take time and the fighting will not end after an Allied breakthrough at the defense lines, but if the American player can bring the 19th Corps up quickly enough and handles the attack properly, wasting a minimum of time, the German player will be incapable of reacting.

Once the defense line is cleared, the battle becomes more open as the Germans will be forced back into pockets of resistance rather than contiguous lines. At this point, the speed of the American mechanized units becomes important. They should dash for every unoccupied objective city, surround the pockets of German units, and attack as many occupied cities that they have a mathematical chance of capturing. This is quite a lot to ask from so few (and sometimes relatively weak) units, but the Germans won't be in very good shape, to say the least.

These tasks will have to be carried out with whatever is available because time will be running short by this point in the game. The American player will have to take a few chances, especially if his attacks along the defense line were slow in reaching fruition. As weak and few as these units may seem, they are sufficient to accomplish most of their jobs.

The 13th Corps has the tough job of fighting its way through all the defense positions that the 19th Corps wants to avoid. It's going to take time and casualties, but the enemy troops have to be attacked to support the eastern flank. Once the area between Empter Wald and Daelken is taken, this corps can turn west and help capture Roermond, continue north toward Venlo, or east to Viersan and eventually Geldern, depending on which area, if any, needs help. In all likelihood, some units of the corps can be effectively sent in all three directions.

The 16th Corps and the one division of the 12th Corps should work together. By the time the supply restrictions are lifted from the 12th Corps on Game-Turn Six, the American player should be ready to attack Roermond with at least two divisions, one from each corps. Even though they are out of supply early, their movement allowances are unaffected, so this time can be utilized to move the units to their start lines in anticipation of their involvement in Grenade. Once Roermond falls, these units should head for Venlo while the weaker units of the corps remain behind to clear the river line, if necessary, with the 13th Corps.

This is a general overview of the Allied strategy. Now, here are some tactical hints on how to accomplish this.

First of all, back in Koeln, the 7th Corps will be anxiously staring at the Rhine bridge there. If the German player has left a regular combat unit behind to increase his odds of blowing the bridge, the American player should not attempt to force the situation before the last couple of turns. That unit could surely be used elsewhere and the 7th Corps isn't going anywhere, so let the German outfit languish. In fact, anywhere the American player has an overabundance of troops and the German player is tied down on the eastern end of the bridges, the American should wait before attempting the coup.

However, if the fighting is not going in the American's favor, he may have to gamble

on taking a bridge to garner some victory points. He has to get across the bridge to get those points, too, so he had better leave himself enough time to do so. In this case, he had better ignore my previous advice. However, he should never count on taking a bridge; the odds are too slim.

The American player should always be aware of the size of the units he is facing. Battalions, cadres, and artillery have no zones of control and this is the key to the game. He can infiltrate through these units at will and threaten undefended rear areas. As the German units are slowly battered down into cadres, more and more of these situations will occur and the American is well-advised to avoid time-wasting attacks when a quick thrust will be more devastating. If nothing else, the front will sure move in a hurry toward his objectives.

This game is well-suited to the tactic of "picket fence attacking." This trick has been

around as long as *Tactics II* and all experienced gamers use it, maybe under different names. It is the classic means of breaking a defense line.

After setting up the attacks for a given turn, the phasing player resolves every other combat, then goes back and resolves the attacks that were skipped. If the first wave of attacks are successful, the enemy units attacked by the second wave will be surrounded after the first wave's "advance after combat." Unable to retreat, these units will be forced to take step losses. With a little luck or at high odds, these units will be destroyed outright.

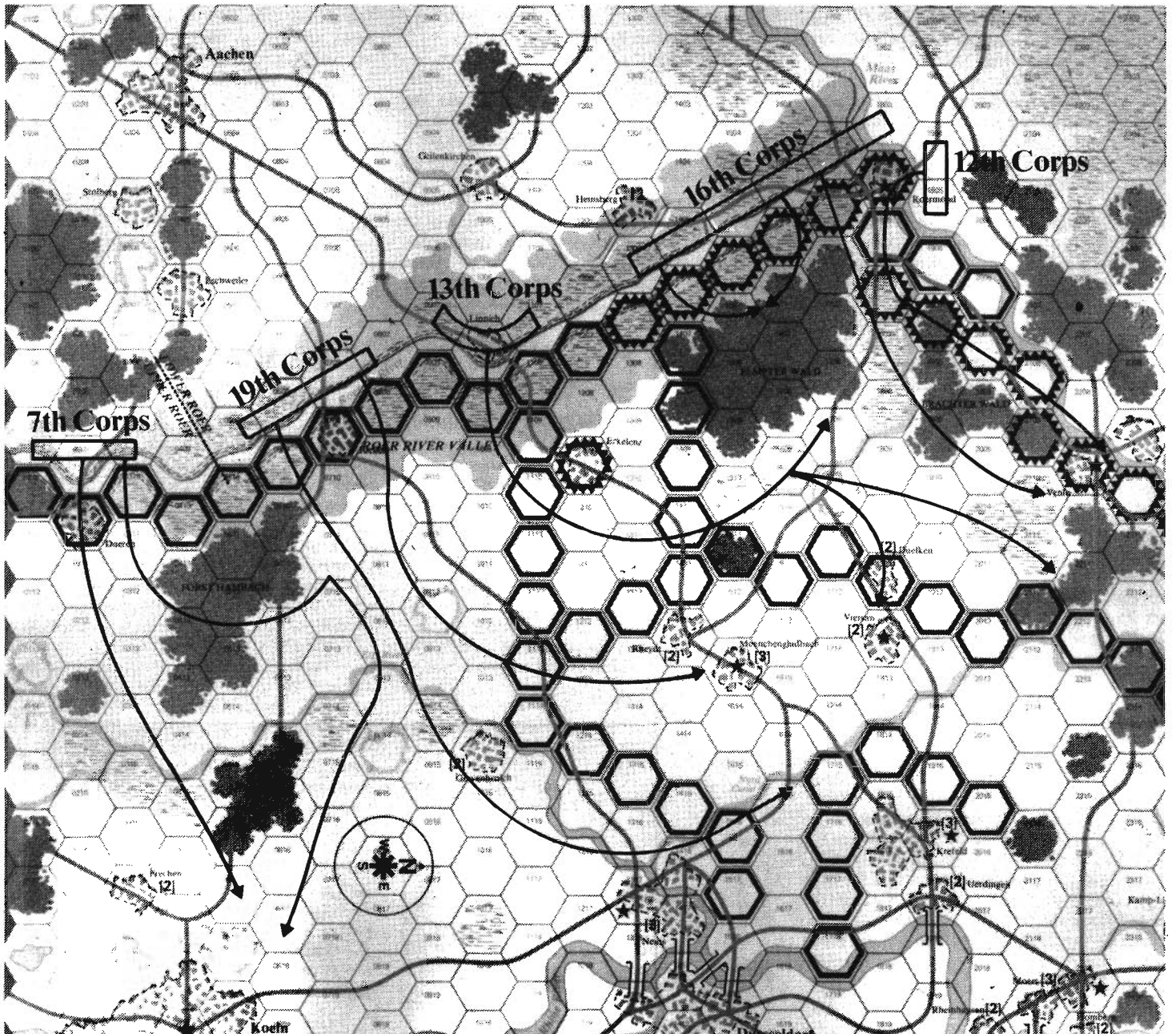
Allied attacks in *OG* come up against line after line of German defenses, so this tactic can be utilized frequently. Be careful in planning the order of attack, however. Occasionally, if is more important to kill off a unit holding a key hex then it is to let it retreat, so that one must be saved for the second wave.

This is also the best way to create breakout attacks on the Combat Results Table and take advantage of them, especially late in the game when the German will be hard pressed to field backup forces.

### The German Player

As is the case with most games of this era, the German player is more or less forced to dance to the tune of the Allied piper. His options are fewer, but there are some things he can do to help himself.

First of all, he can lop off seven turns by declaring a gradual flood. A flash flood gives the American player too much time for capturing his objectives. Initial American losses can (but not necessarily) be a little higher, but he can afford them, and the extra turns will more than make up for the losses. The German defense is equally as good and sometimes better in a gradual flood, anyway, so go with that one.



I feel it is best to use the feeble German airpower on the first or second turn. This is the best defense situation he will have because of the flooding and meager artillery support will also be available. Most of the units will also get the divisional integrity bonus, too. Later, the artillery will have been overrun and often, the units will be too intermingled, spread out, or simply destroyed to qualify for integrity. By that point, it doesn't help much to reduce an 11-1 to a 10-1. Use those airpoints early, when they will do the most good.

Exactly where to use air and artillery will depend on what kind of chits you draw. Use them for your strongest units because your weaker ones will probably be pushed back anyway. If there is any hope at all, give the unit in hex 0110 all the support you can.

Don't retreat a single hex more than necessary except to keep a line intact. Every assault the American has to make will slow him down for a turn. In the open terrain south of Grevenbroich, use the hilltops for your advantage in light of the lack of improved positions. Usually, slow moving units will be trapped in this area and these can be utilized as a rear guard by moving them as close to the American lines as possible instead of trying to save them. Slowing the Allied onslaught is your prime concern, not the preservation of your army. Sounds incredibly cruel, doesn't it?

The biggest German headache is maintaining a reserve to prevent breakouts. Initially, this will be easy, especially if he is lucky enough to roll an early strategic withdrawal. In any event, he has to move as many units as feasible from the 12th Corps to the weak sector around Grevenbroich. An early American breakthrough here will mean an early shower.

The hilltop in hex 0912 is a key piece of terrain. It can provide offensive bonuses to three attacks on improved position hexes, one of which is hex 1113, on the extreme western end of the German sector. Try to hold onto this hilltop as long as you can to help your defense gain the needed time to move into place.

Later in the game, after the inevitable breakthrough takes place, drop into small pockets of resistance. A long line will no

longer be feasible, but these isolated pockets can still hold things back. Save some units for gallant stands around Geldern and Rheinberg, if possible. Assuming all the bridges are blown, the enemy will have to take two of the three cities worth three victory points each to win the game. This is excluding Koeln which shouldn't be defended beyond Game-Turn Three or Four except with throwaway Volkssturm units.

The third of these northern cities is Moers and is virtually indefensible. It has no fortifications and is approachable from all six adjacent hexes. It is also the nearest of the three to the Allied advance. Geldern itself is an entrenchment and approachable only from four sides while Rheinberg has no defenses, but can be attacked from only three sides. Also, these two are on the very last hexrow of the map. The game is won in the battles for these two cities.

The German player should rarely abandon a prepared defense line voluntarily, even if the units are in danger of being cut off. First of all, this forces the American player to attack one or two more hexes south of the goal. Second, it forces him to split up his units a little. Since Allied zones of control do not extend into these hexes, he must physically occupy them until the German player can no longer threaten to sneak back into a hex the Americans have already taken.

The German player will have to sacrifice a fair amount of units in those defense lines, but he will be gaining the greater advantage of time.

Finally, there is the question of how to handle the bridges. Keeping combat troops in the eastern terminal hexes enhances the odds of blowing them up, but not much. I don't like to waste the combat units, especially in Koeln where a smart Allied player will tie it down for the whole game.

The best shot the American player will have is 19%, regardless of the presence of German units (the "ruse" rule). He gets that just once. He has an 11% chance without any units or with Volkssturm units and a 6% chance with a regular combat unit. I prefer to let my units fight (and mostly die) and trust the die rolls to General Luck.

German losses will be horrendous and there is nothing he can do about it, so he may

as well make the most of it and laugh in his opponent's face to show his contempt.

## In Summary

The biggest complaint I have about *OG* is the restriction of the American mechanized forces in the beginning of the game. These units cannot move for the first three turns. I cannot understand the reason. There are restrictions on a number of other outfits, both German and Allied, but they all make historical sense. The 9th and 11th Panzer Divisions had no gas, so they would have spent time waiting for supplies before entering the game (one and two turns, respectively). Hitler was loathe to give up any territory, let alone German, so the strategic withdrawal rule for the 2nd Corps makes sense too. The Allied 12th and 16th Corps were in relatively secondary areas, so they were out of supply because units in the primary areas had priority.

The mechanized rule appears to be an artificial add-on for the sake of play balance. It affects the game in two ways. First, the American player has to be very careful in his initial set-up for his self-propelled artillery units. Judicious placement will insure maximum use during the three turns of their immobility.

Second, the American infantry will be strung out in attacking the Maas River line, resulting in the loss of divisional integrity in some cases. This is inevitable if he wants to make as many attacks as possible in Game-Turn One, which he should.

In general, however, *OG* works because the victory point objectives are difficult for the American to reach. One army is very strong and always on the offense, while the other is weak and can only make a rare, local counterattack to alleviate the boredom of constant defense. Yet, the weak army has an excellent chance of winning.

There is one aspect that some would say hurts the game, although it is historically quite accurate. That is the business about the bridges.

Yes, they were extremely important, and yes, capturing one intact was mostly a matter of luck. If the Allied player gets one in *OG*, he will probably win. If he's lucky enough to capture two, pick it up and start all over. He can't lose. This is an excellent example of how circumstances over which the opposing generals have no control can influence a battle. Two bridges over the Rhine should be a major Allied victory.

Admittedly, playing a tenacious, resourceful defense only to have luck take away a hard-earned victory is difficult to swallow. This doesn't happen often in *OG*, but it is a fact of war. "Game-gamers" hate it; "historian-gamers" accept it. Nobody really likes it. I find it to be a very satisfying touch.

Let's face it, despite the bloodthirsty competitiveness of some gamers (and we all know at least one like that), this is, after all, only a game and the German player can still get some satisfaction from good play if Fate decides against him. An astute American player will recognize this.

Of course, the two of you have one great advantage over history. You can always set 'em up and...

Play it again, Sam. ■■

## COMBAT STRENGTH AND MORALE RATING BREAKDOWN CHART

### COMBAT VALUES

MORALE/ STRENGTH	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	AVE	TOTAL
A 1*	1	2	2	2	2	2	3	3	2	2	2	2	-	-	-	-	6.64	25
B 1	3	2	4	2	6	2	4	2	-	-	-	-	-	-	-	-	4.52	25
C 1	5	4	2	6	2	4	2	-	-	-	-	-	-	-	-	-	3.64	25
A 2	-	-	-	2	3	4	4	4	5	4	4	4	3	2	-	-	9.00	39
B 2	-	-	5	4	8	5	8	4	5	-	-	-	-	-	-	-	6.00	39
C 2	-	5	4	8	5	8	4	5	-	-	-	-	-	-	-	-	5.00	39
A 3	-	-	-	-	2	2	2	2	2	2	3	2	2	2	2	2	11.00	23
B 3	-	-	-	2	4	2	5	2	4	4	-	-	-	-	-	-	7.10	23
C 3*	-	-	2	4	2	5	2	4	4	-	-	-	-	-	-	-	5.60	23

Note: An asterisk (\*) indicates that this unit is provided for reference only; there are no A-1 or C-3 units in *Operation Grenade*. Also, there is only one B-1 unit provided in the game.

## GAME PROFILE/DOCUMENTED PLAY

# THE ALAMO

## A Game to Remember

by George Schandel

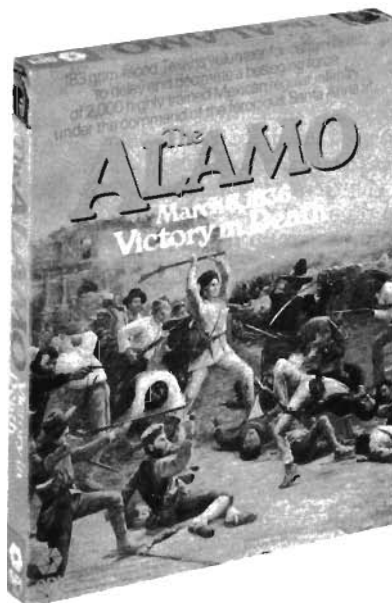
When Eric Smith (*Alamo's* designer) brought me the sketch map to the game, I thought to myself — they ain't gonna want it this way! The map ran the walls at true right angles and was not at all pictorial. It was accurate — but it didn't look like the Alamo. In mental desperation I reached back in time to all the low-level games I've done and came up with a blend of *Sniper* and *Cityfight* plus a dash of new design. It was a last minute change that the designer heartily approved of (even though he had to sweat to do all the necessary map adjustments).

— Redmond

Several *S&T* issues ago SPI announced that they had a game on the Alamo in the works. Issue after issue my anticipation mounted as I searched the brief progress reports for news of *The Alamo*. In the interims between issues I speculated about what the game would be like. Would the system employed be simple or complex? Would it be a new system or an adaptation of an existing SPI game system, and if the latter, which one? What about the scale — would it be man on man (basically), and how many counters would be required? Most important, when would it be completed? Then, finally, in one issue of *S&T* the designer revealed that the game was going fine and, but for the line of sight (LOS) rules, was nearly finished. They were having trouble with what? LOS rules? I became suspicious. What kind of monster was *The Alamo* turning into? Or worse, would SPI have to end up abandoning the project?

When the game came out, I was so worried that I would be disappointed I hesitated for three weeks before buying it. As a precaution that it might be something less than I expected, I bought a second game the same day (an unprecedented extravagance for me) that I already knew to be a good game (GDW's *1941*), to fill the possible post partem void! After inspecting the rules and map, however, my fears were greatly relieved. It was a good, straightforward game system, one which in some ways reminded me of the basic play mechanics of *Squad Leader* (of all things!). However, my initial hope for the game — to have an opportunity to see demonstrated the individual heroics of Bowie, Crockett, and Travis — were dashed. The counters for this trio did serve a combat function — but only as leaders.

I played the game the first time as though the Texans couldn't win. But they did. They were wiped out, but held out long enough to gain a substantial victory according to the victory conditions. I played the



game again. This time the Mexican assault was stopped cold, invoking the instant death victory conditions on Game-Turn Four. I tried again — and again — and again. Things did not improve for the Mexicans. The Texan side remained undefeated. I began to question the game's play balance. In desperation I reread the article on the battle in *S&T* #86. The account of the battle was very much like the way my first game had played except for one thing — the article mentioned the fact that the Mexicans turned the captured Texan cannons around on them once they were over the walls. This was the Mexican tactic I had overlooked. It was the key to Mexican victory in the game and also the secret to the game's play balance that had eluded me in my five solitaire games.

The first thing you will notice when you open the box containing *The Alamo* is the map graphics. The old Mission defenses are drawn to produce a three-dimensional effect. At first this seems confusing for LOS purposes, but once you get the idea it actually works better than the conventional flat graphics which conform to hexlines, since it makes it rather easy to distinguish between such things as the doorways, interior walls, gun slits and ramps which can easily be confused when represented in flat graphics. Although stacking is only one counter per hex, there is enough room on the map for the *Panzerblitz*-size hexes (my preferred size), all of the game charts, a detailed play summary, and a comprehensive explanation (and illustration) of how LOS works.

There are only 100 counters with the game; 26 are Texan units, another 39 are

Mexican, and 17 are Texan cannon. The Mexican counters represent between 35 and 55 men each and are color coded by the historical attack column to which the unit belonged, allowing for easy set up. The Texan counters vary from seven to ten men each and are identified by the state (or country) from which the men originated. All unit counters are backprinted for reduced strength. Ten of the unit counters are leaders of both sides, but only the Mexican leaders are back-printed for replacement. Turns represent five minutes each and hexes ten yards across. The game is quite easy to learn, so much so that a description of the sequence of play should suffice in providing a feel for what the game is all about and how the game system works.

### The Sequence of Play

**Mexican Replacement Phase:** Mexican units "eliminated" on a previous turn may be brought back into play, if eligible, or may be moved closer to the "batter's box" to be brought in on the next turn or the turn after that. Units that are "eliminated" and which have lost two steps are eligible to return to play two turns after their destruction, while those having lost three steps when "eliminated" are eligible to return in three turns. Each step lost by the Mexicans represents ten casualties. The running total of such losses is kept track of on the map-sheet for VP purposes.

**Mexican Reserve Placement Phase:** If the Mexicans had an unrouted/undisordered unit in the Alamo on the last Reserve Commitment Phase and opted to commit the Mexican Reserve column, these units may now be placed in their pre-plotted entry area on the map-sheet.

**Texan Movement Phase:** Units of both sides have eight movement points (MP's) each turn. Climbing some walls may require the expenditure of four MP's while other walls may only require two. It behooves the Texan player to move his units so as to cover any wall hex the Mexican units might be able to reach in their subsequent Movement Phase. Once inside the Alamo, the morale of all Mexican units increases by one, while Texan morale decreases by one.

Zones of control (ZOC's) exist *only* between adjacent hexes of the same level — another matter to which the Texans must pay attention if they are to remain viable. Mexican ZOC's are locking for Texan units, but Texan ZOC's do not entirely block Mexican units. A Mexican unit may leave a Texan ZOC provided that there is another Mexican unit in that Texan's ZOC. This rule is excellent and will undoubtedly be employed in

future tactical games because it realistically demonstrates the limited ability of eight or so men to stop forty or more enemies from flanking them while they are busily engaged with an equal number. Once a Texan counter is caught in the ZOC of a Mexican unit it is virtually doomed. The Texan unit of eight men may have a firepower of the same number, but its melee value will only be one or two. Also, it cannot attack with fire if it is in an enemy ZOC, but must melee attack if it is to attack at all.

The Mexican counters, on the other hand, have only one number (from seven to ten if unreduced) which is the morale, melee, and firepower rating of the unit. A similar face-to-face encounter has less affect on them. This fact should be kept in mind when the Texan counters take refuge in the buildings under the ramparts because the Mexican units exert ZOC's through a doorway hexside, but not through a gunslit hexside.

**Texan Combat Phase:** The Texan player may fire cannons which are stacked with units and which are *not adjacent* to Mexican units. Thus, those Mexican units

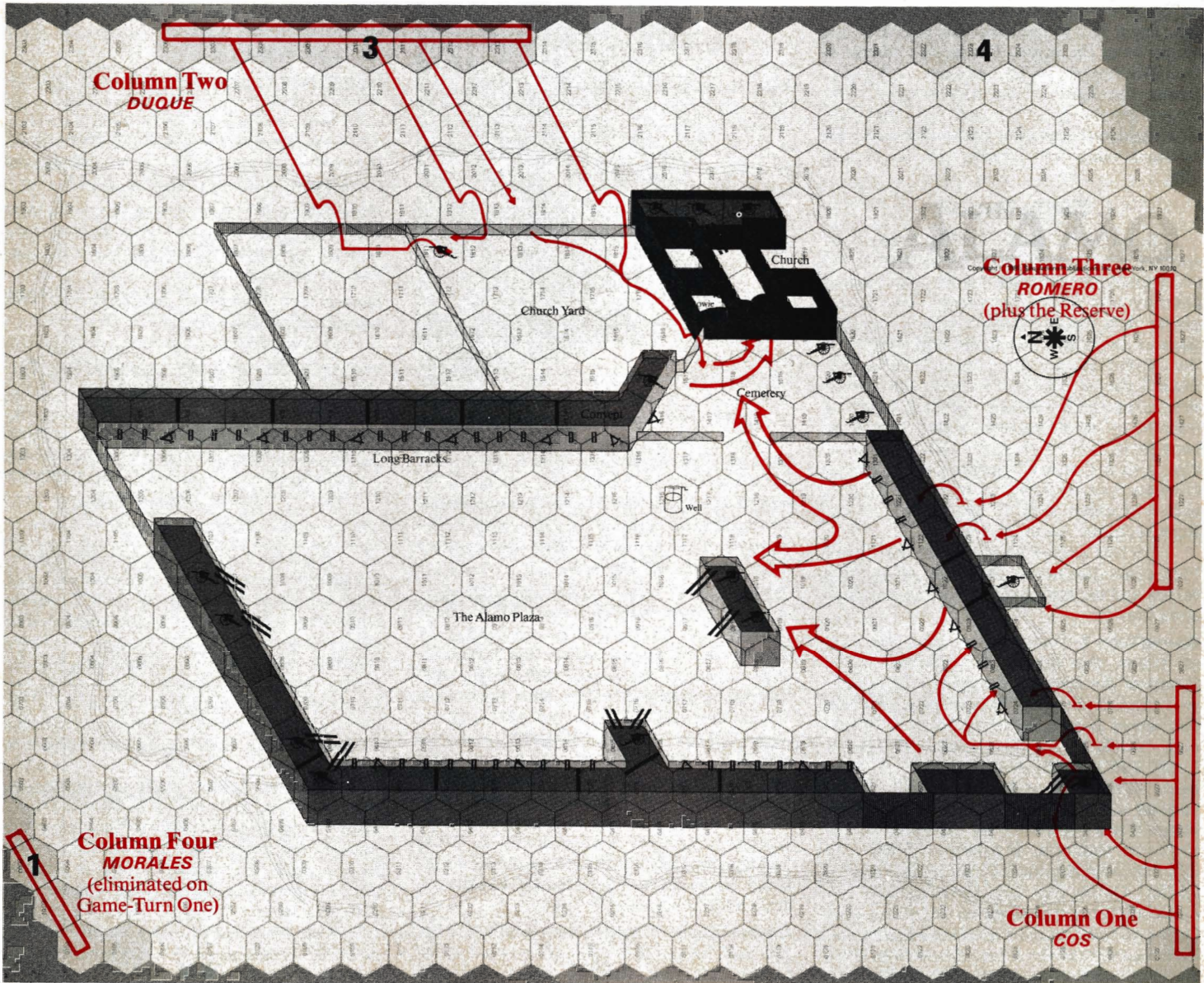
which survive the charge across the open ground and reach the outer walls of the Alamo can no longer be targeted by a cannon immediately in front of them.

A Texan unit, in addition to being able to fire a cannon, may also fire or melee attack on its turn, giving the Texans a one-two punch at the point where the Mexicans are most vulnerable — when they are approaching the fort walls. Units attack one at a time and an enemy unit may be attacked more than once in a given turn. The attacking unit's fire/melee value is modified by the target unit's terrain. All modifiers are factored in on the Combat Results Table (CRT). One die is rolled. The result may be a.) no effect, b.) a "C" — counterattack — or c.) a 1, 2, 3, 4, 5, or "H." This last result calls for the target unit's morale to be checked. An "H" requires a simple morale check with modifiers including such factors as a leader being stacked with either the attacking or target units affecting the roll. A numbered result means that number is added to the morale check roll in addition to the other modifiers.

If the morale check roll exceeds the

unit's morale by one, it becomes disordered. If the dice roll exceeds the morale by two, the unit is disordered and, in addition, loses one step; a unit which has already been reduced is eliminated. If the roll exceeds the unit's morale by three or more, the unit is "eliminated"; if a unit has already lost one step, in this case it *still* loses two steps for a total of thirty casualties. Units that are eliminated in this manner are brought back later at their reduced strength. The trick is to disorder or reduce a unit and then target it again. If the combat system seems similar to *Squad Leader* here, it is because this is exactly how it feels in play.

A "C" — counterattack — result allows the target unit to immediately counterattack the enemy unit out of phase. An optional rule allows Texans stacked with a leader to counterattack a number of times equal to the leader's rating, ignoring any "C" results that they might receive when counterattacking. In my opinion, the one thing that saves this game from becoming set-piece and predictable is the counterattack on the CRT. It is possible to lose a key unit at the most incon-



venient time, in its own turn when it is supposed to be eliminating the other fellow's units. The enemy still has Movement and Combat Phases to take place, but the counterattacking unit's movement — and hence its ability to plug any gap created in the defenses — is over!

**Texan Rally Phase:** Disordered units are rallied and routed units are either disordered or, if stacked with a leader, rallied.

**Mexican Reserve Commitment Phase:** The Mexican player may choose to commit his reserve units if he has a formed unit inside the Alamo.

**Mexican Movement, Combat, and Rally Phase,** in that order. These are similar to those described in the activities of the Texan Phases.

**Mexican Withdrawal Check Phase:** During the first five turns if the Mexicans have lost a specified number of casualties, the Texans automatically win (the assault is called off). The number of casualties that triggers this "instant death" condition varies from turn to turn. It is 350 casualties in the first turn, and an additional 50 in each subsequent turn, up to turn five, 550. If the Texan does not beat the Mexican player on the first five turns, he has to try to hold out through turn twelve — or as long as he can. The Mexican player has to eliminate all of the Texan units to end the game. The game's winner is then determined by the number of Victory Points the Texans have accumulated. The Texans get one point for each turn that they have held out and one point for each 100 Mexican casualties (rounded to the closest 100).

## Battle Report

To set up the game, the Mexican player secretly writes down through which of the six entry areas he will bring on his four assault columns and later, his reserve. The Texan player then places his units within the confines of the Alamo (no Texan unit may leave the Alamo at any time during the game). Since I played solitaire, I set up the Texans first, then threw one die for each Mexican column to determine where they would be brought in. The result was: Column 1, under Cos, area 6; Column 2, under Duque, area 3; Column 3, under Romero, area 5; Column 4, under Morales, area 1; the column of the Reserve, under Amat, area 5.

For this game I used the optional Texan "ferocious counterattack" rule, mentioned earlier and the optional rule for ranged small arms fire.

**Game-Turn 1:** Under the personal direction of Travis, the Texan's fire disordered the Scouts of the Jimenez battalion. A 12-pounder operated by the Texans plastered the disordered Scouts, inflicting a loss of twenty men. Similarly, the Scouts of both the St. Louis and the Matamoros battalions were made short work of by an 18-pounder and various other Texan cannon. The Texans were off to a good start, having swept the entire north wall clear of attackers (3 Mexican counters were eliminated for a total of 60 casualties). On the east side, 100 soldiers of Duque's column were cut down by a blast from the 6-pounders on the top of the Mission and the long rifles of the Kentuckians (4 of the 8 counters were eliminated). Crockett's Ten-

nesseans inflicted 40 casualties on Romero's column attacking the south wall, while some men from various southern states of the US under the direction of Dickinson picked off 20 men from Cos' column which was advancing on the southwest corner of the Alamo (3 of 8 counters were eliminated). A total of two hundred and twenty Mexicans had been downed in the first five minute fusillade from the Texan ramparts.

The Mexicans still on the field hastened their movement toward the Alamo walls in the hope of escaping the withering fire of the Texan cannon. Lucky shooting by Duque's men, finding shelter behind a cattle pen, accounted for the loss of ten defenders on the east wall. Romero's column, attempting to force in the door to the south wall, met with no success, but a group of the Aldama battalion led by Cos, fought their way onto the southwest wall, capturing an 8-pounder and bayonetting the seven Alabaman defenders.

**Game-Turn 2:** With the pressure relieved on the north wall, and greatly alleviated on the east wall, the defenders of the Alamo shifted their efforts to dislodging those Mexicans who penetrated their southwest redoubt. But Cos' men survived the fire directed at them and even managed to pick off 4 Tennesseans who were manning the cannon of the ramparts in the center of the courtyard. Travis' men, racing along the west wall, shot up the head of the column coming to support Cos, inflicting 20 casualties. Forty more Mexicans at the gate by the south wall fell as did 20 others near the east wall, who were in the act of turning a cannon in the church yard against the wall.

The Mexicans scaled the barrier wall between the mission building and the east wall and overran the nine New Yorkers posted there. A spirited thrust by some of the Jimenez men forced their way onto the south wall, killing Dickinson and 9 Tennesseans. The wily Cos sent his men down into the courtyard and up the edge of the inner south wall against the Carolinians who had been joined by Crockett, while at the same time he supported the melee with men newly arrived on the wall. Three of the Carolinians were shot, but they held the Mexicans back. Santa Anna, seeing victory in his grasp, committed his reserve to exploit Cos' breakthrough. Additional Mexicans, halted by the first salvos from the Alamo, regained heart and rejoined their comrades by the walls.

**Game-Turn 3:** Threatened by three breaches in their defenses and faced with the prospect of being cut off from their prepared positions under the rampart walls, the Texans began to abandon the Alamo walls. Eight Missourians stayed behind to hold back Cos. These were disposed of, but not before all the other Texans escaped from the walls or across the courtyard. One building containing 21 defenders was broken into and all of the defenders fell. A cannon, pushed up to another building, failed to blast a hole large enough to give the assailants access. Other Mexican soldiers got the idea and more captured Texan cannon were turned against the inner walls sheltering the Texans.

**Game-Turn 4:** A cannon blasted a hole in the east wall, exposing the defenders in one room to the oncoming fury. A breach was also

made in the inner south wall containing Bonham and his men. Another room was taken by storm and 14 defenders were put to the sword, as were ten Pennsylvanians near the south wall.

**Game-Turn 5:** The door of the mission was blown down by an 8-pounder. All along the inner wall, the Texans put up a desperate struggle, but Davy Crockett and four Carolinians were killed.

**Game-Turn 6:** Twenty Mexicans assaulting the inner east wall were caught in a cross-fire by its defenders and by Travis' men who were hiding under the west wall and had not yet been attacked.

**Game-Turn 7:** Bonham and 8 defenders were subdued and another building blown open. The only remaining unbreached building was the one containing Travis and eight men.

**Game-Turn 8:** Twenty more Mexicans were shot down by the grim defenders trapped in the crumpled ruins of the east wall. Travis' building was opened by an 8-pounder and his men literally executed by Amat's reserve grenadiers who fired volley after volley into them. Eight Mississippians who resisted some 150 Mexicans for a full fifteen minutes after their wall was breached finally were overcome. Ten others at the mission door were also dispatched.

**Game-Turn 9:** Eighteen more of the defenders were cleared out of the various buildings until only two pockets of resistance remained. Seventeen men were still trapped against the rubble of the east wall. Ten Virginians sheltered with Bowie inside the chapel.

**Game-Turn 10:** The resistance by the east wall was eliminated and the mission door blasted open. Five of the Virginians were killed in the ensuing melee.

**Game-Turn 11:** Bowie and his heroic five were finally disposed of.

The Texans gain 11 Victory Points for the number of turns they were able to resist, plus three more for the 340 Mexicans who became casualties, for a marginal Texan victory. Had the Mexicans rolled one number higher on their melee against Bowie and his Virginians in Game-Turn 10, the Mexicans would have had a marginal victory.

## Summary

As a game and a simulation, *The Alamo* is a genuine tour de force, a representative of what the New York "think tank" can do when their efforts are fully coordinated. The rules are a model of clarity with no fuzzy wording, ambiguity, or loopholes left by things unsaid. *The Alamo* is a game that can be played many times, but which will still retain a player's interest. If it does not become a classic, there is no justice or reason in wargamedom.

It may be the only game out on the subject, but its uncanny ability to capture the essence of the kind of fighting that took place that day will make *The Alamo* the only one to have — unless, of course, someone puts together a game that does it all as well but at a different scale — say, for instance, one in which ole Davy is not just a leader counter, and each Texan (at least) is represented by an individual counter. ■■



# SpiBus

## Reviews of the Human Adventure and President Elect

By Ian Chadwick

I think I'll be hearing a lot of "I told you so's" from this particular column: I'm going to talk about disk drives and in the process eat a few of my own words.

Back in the paleozoic of this column (*MOVES 55*), I wrote a long letter to Redmond Simonsen about buying a microcomputer. Redmond conveniently turned it into an article titled "Why I'm Buying a Microcomputer." The gist of it was that I was buying such a splendid device predominantly for the play of games. As such, peripherals were for the most part unnecessary (I made a point for the usefulness of additional memory and a printer, however). To a certain degree, I stand by that today, but with some reservations about such a generalized statement. To wit: In the meantime, I have expanded upwards and onwards to no less than two disk drives myself! It is not that I am heedless of my own advice, but that my own needs could not be met without such equipment.

Six months ago, I used my computer for one main purpose: games...the playing, writing and modification thereof. Today, I have a second and more important use: word processing. While it is not visible to the reader, this column is being typed using Radio Shack's handy word processing software SCRIPSIT. It is then printed in a nice, justified format and sent to SPI for approval and publication. While SCRIPSIT is available in cassette form, retrieval and storage of working articles on cassette is impractical and time-consuming. An enormous benefit has proven to be the speed that loading a disk offers over a cassette. Where a 16K program takes some three to four minutes to load by cassette, the same takes perhaps 10 seconds from disk. While time is not a crucial element if your only intent is to play games, it can be inconvenient to wait that long just to see if you got a good load. Disk programs almost always load correctly the first time. Almost I should say, but not always. More on that later.

With the TRS-80™, the vast majority of the software available can be purchased in either disk or cassette format (although often the disk version offers an enhanced program since disk users usually have more memory than cassette users). This means that by sticking to cassettes you do not limit yourself to a mediocre choice of programs (as I said, even SCRIPSIT is available on cassette; a good buy if you do not use it extensively). As such,

I stand by my original claim, if all you intend to do is play games with your computer. This is not true however of the Apple™ computer. By far the majority of the programs come in a disk version only; games included. By buying an Apple without a disk drive, you limit yourself needlessly to inferior software. I suspect that Atari™ will go the same way as the Apple as far as software goes in this respect. As one Atari owner said to me after having purchased a disk drive a week earlier, "I don't know how I ever got along without it." It is a sentiment many of us feel with our first drive.

Disk systems offer convenient storage (my milk crate of cassettes was reduced to a binder of diskettes...with room to spare) and easy access with an amazing improvement to the speed of loading and the quality of the load. Disk operating systems (DOS's) enhance user control of the computer. Some offer upgraded forms of BASIC as well as sophisticated device controllers, utilities, upgraded editing functions, superior file handling techniques and even some reasonable simulacrums of mainframe capabilities: job control language, spoolers and filters. While the choice of DOS's for the other computers is rather limited, TRS-80 owners find themselves having a bewildering selection of systems ranging from the relatively simple and utilitarian TRSDOS (Radio Shack's own) through NEWDOS, DOSPLUS, VTOS to the powerful NEWDOS-80 2.0 and LDOS. Each one opens a door to a whole new plateau in computer handling and programming.

Disk systems and DOS's are not without their drawbacks. There is an almost endless number of hobgoblins which plague drives: sensitivity to power surges, humidity, unaligned heads or sector readers, dirty contacts, overheating...the list goes on. I find I must keep a humidifier running all day long for the system to work at its best now. Diskettes themselves can suffer and develop mysterious flaws on their surfaces, often rendering a whole side unusable. Static can alter crucial bytes and cause the entire system to hang or worse — crash in mid-program. In hairtearing frustration over repeated data recovery problems with my drives (TRS-80 users should be familiar with such messages as "DIRECTORY WRITE ERROR, CRC ERROR TRACK LOCKED OUT, GAT READ ERROR" and the rest) I purchased Percom's data separator, a buffered cable for the interface and a disk head cleaner. The ongoing expense seems like it will never end. One drive occasionally quits and refuses to function unless taken apart and the head is physically moved (not a good practice). Never let it be said that a disk drive is a continual joy.

The brunt of this spiel, however, is that you can move up to a whole new world with a disk system. Despite the expense, it is worth it. Disk drives put you on the threshold of a far larger, more impressive world: word processing, data base management, file handling, book and record keeping...and yes, games too. So, yes you told me so and now a convinced convert to a disk system, I bow to your wisdom and wonder how I ever got along without them...now then; what do you know about modems? Next issue I'll tell you about moving into the larger world of networks and the pleasures and frustrations of becoming one of COMPUSERVE'S 12,000 users.

### THE HUMAN ADVENTURE

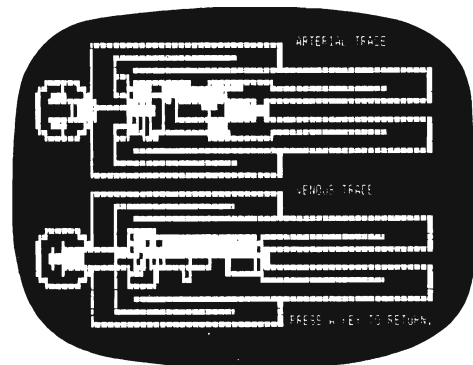
#### Med Systems Software

*adventure, solitaire  
basic, no sound*

Graphics: **B** Playability: **B** Simulation Accuracy: **B** Enjoyment: **B**

TRS-80 MOD I, cassette

When Redmond Simonsen said "all adventure games are basically the same thing" (*MOVES 57*), he certainly was not referring to this adventure. It is so different that I am not sure that it should be called an "adventure," insofar as the term has come to mean a particular type of solitaire role-playing game for computers. *Human Adventure* is a combination game and anatomy lesson in one program. Remember the movie *Fantastic Voyage*? That's right: this is it — a micro-journey through the human body.



Your task in this game is to locate and destroy certain cancers located randomly in a human body (male or female: your choice). You travel along the network of blood vessels, moving in the direction of natural flow to reach the cancers. Once at the correct spot, you may shoot them with interferon to kill them. To facilitate your journey, you have a CAT-scan showing your present loca-

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*TRS-80 is a registered trademark of the Tandy Corporation. Apple is a registered trademark of Apple Computer, Inc. Atari is a registered trademark of Atari.*

tion and the location of the cancers. You may turn to a "map" of arterial and venous traces during play if you become lost.

There are numerous difficulties in reaching a cancer site. One is that maneuvering in the maze of the circulatory system is damned difficult even with a map. Then there are amino acid proteins that attach themselves to your ship. While not in themselves harmful, they attract white blood cells which will attack the ship. The hull must be periodically electrified to clear it of these hitchhikers. White cells can only be killed with the laser. To make it tougher — if it was not already quite a task — you have a limited energy supply in the ship which can only be replenished in the brain. Finally, if not stopped in time, the cancers will spread and infect other parts of the body, making it almost impossible to catch them all in time.

The on-screen display contains a verbal description of the location of the particular organ or subject where you reside this turn. It is an interesting (if simple) anatomy lesson. A sub-game allows you to merely explore the body in order to become familiar with the paths from place to place. Easy to play, this game also provides both enjoyment and education. You may be surprised at your own lack of knowledge when it comes to your own anatomy. But an adventure? Well only sort of. It is really a realistic maze game with some "recognizable" monsters to chase you.

## PRESIDENT ELECT

**Strategic Simulations, Inc.**

*political simulation, 1 to 3 players  
machine language (?), sound*

Graphics: **A** Playability: **A** Accuracy: **B** Enjoyment: **A**

*APPLE II or III, disk*

To most Canadians such as myself, the US election is as occult a procedure as the expanded income tax form. Our election uses the KISS method (Keep It Simple, Stupid) where voters elect a representative and the party with the most representatives elected runs the country. Party leaders must also run in a riding like any other candidate. How an American presidential candidate can win the popular vote, but lose the election, is quite beyond me. This is to say that I approached this game with trepidation — much akin to swimming in a bay where last was seen a Great White.

Rather to my amazement, I found myself engaged in a bloody duel of policies, traversing the country, trying to manage a dwindling election fund and battling an eloquent bleeding heart for the hard-necked votes I so needed. The actual result was not decided until the very last results were in and my opponent — trailing throughout the game — squeaked by to become President by a fistful of votes. Every turn was tense, exciting and enjoyable.

*President Elect* simulates the campaign for presidency from Labor Day to the actual voting in early November. Players may choose to play characters and situations of the historical elections since 1960 or to run their own characters in any of the elections from '60 to '84. The latter offers greater free-

dom of policy choice and neatly sidesteps the questionable position of role-playing Dick Nixon or Barry Goldwater. Players are first asked which area and state they come from, then that of their VP candidate. Then they determine which party was in power the previous four years and whether or not the candidate for that party is the incumbent. Current domestic and foreign conditions are input as integers, the computer informing players of the historical values if they wish to use them. Finally, players may have the computer manage his/her candidate or choose to play it themselves.

One of the very few weak points in the game comes early when candidates are asked to respond to certain questions, defining their policy stands according to varying degrees of support or opposition for an issue. The problem is in the issues chosen: They are the same from 1960 to 1984, chosen for their impact on 1980, however. For example, recognition of the PLO and the Equal Rights Amendment were not issues in '60, but one must still respond accordingly (the PLO wasn't even formed until 1964!). This might have been better handled with a larger selection of issues chosen according to their importance in a given year.

Play for the nine weeks consists of alternating turns during which the non-active player must not watch the playing character's decision-making. Each turn consists of the following: First, the pollsters guesstimate the percentages each candidate commands in the polls (a 2% national and 4% state margin of error is allowed), and then a well-drawn map of the USA graphically illustrates each candidate's potential strengths, plus the undecided group. Finally, the national and international news is given along with any political gaffes or questionable statements made by the candidates the past week. After that, each player gets to enter the "decision mode," which consists of assigning advertising dollars to national, regional and state campaigns up to the allowable maximum. I feel that the imposed limits are unnecessary and should be lifted to allow the players to waste their money as they see fit. The player then establishes the week's trips to chosen states and the number of stops in states visited.

After each player has thus entered plans, they are questioned as to whether or not they wish to debate and if so how many questions are to be asked. Debates allow players to weight their response according to percentages of time spent on moral indignation, attacking the opponent, killing time and discussing the issue. A rebuttal period offers similar choices. Debates take rather a long time, so more than three questions are not recommended. At the outset of the campaign a player may choose to make a trip overseas sometime during the campaign, but is not allowed the choice at any other time in the game. A trip may be to friendly, neutral or unfriendly countries and may result in a good (vote-getting) or bad welcome in the other nation. Use this option carefully.

At the end of the campaign, the computer starts the long process of tallying votes. This can take 30 to 60 minutes to run through the entire country, so players are recommended to use the options which save time when presented (jump ahead works well). The same information is displayed, but it takes less time.

This has proven in numerous plays to be an exciting simulation well worthy of repeated play. The major drawbacks are minor points that do not affect the game seriously — the prime one being the time required to finish a game (save game is an allowable option each turn, however). It would have been nice to have had the map make note of which states had changed hands during the turn since it is difficult to remember. The game comes well packaged, as do all of SSI's products, with well produced rules, historical notes and special pads to keep track of expenditures. The flip-side of the spread sheet shows a map of the USA with electoral votes for the '80 election. Electoral votes for other elections are displayed with historical strengths on the back of the rules booklet.

*President Elect* is highly recommended as a tough, challenging and exciting game for any political aficionado. Happily I can say that I do not recognize it as a computer version of anyone else's game as some of their products seem to be. A game well worth the time and money. ■■



## ORIGINS '82

JULY 23-24-25, 1982

The National Adventure Gaming Show is returning to its birthplace in Baltimore, MD bigger and grander than ever before. ORIGINS '82 promises to be the biggest extravaganza yet staged in the burgeoning Adventure Gaming hobby. Never before have so many Adventure Gaming manufacturers exhibited their wares in one show. Consumers will be treated to the largest exhibition ever of sophisticated gaming materials; role playing, wargames, sports games, miniatures, computer games, and much more will all be on exhibition with many companies unveiling brand new products for the first time.

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# Richard Berg's Review of Games

## A Bi-Monthly Gamesletter of Independent Opinion and Criticism

Volume 2, Number 2

Edited by Richard Berg

### From the Editor

The several months prior to the Christmas season are quiet ones in the industry, and we are still sorting through most of the items we received at the past summer's conventions. Gone are the days when companies like SPI would put out games in a steady stream, regardless of the date. This has all become big business now, and most companies are quite aware of the seasonal fluctuations inherent in this industry. So you tend to see lots of stuff in November (Xmas), February (the HIA Show), and June-July (the conventions); the rest of the year is left to the occasional release and the small companies.

Even more depressing, from the point of view of the wargamer, is the decreased emphasis on historical simulations. SPI, which used to churn out 20 or more "historical" items a year, is now publishing maybe 2 or 3\*, exclusive of the *S&T* games. GDW puts out more *Traveller*-oriented material than anything else, and Avalon Hill is more or less content to re-issue everyone else's old games. While the market has not entirely disappeared, this is certainly not a Golden Era for the wargamer. Whether or not you view this as a tragedy is a personal perception. I for one, tend to feel that there were too many games simply being churned out, giving the gamer a sort of jaded, glazed feeling. Another plus is the new flow of ideas that role-playing has produced. (Paradoxically, most science fiction games seem to be space operas that draw more from historical antecedents than the designer's imagination, which may not necessarily be a bad thing.)

All of this has pretty much thrown historical gaming into a turmoil, which, along with our ongoing recession problems, has rendered most publishers quite cautious. It's not so much whether the game is good these days; it's whether it will sell. The emphasis thus reverts to title and packaging, and the unusual and undone subjects (actually that's pretty redundant, as anything undone these days is pretty unusual) are left to smaller companies or publishers like The Wargamer in England. *S&T*, which has in the past been fairly stodgy, is starting to experiment with titles and subjects a bit more — the upcoming games on *Monmouth* and *Julius Caesar* attest to that — but SPI is giving that product away; that is, those games are going to a captive audience.

Right now, the emphasis seems to be on World War II and up, plus the Civil War. The Napoleonic Era just never seems to generate

\*Ed. Note: To be more accurate, SPI has published *five* non-sf/f games plus six *S&T* games in 1981 and plans to publish at least as many in 1982.

— RAS

much enthusiasm (at least not in terms of sales), and everything else has small, if vocal, followings. With the problems of reduced cash flows, etc., most companies are taking a hard look at these recent trends. It will be interesting to see just what it all produces.

Richard H. Berg

### Battles and Leaders

**Design:** J. Stephen Peek

**Components:** Three 9½" × 20½" color maps; 450+ counters; charts and tracks; rules booklet; boxed.

Yaquinto Publications, \$19.

Reviewed by Richard H. Berg

This is a strange game.

Then, again, many of Yaquinto's games are strange. Oftentimes they are somewhat less than the sum of their not inconsiderable parts, and the feeling here is that this, again, is the case. *Battles & Leaders* is the first major game on what purports to be company-level tactical warfare during the Civil War. (Its two predecessors, *Rifle and Musket* and *Rifle-Saber*, were fitted with cement shoes by the more astute members of the playing families and sank without a trace some years back.)

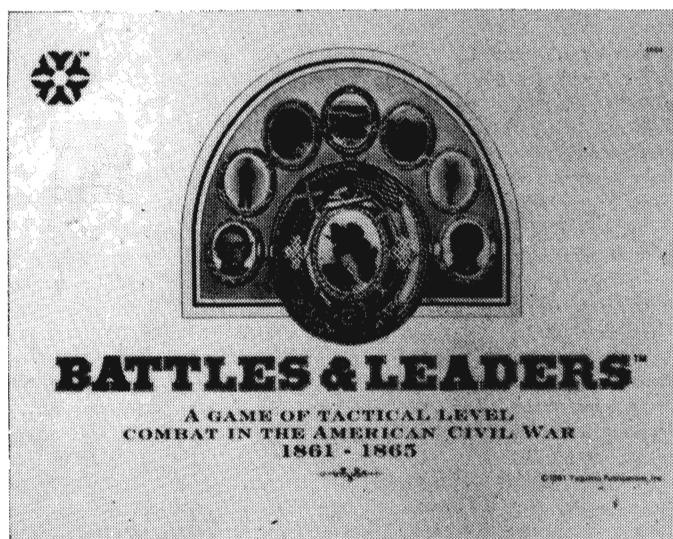
The designer is none other than Yaquinto's Grand Guru himself, the estimable Steve Peek. Brother Peek, no stranger to the Civil War (his first game, for his own Battleline company, was *Seven Days Battles*) has had this one in the works now for several years in one guise or another. The game has been given the standard Yaquinto packaging treatment, which means top-flight components done with a flair. Also, it is not overly complex, even in its "ultimate" phase of optional rules. All of this is very good; what isn't good is that none of it seems to add up. It's like getting a double, two singles, a walk and a

wild pitch in the same inning — and not scoring any runs. The same applies here: some heavy hitting, but a lot of runners left on base.

*Battles and Leaders* is a handsome game, from its sturdy box (wherein Willie Pegram wins the Dustin Hoffman look-alike contest hands-down) to the magnificent counters, which come in all sorts of shapes and sizes. Some are square, some rectangular, some large, some small, some represent acres of forest, some huge hills, and on it goes. Why Yaquinto, for the most part, is the only company that shows some variety with its counters is one of life's minor mysteries.

The game's system and general mechanics reveal very little in the way of groundbreaking innovations. The sequence of play, which corresponds to the general personality of a game, is more or less the same as any given tactical combat game. There is fire combat, morale checks, and melees. Their particular arrangement merely indicates the preferences of the designer rather than revealing any great truth. Units get to fire prior to melee, which pretty much reflects standard thought throughout the industry. Moreover, most of the rules seem to follow the same paths tracked by former Civil War epics, although some of the mythology is quite different, if not overly illuminating.

Peek has attacked the old bugaboo of designers — line of sight — by assigning each type of terrain a code number and then having players refer to a chart to see if "A" can see "B." This approach works fairly well; its major benefit is that, regardless of its rightness (or wrongness), the chart precludes argument. LOS is always a problem, although in my youth I could never understand what



the problem was. It seems, according to someone versed in this sort of thing, that it has something to do with a trait called “structural visualization,” a trait, so I’ve been told, that is inherent rather than acquired. In other words, either you have it or you don’t. The point of all this being that no matter how many rules you write on LOS (which is a problem of translating three-dimensional reality into one dimension), some of us out there will *never* get it (a fact backed up by much of my game questions on *TSS*, etc.). *B&L*’s chart goes a fair way towards aiding those so afflicted.

The other great mechanical innovation is the fire combat system, a system which I found rather devoid of charm. Although *B&L* is basically a company-level game the companies work best in regiments. To digress a bit, the individual units are not even companies, representing some 100 to 200 men as they do. Individual units are thus a designer’s fiction; when they function as a regiment, however, the design result is accurate within the parameters of the system. Each combat unit (I’m using infantry here) is worth two points, or one, if hit. Thus, every unit in the game is, numerically, the same, with the only differentiation coming from the unit’s morale and available leadership. This homogenization goes a long way towards rendering the game dull and lifeless. Granted, Peek surely wanted to keep the system fairly clean. Giving the units a wide variety of strengths creates problems along those lines, but they are *not* insurmountable problems. Moreover, because of all the modifications and adjustments that occur from morale and leadership, the game isn’t that clean to begin with. The end result is dirt without chrome; rather than getting a ’57 Chevy we get a ’48 Hudson.

To return to the fire combat system, the basic emphasis is on the target, rather than on the firing units. Units (and this is simplifying it some) may either shoot at one unit or at an entire regiment. In the latter case, “hits” are spread throughout the regiment as evenly as possible, and there can never be more than one unit with a casualty in a regiment (thus perpetuating the fictional sub-regimental unit). The CRT itself is one of those Rube Goldberg-like inventions that Peek is so fond of (remember *Shenandoah*?) and is fairly amusing at first, but can surely be done in a much simpler fashion. It has too many modifiers, too many rules charts to check, and, considering the amount of firing that goes on, is simply an overload on what should have been a fairly simple game. My feeling is (and it surely is not ritual about to become dogma) that the more times the player is going to “fire,” the less complex the CRT should be. Here, *B&L* has a CRT worthy of a mega-strategic level game, where one or two die rolls determine everything. This top-heavy fire system is the main stumbling block in what should have been a nice playable game.

As a matter of fact, the whole game is top-heavy. It is so overloaded with “shtick” that the basic mechanics tend to disappear. Having a morale system (five levels) and leaders with different ratings is fine and well, albeit not exactly ground-breaking. To have leaders who have ratings that vary from “2” to “12” within the course of a single battle is

to simulate an army of schizoids whose personalities change up and down a sliding scale as if manic depression were contagious. Then to add to this is an item called the “Leader Hit Table” (printed — at length — twice, no less), in which there are 36 different types of casualties to regimental leaders ranging from “A Howitzer shell appliques the Leader and his mount to the regiment’s front rank,” to “Caught off guard while taking a deep, slurping draught from his canteen (certainly not filled with water) the Leader is catapulted over the mount’s haunches as it rears when struck by a ball.” Individually, not bad. Some are quite funny. But 36 of them? It’s like eating fudge: one piece is great; three pieces make you throw up.

Now, all of this is probably of interest only to designers, reviewers and pure simulation addicts. Most of you simply want to know whether or not the damn thing is fun to play, and/or if it is accurate. Accuracy, of course, is all relative — relative to what you think it should be. In terms of moving “companies” of a regiment and keeping them in formation, the game has a good feel, and that in itself is no mean feat. It was a lot of fun to move two or three regiments into the cornfield at Antietam while holding several others in reserve. When artillery ripped the vanguard to shreds (skirmishers didn’t help here), the reserve brigade then swung into action, all in brilliant drill, with pretty good effect.

I should mention that the game contains only four given scenarios: Antietam’s cornfield, Little Round Top (seemingly the all-purpose American Civil War scenario; I know two designers who are making a living off that one engagement); something called the “Mule’s Shoe”; and a rather nice little item which plays quite quickly called “The Gray Ghost,” sort of a microcosm of Grier’s Raid or your typical Confederate cavalry incursion. Within each scenario, the regiments are given some semblance of personality through morale and leadership levels as well as by restrictions on the number of quasi-companies in that regiment. (If I really wanted to be picayune I’d start quoting text and verse on the numbers used for the cornfield scenario.) With the geomorphic map providing terrain that vaguely resembles the real thing, players are left free to “roll their own.” Scenario games of this ilk are always a problem; they’ve never been truly popular unless, like *Squad Leader*, they contain lots of hardware. We’ve seen *B&L*’s “hardware,” above, and I don’t think that’s what most people are looking for.

As for playability, the game does contain a modicum of fun. This, however, is greatly tempered by the machinations of the combat system. There is just too much to do, too many modifiers to remember, too many adjustments to make, and too many things to keep track of. It’s not that all of this rigamarole adds to the game’s “accuracy” or feel; in actuality, it adds little. It’s just a cumbersome system, and it detracts immensely from what otherwise would be — and should be — a pretty playable little game.

I suspect that my problem with *Battles & Leaders* was that I expected too much. *Yaquinto* often has that effect on me, and I suspect that the solution lies in the development

department. Some excellent chart and table work is going to go to waste because someone let every cute idea in the world slide right on through. There is a word in Yiddish (a most non-military of languages, to be sure) that pretty much describes *Battles & Leaders: ungapatchka*. Those few of you who know what this means will smile in recognition; for those of you who don’t, just play *Battles & Leaders*. You’ll be as fluent as a native after the umpteenth die roll.

## Capsule Comments:

**Physical Quality:** Excellent

**Playability:** Too much unnecessary die-rolling with modifiers and adjustments. Otherwise, not too bad, even for solitaire.

**Playing Time:** An evening

**Historicity:** Through a glass darkly. Alloting victory points according to morale level is hindsight of the worst kind.

**Comparison:** Surely better than its out-of-print counterparts, but not the definitive game that has yet to come.

**Overall:** If Ken Russell ever does a movie on the Civil War, this will be it. Overdone and half-baked.

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## Husky

**Design:** Stephen G. Walburn, Robert J. McCredie & David B. Hall

**Components:** 18"×24" mapsheet, 240 counters, 6-page rules booklet, 5 playing-aid tables and charts; boxed Argon Games, \$14

Reviewed by Dick Rustin

It is unusual for a game as simplistic as *Husky*, a simulation of the Allied invasion of Sicily in 1943, to have three designers. We assume it was an assembly-line arrangement to get the game out fast. If so, the troika has succeeded admirably; *Husky* shows every sign of having been done in a hurry. Unfortunately, that’s about the *only* area of success. As a simulation, *Husky* is a ludicrous failure. As a game, it is a throwback to the dark ages of the hobby; presumably by majority vote, the designers decided that a supply rule would have been too much for players to fathom.

One can have a lot of fun taking potshots at this game, for, literally and figuratively, it is a slow-moving target. Forty Game-Turns, interrupted by a victory point count after each turn, are played on a small map-area clogged with battalion-sized units (although the mapsheet is 18"×24" — small enough by gaming standards — only about two thirds is playing space; the rest is blue Mediterranean). But we’ll try to restrain our mirth. To be worth the effort, a review, even of such a shoddy product as *Husky*, should be more than a gleeful dismantling of someone else’s work. To critically dismantle this game is to warn consumers that the industry has designers who don’t care a fig for research or originality.

We suspect the division of labor went something like this: Designer 1 read a book, although it wasn’t about the Sicily campaign. Judging from the myriad order of battle errors in the game, the book had something to do with unit organization at some other period in the war. Designer 2 got hold of the

rules for *Tactics II*, the last word in wargaming circa 1958, and cranked in such stunning innovations as advances after combat. Designer 3 — and here's where the *real* research was done — got a map of Sicily. Not just an ordinary map, mind you, which would show such mundane things as correct locations of major terrain features. Much too complicated, folks. The *Husky* map looks like it was drafted from one of those Sunday supplement jobs which run on the 38th anniversary of something and show major units following big fat red arrows toward obvious objectives, in this case Messina and Palermo. All three then met just as the game went to the printer.

If anyone had consulted only one Allied or Axis source — even the US, British or Canadian official histories would have sufficed — then the OB/Order of Appearance couldn't possibly have been the combination of fabrication, fantasy and error it is. For example, the US 82nd Airborne is shown with 12 battalions (it had 10 during the campaign), and includes two regiments — the 401st and 508th — which never fought in Sicily. The British 231st Brigade is depicted as a low-strength commando unit; it actually had been the Malta garrison of three crack infantry battalions. The Hermann Goering Division is given at its optimum, nine-battalion strength. At the time of Sicily, the division was being reorganized after its destruction in Tunisia; it had about 7 battalions dispersed at two widely separated spots in southeastern Sicily. In *Husky* all nine battalions are bunched together near one spot. Numbering and composition of Italian coastal units is pure guesswork. Each regiment uniformly contains three battalions; in reality some had as many as five. The three Canadian tank battalions arrive on D-Day plus 4; actually, one came ashore late on D-Day, and the others weren't ready until D plus 11.

And so on: In the campaign, armored units were the least useful because of the mountainous terrain; in the game they are the most mobile and powerful and are allowed to move anywhere. The map depicts as clear terrain two regions (the central interior and north coast), which because of their cliffs, winding roads and deep gullies are motorists' nightmares even in peacetime; in the game, infantry can waltz through them at the cross-country rate of 16 miles a day.

As a game, *Husky* is a meaningless slugging match. The cramped map robs players of any opportunity for strategic or tactical innovation. Counters are printed on cheap, wafer-thin cardboard. One sigh of boredom will blow them from the map to the dead pile, where the whole game belongs.

Say Something Nice Dept.: The CRT has exchanges where the attacker and defender may choose how many of their units are eliminated, and force the other to remove at least an equal amount of strength. Not a bad idea for a campaign of attrition. In *Husky*, however, it is overworked; at maximum odds (5-to-1) you have a 1-in-3 chance for the absurdity of a ragtag Italian coastal battalion taking a first-rate Allied unit to Valhalla with it.

In short, the game is accurate in only one key respect, its name: *Husky* is indeed a dog.

## Capsule Comments:

**Physical Quality:** Map folds into six sections, rules booklet is in black ink, counters are square.

**Playability:** Ages 11 to 11½

**Playing Time:** Wasted

**Historicity:** This space intentionally left blank.

**Comparison:** Keep shopping.

**Overall:** See Historicity.

Dick Rustin is the designer of *Sicily: The Race for Messina* appearing in *S&T* 89.

## Commando Actions

**Design:** Michael S. Matheny

**Components:** 12"×24" map (inside the "Album"), 325 counters, 32 pages of rules in two booklets, 1 play-aid sheet, two dice, boxed in modified record album.

Yaquinto Publications, Inc., \$8

Reviewed by Nick Schuessler

It's strange how things turn out in this, the strangest of hobbies. Yaquinto had obviously slated their *Panzer/'88'/Armor* trio as the big competition for AH's *Squad Leader* series — big boxes, lush counters, and all the rest to vie with the folks in Baltimore. Instead, *Panzer* was picked up by the miniatures crowd (looking for a good set of rules) and by the tank freaks (enamored with the heavy data base). Then, last year, Yaquinto's Mike Matheny brought us *Beachhead*, an overlooked jewel with an innovative and imaginative small unit combat system. *Commando Actions* is the second installment in this saga, and there are tentative plans afoot for *Dead Man's Moor* (Hurtgen Forest) and *Tank Buster* (fighter bombers). Thus, it turns out, the real contender from Yaquinto for the sub-tactical sweepstakes is this modest little family of Album Games, as opposed to the high-priced heavyweights. How odd.

The allure of the *Beachhead/Commando Actions* system is heavy innovation within the accepted "shoot-move" framework for small-unit action. For example, in the play sequence, Matheny requires that you select which units will be moving before you begin fire (by inverting the counter). This feature

eliminates the "whatever's left over after prep fire" movement so prevalent in *Squad Leader*. Simultaneity is enhanced in an economical and relatively painless fashion. There are no stacking limits, but you take a die roll modification for every unit beyond two stacked in the hex. You can bunch up if you like, but you pay a price. Again, there is a nice economy demonstrated — no "stacking points" or fixed limits, but a clear incentive to act rationally.

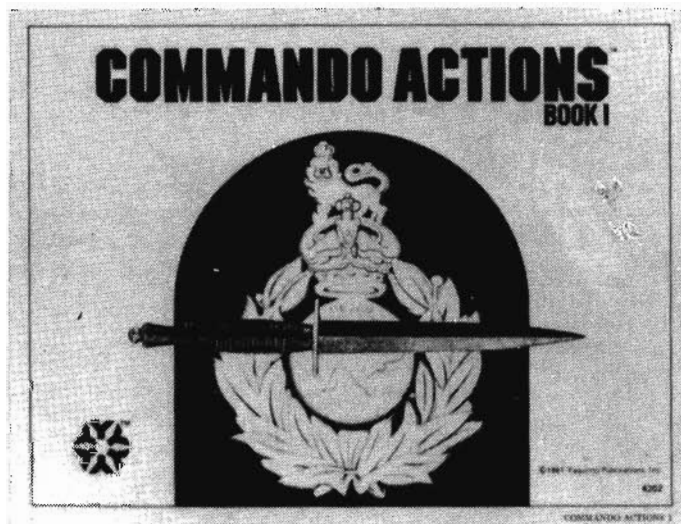
Three fire factors — for short, medium, and long — are on each counter. The play chart gives the ranges in hexes for the various types of units, and after a bit the numbers are easily assimilated. It's a nice way to add dirt without soiling. The markers are cut 3/8" square, which allows a good supply without increasing the cardboard costs. Also, the smaller markers mean less fiddling to identify what's underneath.

In the basic game, the innovation meshes easily with the tried-and-true design motifs. Movement costs, line of sight, facing, and shell scatter are all old friends. For the advanced rules, there are options to warm the hearts of all who would make a career out of these entries. How about a die roll modification for firing into the sun, rising in the east? In 308.D, we get a section on silencing sentries, and section 417 gives us the rules for "fieldcraft modifications" — blending into the terrain.

The map art is not as nice as *Beachhead* — big splotches of yellow and brown to color code elevations. The armor rules are somewhat bland, although no more than those in the original *Squad Leader*. And, like *Beachhead*, we're shorted a bit on the scenarios. Only eight are provided (four basic and four advanced), and they seem a little rushed.

Yaquinto finally switched to a serif typeface for their rules, and it is an occasion for thanksgiving to be sure. Unfortunately, there are some irritating lapses ("more higher") in style, and some small ambiguities, e.g., does a moving unit in a building hex take the defensive value of the hex (implied in the rules) or the value of the building (given in the target defense chart)?

No matter. *Commando Action* is a fine system competently executed. Matheny gets high marks for pushing out the design limits in this area, and Yaquinto should be ap-



plauded for the innovative Album Game format, which gives us quite a value for eight bucks. Here's looking forward to *Dead Man's Moor* and (eventually) a kit to hook up the whole series.

### Capsule Comments

**Physical Quality:** Quite Good. Extra-thick counters (a Yaquinto trademark) ease handling. Map art is rather bland.

**Playability:** Excellent for the basic game. Advanced rules should be layered on carefully to avoid overloading the system.

**Playing Time:** Two hours for the basic scenario, longer as more of the advanced rules are employed.

**Historicity:** Weapons differentiation is a little thin, and the armor interaction is oversimplified. Once you get past the mythology of the title (it's really not about "commandos" in the Hollywood sense of the word), most of the problems of small unit combat are depicted.

**Comparisons:** Easily superior to SPI's *Sniper/Patrol* series. The physical components don't compare to *Squad Leader* in quantity or clutter, but *Commando Actions* has a better integrated and more coherent game system. A toss-up, perhaps.

**Overall:** An easy recommendation. The price is more reasonable, and the system is progressive and imaginative.

Nick Schuessler is the editor of *The Journal of World War II Wargaming* and co-author of *Game Design: Theory and Practice*.

### Oregon Trail

**Design:** Leonard Kanterman & Steven Ulberg

**Components:** 22" x 28" 3-color map; rules book; Character Sheet Pad; assorted dice and plastic pieces; boxed

Fantasy Games Unlimited, Inc., \$13

Reviewed by Richard Berg

There are game topics...and there are game topics. I'd like to design games on a

whole host of esoterica, but I've got to confess that it never occurred to me to even try to simulate the westward colonization of the Americas — partially because it never occurred to me that anyone would ever publish it. Fantasy Games Unlimited, however, has a history of publishing games on a wide variety of subjects, so this game comes as no surprise from that quarter. What is a bit of a surprise is that, while the game is certainly no *Squad Leader*, it is nicely done and a fairly pleasant experience, as these things go.

*Oregon Trail* is essentially a closed-end role-playing game, although it has none of the ambiguities and complexities of much of the latter genre. The components are professional, albeit a bit drab and without much personality. The game eschews the usual FGU art approach, which is somewhat reminiscent of the doodle drawing you came up with while trying to stay awake during a Saturday morning lecture.

The best feature of *Oregon Trail* is that it is basically a one-player game, although it may be played just as easily with more. The player, however, is not playing against the other players; rather, he is fighting the elements. At the start of the game each player outfits a wagon train in his guise as the "Trail Boss." He chooses his "attributes" from amongst items such as hunting, military ability, Indian lore, etc., by assigning points to these characteristics out of a set pool. The player then gets his rations, rolls a few dice to add variety to his ratings, and off he goes to follow Horace Greeley's advice.

For each hex the train enters, the trail boss (player) must determine what happened in that hex. Depending on the terrain, all sorts of hell can break loose: getting lost, getting sick, getting wet, and getting attacked by Indians, who may or may not be friendly, depending on the tribe, their location, etc. You get the idea, as none of the game is overly difficult or opaque.

It's tough to say whether or not you're going to like this sort of thing. Granted,

there's a lot of dice rolling, but that's inherent with the genre. With the longer scenarios (each scenario covers certain trips, like the Denver Gold Strike or the Mormon trek) of about 45-50 hexes to cover, it can get to be a bit of a drag, and these scenarios are better suited to solitaire play. Then again, there's no set-up of counters (there's only one unit on the map) and the game can easily be stopped, put away, and picked up anywhere. The number of things that can happen is somewhat limited and, about 15 hexes or so into the trek, things tend to get a bit stale. Of course you can always spice up the trip by taking a few chances — which is what I did somewhere in mid-Colorado. It proved to be a lot of fun; the fact that I managed to starve and kill half of my party didn't bother me that much. After all, I prefer James Bond to Ward Bond.

### Capsule Comments:

**Physical Quality:** Good

**Playability:** Quite Good. Excellent solitaire; PBM good.

**Playing Time:** A solitaire, 25-hex trip should take 3-4 hours, including set-up and preparation.

**Historicity:** Pretty good.

**Comparisons:** With what...?

**Overall:** If the subject intrigues, by all means get it. Otherwise, only novelty interest — albeit a well-done novelty.

### FEEDBACK RESULTS:

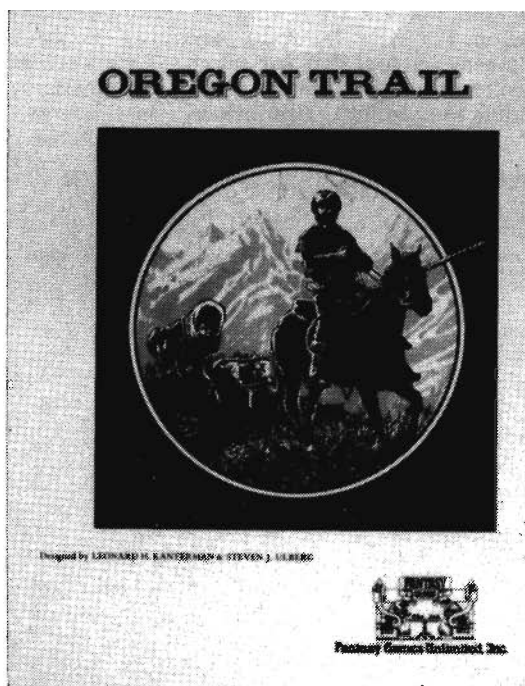
#### MOVES 56

Rank	Item	Rating
1	MOVES in English	6.75
2	Designer's Notes	6.73
3	Forward Observer	6.52
4	Battle for Stalingrad	6.39
5	Advanced Tactics, Part 3	6.22
6	Professionalism	6.18
7	Opening MOVES	5.89
8	SPIBUS	5.81
9	Rescue from the Hive on Your Own	5.11
10	Convention Organizer's Data File Nr. 2	4.48
<b>This issue overall</b>		<b>6.29</b>

### FEEDBACK RESULTS:

#### MOVES 57

Rank	Item	Rating
1	Designer's Notes	6.82
2	Cedar Mountain	6.79
3	Forward Observer	6.51
4	Battle of Corinth	6.42
5	Super TaskForce	6.17
6	Games That Train	6.05
7	MOVES Canada	5.85
8	Expanded Simplicity	5.70
9	SPIBUS	5.57
10	Opening MOVES	5.27
<b>This issue overall</b>		<b>6.34</b>



## UPDATE AND ORDER OF BATTLE

# FILLING THE GAP

## The Central Front Gets Refreshed and Unified

By Charles T. Kamps, Jr.

This is the second part of our enhancement of the Central Front system. We intend to retrofit the new rules into subsequent editions of *Hof Gap* and *Fifth Corps*. If you subscribe to both *S&T* and *MOVES*, with this issue you've got it all. As I said last *MOVES*, this series, because of its timely nature, will undergo additional published updates in the future. We intend to support and maintain the system as an active, growing entity. — *Redmond*

In the year since *Fifth Corps* appeared in *S&T*, several dramatic changes have taken place in the European military arena. First and most important, the West German Army has finally reached a decision on its new wartime organization. Second, it has been revealed that the Soviets have continued to improve the quality and quantity of their artillery in Eastern Europe. Both of these changes have been reflected in *BAOR*. It is the purpose of this article to bring the first two games of the series, *Hof Gap* and *Fifth Corps*, in line with *BAOR*.

Included is an up to date *Master Unit Deployment List*, similar to the one in *Hof Gap*, covering all units for the first two games. The list includes the new German reorganization and Soviet artillery. Minor changes are included for some other NATO units based on information from players with recent experience in Europe. The list was done from the perspective of the Seventh Army scenario, as the variables for Warsaw Pact deployment almost necessitate the playing of both *Hof Gap* and *Fifth Corps* together to get a realistic picture of this front.

Players will notice the increase in speed of Soviet deployment. This is due to recent analysis postulating a "single echelon assault" in which the Soviets would hope to maximize tactical surprise and opt for quick disruption of NATO defenses. It is also assumed that the Soviet Western Military Districts are at least partially mobilized, for a contingency such as Poland, and, characteristically, NATO has not taken extraordinary precautions. This is the reason for Category II divisions appearing more quickly than one would normally expect. The series is also based on the Soviets opting for a sneak attack from garrison locations, with units moving out of barracks about 12 hours prior to crossing the West German border. Is this pretty much a *worst case*? You bet it is, and so was

Pearl Harbor. One important redeeming feature must be accounted for, however. Many NATO commands have again redistributed ammunition, making it more accessible. Therefore, the US paralysis should be limited to *Game-Turn One only*.

The *Master Unit Deployment List* is intended for players who wish to make or modify their own counters. At this point it is a strong possibility that the *Hof Gap* and *Fifth Corps* counter sheets will be reprinted to account for the changes, and be made available in a second edition, *MOVES*, or a series wrap-up package.

### Master Unit Deployment List for Hof Gap and Fifth Corps

**How to read the list.** This list presents major changes in *bold italics*. Units not depicted in the list have been deleted from the counter-mix. Reading from the left, the *1st Column* gives unit designation; the *2nd Column* type abbreviation: **AA** = Airborne Artillery, **AC** = Armored Cavalry, **AH** = Attack Helicopter, **AI** = Airborne Infantry, **AM** = Airborne Mechanized, **En** = Engineer, **FA** = Field Artillery, **IN** = Non-motorized Infantry, **MI** = Mechanized Infantry, **RA** = Rocket Artillery, **SP** = Self-propelled Artillery, **Tk** = Tank (Armor). The *3rd Column* presents strength — for non-artillery/aviation types the first number is *attack* and the second is *defense*. For these types, mobile combat strength is the first number in all cases for NATO units, and the second number for Warsaw Pact units. Artillery and aviation units have their range given in parentheses. An "s" following strength indicates a soft unit. The *4th Column* shows NATO unit location or entry as follows: **Location** is a four-digit hex number following either an "H" for *Hof Gap* map, or an "F" for *Fifth Corps* map. A "(1)" following the location indicates the unit may be placed within 1 hex (i.e., adjacent) to the locator hex. **Entry** is a three-part code: Game-Turn of entry/entry hex/Operation Points available in phase of entry.

### NATO FORCES

DESIGNATION	TYPE	STRENGTH	LOCATION OR ENTRY
<b>US VII CORPS</b>			
563	En	0-1s	2/H2601/3
565	En	0-1s	2/H2601/3
<b>US 1st ARMORED DIV: "Old Ironsides"</b>			
1/1/1A	AC	4-7	H0821
501/1A	AH	5(30)5s	H1014
1/94/1A	SP	4(5)4s	H1222

DESIGNATION	TYPE	STRENGTH	LOCATION OR ENTRY
<b>1st Brigade</b>			
1/6/1A	MI	3-7	H1712
1/13/1A	Tk	4-6	H1712
1/51/1A	MI	2-8	H1003
1/37/1A	Tk	4-5	H1014
1/22/1A	SP	3(5)3	H1121
<b>2nd Brigade</b>			
1/46/1A	MI	3-7	H1524(1)
1/35/1A	Tk	4-6	H1524(1)
2/37/1A	Tk	4-5	H1524(1)
2/81/1A	Tk	4-5	H1524(1)
6/14/1A	SP	3(5)3	H1121
<b>3rd Brigade</b>			
1/52/1A	MI	3-7	H2526(1)
1/54/1A	MI	2-8	H2526(1)
3/35/1A	Tk	4-6	H2526(1)
2/78/1A	SP	3(5)3	H2526(1)
<b>US 3rd INFANTRY DIV (MECH): "Rock of the Marne"</b>			
1/76/3	SP	4(5)4s	H2711
3/7/3	AC	4-7	H3614(1)
3/3	AH	5(30)5s	H2611
3/63/3	Tk	4-5	2/H0124/6
<b>1st Brigade</b>			
1/30/3	MI	3-7	H3614(1)
2/30/3	MI	3-7	H3614(1)
2/64/3	Tk	4-6	H3614(1)
3/64/3	Tk	4-6	H3614(1)
2/39/3	SP	3(5)3	H3614(1)
<b>2nd Brigade</b>			
1/15/3	MI	3-7	H2611(1)
1/64/3	Tk	4-6	H2611(1)
2/15/3	MI	2-8	F1038(1)
1/10/3	SP	3(5)3	H3614
<b>3rd Brigade</b>			
1/4/3	MI	3-7	F0422(1)
1/7/3	MI	2-8	F0422(1)
4/64/3	Tk	4-6	F0422(1)
2/41/3	SP	3(5)3	F0340(1)

### US 2nd ARMORED CAVALRY REGT: "Dragoons" (company size units)

Air/2C	AH	3(30)3s	H1223
<b>1st Squadron</b>			
A/1/2C	AC	1-2	H2847
B/1/2C	AC	1-2	H3046
C/1/2C	AC	1-2	H3144
D/1/2C	Tk	1-1	H3340
How/1/2C	SP	1(5)1	H2943

DESIG-NATION	TYPE	STRENGTH	LOCATION OR ENTRY
<b>2nd Squadron</b>			
E/2/2C	AC	1-2	H3630
F/2/2C	AC	1-2	H3532
G/2/2C	AC	1-2	H3433
H/2/2C	Tk	1-1	H3336
How/2/2C	SP	1(5)1	H3132
<b>3rd Squadron</b>			
I/3/2C	AC	1-2	H0549
K/3/2C	AC	1-2	H1749
L/3/2C	AC	1-2	H2048
M/3/2C	Tk	1-1	H2448
How/3/2C	SP	1(5)1	H2046

**US VII CORPS ARTILLERY****72nd Artillery Group**

3/35/72	SP	4(5)4s	H3201
6/10/72	SP	2(8)2s	H2526(1)
1/75/72	SP	4(5)4s	H2526(1)

**210th Artillery Group**

3/36/210	SP	4(5)4s	H1621(1)
3/37/210	SP	4(5)4s	H1621(1)
3/17/210	SP	4(5)4s	H1621(1)
2/28/210	SP	2(8)2s	H1013

**US V CORPS**

549	En	0-1s	2/F0109/8
559	En	0-1s	F1120(1)

**US 8th INFANTRY DIV (MECH):****"Pathfinders"**

3/16/8	SP	4(5)4s	2/F1401/6
3/8/8	AC	4-7	2/F0109/6
8/8	AH	5(30)5s	F1306

**1st Brigade**

2/28/8	MI	3-7	F1306(1)
4/69/8	Tk	4-6	F1306(1)
2/87/8	MI	2-8	F1306(1)
1/2/8	SP	3(5)3	2/F1401/6

**2nd Brigade**

1/13/8	MI	3-7	2/F1401/6
1/39/8	MI	3-7	2/F1401/6
2/68/8	Tk	4-6	2/F1401/6
1/68/8	Tk	4-6	F1038(1)
1/87/8	MI	2-8	2/F1401/6
1/83/8	SP	3(5)3	2/F1401/6

**3rd Brigade**

2/13/8	MI	3-7	2/F0106/6
3/68/8	Tk	4-6	2/F0106/6
5/68/8	Tk	4-5	2/F0106/6
2/81/8	SP	3(5)3	2/F0101/6

**US 3rd ARMORED DIV: "Spearhead"**

1/40/3A	SP	4(5)4s	F1120(1)
3/12/3A	AC	4-7	F1424
503/3A	AH	5(30)5s	F1121

**1st Brigade**

2/36/3A	MI	3-7	F2220(1)
3/36/3A	MI	3-7	F2220(1)
2/33/3A	Tk	4-6	F2220(1)
3/33/3A	Tk	4-6	F2220(1)
2/32/3A	Tk	4-5	F2220(1)
2/3/3A	SP	3(5)3	F2220(1)

DESIG-NATION	TYPE	STRENGTH	LOCATION OR ENTRY
<b>2nd Brigade</b>			
1/48/3A	MI	3-7	F1125(1)
2/48/3A	MI	2-8	F1125(1)
1/33/3A	Tk	4-6	F1125(1)
2/6/3A	SP	3(5)3	F1125(1)
<b>3rd Brigade</b>			
1/36/3A	MI	3-7	F1819(1)
1/32/3A	Tk	4-6	F1819(1)
3/32/3A	Tk	4-5	F1819(1)
2/27/3A	SP	3(5)3	F1819(1)

**US V CORPS ARTILLERY****41st Artillery Group**

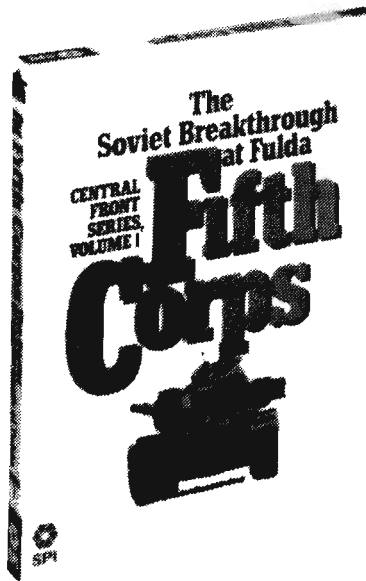
2/5/41	SP	2(8)2s	F0618
2/75/41	SP	4(5)4s	F1120(1)
2/83/41	SP	4(5)4s	F0618

**42nd Artillery Group**

6/9/42	SP	2(8)2s	F2621(1)
2/92/42	SP	4(5)4s	F2621(1)

**US 11th ARMORED CAVALRY REGT:****"Black Horse" (company size units)**

Air/11C	AH	3(30)3s	F1737
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**1st Squadron**

A/1/11C	AC	1-2	F1742
B/1/11C	AC	1-2	F1543
C/1/11C	AC	1-2	F1244
D/1/11C	Tk	1-1	F1045
How/1/11C	SP	1(5)1	F1241

**2nd Squadron**

E/2/11C	AC	1-2	F0646
F/2/11C	AC	1-2	F0447
G/2/11C	AC	1-2	F0349
H/2/11C	Tk	1-1	F0149
How/2/11C	SP	1(5)1	F0244

**3rd Squadron**

I/3/11C	AC	1-2	F2042
K/3/11C	AC	1-2	F2243
L/3/11C	AC	1-2	F2545
M/3/11C	Tk	1-1	F2747
How/3/11C	SP	1(5)1	F2543

DESIG-NATION	TYPE	STRENGTH	LOCATION OR ENTRY
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**WEST GERMAN II CORPS (-)****2nd Corps Aviation**

2/II	AH	7(30)7s	H0321
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**WG 26th Luftlande Brigade**

261 + /26	AI	2-5s	see scenario
262 + /26	AI	2-5s	see scenario
263R/26	AI	1-3s	see scenario

**WG 4th PANZERGRENADIER DIV (-)****10th Panzergrenadier Brigade**

101/4	MI	2-5	H3225
102/4	MI	2-5	H2237(1)
103/4	MI	2-5	H1322
104/4	Tk	3-4	H0342
105/4	SP	3(5)3	H0944

**12th Panzer Brigade**

122/4	MI	2-5	H0146
121/4	Tk	3-4	H0337(1)
123/4	Tk	3-4	H0337(1)
124/4	Tk	3-4	H0337(1)
125/4	SP	3(5)3	H2237(1)

**WEST GERMAN III CORPS (-)**

330	En	0-1s	1/F0104/8
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**3rd Corps Aviation**

3/III	AH	7(30)7s	H3737
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**3rd Corps Artillery**

320	SP	3(8)3s	2/H2601/6
330	SP	3(8)3s	F2621(1)

**WG 12th PANZER DIV**

121/12	FA	5(6)5s	H2801
122/12	RA	2(5)2s	2/H2601/12

**12th Recon Bn (company size units)**

2/12/12	AC	1-1	H3628
3/12/12	AC	1-1	H3626
4/12/12	AC	1-2	H3725

**14th Panzer Brigade**

142/12	MI	2-5	1/F2901/12
141/12	Tk	3-4	1/F2901/12
143/12	Tk	3-4	1/F2901/12
144/12	Tk	3-4	1/F2901/12
145/12	SP	3(5)3	1/F2901/12

**35th Panzergrenadier Brigade**

351L/12	MI	2-5	H3911(1)
352/12	MI	2-5	F0846
353/12	MI	2-5	H3911(1)
354/12	Tk	3-4	H3911(1)
355/12	SP	3(5)3	F1038(1)

**36th Panzer Brigade**

362/12	MI	2-5	1/H2801/9
361/12	Tk	3-4	1/H2801/9
363/12	Tk	3-4	1/H2801/9
364/12	Tk	3-4	1/H2801/9
365/12	SP	3(5)3	1/H2801/9

**WG 2nd PANZERGRENADIER DIV (elms.)****5th Panzergrenadier Brigade**

51/2	MI	2-5	F2943
52/2	MI	2-5	F3737
53/2	MI	2-5	F3645(1)
54/2	Tk	3-4	F3645(1)
55/2	SP	3(5)3	F3438



DESIGNATION	TYPE	STRENGTH	LOCATION OR ENTRY
<b>WG 5th PANZER DIV</b>			
51/5	FA	5(6)5s	1/F1001/6
52/5	RA	2(5)2s	F2621(1)
<b>5th Recon Bn</b> (company size units)			
2/5/5	AC	1-1	F2949
3/5/5	AC	1-1	F3549
4/5/5	AC	1-2	F3248

**6th Panzer Brigade**

62/5	MI	2-5	F3031
61/5	Tk	3-4	F3029(1)
63/5	Tk	3-4	F3029(1)
64/5	Tk	3-4	F3029(1)
65/5	SP	3(5)3	F3029(1)

**13th Panzergrenadier Brigade**

131/5	MI	2-5	F2718(1)
132/5	MI	2-5	F2938
133/5	MI	2-5	F2718(1)
134/5	Tk	3-4	F2718(1)
135/5	SP	3(5)3	F2718(1)

**15th Panzer Brigade**

152/5	MI	2-5	F3110
151/5	Tk	3-4	F3110
153/5	Tk	3-4	F2902(1)
154/5	Tk	3-4	F3645
155/5	SP	3(5)3	F2701

(Editor's Note: This brigade appears out of order since anticipated changes presented in *Hof Gap* did not occur.)

**US 4th INFANTRY DIV (MECH):****4th Brigade**

1/70/4	Tk	4-6	F1409(1)
2/10/4	MI	3-7	F1409(1)
3/28/4	MI	2-8	F1409(1)
2/20/4	SP	3(5)3	F1409(1)

**WARSAW PACT FORCES**

With the exception of airborne units, all Warsaw Pact units enter on roads or Autobahns according to applicable March Order rules, with 12 Operation Points available (unless otherwise noted). Valid entry areas in the list below are defined as follows:

*Fifth Corps* map east edge: hexes 0951-3951 inclusive, *Hof Gap* map north edge: hexes 3931-3948 inclusive, *Hof Gap* map east edge: hexes 0550-3951 inclusive.

**EAST GERMAN 3rd ARMY**

All units may enter on Game-Turn 1, on either the *Hof Gap* map north edge or the *Fifth Corps* map east edge.

DESIGNATION	TYPE	STRENGTH
<b>EG 3rd Army Troops</b>		
5/3EGA	AI	1-1s
LR/3EGA	FA	4(7)4s
Hvy/3EGA	FA	2(4)2s
4/3EGA	AH	3(20)3s
11/3EGA	AH	3(20)3s
3/3EGA	En	0-1s

**EG 4th Mechanized Div**

13/4	MI	9-12
14/4	MI	6-8
15/4	MI	6-8
16/4	Tk	9-10
RAG/4	SP	3(5)3
4/4	FA	4(4)4s
DAG/4	RA	4(5)4s

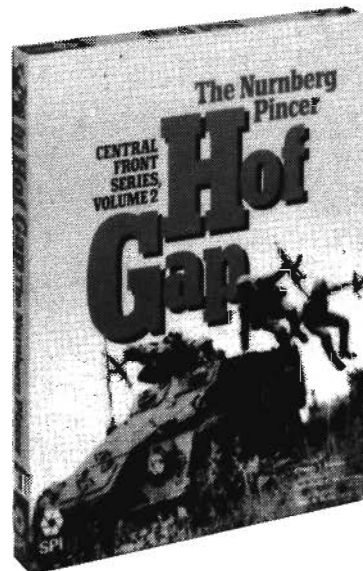
DESIGNATION	TYPE	STRENGTH
<b>EG 7th Tank Div</b>		
25/7	Tk	9-9
26/7	Tk	8-9
27/7	Tk	8-9
28/7	MI	7-8
RAG/7	SP	3(5)3
7/7	FA	4(4)4s
DAG/7	RA	4(5)4s

**EG 11th Mechanized Div**

41/11	MI	9-12
42/11	MI	6-8
43/11	MI	6-8
44/11	Tk	9-10
RAG/11	SP	3(5)3
11/11	FA	4(4)4s
DAG/11	RA	4(5)4s

**CZECH 1st ARMY**

All units may enter on Game-Turn 1, on the *Hof Gap* map east edge, south of 2850.

**CZ 1st Army Troops**

LR/ICZA	FA	3(7)3s
Hvy/ICZA	FA	2(4)2s
2/ICZA	AH	3(20)3s
19/ICZA	AH	3(20)3s
20/ICZA	AH	3(20)3s
1/ICZA	En	0-1s

**CZ 1st Tank Div**

1/1	Tk	9-9
2/1	Tk	8-8
3/1	Tk	8-8
4/1	MI	5-7
RAG/1	SP	3(5)3
1/1	FA	4(4)4s
DAG/1	RA	4(5)4s

**CZ 2nd Mechanized Div**

5/2	MI	8-12
6/2	MI	6-7
7/2	MI	6-7
8/2	Tk	9-9
RAG/2	SP	3(5)3
2/2	FA	4(4)4s
DAG/2	RA	4(5)4s

DESIGNATION	TYPE	STRENGTH
<b>CZ 19th Mechanized Div</b>		
73/19	MI	8-12
74/19	MI	6-7
75/19	MI	6-7
76/19	Tk	9-9
RAG/19	SP	3(5)3
19/19	FA	4(4)4s
DAG/19	RA	4(5)4s

**CZ 20th Mechanized Div**

77/20	MI	8-12
78/20	MI	6-7
79/20	MI	6-7
80/20	Tk	9-9
RAG/20	SP	3(5)3
20/20	FA	4(4)4s
DAG/20	RA	4(5)4s

**SOVIET CENTRAL GROUP OF FORCES**

18th GMRD, 51st TD, and CGF Troops may enter on Game-Turn 1 on the *Hof Gap* map east edge, or on Game-Turn 2 on the north edge. 6th GTD may enter on Game-Turn 2 on either the east or north edges of the *Hof Gap* map, or on the east edge of the *Fifth Corps* map.

**CGF Troops**

LR/CGF	FA	4(7)4s
Hvy/CGF	FA	2(4)2s
18/CGF	AH	3(20)3s
Prov/CGF	En	0-1s

**6th Guards Tank Div: "Kiev, Red Banner"**

51/6GT	Tk	11-12
52/6GT	Tk	11-12
53/6GT	Tk	11-12
22/6GT	MI	10-14
RAG/6GT	SP	4(5)4
1893/6GT	SP	4(5)4
DAG/6GT	RA	5(5)5s

**18th Guards Motorized Rifle Div: "Red Banner"**

51/18G	MI	10-14
53/18G	MI	10-14
58/18G	MI	10-14
18/18G	Tk	11-12
118/18G	Tk	4-4
RAG/18G	SP	4(5)4
52/18G	SP	4(5)4
DAG/18G	RA	5(5)5s

**51st Tank Div**

154/51T	Tk	11-12
156/51T	Tk	11-12
158/51T	Tk	11-12
51/51T	MI	10-14
RAG/51T	SP	4(5)4
300/51T	SP	4(5)4
DAG/51T	RA	5(5)5s

**SOVIET 13th ARMY**

The 26th and 81st Arty Divs and the 15th GMRD may enter on Game-Turn 3 on the east edge of the *Hof Gap* map, or may enter on Game-Turn 4 on either the north edge of the *Hof Gap* map or the east edge of the *Fifth Corps* map. The 17th MRD and 13th Army Troops may enter on Game-Turn 4 on the east edge of the *Hof Gap* map, or on Game-Turn 5 on either the north edge of the *Hof Gap* map or the east edge of the *Fifth Corps* map. The 23rd Tank Div may enter on Game-Turn 6 either

edge of the *Hof Gap* map or the east edge of the *Fifth Corps* map.

DESIG-NATION	TYPE	STRENGTH
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#### 13th Army Troops

15/13A	AH	3(20)3s
17/13A	AH	3(20)3s
13/13A	En	0-1s

#### 15th Guards Motorized Rifle Div: "Kharkov"

44/15G	MI	8-12
47/15G	MI	8-12
50/15G	MI	6-8
15/15G	Tk	9-10
RAG/15G	SP	3(5)3
43/15G	FA	4(4)4s
DAG/15G	RA	3(5)3s

#### 23rd Tank Div

3/23T	Tk	9-10
39/23T	Tk	9-10
135/23T	Tk	9-10
56/23T	MI	8-12
RAG/23T	SP	3(5)3
211/23T	FA	4(4)4s
DAG/23T	RA	3(5)3s

#### 17th Motorized Rifle Div: "Moskva"

1312/17	MI	8-12
1314/17	MI	8-12
1316/17	MI	6-8
17/17	Tk	9-10
RAG/17	SP	3(5)3
320/17	FA	4(4)4s
DAG/17	RA	3(5)3s

#### 26th Artillery Div

LR1/26	FA	4(7)4s
LR2/26	FA	4(7)4s
Hvy1/26	FA	6(4)6s
Hvy2/26	FA	6(4)6s
Spec/26	FA	5(10)5s

#### 81st Artillery Div

LR1/81	FA	4(7)4s
LR2/81	FA	4(7)4s
Hvy1/81	FA	6(4)6s
Hvy2/81	FA	6(4)6s
Spec/81	FA	5(10)5s

#### SOVIET 8th GUARDS ARMY

79th GTD, 39th GMRD, 57th GMRD, and 8th GA Troops may enter on Game-Turn 1 on either the east edge of the *Fifth Corps* map or the north edge of the *Hof Gap* map. The 20th GMRD may enter on Game-Turn 2 on either the east edge of the *Fifth Corps* map or the north edge of the *Hof Gap* map, but may expend only 6 Operation Points during the phase of entry, regardless of the map edge of entry.

#### 8th Guards Army Troops

L/8GA	FA	6(6)6s
H/34	FA	4(4)4s
L/34	FA	5(8)5s
20/8GA	AH	3(20)3s
39/8GA	AH	3(20)3s
57/8GA	AH	3(20)3s
206/8GA	En	0-1s
27/8GA	En	0-1s

DESIG-NATION	TYPE	STRENGTH
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#### 79th Guards Tank Div: "Lublin, Red Banner"

216/79GT	Tk	11-12
220/79GT	Tk	11-12
227/79GT	Tk	11-12
79/79GT	MI	10-14
RAG/79GT	SP	4(5)4
172/79GT	SP	4(5)4
DAG/79GT	RA	5(5)5s

#### 20th Guards Motorized Rifle Div

55/20G	MI	10-14
57/20G	MI	10-14
60/20G	MI	10-14
20/20G	Tk	11-12
120/20G	Tk	4-4
RAG/20G	SP	4(5)4
46/20G	SP	4(5)4
DAG/20G	RA	5(5)5s

#### 39th Guards Motorized Rifle Div: "Barvenkovo, Red Banner"

112/39G	MI	10-14
117/39G	MI	10-14
120/39G	MI	10-14
39/39G	Tk	11-12
139/39G	Tk	4-4
RAG/39G	SP	4(5)4
87/39G	SP	4(5)4
DAG/39G	RA	5(5)5s

#### 57th Guards Motorized Rifle Div

170/57G	MI	10-14
172/57G	MI	10-14
174/57G	MI	10-14
57/57G	Tk	11-12
157/57G	Tk	4-4
RAG/57G	SP	4(5)4
128/57G	SP	4(5)4
DAG/57G	RA	5(5)5s

#### SOVIET 1st GUARDS TANK ARMY

The 27th GMRD may enter on Game-Turn 1 on the east edge of the *Fifth Corps* map or the north edge of the *Hof Gap* map. The 7th GTD, 9th TD, 11th GTD, and 1st GTA Troops may enter on Game-Turn 3 on the east edge of the *Fifth Corps* map or the north edge of the *Hof Gap* map.

#### 1st Guards Tank Army Troops

27/1GTA	AH	3(20)3s
120/1GTA	En	0-1s

#### 7th Guards Tank Div: "Kiev"

54/7GT	Tk	11-12
55/7GT	Tk	11-12
56/7GT	Tk	11-12
23/7GT	MI	10-14
RAG/7GT	SP	4(5)4
1836/7GT	SP	4(5)4
DAG/7GT	RA	5(5)5s

#### 9th Tank Div

23/9T	Tk	11-12
95/9T	Tk	11-12
108/9T	Tk	11-12
8/9T	MI	10-14
RAG/9T	SP	4(5)4
1535/9T	SP	4(5)4
DAG/9T	RA	5(5)5s

DESIG-NATION	TYPE	STRENGTH
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#### 11th Guards Tank Div

40/11GT	Tk	11-12
44/11GT	Tk	11-12
45/11GT	Tk	11-12
27/11GT	MI	10-14
RAG/11GT	SP	4(5)4
293/11GT	SP	4(5)4
DAG/11GT	RA	5(5)5s

#### 27th Guards Motorized Rifle Div

74/27G	MI	10-14
76/27G	MI	10-14
83/27G	MI	10-14
27/27G	Tk	11-12
127/27G	Tk	4-4
RAG/27G	SP	4(5)4
54/27G	SP	4(5)4
DAG/27G	RA	5(5)5s

#### SOVIET FRONT RESERVE

#### 103rd Guards Airborne Div

1/393/103	AM	3-4
2/393/103	AM	2-3
3/393/103	AM	2-3
1/583/103	AM	3-4
2/583/103	AM	2-3
3/583/103	AM	2-3
1/688/103	AM	3-4
2/688/103	AM	2-3
3/688/103	AM	2-3
DAG/103	AM	4(4)4s

■ ■

## Grand Campaign Scenario

### [31.0] MITTELLAND THRUST: COMBINING THE CENTRAL FRONT GAMES

#### COMMENTARY:

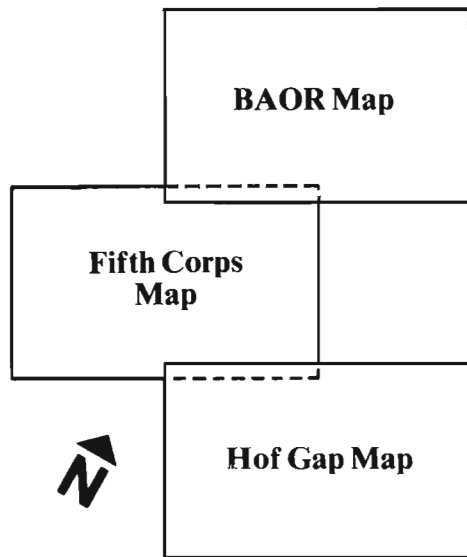
These scenario instructions allow for the combination of the first three games in the *Central Front Series: Fifth Corps, Hof Gap,* and *BAOR*. All three may be played together, or *Fifth Corps* may be combined with either *BAOR* or *Hof Gap* exclusively. As victory conditions are determined separately for each game map, players have complete flexibility in the choice of games they wish to combine. In playing the *Central Front* series, the new Standard Rules issued with *BAOR* should be considered authoritative. Additionally, the Exclusive Rules of *BAOR* carry the weight of Standard Rules for all the games. Optional Rules for the series were published in the last edition of *MOVES*. These Scenario Instructions cover all other game features so, essentially, players may disregard the original Exclusive Rules issued with *Fifth Corps* and *Hof Gap*.

#### GENERAL RULE:

The three game maps are joined together as shown in the diagram. The *Hof Gap* map should be cut on the dotted line printed along the western half of the north map edge. Then the *Hof Gap* map is laid over the *Fifth Corps* map so that *Fifth Corps* hexes

0126 and 0151 are directly *under Hof Gap* hexes 3901 and 3926 respectively. The *BAOR* map should be cut along the dotted line printed on the western half of the south edge of the map. The *BAOR* map is then laid over the *Fifth Corps* map so that *Fifth Corps* hexes 3926 and 3951 are directly *under BAOR* hexes 0101 and 0126 respectively. The overlapping hexrow in each case is assumed to be part of the playing surface of southernmost mapsheet. Small pieces of masking tape may be used to hold the maps together (avoid using transparent tape as it tends to tear the mapsheets).

The combined or single *Central Front* games begin on Game-Turn One (an A.M. Game-Turn) and end with the completion of Game-Turn Ten, or at the completion of any Game-Turn from Game-Turn Four on, by mutual consent of the players. The Warsaw Pact player is the First player during every Game-Turn. (The Initiative Segment of the Sequence of Play is skipped.)



### [31.1] NATO INITIAL DEPLOYMENT AND REINFORCEMENTS

[31.11] NATO units from the *BAOR* game are set up according to 20.1 of the *BAOR* rules. NATO units from *Fifth Corps* and *Hof Gap* are set up according to the updated Master Unit Deployment List accompanying this scenario. West German Territorial Static units may be deployed according to Optional Rule 25.3 (see *MOVES* nr. 59).

[31.12] To accommodate the joining of *BAOR* and *Fifth Corps*, the West German 21/2 Artillery and 22/2 Rocket Artillery units (which normally enter the *BAOR* map on Game-Turn One) are ignored as reinforcements and are initially deployed on hex 3134 of the *Fifth Corps* map. All other NATO reinforcements are entered normally as per *BAOR* rules or the Master Unit Deployment List, as applicable.

### [31.2] WARSAW PACT REINFORCEMENTS

[31.21] Warsaw Pact reinforcements are entered according to *BAOR* cases 21.4 and 22.2. Order of appearance is detailed in *BAOR* case 20.2 and the Master Unit Deployment List.

[31.22] Soviet airborne reinforcements consist of the 76th Guards Airborne Division and the 103rd Guards Airborne Division. Both divisions may be dropped in the same or different Game-Turns as the Warsaw Pact player desires. *BAOR* case 22.4 details the option of dropping the 76th GABD off map. This option is available to the 103rd as well. If the Warsaw Pact player decides to drop the

103rd GABD off map, then *no* NATO reinforcements enter either the *Hof Gap* or *Fifth Corps* game maps. This includes US units at Major Training Areas off map.

### [31.3] SUPPLY SOURCES

[31.31] NATO units on the *BAOR* map trace lines of supply to sources outlined in 21.71 of the *BAOR* rules. NATO units on the *Fifth Corps* map may trace supply to an Autobahn or road hex leading off the west edge of the map, or the south edge (west of hex 0122), or the north edge (west of hex 3922). NATO units on the *Hof Gap* map may trace supply to an Autobahn or road hex leading off the west edge only.

[31.32] All Warsaw Pact units, except artillery, are automatically supplied for the first four Game-Turns of any scenario, regardless of whether they can trace a valid line of supply or not. Warsaw Pact units on the *BAOR* map trace supply according to 21.72 of the *BAOR* rules. All Soviet units may trace supply to an Autobahn or road hex leading off the east edge of the *Fifth Corps* map, the east edge of the *Hof Gap* map, or the north edge of the *Hof Gap* map east of hex 3931. East German units may trace supply to an Autobahn or road hex leading off the east edge of the *Fifth Corps* map, or the north edge of the *Hof Gap* map (east of 3931), or the east edge of the *Hof Gap* map (north of 2850). Czech units may trace supply to any road hex leading off the east edge of the *Hof Gap* map.

### [31.4] AIR POWER AND CHEMICALS

[31.41] Warsaw Pact initial air superiority is determined according to 21.2 of *BAOR* rules. Air superiority applies to all playing maps. When the Warsaw Pact player has air superiority, he receives 12 Air Points per map. This total of 36 Air Points may, at the discretion of the Warsaw Pact player, be used anywhere on any map(s), as long as the total of Air Points expended per Game-Turn does not exceed 36. When the NATO player has air superiority, he receives 18 Air Points per map. This total of 54 Air Points may, as above, be used anywhere.

[31.42] The Warsaw Pact player may conduct a pre-emptive airstrike against six hex groups per map in play, according to 21.5 of *BAOR* rules. This total of 18 strikes may be apportioned among the game maps as the Warsaw Pact player wishes.

[31.43] No die roll is ever made on the Airpower Table on the first Game-Turn to determine the presence of ground fog. The first Game-Turn is always considered clear.

[31.44] The Warsaw Pact player receives 3 column shifts in his favor when using chemicals on Game-Turns One through Four, two column shifts in his favor when using chemicals on Game-Turns Five through Eight, and one column shift in his favor when using chemicals on Game-Turns Nine and Ten. The NATO player may never use chemicals.

### [31.5] MAP TO MAP AND OFF-MAP OPERATIONS

[31.51] NATO and Warsaw Pact units may move from one playing area to another across the hexrow where the two maps overlap. NATO units only may also move from map to map across off-map territory (see 31.56).

[31.52] Air Points and pre-emptive airstrikes may be used anywhere on the three playing areas. EW points and nuclear warheads allocated to one map may never be used against targets on another map.

[31.53] Artillery units of both sides located on one map may support friendly units located on another map, provided that such fire is not traced across off-map territory.

[31.54] Attack helicopter units may be used to support friendly units located on another map, provided that the "flight path" can be traced entirely across on-map territory.

[31.55] Airborne units may be dropped on any maps, at the discretion of the owning player. See also 31.22 for Soviet off-map parachute options.

[31.56] During any friendly Player-Phase, any number of NATO units may be exited off the south edge of the *Fifth Corps* map (west of hex 0122) and immediately be re-entered into play during the next NATO friendly Player-Phase on the west edge of the *Hof Gap* map, or *vice versa*. Similarly, NATO units may be exited off the north edge of the *Fifth Corps* map (west of hex 3926) and be re-entered into play during the next NATO friendly Player-Phase on the west edge of the *BAOR* map, or *vice versa*. In order to do so, a unit must be exited from a road or Autobahn hex leading off the appropriate map edge, and must have at least six Operation Points remaining in its allowance for the Phase after doing so. In the immediately following Player-Phase, the unit must enter the other map as a reinforcement, via road or Autobahn, and may expend only six Operation Points in that Phase. A NATO unit may not be exited from a hex, or entered into a hex, from which a Warsaw Pact unit that exerts a Zone of Control has been exited.

### [31.6] NATO PARALYSIS

Non-West German NATO units are subject to special movement and combat restrictions during the first Game-Turn of any scenario. At the beginning of Game-Turn Two, and thereafter, the restrictions of these cases do not apply. **Exception:** The following units are not subject to these restrictions:

1. On the *BAOR* map: British units east of the Weser River, and units of the 4th Armoured Division, as well as Belgian units initially deployed.
2. On the *Fifth Corps* and *Hof Gap* maps: all units of the 2nd and 11th Armored Cavalry Regiments, the 2/15/3 mechanized infantry battalion, the 2/41/3 self-propelled artillery battalion, the 1/68/8 Armored battalion, and any units at a Major Training Center (see 31.7).

[31.61] Non-West German NATO units (except those listed above) may not expend Operation Points in any manner. Artillery and helicopter units may not support a combat or counterbattery fire.

[31.62] Subject units must, if attacked, defend with their Mobile Combat Strength. If attacked, they may retreat normally, and are released from these restrictions.

### [31.7] US MAJOR TRAINING AREAS (MTA's)

Before the NATO player sets up his units at the beginning of the game, he uses the MTA Table (31.73) to determine which US brigade is currently at a Major Training Area. He rolls one die to determine which column to refer to (as noted across the top of the table) and then rolls the die again to locate the result in the appropriate column, i.e., which US brigade starts at an MTA.

[31.71] After determining which brigade is affected, the NATO player consults the Master Unit Deployment List and places all units for that brigade as follows:

1. All units except mechanized infantry battalions are placed within two hexes of hex 1238 on the *Hof Gap* map.
2. All mechanized infantry units enter play as reinforcements during the initial NATO Player-Phase of Game-Turn One on the south edge of the *Hof Gap* map, west of hex 0142. Each such unit may expend only 6 Operation Points during its phase of entry.

[31.72] All units in a brigade at MTA's are exempt from the restrictions of 31.6.

[31.8] SPECIAL AIRBORNE/AIRMOBILE RULES

[31.81] British, West German and East German airborne infantry units are all eligible for airborne drop in accordance with 15.0 of the Standard Rules. They are, however, non-motorized, and when being moved they treat all road and Autobahn hexsides as access hexsides instead. Furthermore, they are treated as company-sized units for the purposes of exerting a Zone of Control.

[31.82] Units from the BAOR game which are eligible for airmobile operations are detailed in 21.8 of the BAOR rules. The following units from Hof Gap/Fifth Corps are eligible for airmobile operations after conversion to airmobile status: all East German, Czech, and Soviet motorized rifle regiments, all Soviet airborne mechanized battalions; all US 2-8 mechanized infantry battalions. The following units are eligible for airmobile opera-

tions at all times: East and West German airborne infantry units, Soviet airborne artillery.

[31.9] VICTORY CONDITIONS

Victory conditions are met in the same manner as described in 22.7 of the BAOR rules. Victory conditions are, however, determined separately for each mapsheet (i.e., "front").

[31.91] Warsaw Pact victory conditions are determined for each mapsheet according to 22.71 of the BAOR rules — that is the same chart is applicable to all three games. For victory purposes, however, Warsaw Pact units must trace a line of supply to the east edge of the mapsheet which they occupy, regardless of the fact that they may be able to be supplied for game purposes by tracing a route onto another map. By mutual consent, the players may use Optional Rule 28.0 (Doctrinal Victory Conditions) for Warsaw Pact victory determination.

[31.92] In the event that no Warsaw Pact victory is attained, the NATO player determines his level of victory as follows:

1. On the BAOR map, as per 22.72 of the BAOR rules.
2. For the Fifth Corps map and the Hof Gap map, victory criteria are outlined on the tables in 31.93.

[31.93] NATO VICTORY CRITERIA FOR FIFTH CORPS

NATO CITY HEXES	LEVEL OF VICTORY
95 or more	Strategic Victory
77-94	Substantive Victory
66-76	Marginal Victory

[31.94] NATO VICTORY CRITERIA FOR HOF GAP

NATO CITY HEXES	LEVEL OF VICTORY
22 or more	Strategic Victory
15-21	Substantive Victory
8-14	Marginal Victory

[18.4] ELECTRONIC WARFARE TABLE (COMBINED)

Game Turn	BAOR Map		Fifth Corps Map		Hof Gap Map	
	NATO	Warsaw Pact	NATO	Warsaw Pact	NATO	Warsaw Pact
1	3	4	4	4	4	9
2	6	5	4	5	4	10
3	6	8	4	8	4	11
4	7	12	4	8	4	12
5	7	12	4	8	4	12
6	7	13	4	8	4	13
7	7	14	4	8	4	13
8	7	14	4	8	4	13
9	7	14	4	8	4	13
10	7	14	4	8	4	13

[31.73] MAJOR TRAINING AREA TABLE

First Die: 1-3	4-6
1 1st Brigade, 1st Armd Division	1st Brigade, 3rd Armd Division
2 2nd Brigade, 1st Armd Division	2nd Brigade, 3rd Armd Division
3 3rd Brigade, 1st Armd Division	3rd Brigade, 3rd Armd Division
4 1st Brigade, 3rd Inf Division	1st Brigade, 8th Inf Division
5 2nd Brigade, 3rd Inf Division	2nd Brigade, 8th Inf Division
6 3rd Brigade, 3rd Inf Division	3rd Brigade, 8th Inf Division

The NATO player refers to this table before setting up his units. See 31.7 for details.

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DIAD Rule Specified

**SOFTWARE**  
The Air Cavalry Attack Brigades

Principal Aircraft of the Active Militaries

Country	Year	Count
USA	1974	280
USSR	1964	191
China	1962	80
India	1969	76
UK	1969	190

Principal Aircraft of the Air Force

Country	Year	Count
USA	1965	196
USSR	1965	294
China	1961	1974
India	1969	1969

Principal Aircraft of the Civil Air Force

Country	Year	Count
USSR	1961	1969

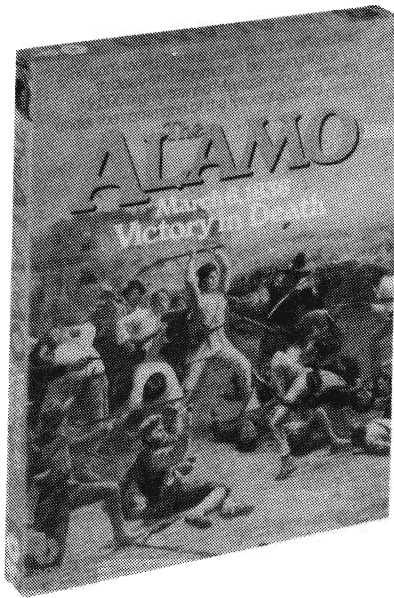
**F.Y.E.O.** FOR YOUR EYES ONLY AN OPEN INTELLIGENCE SUMMARY OF CURRENT MILITARY AFFAIRS. Editor: Peter Swiderski

**RUMORS:**

**Vietnam Having Problems?** Vietnam is experiencing military problems as a result of its aggressive military actions in Cambodia. The Vietnamese are reportedly suffering from a shortage of military equipment and supplies. The United States is reportedly providing military aid to the South Vietnamese government.

**Soviet Poison Agent Use Confirmed:** The United States has confirmed the use of chemical agents by the Soviet Union in Cambodia. The agents are reportedly used to poison the population and to destroy the infrastructure.

**Alphas Lodge Draft:** The Alphas Lodge in Cambodia is reportedly being drafted into the military. The lodge is reportedly a major center of resistance against the North Vietnamese.



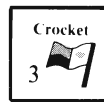
*The Alamo* recreates the heroic stand by a small force of Texan defenders inside the famous Alamo mission against a Mexican army over ten times its size. The Mexican player chooses from among six entry areas to bring on his four main columns and, later, his reserve column. The Mexican forces must withstand the withering Texan fire until a weak spot along the walls can be found and the Alamo finally breached. Once inside, desperate hand-to-hand fighting takes place. Special rules cover fire and melee combat, artillery batteries, leadership and leader losses, and ferocious Texan counterattacks.

**BUYER'S GUIDE FOR THE ALAMO**

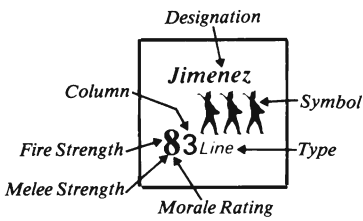
**Age Range:** 12 years to adult  
**Number of Players:** 2 (Suitable for solitaire play)  
**Average Playing Time:** 2 hours  
**Complexity:** Moderate (5.8)  
 For purposes of comparison, *Monopoly* is considered to have a complexity rating of 2.34.

# The ALAMO

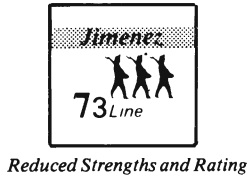
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**SAMPLE COMBAT UNIT (Front)**

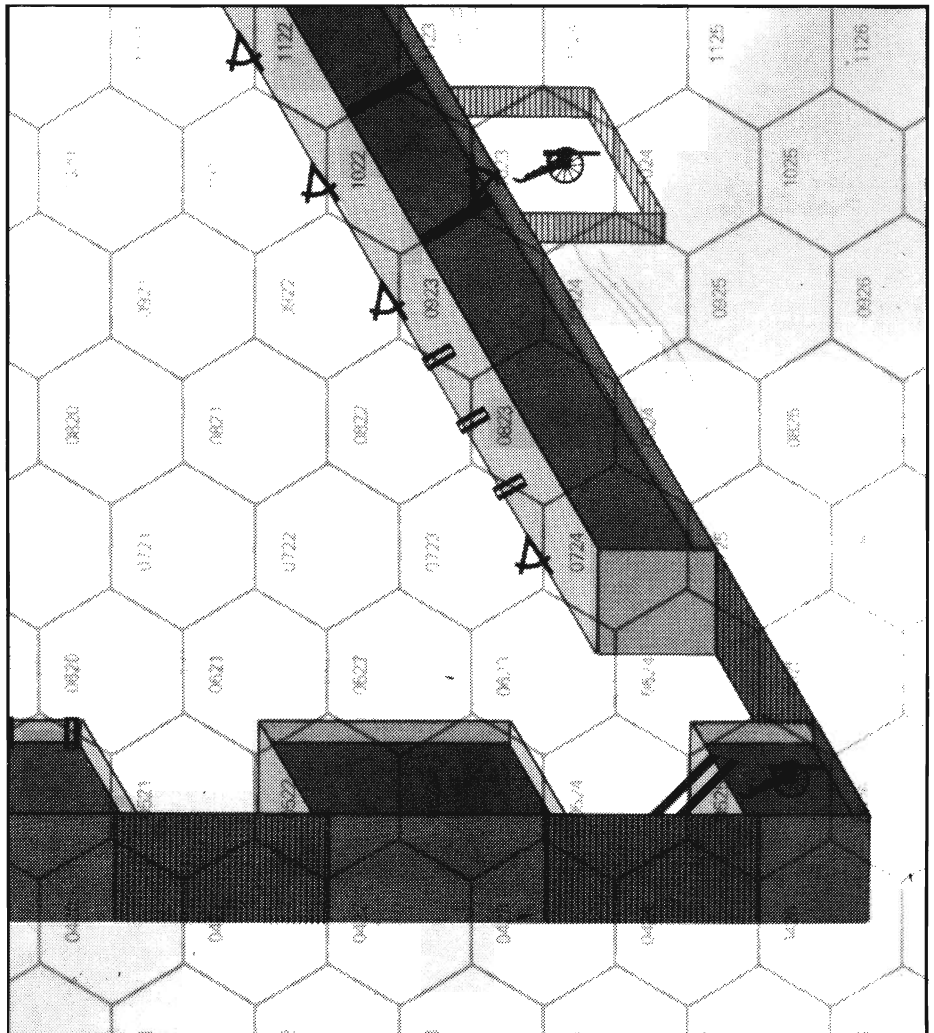


**SAMPLE COMBAT UNIT (Back)**



**SEQUENCE OF PLAY**

- Mexican Replacement Phase
- Mexican Reserve Unit Placement Phase
- TEXAS PLAYER-TURN**
- Movement Phase
- Combat Phase
- Rally Phase
- MEXICAN PLAYER-TURN**
- Mexican Reserve Commitment Phase
- Movement Phase
- Combat Phase
- Rally Phase
- Mexican Withdrawal Check Phase
- Game-Turn Indication Phase



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## STATREP

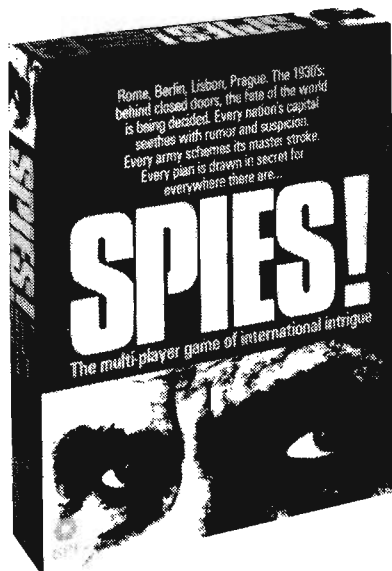
# SPIES!

## A Statistical Report of Game Characteristics

by Claude Bloodgood

Lightning-fast decisions and narrow escapes are just the tip of the iceberg in *SPIES!* Anything can happen, and usually does when least expected. A secret is discovered, a spy sanctioned, escape impossible because money is lacking to finance it. Enemy police must be avoided unless your spies have papers, and allies are always questionable at best.

*SPIES!* is a dual-level game, and this report is focused on the short game; all statistics were compiled from short game play. A future report will explore the long game which is even better.



Having a multi-player game to review is quite a bit more challenging than the more common two player games, but it is interesting. *SPIES!* can be played by as few as two, but it is really a five player game. Statistics were compiled from five player games only. Sides were rotated as often as possible, with as many players changing as was practicable. Most players tried at least two sides; many played all five.

Luck and skill are key factors in *SPIES!* Quick-thinking players win more frequently than careful plotters. An ability to make alliances and discard them at critical points is essential.

*SPIES!* is an excellent family game for adults and teens. Reading chits and acting on what is read would make it difficult for younger children. This game is highly recommended!

### Statistical Analysis

#### Participating Players: 64

79.0% of active players selected *SPIES!* from an inventory of more than 85 titles available during the 45 days ending 10/13/81.

#### Repeat Players: 57

89.1% of 64 participants played *SPIES!* again after completing one game. Because *SPIES!* is a multi-player game, set-play has not been utilized for statistical purposes.

#### Total Games Played: 35

This number is really significant when the number of players and limited time (45 days) is considered. *SPIES!* generates lots of interest!

#### Average Playing Time: 4.61 hours

Total playing time was 161½ hours for 35 games. New players can expect their first game to take about 6 hours *unless* at least one player is experienced with *SPIES!* The average playing time should run between 3½ and 4 hours with five experienced players.

#### Shortest Complete Game: 3.25 hours

Five experienced *SPIES!* participants had no trouble getting below the 4 hour game length repeatedly.

#### Longest Recorded Game: 7.10 hours

Five inexperienced players trying *SPIES!* for the first time.

#### Best Side Results: Multi-player game

Germans scored 14 wins. British had 12 wins, while others struggled. French (5), Russian (3), and Italian (1) combined wins totalled only 9.

#### Game Imbalance: Multi-player game

Results suggest that Germans and British have the major advantage, but while the Italians won only once they came in second 19 times. A well balanced game with everyone having a chance, *SPIES!* depends on rapid decisions and luck.

### Game Balance Analysis

The short game is essentially a fun game with good play balance. The results are mis-

leading since a lot of key mistakes destroyed winning chances for all sides. The Russian side is the weakest, yet is quite playable. Overall play balance is very good.

#### Play Balance: 8.70

Average of 64 responses. 9 is perfectly balanced; 1 is totally unbalanced.

#### Playability: 8.89

Average of 64 responses. 9 is supremely playable; 1 is unplayable.

#### Length of Game: 7.05

Average of 64 responses. 9 is exactly the correct length; 1 is much too long or short.

#### Game Challenge: 8.61

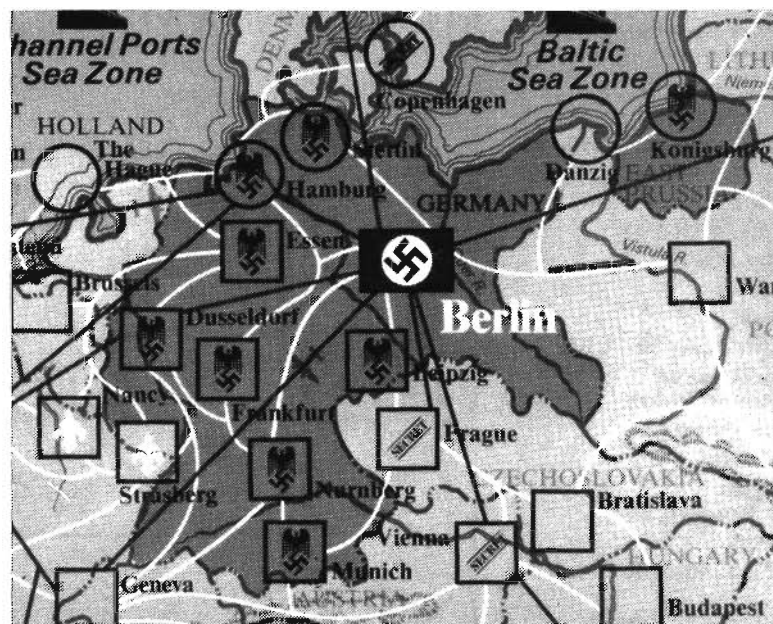
Average of 64 responses. 9 is extremely challenging; 1 is no challenge.

#### Rules Dispute: 8.27

Average of 64 responses. 9 is none of consequence; 1 is constant disputes.

### Comments on the Game System

*SPIES!* offers real enjoyment and challenge with one of the briefest and clearest set of rules around. It is difficult to anticipate the real complexity of the game when reading the rules, but once play begins it quickly becomes apparent that *SPIES!* is not for slow thinkers. Each action taken can have sudden repercussions as well as potential benefits. Players must cope with four opponents, each capable of affecting the outcome. The rules do not interfere with play. The mechanics are simple, and the game is a delight to play. ■■



Reduced version of part of the *SPIES!* map.

# Playback

## READER REVIEWS

Playback ratings are reader evaluations of games that are acquired through *S&T*, *MOVES*, and *Ares* Feedback responses. Readers have been asked to rate each aspect of the games on a scale of 1 (Poor) to 9 (Excellent). For the actual text of the questions, see Section B of Feedback on page 39.

	Cedar Mountain	Ragnarok	Fall of France	Suez '73	Guns of August	Typical Rating Range
<b>Publisher</b>	SP1	SP1	GDW	GDW	AH	
<b>Publication Date</b>	6/81	6/81	7/81	7/81	6/81	
<b>Price</b>	na	8.00	20.00	13.00	16.00	
<b>Nr. of Players Reviewing</b>	96	12	26	15	33	
<b>Date Reviewed</b>	9/81	9/81	9/81	9/81	9/81	
<b>A. Map, Physical Quality</b>	7.34	5.31	7.27	7.60	5.13	6.1-6.8
<b>B. Rules, Physical Quality</b>	6.78	5.33	7.04	7.27	5.88	6.4-7.1
<b>C. Counters, Physical</b>	7.13	5.54	8.00	7.60	5.03	6.5-7.2
<b>D. Ease of Play</b>	6.74	5.92	6.19	6.60	6.36	6.3-7.0
<b>E. Rules Completeness</b>	7.03	5.92	7.15	6.80	5.61	6.3-7.0
<b>F. Play Balance</b>	6.68	5.67	6.08	7.47	5.61	6.1-6.7
<b>G. Game Length Suitability</b>	6.73	5.75	6.15	6.60	6.09	6.2-6.8
<b>H. Set-Up Time Suitability</b>	6.89	6.25	5.12	6.73	5.33	6.2-6.8
<b>J. Complexity Suitability</b>	7.07	5.17	7.15	6.67	4.88	6.2-6.9
<b>K. Realism</b>	7.07	4.58	7.19	8.00	4.79	5.9-6.5
<b>L. Overall Rating</b>	7.04	5.42	7.15	7.40	4.27	6.1-6.8
<b>M. Solitaire Playability</b>	6.27	5.25	6.04	7.00	4.76	
<b>N. % Who'd still buy</b>	86%	42%	88%	93%	36%	77%
<b>O. % Rec'd money's worth</b>	91%	50%	100%	93%	41%	82%
<b>S&amp;T SURVEY DATA</b>						
<b>% Who've played game</b>	51%	16%	12%	15%	18%	
<b>Acceptability Rating</b>	6.6	5.0	6.5	6.7	5.6	
<b>Complexity Rating</b>	6.7	6.0	7.0	6.8	6.2	
<b>Game Length (hours)</b>	6	3	7	6	5	
<b>Solitaire Playability</b>	6.3	6.7	5.9	6.0	5.8	

### CEDAR MOUNTAIN

#### Design:

David Bush, Jim Simon, Anthony Williams

**Art:** Redmond A. Simonsen

**Development:** Eric Smith, Joseph Reiser

**Comments:** Fourth in the Great Battles of the American Civil War series recreates General Nathaniel Banks' surprise attack on General Stonewall Jackson's Valley Army on 9 August 1862. Unit formation and facing, artillery and small arms fire, melee combat, cavalry charges, fighting in cornfields, loss of brigade combat effectiveness.

### RAGNAROK

#### Design and Development:

Darryl D. Esakof

**Art:** Redmond A. Simonsen

**Comments:** Loki leads the Jotun — Frost and Fire Giants and the Midgard Serpent — into the last battle of all time against the Norse gods, heroes and the Valkyrie. Engagement and disengagement, incapacitation by blinding light and fetters, collapse of the rainbow bridge, breaching the walls of Asgard.

### THE FALL OF FRANCE

#### Design:

John Astell with P.R. Banner, F.A. Chadwick, D. Hughes and F.G. Prieskop

**Art:** Paul R. Banner

**Comments:** Latest in the Europa series simulates the German blitzkrieg into France in 1940. Combat and shock values for armor, offensive and defensive capabilities, escorting bombers and interception, anti-aircraft and anti-tank fire, blitzkrieg tactics.

### SUEZ '73

**Design:** Frank A. Chadwick

**Art:** Paul R. Banner

**Development:** John Harshman

**Comments:** Simulation of Operation Strongheart — the Israeli drive across the Suez Canal to isolate the Egyptian Third Army — during the October War of 1973. Barrage commitment and resolution; variable number of impulses per Game-Turn; barrage, opportunity, defense, anti-tank, and support fire; amphibious Gilwas, rafts and pre-constructed bridge for crossing the Canal.

### THE GUNS OF AUGUST

**Design:** Robert Beyma

**Development:** Frank Davis

**Comments:** Strategic level simulation of World War One covering both the Eastern and Western Fronts. Entrenchments and *stosstruppen*, effects of national morale, shifting units between fronts, garrisoning captured cities, "big push" attacks and siege artillery.

**Editor's Note:** Avalon Hill's *Amoeba War* was also fed back in *MOVES* nr. 57, but due to lack of sufficient response the game will not be rated.

## 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.

- Operational Analysis.** Deals with the tactics and strategy of play in a specific game.
- 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.
- 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.
- Field Report.** Provides organized, valid information on some aspect of conflict simulation of general interest.
- Scenarioplex.** An experimental section of scenarios (each no longer than two typewritten pages) in the style of the parent game rules.
- 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), *MOVES Magazine* pays an honorarium at the rate of \$9 per running 10" of edited text, calculated to the nearest half column. You **must** include your Social Security number with your submission. Alternatively, Authors may elect to take their honorarium in SPI products at the rate of \$18 per 10" rendered against the list price of the items. 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 submissions and correspondence to: Charles Vasey, 14 Osprey Gardens, Selsdonvale, South Croydon, Surrey CR2 8TB

**Canada.** Canadian readers should submit articles to: Ian Chadwick, 303-15 Bideford Ave., Toronto, Ontario, M5M 4C2.

# Your Moves

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

## Expanding "Across Suez"

*Across Suez* is SPI's simple, fast-moving game which simulates the first part of the battle of the Chinese Farm during the Arab-Israeli War of 1973. The game covers the first part of the battle up to the Israeli crossing of the Suez Canal. *Across Suez* contains 46 printed counters out of a sheet which would permit 100 counters to be printed. The 44 unprinted counters on the countersheet offer opportunities to expand the game by making extra units to simulate the presence of smaller units that took part in the action and provide an increase in detail. These extra units also allow for a couple of variants to be made depicting actions or maneuvers which did not take place in the historical action. Additional units may be made for the Israelis using the tan counters and for the Egyptians using the brown counters. New units may include:

### ISRAELI: Israeli Parachute Units

**35th Parachute Brigade:** Only one battalion of the 35th Parachute Brigade participated in the action depicted in *Across Suez*. This unit appears during turn 4 in hex 1609.

**23rd Parachute Brigade Task Force:** This unit represents a battalion of the Israeli 23rd Parachute Brigade which was attached to the Reshev force; it enters play together with the rest of the units of the Reshev force.

### EGYPTIAN: Egyptian Parachute Units

The Egyptian Army had some limited ability to conduct an airborne operation and these units are used in the variant which allows the players to conduct airmobile operations: the 6th Kuwaiti Battalion, Palestinian "Ain Jaloud" Brigade, and Egyptian and Israeli anti-tank units.

All of these units function as normal infantry units. The anti-tank units represent infantry armed with anti-tank weapons and some vehicles. One anti-tank unit is made for each side. The Israeli anti-tank unit enters play on turn three and the Egyptian unit enters play on turn five on hex 0921. Both the Kuwaiti and Palestinian infantry units enter play on turn five in hex 0921.

**Egyptian 130th Marine Brigade:** Historically, one battalion of the 130th Marine Brigade was attached to the Egyptian 25/4 unit. The three units of the 130th Marine Brigade are

used when the variant allowing amphibious landings is used. Otherwise, only one of the Marine units is used in the historical scenario and enters play on turn 5 in hex 0921.

**Israeli and Egyptian Commandos:** Two commando units may be used by the Israelis; they represent company-size units of the Ha Sinai recon unit of the Israeli southern command, which were elite commando and recon units. Both units enter play with the Israeli Reshev units. The Egyptians may receive one commando unit which enters play on turn three in hex 0921.

**Israeli and Egyptian Artillery:** One artillery unit is made for the Israeli player (**Editor's Note:** The Israeli "artillery" capability is erroneous. The game gives the Israelis an airstrike. The reason the Israeli "artillery" capability increases as the Israelis cross the Canal is because as the Egyptian SAM sites were destroyed there were more Israeli airstrikes, not more artillery penetration. — *Mark Herman*) and two artillery units for the Egyptian player. The artillery rules remain the same except that to use artillery support or make bombardments the defending unit must be 1.) adjacent to an attacking unit and 2.) within four hexes of the artillery unit. Each artillery unit may make one attack per turn. The Israeli artillery unit enters on turn 1 on hex 1708. (**Editor's Note:** The Israeli player may wish to use the Airstrike marker instead, ignoring this section.) Both Egyptian artillery units enter on turn 1, in hex 0401 and one in 1301.

### Airborne Landing Variant

Both sides had the capability to make airborne landings during the Battle of the Chinese Farm, and this variant assumes that either one or both sides conducted airborne operations. This variant may be used in conjunction with the regular scenario. Both sides may make airborne landings as soon as they have airborne units available to them. Airborne landings are made only by airborne units and are conducted simply by picking up the airborne unit and placing it on the map in any hex not occupied by an opposing unit or in an opposing unit's zone of control. Airborne units may conduct an airborne landing only once per game. Upon landing, the airborne unit functions like an infantry unit in all respects. Victory conditions are the same as in the regular scenario.

### Amphibious Landing Variant

This variant posits that the entire Egyptian 130th Marine Brigade crosses the Suez Canal and is committed to the battle as an independent reinforcement rather than in piecemeal fashion earlier in the battle. All three units of the 130th Marine Brigade enter play on turn five on any coastal/canal hex north of Matzmed or south of Lakehan. Victory conditions are the same as in the regular game.

In all cases, regardless of the variant currently being played or the numbers of extra units being used in the regular scenario, the victory conditions in all cases are the same. In addition, commando units have their combat strengths doubled during night turns and may also ignore an opposing unit's zone of control at night.

Players may make photocopies of the counters below and paste them to the extra counters in the game or make the counters by hand.

*James Meldrum*

Israeli Paratroop (×2)	Israeli Commando (×2)	Israeli Artillery (×1)	Israeli Anti-tank (×1)
Egyptian Paratroop (×3)	Egyptian Commando (×2)	Egyptian Artillery (×2)	Egyptian Anti-tank (×1)
Egyptian Marines (×3)	Kuwaiti Infantry (×1)	Palestinian Infantry (×1)	

## Optional Rules for "Desert Fox"

One of the major problems inherent in designing a game on the African Campaign is what to do about the withdrawal (and then return) of all those units that were being shifted around for one reason or another. Do you follow the historical sequence strictly, or do you allow the Commonwealth player to vary this somewhat? Obviously, you cannot allow the CW player to decide on his own; given that lack of restriction he would withdraw nothing and the Allies would be in Morocco for a 1941 Thanksgiving. (Unless, of course, you fudge all the combat strengths, supply rules, and other historical elements, and end up with another *Africa Korps*.)

The reasons for the African withdrawal were many and varied, ranging from total inaction on the African front to problems in Greece, Crete, Syria and even India. Given that one is recreating historical possibilities — not actual history — when playing *Desert Fox* it is possible that all, some or none of the above reasons may actually come into play. Use of a variable withdrawal/return table would randomize those historical possibilities, creating much greater "fog of war" than is presently available.

In *Desert Fox*, I opted for strict adherence to the historical arrival and departure times, mostly for playability purposes — and also because we were operating under the spatial restrictions of an *S&T* game. Having made the Axis supply arrival ahistorical and variable, perhaps I should have gone to a similar Allied variable/withdrawal table. Several of my designer associates pointed this out to me, and it set me to thinking that it would not be too difficult to formulate such a table for those players who did not wish to be fettered by the chains of historicity.

I therefore put forth the following rule, which may be used by *Desert Fox* players instead of the withdrawal/return table present-

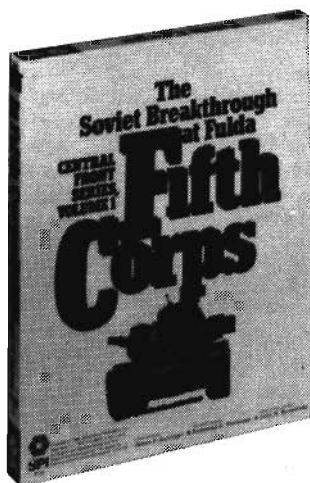
[continued on page 34]



# Great Games in the Central Front Series

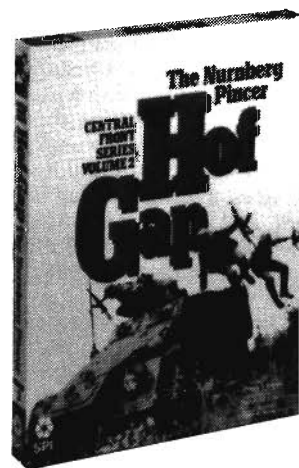
Soviet armored forces break through into the central German plain. *Fifth Corps* contains a 22" x 34" map, 200 cardboard playing pieces, and *Central Front Standard* and *Fifth Corps Exclusive* rules booklets.

**\$8.00**



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

**\$10.00**



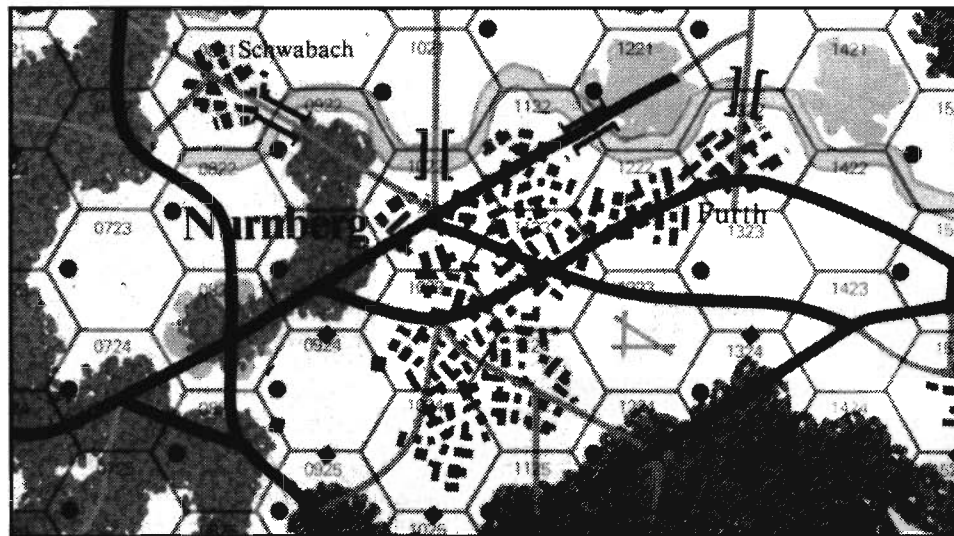
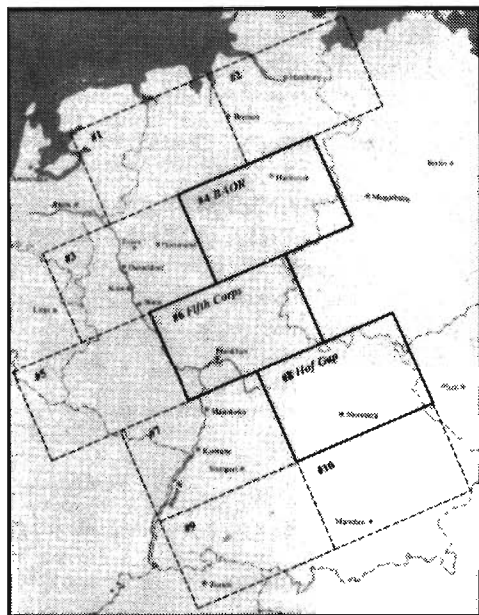
**Combine these games with BAOR featured in S&T 88! Available through your retailer for \$6.00.**

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

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

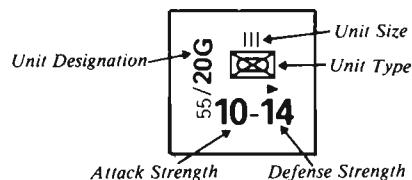
The *Hof Gap* and *BAOR* maps about the *Fifth Corps* map as part of the Central Front game series.

Section of *Hof Gap* map and sample counters.

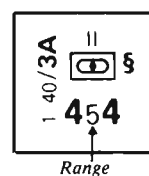


## [3.4] HOW TO READ THE UNITS

TYPICAL COMBAT UNIT (front)



TYPICAL ARTILLERY UNIT (front)



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**Great Britain/Europe:** Contact Simpubs Ltd., Freeport, Oakfield House, 60 Oakfield Road, Altrincham, Cheshire, England WA 15 8EW. **Australia/New Zealand:** Contact Military Simulations Pty. Ltd., 18 Fonceca Street, Mordialloc, Victoria 3195, Australia. **Canada:** Contact International Games of Canada, 3227 Lenworth Drive, Mississauga, Ontario L4X 2G8. **Japan:** Contact Hobby Post Co., 1-38 Yoyogi, Shibuka-Ku, Tokyo, Japan

## Your MOVES [continued from page 32]

ly in use, as stated below. The new variable table does not change the balance of the game over the course of an entire campaign. However, it will change the ebb and flow of the game as you have been playing it, and players must be aware that they are now subject to the whims of the die rolls. Just because *your* die always seems to come up a “1” when you roll does not mean everyone else’s does. I tested this out on two separate games, and in both run-throughs the course of the campaign was quite different from that of history, or from other games that I had played previously. However, since the Allies won one of the campaigns handily, and the Axis eked out a miniscule tactical victory in the second, overall balance did not seem greatly affected.

Please note that I recommend this only for the full campaign game, and those wishing to play only the Tobruk scenario should stick to the historical withdrawal.

The rule given for Axis use of Tobruk represents the limited use to which the Axis put that port during the campaign. The main problem with Tobruk was that Axis fighter protection for convoys to Tobruk was scanty at best, and the player therefore takes a chance of losing a unit if he wishes to use Tobruk to gain greater forward mobility. Historically, the Axis did bring several convoys of men and equipment into Tobruk, but these were mostly smaller-level units than the game contains (which is why we have limitations). Benghazi, although theoretically a much better port than Tobruk, was fairly useless throughout the war because of all the sunken ships and mines in the harbor. At this level of play it would be senseless to represent the minimal function it did have.

Also included, below, is a rule for the presence of Rommel, which was discarded during playtesting, mostly for purposes of keeping the game clean — plus the fact that we needed extra counters. The use of Rommel will slightly — very slightly — help the Axis player. Even though the Axis player now can gain some maneuverability with Rommel, he will probably lose his all-important initiative advantage several times during a complete game. I decided to allow Rommel to remain alive and impervious solely because to write “Raid on Rommel” rules would be far in excess of the level of the game. To do so would have to incorporate the “Desert Patrol” rules (also originally in the game) that were provided in *MOVES* nr. 58.

One last note: a piece of additional errata. Benghazi should be the equivalent of a Level 1 Fortification, not a Level 2. Simply shift Benghazi down to the next row on the Combat Results Table.

### [5.3] COMMONWEALTH VARIABLE WITHDRAWAL AND RETURN

[5.31] The Commonwealth player does not use the Withdrawal/Reinforcement Schedule of Section 5.17, except where it pertains to non-returning reinforcements (reinforcements without an asterisk). In addition, all rules in Case 5.0 apply, except as changed or noted below.

[5.32] Starting with Game-Turn 3 and continuing through, and including Game-Turn 20, the Commonwealth player, in his Reinforcement Phase, uses the Commonwealth Variable Withdrawal

Table (5.37) to determine whether or not he must withdraw, and/or may return previously withdrawn, combat units. Commonwealth units are withdrawn and withdrawn units returned only through this table.

[5.33] The Commonwealth player rolls one die, consulting the Variable Withdrawal Table. That die roll may be adjusted by one, some or all of the four factors listed beneath the table. Thus, if the Axis player holds Tobruk and Bardia (mere occupancy or the “last unit to pass through” is enough) but instigated no attacks (see below) the *previous* turn, the CW player adds *one* to his die roll. Any combat action that the Axis player takes where he is considered the “attacker” (see 11.0) satisfies that definition.

[5.34] If the table states that there is a withdrawal, the Commonwealth player then proceeds to the Commonwealth Withdrawal Table (5.38) and rolls one die, withdrawing the unit(s) listed. Units are withdrawn at the *end* of the Game-Turn in which they were rolled for (as the last act of the friendly Refit Phase), following the general precepts of 5.21. The units withdrawn must meet the criteria listed on the table, unless there are no such units on the game-map (whether available under 5.21 or not) that meet those criteria. In such a case, any *other* unit may be withdrawn, or if only some units can be withdrawn, follow the precepts of 5.22 and 5.23.

[5.35] If the table states that a “Return” is possible, this means that the Commonwealth player may return to play, as per 5.1, any unit previously withdrawn during a *prior* turn under 5.34. He rolls one die and consults the Commonwealth Return Table (5.39) to see what unit(s) may be returned. Units so returned enter as reinforcements during the friendly Reinforcement Phase of the *next* Game-Turn. The player may return any previously withdrawn unit he wishes to, unless the table indicates that the returning unit must be infantry. Any unusable return “points” are lost; they may not be saved from one turn to the next.

[5.36] Under certain die rolls on the Withdrawal Table, if all or some of the units from the same parent division (e.g., all units from the 2nd New Zealand Division) fit the requirements and are available, then all — or at least three — withdrawing units must come from that division. Such units may return all at once or individually, as the player sees fit. **Example:** The CW player must withdraw *four* units, including 1 Heavy Weapons brigade. The 24/9 Aus, 26/9 Aus, and the 9 Aus Heavy Weapons Brigade are available as per 5.21, while the 20/9 Aus brigade is depleted and out of supply. The CW player *must* withdraw the three Australian units plus one other.

### [5.37] Commonwealth Variable Withdrawal Table (see below)

### [5.38] Commonwealth Withdrawal Table (see below)

### [5.39] Commonwealth Return Table (see below)

### [5.4] AXIS USE OF TOBRUK AS A PORT

[5.41] In any friendly Reinforcement Phase that the Axis player occupies (has a unit of any type) in Tobruk *and* the Commonwealth player has no combat units in General Supply on Map L, the Axis player may *attempt* to bring reinforcements in at Tobruk.

[5.42] Only newly arriving units may use this rule, not refitted units.

[5.43] The Axis player may attempt to bring in 1 Stacking Point of combat units of any type, ex-

cluding the following types: recon, armor, artillery, and heavy weapons.

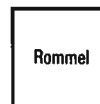
[5.44] To bring in a reinforcement at Tobruk the reinforcement must be scheduled for arrival that Game-Turn. The Axis player then announces which unit is attempting transport to Tobruk and rolls one die. If he rolls a 1–5, the reinforcement arrives safely. If he rolls a 6, the convoy has been sunk and the unit(s) is *permanently* eliminated (i.e., goes into the destroyed units pile).

[5.45] Units arriving at Tobruk are treated as normal reinforcements and may move, etc., in the turn of their arrival.

[5.46] The Axis player may not use Tobruk for reinforcements the same turn in which he brings in a MSU, and *vice versa*.

### [8.8] ROMMEL

In order to use this optional rule, the players must supply a “Rommel” counter. Players may make a photocopy of the counter below for such use.



[8.81] Rommel is deployed Game-Turn 1 with any German unit. It has no value other than listed below, and has “0” Stacking Point.

[8.82] Any unit engaging in a normal Overrun (*not* a Supply Overrun) that is stacked with Rommel adds *one* to its combat value (to the total stack, not to each unit in the stack) and expends only *one* additional Movement Point, not two as in 8.34.

[8.83] Any motorized combat unit stacked with Rommel during a friendly Reaction Phase may react one additional *hex*, in addition to the allowance listed in 8.42.

[8.84] At the beginning of each Game-Turn, prior to the Initiative Phase, the Axis player rolls two dice. If he rolls an “11” or “12,” Rommel has returned to Germany for that turn. When rolling for Initiative that turn, the dice roll span is 2 to 6, regardless of what is printed on the track. Do not use this section for Game-Turn 1 or 2.

[8.85] Rommel may not be killed. If he is stacked with units that are eliminated, simply place him with the nearest friendly unit, immediately.

[8.86] Rommel affects all units in the hex in which he is stacked. However, Rommel may never affect a stack composed solely of Italian units; the stack must be all German or part German.

*Richard Berg*

## [5.37] COMMONWEALTH VARIABLE WITHDRAWAL TABLE

DIE	ACTION TAKEN
– 1	Withdraw
0	Withdraw
1	Withdraw
2	Withdraw and Possible Return (*)
3,4,5	No Action
6,7	Return


(\*) = Roll die: on 1–4, no action; on 5–6, Return. The Table is used on Game-Turns 3 through 20.

### Adjustments to Die Roll

- + 1 if Axis holds Bardia
- + 1 if Axis holds Tobruk
- 1 if no Axis combat unit in General Supply on Map L
- 1 if no Axis attack on previous turn

All adjustments are cumulative

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On a scale of 10 seconds per turn, and 10 feet per hex this game brings to life all the challenges and hazards of the battle field like no other game on the market, today. Hook, Bromhead, Chard, Dunbar are all named on the counters and are available for you to call out their names in time of need. Rules cover healing wounded, fires, melee, volley fire, VC winners, everything you saw in the movie is in the game, what you read in the book is here too! Now you can change the outcome with your own strategy. Realistic, yet simple and fun to play. Up to par with any other war game, all this in a box for \$9.95.

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

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### [5.38] COMMONWEALTH WITHDRAWAL TABLE

#### DIE UNITS WITHDRAWN

- |   |  |
|---|--|
| 1 | Any one unit 3 strength points or better                             |
| 2 | Any one unit 4 strength points or better                             |
| 3 | Any two units  |
| 4 | Any two units, one of which must be an armored brigade               |
| 5 | Three units, one of which must be a Heavy Weapons Brigade (see 5.36) |
| 6 | Four units, one of which must be a Heavy Weapons Brigade (see 5.36)  |

### [5.39] COMMONWEALTH RETURN TABLE

#### DIE UNITS RETURNED

- |   |   |
|---|---|
| 1 | One Infantry(*) unit                      |
| 2 | One unit, any type                        |
| 3 | Two units, one must be infantry(*)        |
| 4 | Any two units                             |
| 5 | Four units, two of which must be infantry |
| 6 | Four units, one of which must be infantry |

(\*) = Infantry means any unit which is not armor or Heavy Weapons. However, if no infantry is available, player may return other type unit.

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# Designer's Notes

## Julius Caesar: The Gallic Wars

Does anyone remember the game *Casino*? Dig through your collection of old *S&T*'s for a moment and pull out number 71. Then turn to page 18 and you'll find the first progress report on *Julius Caesar*. Richard Berg, the game's designer, wrote that report in November of 1978 and I'm writing this one in November of 1981. What happened to this game? Did it enter some kind of time warp — well, yes and no.

*Julius Caesar* was originally intended as an issue game to appear in *S&T* 75. Things went wrong. Richard originally designed the game to use 56 playing cards, 200 counters and a full size map. As he worked on the game, it grew too large for its intended purpose. The game *Napoleon's Art of War: Dresden and Eylau* was quickly put into shape and replaced *Julie* in issue 75. It was decided that *Julius Caesar* should be released as a full sized boxed game and work continued on it.

My first exposure to *Julie* came during the winter of 1978/79. I was then a regular Friday night playtester at SPI and the game I had worked on for so long, *Bloody April*, was finished. I decided to stick with Berg and went directly into testing *Julius Caesar*. Richard organized an exceptionally good set of testers which included two of the game's future developers, Fred Schachter and myself. I played the game every Friday night for two months and amassed a perfect record of 8 losses in 8 games against Fred. Even though humiliated by Fred in game after game, I really thought *Julius Caesar* was an extraordinary game. After two months Fred became the developer of the game and I began emergency testing on *China War* (at the request of Brad Hessel, R&D manager). I went on to other games after *China War* since Fred had *Julie* well in hand.

Fred began to really remake *Julius Caesar* as he developed it. The testers loved the game, but Richard was becoming uneasy as to its increasing complexity. I quote Richard from his October 1979 Progress Report in *S&T* 76: "Actually, Fred Schachter, *deveporus majorus extremis*, is handling most of the work on this one now. I've received more notes from Fred on the rules from this game than we had errata for *Armada* (which is saying something...)"

After a year or more of work Fred handed in what has to be the most completely tested and developed game in the history of SPI. The game was continuously tested every Friday night for almost two years and was blind-tested by four groups too!

The game was really something to see. However, it had grown into a game with a 335-page manuscript. This put the game into a category of complexity which made it impossible to produce as an *S&T* game or as a regular release. It was a game without a mar-

ket. To make things worse, it was during this time that the bottom fell out of the market for pre-twentieth century games (except American Civil War games). *Julius Caesar* entered the R&D filing cabinet with other misbegotten games.

*Julius Caesar* was gone but not forgotten. I remembered how much fun I had had with it and I kept reminding the powers that be that this game should not be allowed to die. Recently I received the good news that I had been chosen to revive the game for publication in *S&T*. I am quite excited about the game. I know it's finely balanced, extremely exciting and wild to play. The only problems are editing the rules down to 16 typeset pages and making sure the game's components will fit an *S&T* format. The game will use tiles as per *Spies* and *Dragonslayer*, rather than the cards it was originally to have had. Tiles contain the same information as cards and are actually easier to use and last longer. I am happy to be assigned this game and look forward to seeing it finally presented to the *S&T* audience, who I'm sure will appreciate its uniqueness.

Eric Lee Smith

## RDF (Rapid Deployment Force)

I recently had the pleasure of demolishing an Iraqi armored battalion with an Iranian force of Chieftains (2 companys) and associated infantry. The Iraqis had the larger tank force, but not only was their equipment inferior (T55's against Chieftains is suicide), so were their tactics. The Iraqi commander found out why it doesn't pay to attack with tanks in a piecemeal fashion; against superior firepower, you get defeated in detail.

*RDF* is now entering the final stages of development. The addition of high-technology equipment like thermal-imaging sights (to allow sighting into and out of smoke) did not require lengthy new rules, but it did require a change in tactics. The side that had such equipment had a real advantage, even when outnumbered and with relatively poor command ratings. It became possible to balance the scenarios with ease; one side had it, the other didn't. The MPWS (Mobile Protected Weapons System) finally could stand up to even a T72, although still not on quite even terms. Before, it didn't stand a chance.

The scenarios have now been balanced to the point where playtester skill has become paramount, which is exactly where they should be. I detest games where one side always wins; you feel as if you're not playing against your opponent, as much as against the game. None of that in *RDF*, oh no.

Scenarios are being prepared now to deal with helicopter-to-helicopter combat, reconnaissance units contacting each other, ambushes by guerrilla units (Afghanistan guerrillas vs. the Soviets), and the like. The system seems to handle almost any battle situation thrown at it with a modicum of tweaking, so coming up with new scenarios shouldn't be a real problem.

Scenarios tend to be unmercifully bloody, sharp engagements, with units breaking well before the end. It is something to watch when a Soviet tank battalion breaks after its headquarters has been destroyed by an artillery barrage (he let a platoon of APC's get close enough to spot the HQ for

the 155mm howitzers) while F4's chew up soft vehicles in the battalion. It is not easy to achieve such a debacle (for the opposing player), but the results are well worth the effort. Nothing like a scenario with a serious catastrophe for your opponent! This game has the potential for many such happenings; of course, such things can happen to you too. I got clobbered by the Soviets in a meeting engagement when my RDF battalion refused to change formation before running head-on into 3 companies of T72's. RDF casualties ran up to 75% before it was all over, and the Russian was only down a tank company. Oh, well, the war continues... *Tony Merriady*

## NATO (2nd Ed.)

Research and design work on *NATO* Second Edition has just been completed. The game has been played a dozen times and is now ready to go to the blindtesters for debugging. *NATO* represents a giant step backward in terms of most current treatments of the subject. Although incorporating a great deal of updated research from our *Next War* experience, *NATO*'s key design parameter is simplicity. The end product, we trust, will be a clean, fast, easily playable game that can be hammered to a conclusion in a single sitting.

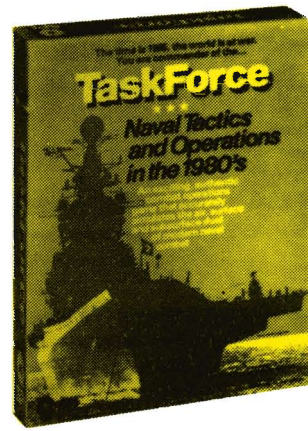
There are four major elements which contribute to the relative simplicity or complexity of a simulation: 1.) the number of counters, 2.) the length of the rules, 3.) the sequence of play, and 4.) the layering of game mechanics. The following aspects of *NATO* have been developed from these elements. At no time will either player be handling more than 100 pieces on the board. The rules booklet, exclusive of scenario information, will not exceed 8 pages. The sequence of play starts with a simple Air Phase and then continues with the following 4 phases for each player: 1.) Air Strike/Interdiction, 2.) Movement, 3.) Combat, and 4.) Rebuilding/Resupply. Finally, only the air game involves mechanics with more than one table or sequence of steps.

*NATO* handles the air war as follows. During the Air Phase, a single die is rolled on an Air Superiority Table to determine the outcome of the air superiority battle for that Game-Turn. The result determines the column on an Air Defense Table used to see how many of each player's Ground Attack Points (GAP's) penetrate into enemy airspace. Once through, surviving GAP's may be plugged back into the air game by performing airfield attacks, which can modify the column used for the next turn's air superiority roll, or they may be "leaked" into the ground game where they can be used to interdict enemy reinforcements, strike at enemy units and supply trains, or support ground combat.

The simple movement/combat sequence of play in the ground war makes for quick Game-Turns. The chief drawback is that the lack of a mechanized movement phase commonly creates very rigid front lines and encourages a boring war of attrition most unlike the kind of warfare expected nowadays. The solution to this problem involved developing a very bloody and mobile CRT, and making ZOC's fairly fluid. Breakthroughs and counterattacks are now the order of the day, and a static front line occurs only

(continued on page 40)

# TaskForce



*Task Force* is a highly realistic simulation of modern naval combat. Three of the most critical ocean-going routes — the Mediterranean, the Norwegian, and the Caribbean Seas — are represented on the game map. *Task Force* contains two identical 22" x 34" maps, 440 single and double-sized counters, rules booklet, and various playing aids. The 12 scenarios are presented in four levels of complexity, from introductory to tournament. Additionally, instructions are included to allow players to create new scenarios, using the major fleets of the world and their key ships that are represented in the counter mix.

**TRACK**

**UK.CV Invincible**

S 3 10H\*

**SQUALL**

**[19.3] FLEET DISPLAY**

SHIP NAME	FLOT VALUE	HITS (X = Flot; O = Sys)	SSM's FIRED

**NAVAL VESSELS (US)**

**Front (Electronics)**

Type: US.DD Peterson

Nationality: US.DD Peterson

S 2 2H

Active ASW Capability Flotation Value Helicopters

**Back (Combat)**

Type: US.DD Peterson

Nationality: US.DD Peterson

ASW Value: 2\* 3 2B 3 A8

AA Value Jamming Value SSM Value

Gunnery Value (Torpedo Value, if submarine)

Guantanamo

Subron 1 Shallow

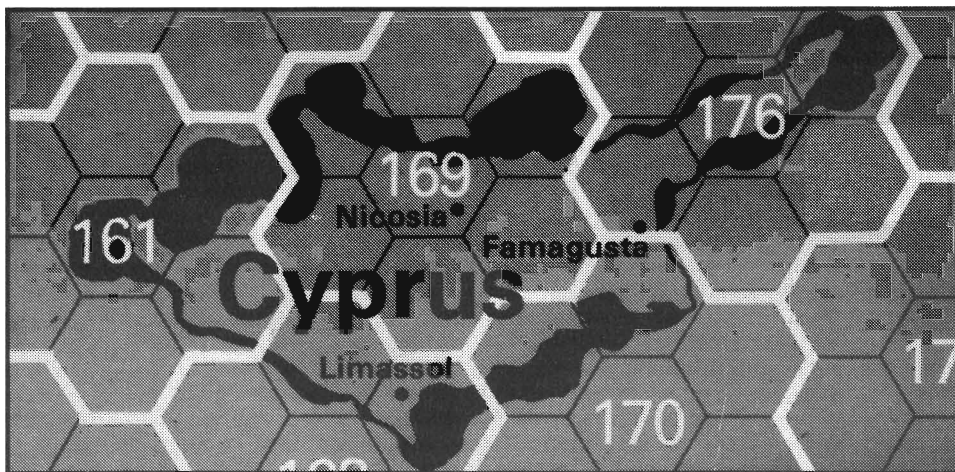
SOSUS

SSM B Standard 2 2\*

ENEMY

REAR ADMRL ★ +2

US A7 82 2 M 4



**BUYER'S GUIDE FOR TASK FORCE**

Age Range: 12 years to adult

Number of Players: 2 (Low solitaire suitability.)

Average Playing Time: 2 hours

Complexity: High (7.0)

For purposes of comparison, *Monopoly* is considered to have a complexity rating of 2.34.

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**AIR SQUADRON (US)**

**Front**

Nationality: US F14

Type: 151

Designation: L

Strength: 4 4

AA Value: 4

Strike Value

**Note:** Some aircraft, indicated by a colored band across the counter, possess all-weather capabilities (28.1). Also, a Strike Value followed by an asterisk (\*) indicates that an aircraft possesses long-range ASM's (32.3).

# Feedback

MOVES 60, Dec 1981/Jan 1982

## How to use the Feedback Response Card:

After you've finished reading this issue of *MOVES*, please read the Feedback questions below, and give us your answers by writing the answer-numbers on the card in the response boxes which correspond to each question number. See stapled insert for card. Please be sure to answer all questions (but do not write anything in the box for question-numbers labelled "no question"). Incompletely filled out cards cannot be processed.

## What the Numbers Mean:

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

## SECTION A

1-3. No question (leave blank).

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

4. Filling the Gap
5. Sicily
6. The Alamo
7. Operation Grenade
8. Richard Berg's Review of Games
9. SPIBUS
10. Stat Rep: SPIES!
11. Your MOVES
12. Designer's Notes
13. Opening MOVES
14. Playback
- 15-24. No question

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

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

27. What level of complexity do you prefer in games? Rate your preference on a 1-9 scale, with higher numbers indicating greater complexity. Use these games as guidelines. 4-5 = *Chickamauga*; 7 = *Cityfight*; 9 = *Air War*.

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

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

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

31. How long have you been playing conflict simulation games? 0 = less than a year; 1 = 1 year; 2 = 2 years 8 = 8 years; 9 = 9 or more years.

32. What is the average number of hours you spend playing simulation games each month? 0 = none; 1 = 1 hour or less; 2 = 2-5 hours; 3 = 6-9; 4 = 10-15; 5 = 16-20; 6 = 21-25; 7 = 26-30; 8 = 31-40; 9 = 41 or more hours.

33. How many simulation games (of all publishers) do you possess? 1 = 1-10; 2 = 11-20; 3 = 21-30; 4 = 31-40; 5 = 41-50; 6 = 51-60; 7 = 61-70; 8 = 71-80; 9 = 81 or more.

34. Did you send in the feedback card for your last issue of *MOVES*? 1 = yes; 2 = no.

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

36. Do you own or plan to buy one of the following microcomputer systems? 0 = I have no interest in microcom-

puters or microcomputer gaming; 1 = I own an Apple II; 2 = plan to buy an Apple II; 3 = own a Radio Shack TRS-80; 4 = plan to buy a TRS-80; 5 = own an Atari 800; 6 = plan to buy an Atari 800; 7 = own some other microcomputer; 8 = plan to buy some other microcomputer; 9 = have no plans to buy a microcomputer because I already have access to a microcomputer.

37. If you received this issue of *MOVES* by subscription, rate the quality of service (did it arrive on time; was your address correct; etc.), using the following scale. 0 = I don't subscribe to *MOVES*; 1 = the quality was extremely poor...9 = the quality was perfect.

Questions 38 through 47 ask you to rate your interest in various historical periods on a 1 to 9 scale, with "1" indicating very little interest in this period and "9" indicating a very strong interest in this period.

38. Ancient (Roman, Greek, Biblical, 3000BC-600AD)
39. Dark Ages and Renaissance (600AD-1600AD)
40. 30 Years War and pre-Napoleonic (1600-1790)
41. Napoleonic (1790-1830)
42. Civil War and 19th Century (1830-1900)
43. World War One (1900-1930)
44. World War Two (1930-1945)
45. Post-World War Two (1945-present)
46. Science fiction
47. Fantasy

Questions 48 through 64 ask you what kinds of material you like to read in your spare time. Please use the following scale to answer each question: 0 = I never read this kind of material; 1 = I rarely read this kind of material; 2 = I occasionally read this kind of material; 4 = I spend most of my time reading this kind of material.

48. Military affairs magazine (e.g., *Aviation Week*)
49. Military history magazines
50. Military history books
51. Fictional military books/paperbacks
52. Science fiction magazines
53. Science fiction books/paperbacks
54. Science fact magazines
55. Science fact books
56. Daily newspaper
57. Current general-market novels
58. "Classic" novels/short stories
59. Non-SPI adventure gaming magazines
60. World affairs magazines (e.g., *Newsweek*)
61. Business-oriented magazines (e.g., *Forbes*)
62. Men's magazines (e.g., *Playboy*)
63. Computer magazines
64. Humor magazines

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

65. Overlord (GDW)
66. Angola (Nova)
67. Raid on Iran (SJJ)
68. Prochorovka (TFG)
69. Warsaw Pact (TFG)
70. The Thin Red Line (Yaq)
71. Murfreesboro (Yaq)
72. Fall of South Vietnam (Yaq)
73. Campaigns of Napoleon (West End)
74. Lee at the Crossroads (SimCan)
75. Warring States (SimCan)
76. Gallipoli (Paper War Games)
77. Korsun Pocket (People's War Games)
78. Streets of Stalingrad (Phoenix)
79. Belleau Woods (HistAlt)
80. Schutztruppe (FBI)

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

81. **Pax Romana.** The Roman Empire fell less because of the continual pressure of the barbarians, the competition

from the Parthians and Christianity, or lead poisoning than because it failed to establish a method of peacefully transferring power. Time and again, men strove bloodily for the Imperial purple, destroying commerce and devastating the land. As trade broke down, prosperity died and the population dwindled. *Pax Romana* charts the course of Imperial decline. Each of a dozen historical scenarios pits Imperial claimants against each other in a combined power politics/military simulation. The scenarios would extend from 69 AD the year of the Four Emperors, to the rise of Septimius Severus, to the triumph of Constantine. Units would represent historical legions, and the change in the organization of the Imperial army from the infantry-based legion to the massed cavalry of the late Empire would be included. Each unit would have both a strength and a loyalty rating, the latter representing the degree of enthusiasm with which the men followed a leader; units may switch sides, generals may be assassinated, the currency may be debased, and entire provinces may be looted to feed the Imperial treasury. The influence of barbarians and the Parthians would be simulated by the change in the organization of a sliding political scale that would represent the degree to which these outsiders are cowed by Imperial force at various times during the scenario. The game would include a 22" x 34" map, 600 counters, 24 pages of rules. To sell for \$18.

82. **Bladensburg: American Militia vs. Wellington's Regulars.** The battle of Bladensburg on August 24, 1814, is considered by many historians to be one of the worst ever fought by an American army. It was a last ditch effort to save the American capital from capture and burning by the British during the War of 1812. *Bladensburg* would be a tactical game on the company and battalion level with special rules for artillery, rifle companies, congregate rock-ets, militia rout and command. Emphasis is on maneuver, firepower and proper use of terrain; potentially a very bloody game. It would include a 22" x 34" game-map, 200 counters and 8 to 12 pages of rules. A possible *SGT* game to sell for \$12.

83. **Great Battles of the American Civil War:** There are a number of important battles of the Civil War which are difficult to produce because the players have perfect knowledge of the battle situation. However, some of these battles can make for very interesting solitaire games. Rate the following five game proposals. Each game would include the Standard Rules of the Great Battles system, 4 to 16 pages of Exclusive Rules, 200 to 400 counters and would include a game system such that the player actually plays against the game's system and not another opponent. To sell individually for \$12.

83. **The Crater.** During the siege of Petersburg, troops under General Burnside tunneled under the Confederate fortifications and laid a large mine. The resulting explosion blew a crater 80 feet wide by 30 feet deep and killed 280 Confederates instantly. The Union troops surged into the gap only to be trapped in the crater and shot like fish in a bucket. The player would plan and execute the Union attack from start to finish, his ultimate objective — breakthrough at Petersburg!

84. **Cold Harbor.** On June 3, 1864 Grant launched the one battle he later claimed to regret, Cold Harbor. With over one hundred thousand men, he attacked Lee and his fifty thousand in their entrenchments. In the resulting battle the Union suffered over 7,000 casualties in less than an hour. Well executed Confederate counterattacks recaptured what little the Union had gained. The game would cover the assault of the Union 6th Corps in the center of the Union line against the Confederates of Anderson's Division. The player would control the Confederates and would try to stop the Union attack before it achieved a breakthrough.

85. **Jackson at Chancellorsville.** During the battle of Chancellorsville, Lee divided his army in half even though he was outnumbered over three to one. He sent Stonewall Jackson and his 26,000 man corps on a wide flanking maneuver. The resulting attack destroyed the Union 12th Corps, rolled up the Union right flank and completely demoralized the right wing of Hooker's army as well as Hooker himself. The player would control Stonewall Jackson and would attempt to crush the 12th Corps and repeat Jackson's crowning victory.

86. **Grant at Vicksburg.** Grant's victorious Union Army arrived at the gates of Vicksburg on May 19, 1863. To avoid a costly and prolonged siege, he ordered an immediate assault on the Confederate works. The initial assault made some headway and Grant ordered a final grand assault. Thirty-five thousand Union soldiers attacked and were bloodily repulsed by Pemberton and thirteen thousand of his Confederates. Grant did not attack again and the siege

began. The player would control the Union forces and try to break through the thin, but tough, crust of the Confederate defense.

**87. Bloody Angle.** During May of 1864, the Union and Confederates fought the dramatic, but inconclusive, battle of Spotsylvania. The Confederate Second Corps held the critical position of the line which formed a sort of inverted letter "V" which later came to be called "Bloody Angle." The Union Second Corps under General Hancock launched an attack on the crest of Bloody Angle and punched through the Confederate lines, bagging two generals and the famous Stonewall Brigade. Lee launched a counterattack, but Hancock managed to hang on. The player would control the Union forces and would try to break through the Bloody Angle defense while never knowing when or where the Confederate counterstroke would fall.

**88. Blood and Iron: War and Peace in the Age of Bismarck.** Mid-nineteenth century Europe was a continent in turmoil as the forces of reaction sought to dampen the fires of revolution and nationalism. In divided and suppressed nations — Germany, Italy, France, Poland and Hungary — men strove for freedom, unity and power while heroic figures — Garibaldi, Louis Napoleon, Cavour, Kossuth and Bismarck himself — played *realpolitik*, the game of nations on a titanic scale with sword and pen. *Blood and Iron* is three games in one. In the military game the players maneuver army corps and fleets on an area movement map and engage in combat to attain their goals. Included are rules on mobilization, replacements, sieges, guerrillas and a unique offensive/defensive combat matrix which lets the players pick the tactics they wish to employ. In the diplomatic game the players — representing Britain, France, Prussia, Austria, Russia, Italy and Turkey — juggle their resources and engage in international skulduggery over a 30 year period (1848 to 1880) to attain often conflicting national objectives. The grand strategic game combines the military and diplomatic games to cover the thirty year period on all levels. Players must not merely maneuver armies and fleets, they must raise, train and maintain them — and their diplomatic initiatives must be backed with force when necessary. *Blood and Iron* will include a 22" x 34" game-map of Europe and the surrounding waters, 600 counters and a 32-page rules folder. To sell for \$18.

**89. Blood and Iron: Wars in the Age of Bismarck.** This is essentially the military game described above, omitting all diplomatic and grand strategic aspects. It would include 200 counters, a 22" x 34" game-map and 12 pages of rules. A possible *S&T* game to sell for \$12

**90. The Ghost Division: Rommel in France, 1940.** Rommel won his North African command because of the spectacular success of his Seventh Panzer Division in the blitzkrieg across France. A new game system will recreate both his overall campaign and individual battles at the company/battalion level. The German player, as Rommel, will trace the progress of his division on a strategic map depicting the area from the Ardennes to the English Channel. Each strategic turn (one day) he determines how far he wishes to advance that day. Should he drive ahead or wait for supplies? Should he outrun his flank security or wait to concentrate? Should he delay for reconnaissance reports? After these decisions are made, the Allied player attempts to engage Rommel, employing a random process keyed to the German player's strategic decisions. If opposing units meet, play proceeds to one of the tactical maps to fight out the battle. Three levels of play are possible: 1.) Six historical battle scenarios may be played independently; 2.) New battle scenarios may be generated; 3.) The strategic game creates interrelated battles, each affecting the conduct of the next. *The Ghost Division* will include an 11" x 17" strategic map, four 17" x 22" tactical maps, 400 counters and 24 pages of rules. To sell for \$20.

**91. Warship.** The *Bismarck* vs. the *Hood*, *Yamato* vs. the *Missouri*, the Battle of Guadalcanal — these engagements and 21 more scenarios would be included in this game of naval warfare in World War II. The 400 counters would represent all the major classes of warships, including many that were never built, from the navies of the United States, Great Britain, the Commonwealth, the Netherlands, France, Japan, Italy and Germany. The rules would provide accuracy for simulating the effects of naval gunnery and torpedoes; emphasis would be on the ranging of guns on target and the devastating blows of the torpedoes as well as their sometimes wild inaccuracy. Defensive maneuvers, night fighting, star shells and searchlights, smokescreens, merchantmen, and torpedo boats would all be included. To sell for \$18.

**92. The Fall of Germany: East/West.** A unique event in *S&T*'s history, *The Fall of Germany: East/West* would be two games appearing in back-to-back issues that combine into one grand campaign of the final days of the Nazi empire in Europe. *The Fall of Germany: West* would begin in September, 1944, and include scenarios for the clearing of Belgium, Operation Market-Garden, the Ardennes campaign, and the final crossing of the Rhine. *The Fall of Germany: East* would begin in January 1945, and follow the Soviet thrust through Poland, across the Oder, and on to Berlin. Each game would include a 22" x 34" map (they would join together in an inverted L shape), 200 counters, and relatively simple standard rules, exclusive rules for each front, numerous scenarios and a grand campaign game. Each game would appear in successive issues of *S&T*, with articles describing the war on each front and Germany's efforts to keep back the ever growing powers confronting it. To sell for \$20.

**93. CIA.** A game of worldwide espionage and power-politics in the 1980's, using a variant of the popular *SPIES!* game system. *CIA* would combine all the elements of international intrigue: agent networks, covert operations, diplomacy, and economic and political influence. As one of the four great regional powers — the United States, Western Europe, the Soviet Union or East Asia — the players engage in a struggle to extend their influence, protect gains, and limit the advances of the other players. Players control agents and diplomats, as well as fleets and armies and perform such actions as destabilization, coup d'etat, propaganda, economic aid, sabotage, state of siege, counter-intelligence, military aid and investments to establish alliances, hegemonies or economic control of the world's minor powers. *CIA* would include a 22" x 34" geo-political map of the world, 400 counters and tiles, and 8 pages of rules. To sell for \$15.

**94. ASW.** A detailed simulation of all phases of submarine and anti-submarine warfare possible now and in the near future. Play is both strategic and tactical, allowing global application of submarine-based missiles, as well as short-range combat between submarines and surface craft. Rules will cover offensive and defensive armament, thermal barrier defense tactics, ELF communications and underwater communications. Scenarios will include naval forces from all the major powers and will cover individual and combined operations against surface ASW craft, strategic operations of SSBN's and Trident forces, as well as Soviet undersea forces, surface fleet conflict, and nuclear carrier operations as part of general task force operations. Combat is on a ship-to-ship level with individual bases, military and civilian targets, and early warning systems. Land based missile and bomber forces can be included as an option. Scenarios depict localized conflict in specific areas or a campaign combining all scenarios into a global nuclear conflict. It will include one 22" x 34" strategic map, one 17" x 22" tactical map, 400 counters and a 32-page rules book. To sell for \$20.

**95-96.** No question

## SECTION B

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

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

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

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

**M.** What did you think of the game's solitaire playability?

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

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

*We will ask you to rate six games. If you have not played these games, or have not played them enough to be able to evaluate them, then write a zero in the boxes.*

## BAOR

- |                             |                        |
|-----------------------------|------------------------|
| 104. A (mapsheet)           | 111. H (set-up time)   |
| 105. B (rules)              | 112. J (complexity)    |
| 106. C (counters)           | 113. K (realism)       |
| 107. D (ease of play)       | 114. L (overall)       |
| 108. E (rules completeness) | 115. M (solitaire)     |
| 109. F (balance)            | 116. N (then and now)  |
| 110. G (length)             | 117. O (money's worth) |
|                             | 118. No question       |

## RETURN OF THE STAINLESS STEEL RAT

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

## UNIVERSE

- |                             |                        |
|-----------------------------|------------------------|
| 134. A (mapsheet)           | 141. H (set-up time)   |
| 135. B (rules)              | 142. J (complexity)    |
| 136. C (counters)           | 143. K (realism)       |
| 137. D (ease of play)       | 144. L (overall)       |
| 138. E (rules completeness) | 145. M (solitaire)     |
| 139. F (balance)            | 146. N (then and now)  |
| 140. G (length)             | 147. O (money's worth) |
|                             | 148. No question.      |

## A HOUSE DIVIDED (GDW)

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

## TRENCHFOOT (GDW)

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

## '88' (Yaq)

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



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## Designer's Notes (continued from page 36)

after both sides have completely exhausted themselves.

The last major element of the game, and the old achilles heel of NATO/WP games, is logistics. *NATO* handles this problem by assuming that unless a unit is completely cut off, it is capable of normal movement and combat. The Supply Points represented in the game are held by each HQ (corps for NATO and army for the Warsaw Pact) and expended by units in their support range to double their normal attack strengths or absorb step loss results when defending. Thus, while supply is critically important to both the attacker and the defender in major operations, it is seldom a factor in most movement and combat. Each HQ enters play with a starting allocation of supply points, represented by a single chit underneath the unit. Reinforcing supply points arrive by nationality, according to a schedule, and are simply allocated directly to friendly HQ's. The system makes for a minimum of bookwork and fuss.

In summary, I hope that *NATO* has achieved a fine balance between realism and simplicity. Only the blindest can tell for sure. Individuals and groups who can demonstrate extensive wargame experience and a good working knowledge of modern warfare are encouraged to write me c/o SPI if they are interested in aiding in the blindest process. More in our next issue.

*Bruce Maxwell*

## 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. Much of the material in this feature is derived from the *Midwest Gaming Association Gameletter*.

### January 16-17

SON OF GHENGHIS CON, Arapahoe Community College, Littleton, Colorado. *Contact:* Denver Gamers Association, PO Box 2945, Littleton, CO 80161.

### February 5-7

GEN CON SOUTH, Jacksonville, Florida. *Contact:* GenCon South, PO Box 16371, Jacksonville, FL 32216.

### February 12-14

MAINCON '82, Portland, Maine. *Contact:* John Wheeler, Mainecon '82 Director, 245 Water St., Bath, ME 04530.

### February 13-15

DUDRACON VI, sf/f role-playing convention, Dunfrey Hotel, San Mateo, California. *Contact:* Dundracon VI, 386 Alcatraz Ave., Oakland, CA 94618.

ORCCON, Sheraton-Anaheim Hotel, Anaheim, California. *Contact:* ORCCON, PR Dept., PO Box 2577, Anaheim, CA 92804.

### February 19-21

KAWARTHA-CON 1, Red Oak Inn, Petersborough, Ontario. *Contact:* DeBy's Hobby

Emporium, PO Box 1552, Petersborough, Ontario K9J 7H7.

### June 5-6

GENGHIS CON IV, Auraria Student Center, Metro State College, Denver, Colorado. *Contact:* Denver Gamers Association, PO Box 2945, Littleton, CO 80161.

### June 11-13

MICHIGAN GAMEFEST, Detroit, Michigan. *Contact:* Metro Detroit Gamers, PO Box 787, Troy, MI 48099.

### June 24-27

GEN CON EAST, Cherry Hill, New Jersey. *Contact:* GenCon East, PO Box 139, Middletown, NJ 07748.

### July 23-25

ORIGINS 82, Baltimore, Maryland. *Contact:* Origins 82, PO Box 15405, Baltimore, MD 21220.

### August 6-8

SYMPOSIUM: Marlborough to Napoleon, Arlington, Texas. *Contact:* Empire Games, PO Box 5462, Arlington, TX 76011.

### November 12-14

WINTER GAMEFEST, Detroit, Michigan. *Contact:* Metro Detroit Gamers, PO Box 787, Troy, MI 48099.

### June 9-12, 1983

ORIGINS 83, Detroit, Michigan. *Contact:* Metro Detroit Gamers, PO Box 787, Troy, MI 48099.