

WARGAMER



Vol. 2 Number 18

\$5.00

Accolade's

STEEL THUNDER

LA GRANDE ARME

*Strategy using the
latest errata from
TSR, INC.*

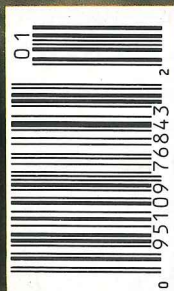
TSUSHIMA

Naval Warfare in
1905 Japan

COMPUTER
ANALYSIS

GAME REVIEWS

AND MORE ...



Christopher's CORNER

FEATURING WARGAME MAGAZINES

Wargamer Vol.1

Iss #	Title	Price
4	Bleinhelm	\$80
5	Kesselring	65
6	Condor	50
7	Marston Moor	30
8	Albuerra/Vittoria	30
10	Chinese Civil War	50
18	Birth of a Nation	40
20	Little Round Top	40
21	Seige at Peking	40
25	Never Call Retreat	25
26	Race to the Meuse	12
27	Peter the Great	12
28	Port Stanley	25
29	Lodz: Blitz/East	25
30	Stars and Bars	12
31	Clash of Steel	12
32	Nap. at Lutzen	12
34	Khyber Rifles	12
35	West Wall	12
36	Uncond Surr.	25
37	China Incident	12
38	Hath No Fury	12
39	Hellfire Pass	12
40	Fight on Beaches	12
41	O'Conner's Off.	12
42	End Iron Dream	12
43	Wellington	12
44	MacArthur	30
45	Custer's Luck	30
46	House of Sa'ud	20
47	Stalingrad	25
48	The Red Baron	12
49	Nap./ Charles	25
50	Knights of Justice	20
51	Duel in the Desert	12
52	Glory Road	12
53	Dunkirk:Dynamo	12
54	Condottieri	12
55	Okinawa	12
56	First Team	12
57	Race for Tunis	12
58	Empires: 1914	12
59	Bloody Keren	12
60	Anvil-Dragoon	12
62	Fallen Eagle	25

Fire & Movement

Issue #	Price/each
1	\$25
2-10	15
11-20	12
21-29	10
30-40	8
41-50	6
51-61	5

MOVES

Issue #	Price/each
1	\$20
2-10	15
11-25	10
26-40	9
41-59	8
60	15
Complete Set, #1-60	\$599

Strategy & Tactics

Iss #	Title	Price
32	Nap. at War	\$60
33	Winter War	80
34	Armageddon	50
35	Years of the Rat	50
36	Dest. Army Grp Ctr	60
37	Scrimmage	50
39	Fall of Rome	50
40	Panzer Armee Afrika	40
43	American Civil War	30
45	Oper. Olympic	50
46	Combined Arms	25
47	Wolfpack	50
48	Sixth Fleet	70
49	Fred. Great	30
50	Battle/Germany	65
51	World War I	45
52	Oil War	40
53	Punic Wars	55
54	Dixie	30
55	Breitenfeld	40
56	Revolt/East	45
57	Panzergruppe	45
58	Conquistador	40
59	Assan. Hitler	20
60	Richmond	40
61	October War	40
62	South Africa	30
63	Veracruz	30
64	Raid!	20

Strategy & Tactics

Iss #	Title	Price
65	Cobra	\$25
66	Constantinople	35
67	Stonewall	40
68	Kharkov	35
69	Tannenburg	30
70	Crusades	40
71	The Crusades	30
72	Armada	30
73	Panzer Battles	20
75	Nap. War	45
76	China War	20
77	Paratroop	20
78	Patton 3rd Army	20
79	Berlin '85	30
81	Tito	20
82	Fifth Corps	30
83	Kaiser's Battle	15
84	Opera. Grenade	15
85	Fighting Sail	20
87	Desert Fox	40
88	Baor	35
89	Sicily	25
90	Monmouth	30
91	RDF	50
96	Singapore	20
97	Trail of Fox	40
98	Central Command	30
100	Superpowers	30
101	Cromwell's Victory	15
	Special Ed #2	6
	Special Ed #3	6
	Special Ed #4	6
105	Ruweisat Ridge	10

Strategy & Tactics

Iss #	Title	Price
108	Remember the Maine	\$10
109	Target: Libya	10
111	Korea: The Mbl Wr	10
113	Battle of Abensberg	10
114	Battle of Eckmuhl	10
115	Kanev	10
116	Manchu	10
117	North German Plain	10
118	The Tigers Burning	10
120	Nicaragua	10
121	Indian Mutiny	10
122	Pegasus Bridge	10
123	Campaigns Valley	10
124	Fortress Sralingrad	10
126	Beirut '82	10
127	Rush for Glory	10
128	Africa Orientale	10
129	Harvest of Death	10
130	Tshumia	12
131	Donau Front	12

S&T Books

1 (Iss #3-6)	\$40
3 (Iss #13-15)	32
4 (Iss #16-18)	32

T-SHIRTS

Wargamer or
Fire & Movement
S, M, L, or XL Red or Blue
\$11

TO ORDER:

Current *Wargamer* and *Fire & Movement* subscribers may take a 10% discount before adding shipping charges. Shipping charges are included for domestic US shipments, Overseas shipments add \$1 per item. Sme items are one of a kind. We encourage you to call and place your order by phone. Credit memos issued on items out of stock. Prices subject to change without prior notice. All payments in check or money order must be in U.S. funds drawn on a U.S. bank and made payable to **Cummins Enterprises**. Credit card orders accepted for VISA or Mastercard only and carry a \$1 handling charge. Please allow 4-6 weeks for delivery. Send name, address, title and issue number wanted to:

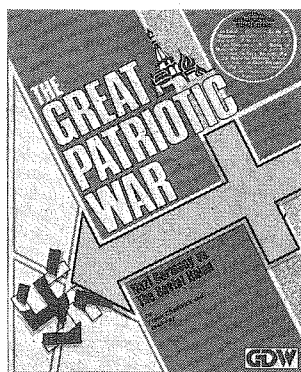
Cummins Enterprises, Attn: Christopher's Corner, PO BOX 1289

SALINAS CA 93902

408/443-9726 (8A-5:30P, MON THRU FRI)

NAME	_____
ADDRESS	_____
CITY, STATE	_____ ZIP _____
PHONE (____)	_____
VISA/MASTERCARD (ONLY)#	_____
EXPIRATIONS DATE	_____
SIGNATURE	_____
TOTAL ORDER \$	_____
T-SHIRT SIZE	_____ COLOR/TITLE _____

Wargames from the Wargame Leader



THE GREAT PATRIOTIC WAR

- History's greatest campaign.
- JumpStart rules.

This easy-to-learn, fun-to-play game of the Russian Front is based on the popular **Battle for Moscow** introductory game (a copy is included in **TGPW**). The maps cover from Berlin to Gorki, from the Black Sea to Leningrad. The colorful counters represent the standard Soviet units and their powerful Guards Armies, plus the German Wehrmacht with its assorted allies. With **JumpStart** rules, **The Great Patriotic War** is easy to learn and to enjoy again and again.

GDW: 0111. ISBN 0-943580-66-8.
Boxed \$24.



BATTLE FOR MOSCOW

- Absolutely free!
- Introduces wargaming.

A complete, self-contained wargame on the epic struggle between Nazi Germany and the Soviet Union for control of Moscow in 1941, **Battle for Moscow** is the ideal game for introducing you or your friends to wargames. The whole game, though accurate and exciting, has less than 40 counters and only a few pages of rules, rendering it unimposing to the novice player. If you have never played wargames before, try **Battle for Moscow**. If you are interested in getting some of your friends started—hey, you can't beat the price!



LAST BATTLE

- Twilight combat boardgame.
- Award-winning system.

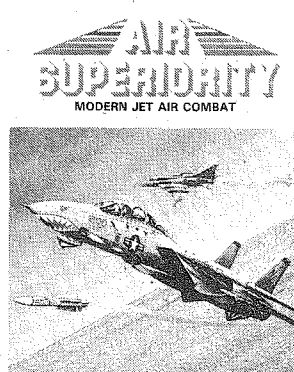
Cities have been leveled, armies have been decimated, nations have been destroyed. Only small, tattered groups of battle-hardened soldiers survive. They rely on their instincts, their training, and the remnants of their sophisticated weapons to fight the last battles.

Last Battle is a man-to-man, tank-to-tank game of high-intensity personal combat. The rules are flexible and easy to learn, yet detailed and realistic. An individual soldier may carry a pistol and a Mark-19 grenade launcher, mount a horse and ride with an M16, or be the gunner on an M1 tank. Every vehicle in the game is represented by a counter and a vehicle card. Each vehicle card has an illustration of the vehicle and supplies detailed information about the vehicle's armor, weapons, on-road and off-road speed, range-finding equipment, crew, and battle damage. Specially designed scenarios and charts step you through the rules, allowing you to learn the system quickly.

Last Battle is completely compatible with **Twilight: 2000**. If you play **Twilight**, place your characters on the **Last Battle** board and play through combats with the aid of counters and detailed terrain maps. **Last Battle**. A fight for survival.

GDW: 0551. ISBN 1-55878-017-3.
Boxed \$24.

GDW: 0551. ISBN 1-55878-017-3.
Boxed \$24.



AIR SUPERIORITY

- Modern jet air combat.
- 30 jet aircraft.

Air power—the projection of military force by aircraft—is one of the dominant themes of modern history. **Air Superiority** is a realistic and playable game of jet fighter combat in the 1980s and 1990s. Rules cover the basics of flight, gun combat, air-to-air missiles, radar, and electronic warfare. The game presents 30 aircraft—U.S., European, or Soviet fighters—and 30 scenarios in which to use them. **Air Superiority**—the challenge of jet fighter combat.

GDW: 0430. ISBN 0-943580-19-6.
Boxed \$24.

AIR STRIKE

- Air-to-ground and air defense.

Air Strike expands the proven **Air Superiority** system to include air strikes against targets on the ground. New rules cover air-to-ground attacks, terrain-following flight, antiaircraft artillery, and surface-to-air missiles. The rules are presented in a programmed structure, introducing the rules and 32 new aircraft while you play the new scenarios.

GDW: 0431. ISBN 0-943580-30-7.
Boxed \$24.

DESERT FALCONS

- Air war in the Middle East.

Desert Falcons expands **Air Superiority** to cover air wars over the Middle East. From the first jet clashes to the most recent air battles over the Bekaa Valley, all the necessary components are here: 24 new scenarios and 16 data cards. New aircraft include the Kfir, the MiG-21, and the Mystere. Also included is an expanded system for establishing pilot quality and gaining experience.

GDW: 0432. ISBN 0-943580-97-8. 48 pages \$8.

HERE'S HOW TO ORDER!

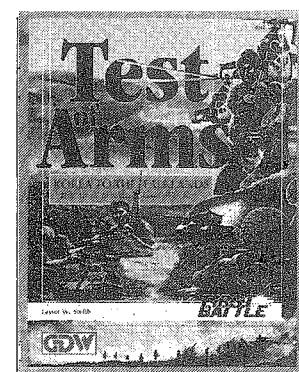
For sale at your hobby or game store. Or order from GDW.

By Mail. Write what you want on a piece of paper. Pay by check, money order, or Visa/MasterCard information.

By Phone. Call us at 309-452-3632 between 9 a.m. and 5 p.m. Central Time weekdays. You can pay by Visa or MasterCard.

By FAX. Write out your order (including Visa/MasterCard information) and fax us any time at 309-454-3127.

We are committed to prompt service; we fill orders within two working days.



TEST OF ARMS

- 29 real-world scenarios.
- Battles from around the world.

Test of Arms is real combat, real situations, and real excitement, based on the successful **Team Yankee/First Battle** game system. It ignores the hypothetical—instead it provides real situations from conflicts over the last 20 years. **JumpStart** rules allow you to get into the game easily. Scenarios are provided for Korea, Vietnam, the Middle East, Central America, and more!

GDW: 0112. ISBN 0-943580-70-6.
Boxed \$24.

TEAM YANKEE

- Based on the best-seller.
- First Battle series game.
- Award-winning system.

Let **Team Yankee** introduce you to the concept of military wargaming! Here is hands-on experience leading a modern tank company into battle. **Team Yankee** presents the expertise that the modern tank company commander needs in easy-to-follow game rules format. Two players each form their own strategies as they fight out potentially real situations on the battlefield of World War III. Soviet units have numbers and firepower; U.S. units have speed and technology. To each side's advantages and disadvantages, players add strategy and leadership.

GDW: 0110. ISBN 0-943580-44-7.
Boxed \$24.

FIRST BATTLE SERIES

GDW's **First Battle** series is riding the wave of the future in historical wargaming. **First Battle** games are fast playing and easy to learn: With **JumpStart** rules, basic games can be managed a few minutes after opening the box, and advanced concepts are presented easily in progressive chapters of rules and scenarios. **First Battle** games are interesting: **Team Yankee** is based on the best-seller; **Test of Arms** is about contemporary, real-battle situations from around the world. Exciting, playable, enjoyable, easily learned, but subtly intricate—**First Battle** series games are for you!

SINCE 1973



PO Box 1646
Bloomington, IL 61702-1646

Wargames From GDW

0111 Great Patriotic War.....	\$24
0551 Last Battle.....	\$24
0430 Air Superiority.....	\$24
0431 Air Strike.....	\$24
0432 Desert Falcons.....	\$8
0112 Test of Arms.....	\$24
0110 Team Yankee.....	\$24
1890 Sky Galleons of Mars.....	\$28
1050 Star Cruiser.....	\$20
0100 Battle for Moscow.....	Free

For a free copy of GDW's current catalog, just ask, write, call, or FAX.

■ in this issue of

Volume 2 Nr. 18 JAN-FEB 1989

PUBLISHER

Cummins Enterprises

MANAGING EDITOR

Callie Cummins

COMPUTER GAMES EDITOR

Mark McLaughlin

CONTRIBUTORS

Marion Bates, Ted Bleck, Ty Bomba, Paul Dangel, Alan, Emrich, Bruce Farcau, Eric Faust, Lew Fisher, Joseph Miranda, John Prados, Terry Rooker, Rick Swan, Robert Williams, Steve Winter

FOUNDER

Keith Poulter

DESIGN • GRAPHICS • LAYOUT: Callie Cummins, Salinas, CA.

PRINTING: Ringier America Inc., Fullerton, California

CIRCULATION: Joseph Miranda

ADVERTISING: Rates and specifications available on request. Write P.O. Box 1289, Salinas, California 93902 or telephone Joseph Miranda (408) 443-9726

TRADEMARK NOTICE: Most game names are trademarks of the companies publishing those games. Use of a trademark to identify a product commented upon in this magazine should not be construed as implying the sponsorship of the trademark holder nor, conversely, should use of the name of any product without mention of trademark status be construed as a challenge to such status.

SUBSCRIPTIONS: WARGAMER is published 8 times a year by Cummins Enterprises. Eight issue subscription in the United States is \$25. Canada and Overseas surface mail rate is \$30/1 year; Overseas Airmail for 1 year is \$50. International rates are subject to change as postal rates change. All payments must be in US funds drawn on a US bank and made payable to CUMMINS ENTERPRISES. Checks and money orders or VISA/Mastercard accepted (\$1 handling fee on all charge card orders). All orders should be made payable to CUMMINS ENTERPRISES, and should be sent to CUMMINS ENTERPRISES, P.O. Box 1289, Salinas, California, 93902-1289.

NON U.S. SUBSCRIBERS PLEASE NOTE: 2nd class mail to foreign addresses may take six to ten weeks for delivery. Inquiries should be sent to CUMMINS ENTERPRISES after this time, to P.O. Box 1289, Salinas, California 93902-1289.

NOTE: WARGAMER reserves all rights on the contents of this publication. Nothing may be reproduced from it in whole or in part without prior permission from the publisher. All correspondence should be sent to the CUMMINS ENTERPRISES, P.O. Box 1289, Salinas, California 93902.

POSTMASTER: Please send address changes to WARGAMER, PO Box 1289, Salinas CA 93902.

WARGAMER (ISSN #0895-8238) is published monthly except for February, May, August, and November (8 times per year) for \$25.00 per year by CUMMINS ENTERPRISES, 1059 Tyler Street, Salinas, California 93906. Second-class postage paid at Salinas, California.

WARGAMER

FEATURES

STEEL THUNDER

An in-depth review of Accolade's Modern Tank Simulation 5
by Captain Hank Martin

LA GRANDE ARMEE: THE CORSICAN OGRE RIDES AGAIN

A detailed review using the latest errata for new strategies..... 15
by Chris Perleberg

EDITORIAL

EDITORIAL 5
by Christopher Cummins

HOBBY NEWS BULLETIN BOARD

A new column listing the latest information on game companies and their products 62
by Christopher Cummins

CONVENTION LISTING 61

MOVES

ON THE PRODUCTION SPIRAL

A House Divided, Second Edition
Designer's Notes on the new edition of GDW's *A House Divided* 43
by Alan Emrich

MOVES' REVIEW of Games

ASG Baseball 45
by Doug Atkinson
Modern Naval Battles 47
by Terry Rooker
Modern Naval Battles: Developer's Notes 50
by Alan Emrich

Special Feature

Scenario for Knights of Justice
The popular Renaissance game first published in Wargamer vol.1, #33 48
by Roger Deal

CAMPAIGN ANALYSIS

TACTICAL TIPS

Raid on St. Nazaire

Tips and suggestions on how to play this great solitaire game 25
by Greig R. Seidor

STRATEGY

Tsushima

Strategy & Tactics #130

Strategy and tactical tips on how to play the latest naval from Jack Greene 31
by Terry Rooker

HISTORICAL NOTE

A brief look at naval warfare and how gaming approaches it 35
by Terry Rooker

A HITCHHIKER'S GUIDE TO COMPUTER WARGAMES

by Special Guest Jon Freitag
"Battles of Napoleon: A Construction Set" 53

COMPUTER ANALYSIS

Decisive Battles of the American Civil War, volume III
The last analysis segment of the best selling SSG Civil War computer game..... 37
by Robert Williams

Well, here I am again! Hope your Christmas was as restful and enjoyable as ours. Where's Callie, you ask? Well, she's still here, but has shuffled over to full time Production Manager/Layout. This will certainly be a full time job with 17 issues planned for this year (eight each of *Wargamer* and *Fire & Movement* and one Special Edition *Introduction to Strategy Gaming*). Plus, we are expecting a new addition to the staff which will be detracting from Callie's attention. So, after April, if you call and hear crying in the background, it's because our baby hasn't got his or her latest refit and replenishment phase! The joke for November was to call our baby "Lee" (it could work for boy or girl) to match Keith Poulter's (of 3W) son "Grant" (but don't count on it!).

Editorials are going to run somewhat longer than previously, as I will include hobby news and feedback results. We'll highlight these sections, but this move ensures that the editorial will be "continued on page..." somewhere in the **MOVES** section. Sorry about that. We could start the lead article on page 5. This is an awkward page to start on, but we could do that in the interest of keeping the editorial all together. Let me know your preferences.

In this issue, we'll be starting a **continuously updated hobby news column** with the latest wargaming information. If I miss anything important, please call or write. Each note in the column will have a date and a source to maintain timeliness and accuracy. This column is meant to be a bulletin board on covering what's coming up, what's out, who's doing what (possibly to whom), and general information.

If you are involved in a club or convention, please send contact information for our clubs and conventions page. We will now accept classifieds ads from individuals for items for sale, items wanted, and looking for players. The rate is \$10 for 40 words (25¢ for additional words) which gets you two ads, one in the next issue of each magazine (*Wargamer* and *Fire & Movement*). Between the two magazines, the word will get out to about 14,000 gamers, plus a potential pass around readership of about 40,000 total.

Hobby News Special Report: What Happened to CounterAttack and Grenadier magazines

Mounting concern among our readership about whether *CounterAttack* and *Grenadier* magazine were going to continue publishing prompted us to arrange an interview with Jeffry Tibbetts of Pacific Rim. *CounterAttack* and *Grenadier* have not appeared for over a year now and were not listed as company products in Pacific Rim's ORIGINS listing. John Burt, the previous editor of *CounterAttack*, resigned January 1, 1989, due to disagreement with Tibbetts concerning the failure of Pacific Rim to maintain the bimonthly publication schedule. John reported that he turned in *CounterAttack* #3 in February 1988, and *CounterAttack* #4 in July 1988. These issues were ready for final layout and printing.

When asked about *CounterAttack* magazine, Tibbetts stated that production was delayed until new staff could be brought in (mainly a new editor). Tibbetts showed me the map for *Korea '90*, to appear in *CounterAttack* #4. He also indicated that all four of the remaining *CounterAttack* games (#3: *48th Panzer Corps*, #4: *Korea '90*, #5: *Desert Blitzkrieg*, #6: *Chosin Reservoir*) are finished. If the peek at *Korea '90* is any indication, these will be top quality magazine games. The only thing preventing their publication, according to Tibbetts, is someone to fill the job of editor, and money to pay for the printing. More on the money part in a moment.

In regards to *Grenadier* magazine, Tibbetts reported that he is so busy with *ANIMAG* and *BattleTechnology* magazines that he has little time to edit *Grenadier*. Again, Tibbetts claimed that the combination of staff shortages and money was the cause for the delays. Although he stated that *Grenadier* #35 would be out in two weeks (October 15, 1989), it has not been distributed as of December 27, 1989.

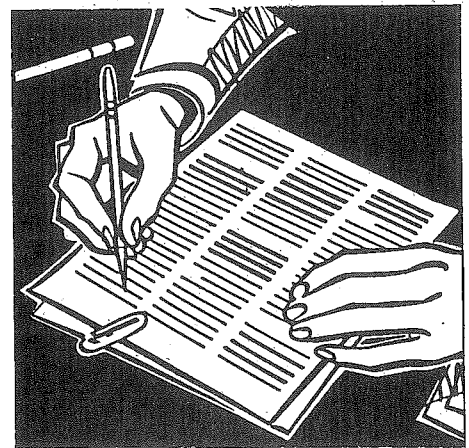
On the positive side, Tibbetts has put together several "Just Plain Wargames". These \$7 games would come in a plain white envelope, have one black and white mapsheet, and 200 counters (some question has arisen as to whether they will be entirely die cut or would require some cutting). Color would be limited. These games would probably look like some of the early 70's SPI games. (con't on pg 52)

18

ISSUE #18 • LETTER FROM THE EDITOR

by

**DR. CHRISTOPHER
CUMMINS**



Christopher Cummins encourages the readers of *Wargamer* to respond to this editorial, to express their views and to offer ideas about the wargaming hobby.

“ Jeffry Tibbetts, has the distinction of doing every step of production, including old-style typesetting and printing, of two issues of *Grenadier*. “Never again, though”, states Tibbetts. ”

STEEL THUNDER

AMERICAN BATTLE ★ TANK SIMULATION

by Captain Hank Martin, ARMOR

Steel Thunder is an excellent simulation of modern armored combat. If you doubt my word play the game. You might ask how I would know a good armor simulation when I see it...I happen to be an armor captain in the US Army. I was with the first M1 tanks at Ft. Knox, and am a qualified tank commander. I really got the "feel" of being back in the turret and rolling across country when I played this game. *Steel Thunder* could easily be used as an introduction simulator for M1 armor tactics... well, almost.

Game Components

Steel Thunder comes in an attractive box with a 48 page rulebook, a Sentry Password Chart, three keyboard overlays, and two diskettes. The rulebook is well-organized, with a helpful table of contents. This rulebook explains how to load the game, install it on a hard drive, start each scenario, and conduct maneuvers (such as firing from gunner or tank commander station, launching TOWs, retreating). Other sections cover HQ actions, tank operations (explains damage, stores, map, & crew stations), and strategy. There is also an equipment reference guide, a guide to enemy vehicles, a mission guide (explains every mission brief), and a short trouble shooting guide. The Sentry Password Chart is used as copy protection to start the game. It is on a dark red background making it difficult to copy. The nice thing is that you only need refer to it once at the start of game, and can switch commanders and/or missions without using it again! The three keyboard overlays are for Tandy 1000, IBM PC/XT/AT, IBM 101 key (PS/2) or Tandy Enhanced Keyboard. You merely punch out the middle and

numerical key sections and place it over the keyboard. These are especially nice and make playing the game fast and easy!

About the Game

The game is a solitaire simulation of modern armor warfare. You will command a single vehicle, choosing from M1A1 Abrams, M3 Bradley, M60A3 Battle Tank, or M48A5 Patton. The M1A1 is the state of the art front-line tank of the US Army. The M3 is the scout vehicle used by our armored cavalry and is also used by mechanized infantry as a troop carrier and support vehicle. You can only command the cavalry version in the game. The M60A3 is still in use by some of our regular armored units, but is rapidly being replaced by the M1. The M60A3 will still be used in some areas for some time (as it is more suited to restricted maneuver areas such as Korea and Panama). The M60A3 and M48A5 are used by our National Guard and Reserve forces, although the M48A5 will be phased out by the early 1990s.

The game is available for Commodore 64/128, Tandy 1000, IBM PC/XT/AT, IBM 101 key (PS/2), and Tandy Enhanced keyboard. It can be played in the following graphics modes:

1. MCGA (320 x 200), 256 colors
2. EGA (320 x 200), 16 colors
3. CGA (320 x 200), 4 colors
4. Hercules (320 x 200), monochrome only
5. Tandy (320 x 200), 16 colors

You can use either keyboard or joystick to control movement. There is a pause button (which displays "War Suspended") to stop the game. You can toggle the sound on/off with a single keystroke. You can exit to DOS anytime, when in the pause mode. You can return to HQ, thus ending a particular scenario, but you will probably only

want to do so after completing the mission - otherwise your mission will be a failure! This auto-return saves a lot of time maneuvering back to the HQ!

You have a total of 24 missions to choose from, in three different theaters of warfare. Since you can choose any of four vehicles, this makes a total of 96 mission possibilities! You start as a Private in Cuba, and when you reach 2nd Lieutenant you can advance to Syria. When you make Major you can finally advance to West Germany. You are always allowed to go back to an easier theater. The game gets more deadly as you advance to the tougher theaters. You start by facing BTR-70s, BMP-2s, T55s and T62As in Cuba (mostly second line stuff). When you reach West Germany, you face T62As, T-80s, BTR-70s, BMP-2s, SAU 152s, and the dreaded Hind helicopters (first line equipment and personnel). Syria has a true mix of both, with some inexperienced troops, and some veterans. You'll need the experience gained from the previous theater to survive.

You will be able to operate in the positions of tank commander, gunner, and driver. You can't operate as the loader in the game, but who would want to, all you do is load the main gun. True, the loader may be a boring position on a tank, and is the lowest ranking, but he *is* important. You'll have a loader provided in your crew, as you will have crew members for all four positions. I have to criticize the game here. The loader has a machine gun, and helps a lot to engage helicopters or troops. His weapon is *not* included in the game at all! Your best bet is to command from the tank commander's position, selecting targets for your gunner, while chewing up the BMPs & BTRs with your .50 caliber machine gun. You can always override the

... you don't have to follow General Miller's advice. He is not going with you, risking his neck!

gunner and take control of the main gun to fire (when he starts to fatigue, or can't hit anything) just like in a real M1. You should never have to drive the vehicle, and in real life you can't get into the driver's compartment without getting out (or turning the turret to rear)! Only take the gunner position if he is dead or wounded!

Playing the Game

Disk A is the boot and start up disk, which will also guide you on which graphics and control (keyboard or joystick) to use. Disk B will really run the game as far as scenarios and saving character(s). Included on Disk B is a "Corp. Demo" that will go through an entire demonstration routine of the game for you. You can push any key to gain control in this mode, and try your luck with this expendable character. Don't worry about getting killed or wounded, as you can still use that (or any character) again! You should watch how the game plays for a while with this guy. The second player, 2nd Lieutenant Accolade, is useful to help you get a "feel" for the next theatre before you advance to that level. When you advanced to the final theatre (West Germany), you will be on your own! You should be well adapted by that time, so you shouldn't need a demo to ready yourself. It would probably only spoil the interesting surprises that will await you.

Your first mission in every theatre is always a practice mission to clear your character for combat in this new environment. You will be invulnerable to enemy fire, and can try out tactics to see if they will work here. You can't be promoted on these practice missions, and your crew will be selected for you.

Each mission starts with you identifying your character. If you are a returning player you'll be told "Welcome back, (rank/name) we need you!" If you have a new player, you'll be told that "Ft. Knox told me about you, shall I update my roster?" This will add your name to the player list. You will be appearing before General Miller at

headquarters, and he will brief you on the region. This will explain troop quality and equipment in this theatre.

General Miller will then tell you the weather conditions, if it is night or day, and that he has a dangerous mission for you and he can spare only one vehicle with no support! You will be told how many missions you can choose from, and then be allowed to select from the list. The last mission on the list is always "Rest and Relaxation," which will allow you to exit the game. Each mission has a briefing report that you view. You can page through the list before deciding which one to take. Each mission brief contains target identification, a recommended vehicle, recommended ammunition load requirements, potential promotion rank, and if it is a medal mission.

You then choose your vehicle. You don't have to take the recommended vehicle. I have found that your choice is only a matter of preference, and does not affect your promotion or medal awards for the mission. You should always start by choosing the potent M1A1 Abrams. After you get familiar with the game, you can try any vehicle that suits your fancy. Your choices here are: (1) M48A5, (2) M60A3, (3) M3 Bradley, or (4) M1A1 Abrams.

Next, you choose your crew except

on practice missions, where the crew is assigned by General Miller. Each crew member is rated A thru D for skills, with A being the highest. There are six possible choices for each position. Gunners are rated for Day Accuracy (DA), Night Accuracy (NA), and Aim Speed (AS). You should remember if it is a day or night mission here, but remember that NA is important for firing through the TTS (or thermal sight) of your own smoke screens! Drivers are rated for Driver Speed (DS), Manuevering Skills (MS), and Evasive Skills (ES). Driver Speed is important for reacting to new orders, Manuevering Skill is vital for closing on targets or objectives, and Evasive Skill is vital for dodging and weaving to avoid being hit. Loaders are rated for Reload Speed (RS), Switch Ammo Speed (SS), and Fatigue Slowdown (FS).

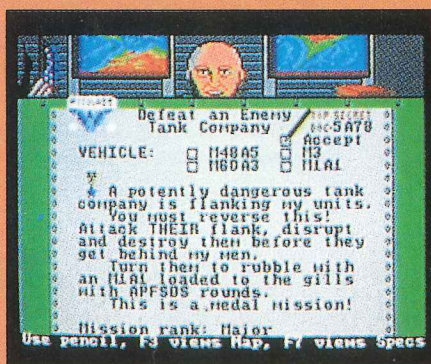
The Reload Speed is how fast the gunner can reload the main gun. Switch Ammo Speed is how fast he can change main gun ammo type, very important when engaging different types of targets (i.e. tanks vs. APCs). Fatigue Slowdown is how fast he wears down doing his job in battle. You should try to pick the highest you can in overall performance. A gunner who is rated A in Day Accuracy, but only C in Night Accuracy, and D in Aim Speed, might be

Summary of ammo types by list

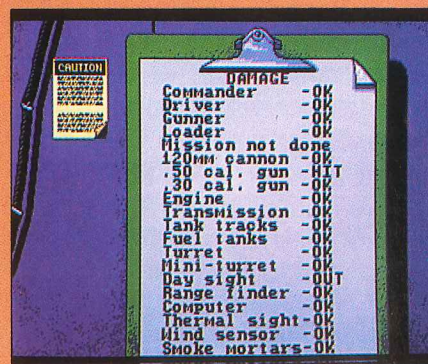
Vehicle	Main Gun (max rounds)	Secondary (max rounds)
M48A5	APFSDS (57 total) HEAT HEP APERS	.50 caliber MG (6700 total) .30 caliber MG
M60A3	types as above (63 total)	.50 caliber MG (6000 total) .30 caliber MG
M1A1	types as above (40 total) .30 caliber MG	.50 caliber MG (12,500 total)
M3	25mm AP (200-1500 total) 25mm HE (200-1500 total)	TOW 2B (2-36 total) .30 caliber MG (200-8000 total)



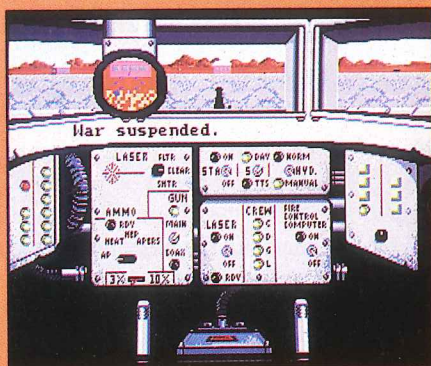
View of a Strategic Map



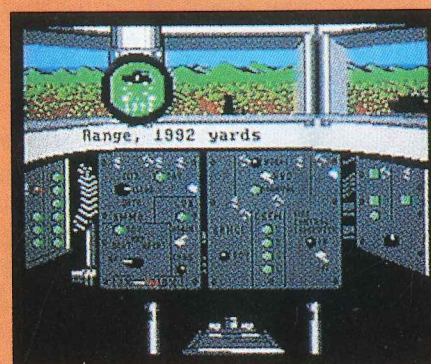
Choose your own
Weapon



Damage Screen



**Gunner's view through
a smoke screen.**



**A gunner's delight:
Laser Range.**



It's a wet, soggy day, and
enemy ground forces are massing.
I need you to help our offensive
with one tank and no support.
I have 2 missions for you to
choose from.

Press ENTER to continue

General Miller assigns a mission.

The graphics are the most realistic I've seen on any computer simulation for the IBM or Commodore.

great in daytime engagements. A gunner rated B-DA, B-NA, C-AS will be better overall, especially if you plan to use smoke for defense!

Next you will choose your ammo load, and here again you don't have to follow General Miller's advice. He is not going with you, risking his neck! It is a good idea to follow his guidelines, but **never** leave yourself without at least a few rounds of other ammo types. You will have to fight your way through enemy lines to get to the target and use that recommended ammo load!

General Miller then tells you about air superiority in the area, and to get going before he calls in the trigger-happy sentry.

When your next screen appears you are finally in the vehicle. You will go through the exact start up routine for tankers. The only problem here is that you will move from position to position to do it! In real life, the crew does it together, calling out the procedures. I don't know why the program makes the tank commander perform everyone's job here. Perhaps it is to show what really happens to start these behemoths up. The whole routine is conveniently listed on page three of the guide book, and you will probably refer to it a lot. These are the steps:

Starting at the Driver Station:

1. Master Power - ON
2. Start the Engine

Moving to the Commander's Station:

3. Turret Power - ON
4. Arm Smoke Grenades
5. Commander's Mini-Turret Hydraulics - ON

Moving to the Gunner's Station:

6. Turret Hydraulics - ON
7. Gun Stabilization - ON
8. Ballistics Computer - ON

Order Loader to Load Main Gun:

9. He will respond "UP" when loaded

They only left out one step between 8 and 9, the gunner arming (turn-on) the laser. I'm glad they did not make you go through the extensive pre-operations

and post operations checklists. These check fluid levels, lights, torsion bars and suspension, etc. The routine does give you a true feeling of starting up the M1A1, and you actually see the lights turn on at the stations as systems come on line. The switches actually flip and the station screens are **very accurate** in details of the vehicle interiors. Someone went to a lot of trouble to accurately research the stations inside each of the vehicles, and it shows! I began to believe at this point that this was no ordinary shoot'em up arcade game. I was not to be disappointed by this program as I was in some others!

At this point the guide book states "You're now ready for battle." Yes, you are now in an operational armored vehicle, but it's time to start moving. First, look at your map (press key "9")...this is the sector map General Miller gave you. The tank icon represents you and your location. You'll start at HQ behind friendly lines. The mission target is circled, and will not change for the scenario length. Approximate locations of friendly and enemy troops are shown using standard military icons. The red and blue X's (white and black in CGA), are the two main checkpoints you will use to reach your objective. You can move then around on the map, AT ANY TIME (until you reach them), to guide your path to the objective. Once you reach an X, it will disappear for that scenario. These are only intermediate checkpoints guiding you to the target. You may move them during the game to change course easily. Once you reach one, it does disappear (having served its use). Set your course now if you want to travel by a route different than that General Miller recommended. After just a few games, you will know how to use terrain and the map effectively to chart your way to the objective.

Unfortunately, you'll have to move back to the Driver's Station. Your vehicle won't move until you personally set the speed. You can now go to your station and take command. I suggest moving at full speed in the rear areas.

The first checkpoint located just outside friendly lines. You can then set the second checkpoint for a leg on the course to the objective. You can use time compression here, to pass the time going through friendly lines, and then be ready for action while on the way to checkpoint 2. After reaching this, you should lower speed to maximum in low drive, while having the Driver do his job by going to the objective(s). He'll sway and veer back and forth to avoid enemy main gun tracking and anti-tank missiles. This is his main job, and you now need to be the Tank Commander!

A real time clock starts when you leave headquarters. There is no time limit on missions (but you can run out of gas/ammo). The time spent on each mission is added to your character's vehicle experience time. I must be a little critical here as well, as it takes 10-15 minutes usually to clear your own lines. This is even WITH the time compression on high range. These missions will usually run about an hour each, real and game time. You are allowed to set the time compression at one of three choices: Off, On, & High. It requires only a single keystroke to change. The game does suggest playing the entire mission with time compression on, for those slower machines. I've tried it, and done fine as long as I have not left it on high time compression. You will definitely want to toggle the time compression off as soon as you encounter enemy forces or fire. You should still use it for jaunts between enemy forces and objectives on the map.

The graphics are the most realistic I've seen on any computer simulation for the IBM or Commodore. They are not vector graphics, but well done depth of field picture graphics. You really lose depth perception while looking through main gun sights, but the artwork here is well done. Each station shows a three block window display of the view to the front and 30 degrees to each side. You have a dual stick controller for your gun/steering control at each station as well. This is not

**The enemy vehicles and troops react very realistically.
They often move behind cover (such as hills, trees, or wrecks)
to avoid your fire.**

correct. The view is correct for the driver, and tank commander (TC) when viewing from the half-cocked hatch position. The gunner has no outside view other than his main gun sights! There is no open top view by the TC, where he will be riding in name tag defilade with a 360 degree open top view. True, most of the time he will use the block windows and view from inside the tank. The Arab-Israeli Wars proved the value of the TC keeping a 360 degree view as long as possible, so he can spot enemy vehicles, Hind helicopters, and incoming Sagger missiles easier.

The views are nice, however, with the proper perspective of height at each position. The tank commander, sitting up higher, gets the most panoramic view. He can spot targets a lot farther away than the rest of the crew. He also gets the perspective of the main gun orientation pointing out at the bottom of his view, and his .50 caliber machine gun pointing out from above him. When his mini-turret turns, only the machine gun rotates around. When he executes command override, he can swing the main gun around, and can then view through the gunner's sights. The gunner gets a view (better than real life) from non-existent windows and through his main gun sights, both slightly overlooking the main gun. The real life sights are located to the right of the main gun. The driver, sitting down low on the tank, does not see where the main gun is pointing, and his view is always to the front arc of the tank (in his true fixed position). There is no loader view, but he would only view from an open topped position to the left of the tank commander. The tank commanded and loader will usually be viewing from these locations until contact is made. This in real life will give you two sets of eyes scanning the tank's environment for enemy troops, vehicles, and weapons. The loader would button up as soon as contact is made and attend to feeding the main gun. The only exception would be if he

were going to help engage troops or helicopters with his machine gun. The tank commander would also button up, but only to a half-cocked position, and begin engaging troops, helicopters, or lightly armored vehicles with his .50 caliber machine gun. He would also scan the horizon for main gun targets, either identifying them for the gunner, or engaging them himself from his position.

The attention to detail on the action screens is the best I've seen on any tank combat program. When you fire either machine gun, the barrel recoils as the shell casings are spewed out to your right. When you fire the main gun, the screen blinks out (for less than a second), your sights (both thermal and day) wash out with the gunflash. You will see the main gun recoil violently, then glide effortlessly back into position. You will also be able to see your round impact on the enemy vehicle, if you keep your sight on it. You will also see the round impact for misses, to show how far off you were. If you hit and destroy the target, then the screen depicts an explosion and then a burning wreck on the battlefield! When firing the machine guns similar results occur (but your coax .30 caliber won't destroy anything but trucks). When firing the TOW missile from the M3, you are treated to the sight of your missile flying down range. You'll have to keep your crosshairs on the target for a kill. This is because the TOW 2B is a wire guided missile! You'll lose sight of it after about 1000 meters, so be patient and wait for the kill. You'll also see the enemy vehicles and bunkers return fire, and the incoming Sagger missile.

The enemy vehicles and troops react very realistically. They often move behind cover (such as hills, trees, or wrecks) to avoid your fire. This can make targeting them difficult, as your rangefinder always gives the range to the closest target in your sights. It will take a little getting used to, but you'll

learn how to engage and select targets properly. When you hit a target, the message screen flashes "Good Shot." When you eliminate the target the screen flashes "Target Destroyed." The screen will tell you if you are hit, and where on your vehicle if any damage was done. When Saggies are spotted by the driver or gunner, the screen flashes "Incoming Sagger." It would have been nice to have the extra pair of loader eyes searching too. When you destroy the objective, the screen shows the message "Mission Accomplished."

You will be commanding the tank, and should not have to do everything....after all this is why you have a crew. So I don't understand the moving from station to station in the start up routine. The driver can be ordered to: 1) Proceed to goal (or next goal), 2) Go straight, 3) Circle, 4) Close on target, or 5) Go backwards. The gunner can be ordered to: 1) Identify target, 2) Give target range, 3) Engage target, or 4) Cease fire. When ordered to engage, he will fire the weapon last selected at that station (showing no independent judgement). This means if you were engaging troops before with the gunner's coax machine gun, and then try to engage tanks, he'll still fire the machine gun at them. If you had been using APFSDS against tanks, and now are engaging bunkers, he will still be firing the APFSDS. You'll have to be careful here, and remember what weapon and ammo load he had last. You can flip to his position and see if you forgot. You should do this if you forget, before ordering him to destroy a target. He can't engage targets beyond 3500 yards, so you must do it for him at long range. The M1A1 has a maximum range of 4000 yards, and this exceeds the range of the Soviet weapons in the game. Always remember to get the range to the target. This gives the ballistics computer vital information to properly sight the main gun. The biggest advantage American battle tanks have is the fact that the

main gun is slaved to the sight (not vice a versa). This means to align to the gun all you have to do is reposition the sight. This provides a major advantage in of fire. We can engage a target in roughly half the time it takes for the Soviets to do so! Forgetting to range first to the target is a common mistake made by real gunners at Ft. Knox during their training. It also happens, unfortunately, in the field.

At the tank commander position (where you should be most of the time), you can give the orders already listed to your crew. You can engage targets with your weapon (.50 caliber heavy machine gun), request target ID and/or range, turn on engine smoke generators, fire smoke grenades, fire halon fire extinguishers, or override the main gun controls and/or sights. If you decide to take over the main gun to engage a target, remember to take over the gun sights as well. If you forget, you'll fire using the commander's machine gun sights and the round will fire off at whatever the main gun sights are targeting! This is also very realistic about fighting from the M1 tank, where the commander can override the main gun and gunner's sights. If you move to the driver position, you can manually turn on smoke generators, or use fire extinguishers. If you move to the gunner's position, you can switch the sight magnification of the main gun sights from three to ten magnification (and back). The ten times magnification will give a much better targeting picture, but will restrict your field of vision. This will cut down on the main gun target acquisition time, and always improves accuracy (and chance of a kill with one shot)! This position also allows you to change ammo type (main gun rounds), but that is also the only command you can give the gunner from the commander's station. If you want to change ammo type, it slows down the operation of the main gun, as the loader must remove the round in the chamber and replace it with the new type. I suggest trying to fire the round at a suitable target and then switch ammo type immediately after to the new type round. This is why tankers travel with the HEAT round in the breech most of the time. The HEAT round can be used

against any vehicle as well as against troops. Bunkers and fortifications require the HEP round. The best round against tanks is the APFSDS. In real life we now have an even better anti-tank round, the APFSDU round. It is a depleted uranium penetrator round which will pierce all known tanks (NATO or Soviet)!

The M1 does not carry APERS rounds because it destroys the rifling in barrel of the main gun. The M1A1 can carry them, as it has a smooth bore 120mm main gun. The APERS round is being phased out as it really wears down gun tube life (even on smooth-bores), and is not a very reliable round. You have three machine guns on your tanks, and these should be used against troops rather than wasting space in the main gun ammo rack with an APERS round. They are only kept in the US Army inventory to be used up, and will not be replaced!

A brief explanation of main gun ammunition types:

APFSDS: Armor-Piercing Fin-Stabilized Discarding Sabot

Very effective anti-tank round, accurate out to maximum range.

HEAT: High-Explosive Anti-Tank

Mainly used against helicopters, light armor, and trucks. Can be used against troops or at close range for anti-tank.

HEP: High-Explosive Plastic

Mainly used against bunkers or fortifications. Can be used against unarmored targets, troops, headquarters, ammo supplies, etc.

APERS: Anti-Personnel (or Beehive)

Used only against troops or light vehicles

25mm AP: Armor-Piercing

Used mainly against light armor, can be used against other light vehicles or troops

25mm HE: High-Explosive

Exploding round best against trucks, infantry, and buildings.

TOW-2B: (optical sighted, wire guided missile)

Destroys anything out to 4000 yards.

The Stores Records can be accessed

at any time, as can the Damage Report, and Map. When you switch to view these selections the real-time clock pauses, and the game pauses as well.

Stores Record:

- # APFSDS rds
- # HEAT rds
- # HEP rds
- # APERS rds
- # .50 caliber rds
- # .30 caliber rds
- # smoke grenades (24 max, use 6 per smoke screen)

Scores

- # Infantry destroyed
- # Trucks destroyed
- # APCs destroyed
- # Major Weapons destroyed
- # Tanks destroyed (included PT-76 light tanks)
- # Key Targets destroyed
- # Hours Operation (this mission only)

Damage Report:

Commander: (OK, or Wounded, or Killed)
Driver:
Gunner:
Loader:
Mission: NOT DONE or COMPLETED
120mm cannon - (OK or HIT) [hit-knocked out]
.50 cal. gun
.30 cal. gun
Engine
Transmission
Tank Tracks
Fuel Tanks
Turrets
Mini-Turret
Day Sight
Range Finder
Computer
Thermal Sight
Wind Sensor
Smoke Mortars

Perhaps the best feature I can note is the movement view. I really got the "feel" of looking out of my M1 windows. The constant pitching forward and back is very realistic. Many have compared this real life motion of the M1 & M1A1 to riding a surfboard. I don't know, because I don't surf. The excellent torsion bar suspension of the Abrams makes for a smooth, slightly

Steel Thunder Firing Orders

Tank Commander: "Gunner, Identify"
Gunner: "T62A, 115mm"
Tank Commander: "Gunner, Target"
Gunner: "Yes Sir"
Gunner: "Ranging. . . ."
Gunner: "On the Way"
Gunner: "Target Destroyed"

Actual M1 Firing Orders

"Gunner, Sabot, Tank"
"Identified"
"Target, Engage"

"On the Way"
"Target Destroyed"

rocking ride. You don't experience the violent thrashing about at high speeds that other tankers do. This simulation of movement, and the constant hum of the turbine engine, was as realistic as a computer program can get. The movement of the M60A3 and M48A5 was far too steady when compared to the real vehicles.

The messages you get on the screen are interesting but not always totally accurate. If you try to give the driver a driving order and you're in his station: "I can't you're driving" flashes. If you shoot at another M1 or US tank: "Hey that's friendly" flashes. When you give an order to a crew member, they always respond "Yes sir!" if they can do it. When the last round has been fired at an ammo type is fired: "All out sir" flashes. When the gunner fires, he announces "On the Way." This is the one part of the firing routine that is right.

You can't shoot friendly tanks, troops, or civilian houses in the game. There are two reasons why not: First, you'll be held accountable for this mistake, and second, you can't destroy friendly troops, vehicles, etc. in the game. I once put 20 rounds of HEAT and APFSDS into a M1A1 at 1000 yds, and nothing happened to it. I kept getting "Hey that's friendly" on the message screen. I managed to get 2nd Lieutenant Accolade court martialed. This happens if you shoot friendly troops. General Miller will tell you "You shot my men! You will be Court Martialed!" I did this to see what would happen for this review only...I don't recommend it. Accolade was reduced from 2nd Lieutenant to Corporal, so he lost credit for all his previously completed missions. I also

found that you cannot run into other vehicles, troops, or buildings. If the driver is driving, he always avoids them. If you are driving, they magically move to the side before impact.

When you complete the mission, General Miller will inform you that the mission was either successful or a failure. He will recap your tally sheet with a total of enemy losses. You will be promoted, if possible, to the mission achievement rank, and awarded any medals credited for the mission. Your character will be automatically saved on the roster list of Disk B. You will have the opportunity to start another mission (with the same or a different character), or end the game.

Strategy Notes

Use the commander's station wisely, spot targets for your gunner to engage, and always check the range. If it's under 3500 yards, let the gunner handle it. You should keep searching the horizon for new and other targets. If you spot anything, identify and range it. If it isn't a heavy tank, use your .50 caliber to turn it into Swiss cheese. You only have a limited amount of main gun ammo, and the heavy machine gun can certainly handle BMPs, BTRs, PT-76s, and trucks. Use the coax to engage troops and trucks from the gunner's position, it is extremely well sited by the ballistic computer. As the TC, you should spot and locate the most dangerous targets, order the gunner to engage them, and keep searching. I only stop searching when I encounter a good target for the .50 caliber heavy machine gun. (Remember the gunner will not change ammo types or switch weapons). Override the controls if the gunner is unable to hit or a new, more potent threat suddenly appears.

A very good tactic is to pop those smoke grenades when Saggars start closing in. The Sagger must be guided to the target, and can't hit what its gunner can't see. Remember that if you're travelling fast, you'll drive right through your own smoke. I like to move to the driver's position and stop the tank before using the grenades. This leaves me in a blanket of smoke for over a minute. I then switch to the gunner position and pick off the enemy. You can then turn on the smoke generators and kill all enemy targets in range. You get a much higher probability of hits and kills while stationary. Since the program has no T-85 tanks, the enemy won't see you.

Another good tactic is to tell the gunner to go backwards, turn on the smoke generators, and switch to gunner position. You can then pick off the enemy easily, but always remember to range the target before firing. The range will be changing constantly as you move.

The TOW and Sagger missiles have a long flight time. This can be as much as two minutes at long range. This means that you can kill the gunner with a tank round before the missile hits. You must see the missile fired to know who the gunner was. If you're in the Bradley APC, you'll probably have to pop those smoke grenades to survive.

The tactics used to success are very realistic. This is another jewel of the program. The enemy vehicles don't have thermal sights, they are too expensive at \$200,000 each. The T-85 does seem to have a thermal pointer, and could be a real problem, if the game had any. This pointer has a very limited field of vision, but can pick out targets in smoke. Smoke generators use a lot of fuel, and so shouldn't be used excessively. This applies in real life as well as in the game.

Game Critique

Criticisms:

1) Privates do not command tanks, it is a Staff Sergeant position (you start as a private in charge of \$2 million tank).

2) No loader weapon or station (his machine gun helps, and he watches for Saggars or the enemy).

3) You won't switch positions in real life, unless a crewman is killed or wounded (you can't get into the driver position without getting outside or turning the turret around to face the rear!).

4) Tank firing commands are incorrect.

5) No half-open tank commander position with 360 degree scan.

6) Controllers are incorrect (driver steering and catalacts turn like a steering wheel on the M1 and M1A1).

7) Gunner position view incorrect (he can only see out through the sights).

8) You can only reload the smoke grenades by getting outside (a very risky business in the middle of battle).

9) Tank ammo is not completely accurate (APERS rounds not regularly used, and the game doesn't give you APFSDU rounds).

10) No T-85 Soviet tanks with thermal pointers.

11) Ammo selection is not accurate (the .50 caliber ammo is in boxes, and the .30 caliber ammo is in a magazine drum, so you won't get more of one type by taking less of the other!).

12) Only two Helicopters have ever been downed by tank main guns (both in the Middle East by Israeli gunners)

13) Soviet vehicles cannot track M1 or M1A1 at close range (their turret rotation doesn't match the speed of an M1).

14) M1 or M1A1 turret rotation in reality is much faster than in the game.

15) The speed of the M1 or M1A1 is wrong (I have many hours in an Abrams without speed governors, and the maximum speed is 45mph over terrain, and 70mph on good, open roads. Reports of 90mph downhill open speed that I have never experienced. I am skeptical of those claims anyway. My tank was number 00010 when stationed at Ft. Knox, it was a model tank, and I could never get it past about 70mph!).
Compliments:

1) The overall "feel" of the game is very good (the constant hum of the engine, the rolling effects of movement, and commander's view [without the half open hatch] all combine to make it

very good).

2) The engine start routine is very realistic (it reminded me of firing up my tank in real life).

3) Stations are accurate (switches and equipment are all correct; even if the views aren't).

4) Enemy reaction is very realistic (they actually move behind cover, and seem almost alive).

5) Slew rate on turret is accurate (you really can change rate of turret rotation by a single dial).

6) TOW and Sagger flight well done.

7) Halon Fire Extinguishers are correct.

8) Graphics are very well done (tanks fire, missiles fly, targets explode, wrecks burn, machine gun fire kicks up dirt, smoke generators blanket you, your guns recoil, and everything is in 3-D type pictures, not vector graphics).

Overall Evaluation

This the best tank simulation I have seen on a computer. A lot of work was put into it. Accolade really did their homework, and it looks like someone with real tank experience helped. My criticisms may seem petty, but I do know the M1 inside and out. I wanted to show any inaccuracy in the game. The fact I found only fifteen in such an extensive check is a credit to Accolade and their fine program!

The graphics are better than Electronic Art's *Abrams Battle Tank* and Microprose's *Tank Platoon*. Those other programs use filled with vector graphics, which are similar to an arcade game (I hate those graphics). I am a big fan of Microprose and their fine single command games (such as *Silent Service*, *Red Storm Rising*, and *Airborne Ranger*). They normally have the finest games where you command one single aircraft/submarine/vehicle. I believe *Steel Thunder* is better than their modern tank game, so that is a big compliment to its overall quality and "feel." I am also a fan of Electronic Arts, and since this game is even better than their *Abrams Battle Tank*, it is another fine feather in Accolade's cap.

This game is fast, and easy to learn,

but takes skill and time to master. The guide book explains everything well, and is all you need to play on an effective level. Use the tactics I described and you will soon master the game and it's skills. I highly recommend this game to anyone interested in today's modern armor combat. It is suitable for anyone aged 10 and up. *Steel Thunder* is the closest the public can come to real tank combat, today or in the future.

(Editor's Note: Hank Martin is a Captain in the United States Army, and was involved with the production and testing of the M1 Tank at Fort Knox.)■

FACT SHEET

TITLE: Steel Thunder

PUBLISHER: Accolade Software, 550 S. Winchester Blvd, Suite 200, San Jose, CA 95128

AVAILABLE FOR: IBM, Commodore 64/128, Tandy 1000

PRICE: \$39.95

NUMBER OF PLAYERS:

Solitaire

SCENARIOS: 24 missions

SAVE SYSTEM: Yes, at the end of each mission

GRAPHICS: Three dimensional, very good.

COMPLEXITY: Moderate

DOCUMENTATION: Forty-seven page guide book

OVERALL QUALITY: Very good

GENERAL DESCRIPTION: Single vehicle armored combat, with 24 missions in three different theaters of war. Choice of vehicle from M48A5, M1A1 Abrams, or the M3 Bradley Fighting Vehicle.

La Grande Armée™

CAMPAIGNS OF NAPOLEON, 1805-1815

The Corsican Ogre Rides Again

by Chris Perleberg

Getting It Out of My System

Some years ago, I took an Introduction to Programming course. The instructor was not very good. He made the things I already knew confusing. For his final, he gave us a chunk of pseudo-code and a set of inputs. We were supposed to figure out what came out. The only trouble was that he left out the last six lines (including the end of the loop). There was no way anybody could figure out the problem correctly. Too much was missing.

When confronted with this after the test, he wasn't sure what to do. He didn't feel he could throw out that part of the test because, he said, it would penalize those who got it right. A ridiculous consideration, when you stop to think about it. Anybody who got the right answers got them for the wrong reasons.

And so it is with TSR's *La Grande Armée* (LGA) game. Anybody who's played it up to this point could not possibly be playing it correctly except by misinterpreting or ignoring the rules. The forage rules allow you to forage only in your own territory, where you are generally so close to your depots that you do not need to forage. The effects of demoralization on cavalry is never fully explained, nor is the function of Army reserves. The introductory scenario is missing Davout's corps, without which the scenario's instructions to "pay attention to the rules regarding battle reinforcement" are meaningless. The rules never clearly state when a battle is over, or when pursuit is possible. To be charitable, the rules are terrible.

This is not helped by the fact that the rules book is almost completely lacking in examples. In the first sections, which

explain the basic movement and combat rules, there is only one example, and that does not seem to coincide with the rules (it's not clear in the example why the corps commanders involved do not issue their own orders, a case that is cleared up in the errata). I know I can pick up a Victory Games or West End rules book and understand how the game should be played, the rules are full of examples. I have spent hours trying to figure out how to play *La Grande Armée*. I believe there is a game in there somewhere, and want to find it. The accompanying errata clears up most of the main problems with the game. At least now I can play it.

To date, I have not seen a single review of this game anywhere in the hobby press. The *Wargamer* was going to run a review back in *Wargamer* volume two, number 3, then in *Wargamer*, volume two number 5, but the article never appeared. I suspect it was an embarrassed silence. I have never seen anything on TSR's *Barbarossa* game either, which shares many of the same failures as LGA, but I've long since given up on that game. But LGA, Napoleonic campaigning, swift marches and cavalry charges, I wanted this game to work!

Please excuse the bitterness. From this point on, I will treat LGA as a new game, and discuss it as presented in the rules book plus errata. How does it fit into the Pantheon of Napoleonic games? How well does it model the campaigns of the Napoleonic era? How does it compare with other games of the same topic?

First, a little truth in reviewing. I have not played any of the campaign scenarios, and will not attempt to review them here. I have not played the "big" scenarios (1806-1807, 1812, 1813) so I have not had to handle large masses of units. I have

played the 1805, 1806, and the Ratisbon half of the 1809 scenarios. More importantly, I have spent a lot of time with this game, both before and after the errata arrived, and feel fully qualified to review it. If some one (the designer would be nice) can point out my errors and misunderstandings, I'll be more than grateful and will bow to his superior knowledge of the topic.

"This Is La Armee, Monsieur Jones"

(from a popular song of the era, now lost)

La Grande Armée is a "remake" of the classic title from the early years of SPI. Unlike the earlier game, which covered only the 1805, 1806, and 1809 campaigns, the new LGA covers the last 10 years of the Napoleonic era, running from the 1805 Ulm/Austerlitz campaign to the final 1815 Waterloo campaign. In addition, the game includes scenarios for the campaigns of 1806 (Jena/Auerstadt), 1806-1807 (Eylau/Friedland), 1809 (Ratisbon/Wagram), 1812 (Russia), 1813 (Dresden/Leipzig, unfortunately, the opening phase of the campaign, Lutzen/Bautzen, is not included), and 1814 (the campaign against Paris). There is also a campaign game, offering three scenarios, 1805-1807, 1812-1814, and 1805-1815, the whole ball of wax, as it were. Spain is not covered directly, although it does have some effect on the game. LGA, therefore, covers all the ground of the old LGA, 1812, and Leipzig games, and more.

The scale is roughly one week per turn, 15 miles per hex. Scale-wise, that puts the game somewhere between The Avalon Hill Game Company's *War and Peace* and TSG/OSG/TAHGC/VG/COA's *Napoleon at Bay* (NaB) series

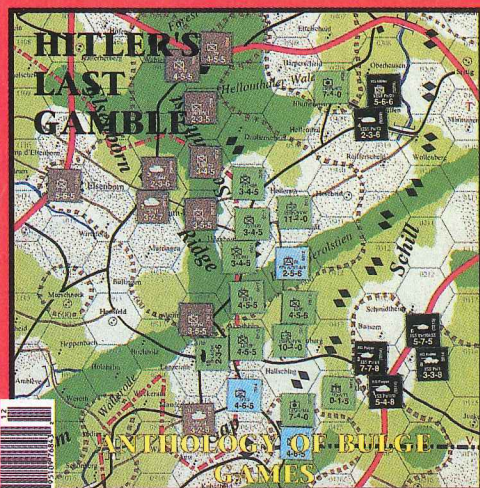
THE FIRST WORDS IN WARGAMING

The latest news and information

WARGAMER

Vol. 2 Number 17

\$5.00



NAPOLÉON'S LAST BATTLES
HARVEST OF DEATH
GAME REVIEWS • COMPUTER ANALYSIS
SPECIAL FEATURES & MORE ...

FIRE & MOVEMENT

Close-Up Reviews of New Games

Designer's Notes

Crossfire and Gauntlet • Profiles

Player's Notes

Special feature:

50th Anniversary Anthology of WWII Games

WARGAMER

Analysis, Strategy and Tactical Tips

Hobby News • Feature Reviews

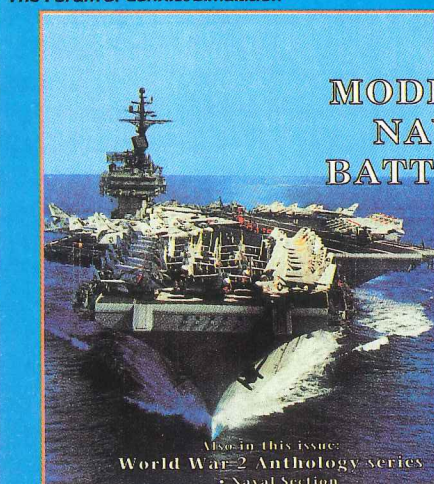
Variants and New Scenarios

Computer Game Strategy and Game Reviews

Special feature: Distant Replay

FIRE & MOVEMENT

October/November
Number 62
\$5.00



**MODERN
NAVAL
BATTLES**

Also in this issue:
World War 2 Anthology-series
• Naval Section
• The Eastern Front
Avalon Hill's The Last Horrah
Microprose's Red Storm Rising
Player's Notes
and more...

United States	Canada & Overseas	Overseas Airmail
---------------	----------------------	---------------------

1 year (8)	\$25	\$30	\$50
2 years/1 yr ea. (16)	\$49	\$59	\$99
2 years/Both (32)	\$95	\$115	\$195

(issue numbers are in parenthesis)

Check or Money Order only in U.S. funds drawn on a U.S. bank. Please specify magazine and issue number to start with. Clip, photocopy or send required information from order form and mail to:

Cummins Enterprises PO Box 1289, Salinas CA 93902

Name _____

Address _____

City, State, Zip _____

Country _____

Visa/MC # _____

Exp _____ Phone # _____

Signature _____

Amount \$ _____

(the only series to have games published by five different companies!). Units represent army/corps leaders and divisions/brigades of infantry, light cavalry, dragoons, heavy cavalry, and artillery. Each infantry or cavalry unit is represented by a leader of varying ability and a number of strength points, each point representing about 1000 men or 30 guns. Leaders are rated for initiative and combat ability. Army and corps leaders are also rated for morale value, important when determining rout and rally. There are also counters for bridging trains, partisans, detachments, and "R"s, whatever they are (you get a bunch of counters with "R" on them, but the rules don't explain what they are). There are four maps, stretching from Paris to Moscow. The maps are nicely done, with the many different provinces differentiated by color.

The sequence of play is fairly straightforward. First, all units are assigned orders. Orders are usually issued by an army commander, who spends a command point to assign the order (in some circumstances, a corps leader may issue orders). Because command points are limited, an army commander generally issues orders to a corps commander, who in turn commands all units in his corps. Orders are assigned by placing an order counter upside down on the affected unit. The different types of orders include March, Forced March (double normal movement), Double Forced March (triple normal movement, for the French only), Concentrate (stack more than one corps in a hex), Build or Destroy Depots, and Enter Winter Quarters. Units can only do what they are ordered to do in the upcoming movement phase. The system is flexible in that you can order your units to march or concentrate without saying where they should march or concentrate.

After orders are assigned, the players roll for initiative to see who goes first. In the early years, the French will almost always gain the initiative, while in the later years there is a fifty-fifty chance that the Coalition player will move first.

The Order/Initiative system has some important implications. First, assigning orders allows a kind of simultaneous movement, in that you have to decide in advance what your units are going to do before you see what your opponent is going to do, or, for that matter, before you

know who is going to move first. If you lose the initiative, however, you face the very real possibility that your orders will be out-of-date by the time you move, due to your opponent's actions. You may have ordered your units to march, but find that it would be better if they force marched. Tough. You have lost the initiative and are now "outside" of the "command loop," as they say.

After initiative is decided, the players determine the weather for the current turn. Weather, which ranges from clear to mud to snow, affects movement and attrition. The weather in June, July, and August is always clear, so these are the prime campaigning months. You generally want to have your troops in winter quarters by December, when the worst weather sets in, or you will have to expend lots of supply and suffer increased attrition. Winter campaigns (like Eylau) are possible, but you will pay a heavy price.

The first player can then move some

... the French have, in general, better leaders and can therefore move faster when they want to.

of his cavalry units to engage in "skirmish" combat. Skirmish combat involves cavalry and horse artillery units only, and is used to "punch holes" in cavalry screens. It never involves more than four strength points on a side. Skirmishing is necessary because all cavalry units have Zones of Control that impede movement. You can therefore use cavalry screens to slow down your opponent's advance. The Skirmish phase allows you to brush away his screen so that you can move your infantry unimpeded. This is a nice touch.

After skirmish movement, you move the rest of your units according to their orders. At the end of movement, you conduct your combat. After combat, your opponent moves and fights. Then both players determine supply, resolve any

sieges, and attempt to rally routed units. All in all, with the exception of the orders/initiative interactions, we've seen all this before: command, weather, movement, combat, supply. Let's look in more detail at the three most important aspects of any Napoleonic system: movement, supply, and combat.

"We're Off On The Road To Glogau"

(title song of a long suppressed Hope/Crosby movie)

Movement in *La Grande Armée* is very similar to movement in the old version. Units may march, force march (double the normal rate), or double force march (triple the normal rate, but unsupplied at the end of movement). Only the French can double force march. Unlike the older game, however, the number of extra movement points gained for a regular or double forced march depends on the initiative rating of the marching leader. This rating is added to a single die roll to determine the additional movement points gained. For example, an infantry leader with an initiative of 1 may only get two extra movement points in a forced march attempt. Needless to say, the French have, in general, better leaders and can therefore move faster when they want to.

But movement carries with it the possibility of attrition. As the designer's notes point out, not everyone is enthusiastic about marching 20 miles in the hot sun to get the opportunity to stand in some cornfield and dodge cannonballs. Every time a unit moves, it must check to see how many strength points it loses. Losses are higher if units force march. For example, a force of 40 strength points may lose as many as 14 strength points in a regular march, 16 points in a forced march. While it is more command efficient to move units in stacks, because it requires fewer command points, such movement carries with it greater losses to attrition. Again, losses are lower for the French. A campaign sometimes results in more losses from marching than from fighting.

This kind of thing has been done before, in games like *War and Peace* and *Napoleon at Bay*. It works here, but not as well as in the *Napoleon at Bay* series. Attrition is the same for infantry whether they move from one to five movement

points, or from six to ten. The *NaB* series "controls" movement better by incrementing losses more finely. Still, the march/attrition system in *LGA* is adequate and realistic.

Movement is affected by terrain and weather, but cavalry zones of control (ZOCs) also impede movement by adding to the cost to enter a hex. Cossack cavalry has an expanded ZOC that impedes movement even more when in Russia. For these reasons, players will usually want to create a cavalry screen using light cavalry to slow the enemy down, or at least force him to "skirmish" friendly cavalry before he moves. Under certain conditions, non-cavalry units can "create" a ZOC in an adjacent hex to force a moving enemy force to stop and attack. This provides a kind of "interception" capability which prevents the enemy from marching right past friendly forces. As might be expected, the ability to create such a zone depends on the initiative of the leader involved.

Units from different corps can stack only if they receive a Concentrate order. This order requires a separate command, in addition to the march order, so, for example, an army commander with eight

command points could order eight corps to move, but could only order four corps to stack together in the same hex (although the commander can always give orders to leaders he is stacked with). There is a victory point penalty for failing to meet a concentrate order, so you cannot just issue it routinely and wait to see what develops.

It costs two movement points for different corps to unstack after a concentrate order, representing the difficulty in trying to have everybody march on the same road. Normally, you concentrate your forces only in the presence of the enemy, as concentration requires more command points, results in larger stacks and therefore more march attrition, and slows your forces down. On the other hand, concentration makes you safer from attack. There will be times when you want to move your whole army as a stack. The stacking rules add an important consideration to the game.

While command is important to movement, there is a much more important consideration: what ya gonna eat when ya get there?

"When do we eat?"

(Anna and Laura Perleberg, on any trip over ten miles)

As the saying goes, an army marches on its stomach. Supply is critical in *LGA*, to say the least. Unsupplied units have an increased rate of attrition even if they do not move, and suffer a combat penalty. You usually do not want to move out of supply. Remaining out of supply is a good way to make your army disappear.

Supply comes from three sources: supply trains, supply depots, and foraging. Supply trains are movable units. A single supply train can supply all units in the hex it is in and all adjacent hexes, but is expended when it does so. Although they can move, they have a normal movement allowance of four, with 50% chance of gaining four extra points through force marching. Since the normal movement allowance of an infantry unit is five, trains slow you down. However, trains are required to build more depots, so you need them.

Supply depots are immobile supply sources, with the ability to supply all units within three movement points without being expended. Each depot can also create a single supply train each turn. Depots are therefore very important, for they are, ultimately, where your supply comes from. Depots can be created during the course of the game, and great care must be taken in their positioning, because it is around depots that much of your maneuver will take place.

Depots are also used in the game to introduce the differences between the armies of the era. The Prussians and Austrians must, in general, create a chain of depots running back to a depot city. An advance by such an army is therefore a slow, deliberate march with lots of pauses to build depots. The French, British, and Russians, on the other hand, need only trace a path of any length from an individual depot to a depot city. They can march rapidly to a given location (or as rapidly as their supply trains allow), and build a depot.

The French and Russians also have another, much greater advantage, the ability to forage. Foraging allows units to "live off the land" by "liberating" supplies from the "grateful" populace. French and Russian units can draw a turn

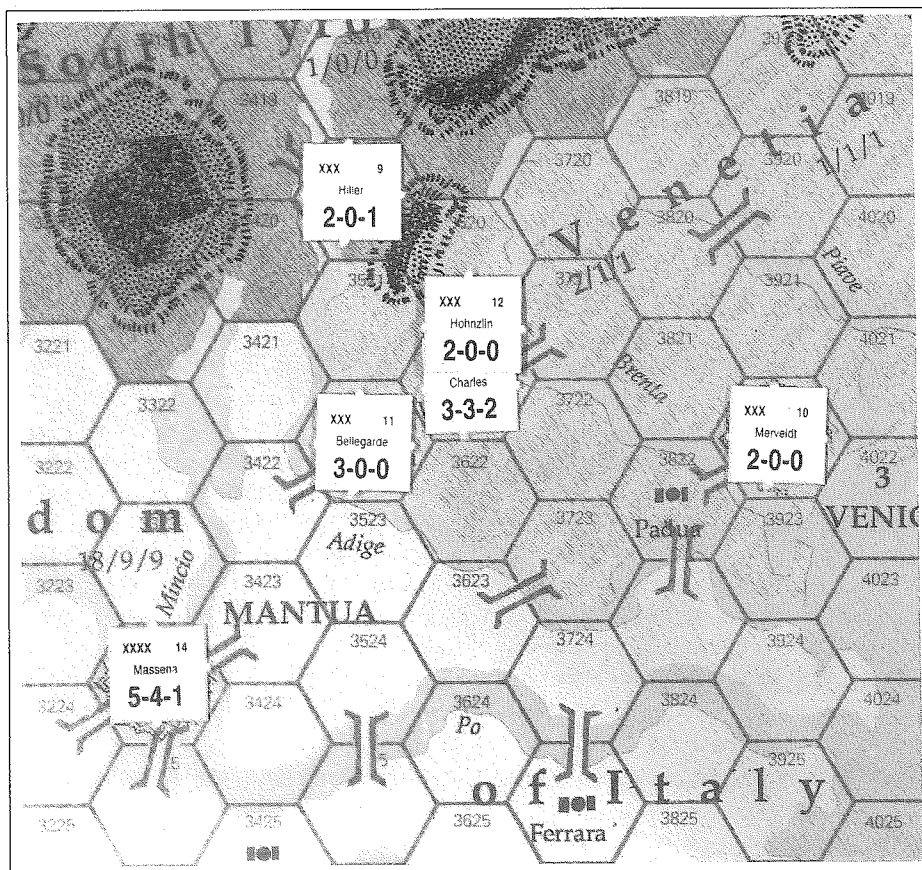


Figure 1

of supply from any friendly town or city within three hexes. Only two corps can draw supply from a given town at a time, and you can only draw supply from a given town twice. The first time you forage a town, you place a "foraged" marker on it. The second time you forage the same town, you place a "depleted" marker and it cannot be foraged again.

These rules work very well. They simulate a relatively complex set of interactions without being overly complicated. Foraging creates its own momentum. You can forage an area you are moving through, but you can not stay in one place very long without depleting it. Once you march through and deplete an area, you do not want to march through it again (cf., Russia, 1812). Some areas, like central Germany, contain lots of towns and cities, and will support a large army quite a while. Other areas, like Russia, have fewer and more widely scattered towns and force a foraging army to spread out and keep moving.

Foraging allows the French army to march circles around the slow, ponderous, depot-bound Coalition armies. In the original *LGA*, these differences were represented by different movement allowances (Prussian trains had a movement allowance of two, French trains a movement allowance of four; Prussian infantry units had a movement allowance of three, French infantry units a movement allowance of five, and so on). Here, national differences are still present, but in a more realistic way. The Prussians move more slowly because they are still fighting Frederick the Great's type of war. Their leaders, at least at the start, have low initiative, and so can not move as far as fast.

(As an aside, there are no supply trains given in the 1806 Prussian set up. The Prussians must start the scenario out of supply, something the Prussian army of the time would never have done. I add one train to every corps leader and two trains to every army leader.)

Depots in fortresses provide a special benefit in sieges. When such a fortress is besieged, the depot is converted to three to eight supply trains, depending on a die roll. The besieged units can then hold out that many turns, expending a train each turn. When all the trains are gone, the besieged force suffers attrition, and may surrender outright, depending on morale.

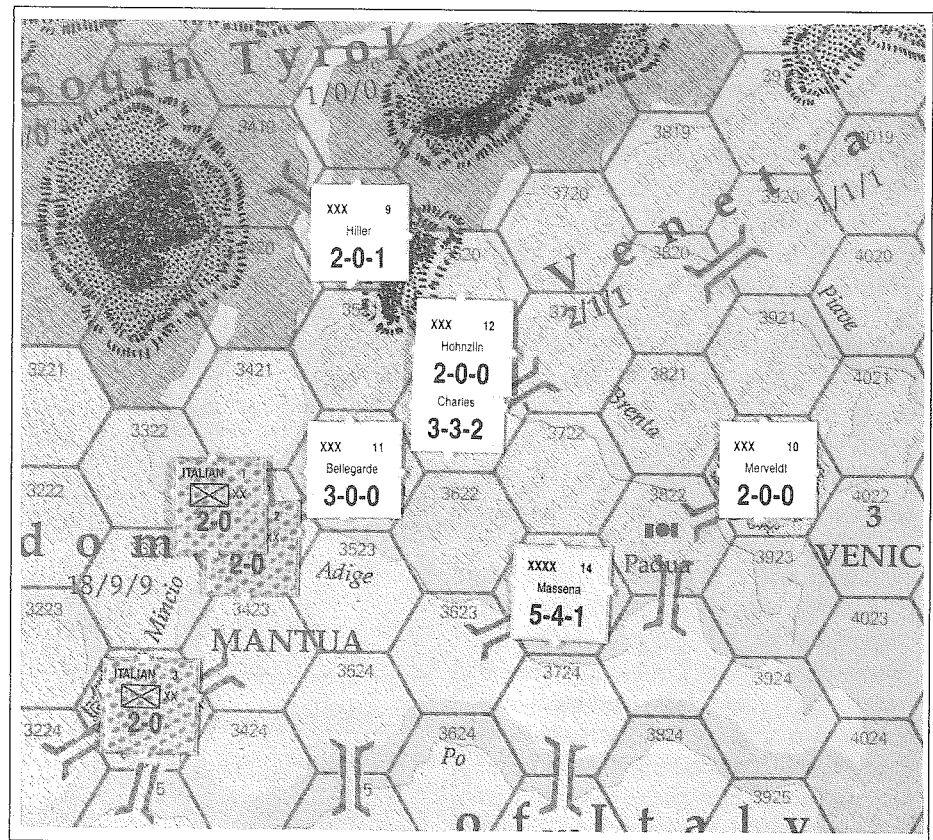


Figure 2

This rule works very well, providing fortresses with the ability to hold out a variable number of turns, so that the besiegers never know exactly how long a siege is going to last.

There is a small problem with cavalry screens and supply. While it is usually to your advantage to maintain a cavalry screen, keeping it supplied is sometimes a problem, especially for the "non-foraging" powers. By its very nature, a screen is scattered, and thus cannot be easily supplied by a supply train. Even foraging can be a problem, as you may be forced to use up a forage level to supply two lousy little brigades of chasseurs.

All in all, the supply system (and the movement system) in *LGA* works very well. But the last element, combat- well, we will see.

"Yonder lies the cannon, fodder"

(Tony Curtis, from a movie whose name escapes me)

The whole point of any Napoleonic campaign was to achieve the "decisive battle", the battle that would destroy the

enemy army once and for all. Every Napoleonic campaign (except maybe the 1814 campaign in France) ends with such a battle: Austerlitz, Jena/Auerstadt, Wagram, Friedland, Borodino, Leipzig, Waterloo. Any game capturing the era must provide for it. Any game capturing the era must provide for it. Yet each of these battles also has its own special features. At Austerlitz, Napoleon tricked the Coalition into attacking a seeming vulnerable flank, then broke them with reinforcements. At Jena and Auerstadt, Napoleon attacked part of the main army while Davout held off the rest. At Wagram, both sides fought a bloody stalemate until Napoleon wheeled in the Grand Battery and bludgeoned out a victory for the French. At Borodino, both sides just bludgeoned, until, exhausted, the Russians gave way. A game of the Napoleonic era, on this scale, must somehow account for these different outcomes.

LGA tries. Combat involves one stack of units attacking another. Units in different hexes cannot combine to attack a single hex (that's why the concentrated order is so important). Once combat is joined, each player decides what kind of

battle he wants to fight: a withdrawal battle, in which he tries to disengage under fire, a river crossing battle, in which the attacker is attempting to cross a river (a very nice touch in this game, covering battles like Aspern-Essling), or a standard battle. Each player then divides his forces into a front line, which does the actual fighting, and a reserve. Both players determine their combat modifiers, the defender's modifiers are subtracted from the attacker's, two dice are rolled, and the combat results table consulted. There is only one column on the table. Combat odds, as well as host of other factors, are applied as die roll modifications.

There are a lot of modifiers. For example, up to three leaders can apply their combat modifiers, as can up to half of the cavalry leaders present. Each artillery and heavy cavalry strength point and every two dragoon cavalry strength points add one to a player's total modifiers. Supply status, combined arms, and national morale also add to the modifier. In the introductory scenario, for example, the Coalition player can achieve a whopping 36 points worth of modifiers, while the French player can get 31, for a net modifier of +5.

While the modifiers add much to the "flavor" of the game by giving the various types of units their own special value, some of the modifiers are not quite right. For example, a force of 5,000 infantry facing a force of 5,000 heavy cavalry would, in reality, probably have the upper hand, yet in the game, the cavalry force would get the +5 modifier. A force consisting exclusively of artillery wouldn't accomplish much, yet it receives beneficial modifiers. I have yet to see someone create a blitzkrieg-like stack of heavy cavalry, but I suppose it could be done. The modifier system is complicated enough without complicating it further, so I can live with it.

The Combat Results Table (CRT) goes from zero to fourteen. A modified roll of 0 routs the attacker, and a modified roll of 14 routs the defender (only the front line actually routs). Routed units must immediately retreat, lose 50% of their total strength, and are in big trouble (probably too big, as we shall see). Results of 11-13 cause the defender to retreat one hex and check morale. If he fails the check, he must immediately retreat five hexes, does

not lose 50% of his strength, and is also in big trouble. A result of 1 through 4 inflicts losses on both sides and ends the battle. A result of 10 inflicts losses but allows the battle to continue. Finally, a roll of 5-9 causes a result called an Escalating Exchange, about which more in a minute. The results from 10-14 also give the attacker advance points, which allows him a limited ability to move and engage in combat again. I've explained the CRT results here because they are key to understanding what's wrong with this combat system.

The escalating exchange result is supposed to account for bloody actions like Borodino and Wagram. Basically, the defender takes a minimum loss, and then either retreats or "bids" a sum equal to or less than the minimum loss. The

The escalating exchange result is supposed to account for bloody actions like Borodino and Wagram.

attacker then either retreats or bids. This continues until one side decides it has had enough and retreats, thus ending the battle. Both sides then take the last loss bid. Neither side is routed. It is possible for the smaller force to completely wipe itself out, something that never happened in a Napoleonic battle.

As described above, each player sets up his forces into a front line and a reserve. The front line does the actual fighting. The reserve line is for pursuit after a rout (to inflict extra losses on the retreating enemy) and to take part in future rounds of the battle. For combat in *LGA* is fought in rounds. After each round, both sides may attempt to reinforce the battle with any forces that happen to be nearby. After reinforcement, another round of battle is fought. If one side or the other "out-flanks" its opponent, it gets a beneficial die roll modification, unless its opponent

can deploy a second line using his reserves. The rounds continue until one side is routed or withdraws, the attacker does not have any advance points or is not adjacent to the defender, or the attacker calls off the attack.

While this sounds good, it doesn't work in practice. First of all, there are so many escalating exchange results that many battles just plain end after the first round. In the introductory scenario, for example, where I calculated a +5 die roll modifier, there is a 17% chance of the scenario ending on the first roll. Of course, the chances of an exchange are highest with exactly equal opponents (66%), which is probably as it should be. But if that's the case, what good is a reserve? You do not even need it for pursuit. And holding back a reserve might increase the chances of an exchange result. What good is trying to set up a "flanking attack during a critical round of battle" as the Designer's Notes suggest? There is only a 1/6th chance that there will even be a second round of combat (results 10-12).

Even if you do not roll an escalating exchange, rolling a rout result might end the battle. In the introductory scenario, the Coalition player will roll a rout 28% of the time. Now, only the front line routs. The reserve makes a morale check, which if it passes, allows it to stand. But the front line must be at least two-thirds of the total infantry strength of your force, and it is not a good tactic to let two thirds of your infantry rout so that some leader with 20 SPs can try to pull off a flanking attack. And if your opponent has a reserve, you are going to have to withstand at least one more round before you can get the flanking benefit, because your flanking attack is going to have to fight and defeat this second line.

The only results that consistently allow a second round of battle are modified die rolls of 10-13 (a 55% chance with a +5 modifier). Only a result of 10 allows both sides to absorb losses and continue. A result of 11-13 require the defender to retreat one hex and check morale, possibly causing a rout. While there is a greater than even chance of a second round, keep in mind that I calculated the +5 modifier with no French reserves. Keeping a reserve to be able to withstand a rout result would result in a modifier greater than +5, which will make the odds even

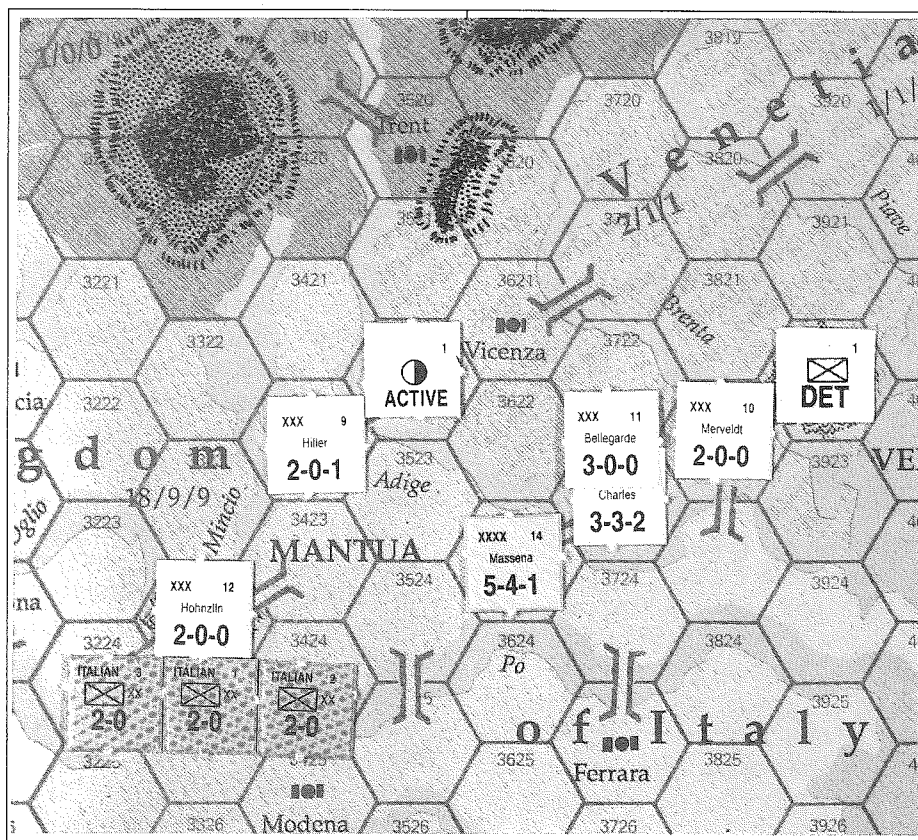


Figure 3

worse for the French player. And if the die roll is within this range, the French will most likely lose 24 strength points out of a total force of 55 strength points (Davout corps, which would try and pull off the flanking attack, has 15 strength points, which will not help much).

And there is another problem. Remember how a battle can end? The attacker can merely call it off. I've seen a battle where the French attacked a lone Russian corps and the Russians stood (the front line routed but the reserve held). Three large Russian corps were in reinforcement range with flanking possibilities. But the French player merely smiled and declared the combat over.

The outcome of all this is that the combat system described in the rules does not match the results on the CRT. It is just too hard to pull off a flanking attack, or to use a reserve for anything other than pursuit. It is not worth doing anything as the attacker except putting everybody in the front line. Reserves? The attacker does not need any beyond a few light cavalry units, because if a second round is possible and he is in danger of being flanked, he can just call off the attack.

This combat system does not work. Forget the "Sunrise of the Empire". The best (in fact, the only sane) strategy for the French in the Introductory scenario is to withdraw.

The rout result is also a problem. Routed units lose a movement phase and, if attacked, retreat again and lose 50% of their strength. The problem is that they can then be attacked by any unit, regardless of size. A single cavalry brigade (light cavalry at that!) can rout a whole army and reduce it by 50%. Now, pursuit of a retreated foe is one thing, but this is ridiculous. And since the routed unit then loses another movement phase and can not be rallied in the next rally phase, the cavalry brigade can attack again, and again. Usually, there are enough unrouted units to prevent something this extreme, but the rules do not work.

"OK, But How Do You Really Feel?"

(Custer to Crazy Horse, Little Big Horn)

Disappointed. While the movement and supply systems work, the combat system does not, at least not as I can figure

it out. It adds up to a game that should be fun to play but is not. You march and march and it all ends in an unsatisfactory combat.

Am I being unfair? There are, after all, two kinds of criticisms: criticizing the design and criticizing the game the design creates. I could object, for example, to the rules on escalating exchanges on the basis that they did not really occur that often. Chandler puts losses at Eylau as 10,000 for the French and 25,000 for the Russians, at Borodino as 33,000 for the French and 44,000 for the Russians. These are hardly equal exchanges. (For historical interest, compare these losses with the approximately 26,000 lost by both sides at Antietam in the American Civil War!) But including the Escalating Exchange result is a design decision and I won't argue with it. After all, a strength point represents approximately 1,000 men, and I would expect that 1 French point equals fewer men than one Austrian point. But the escalating exchange result does not work with the other parts of the game. If combat were a one roll shot, with battle reinforcement before that roll (as in the *NaB* series), it all might have worked. The design decisions that went into the combat system may have been good ones, but they do not mesh together. You can not have reserves and flanking and that CRT at the same time.

My objections, therefore, are not so much "I would have done it this way" as "What is it you have done?" I would have designed a game with in-hex, rather than adjacent hex, combat, but who cares? I didn't. But I find it hard to follow the game that is presented before me.

Would I recommend the game? Well, for the Old Guard what else is out there? *War and Peace* is not quite the same scale (and why, oh why, did they put the rivers through the middle of the hexes?). *Empires in Arms* really has a different emphasis. West End's *Campaigns of Napoleon* is best forgotten (it was really bad). The old *La Grande Armée* is fairly good (only those of us who have it really know), but it is dated and, to be frank, I never really understood how a "Defender Retreat Scattered" result worked. Those rules did not have any examples either. That leaves the *Napoleon at Bay* series (including *Bonaparte in Italy*, *Struggle of Nations, 1809*, and *The Emperor Returns*),

which are really the closest comparable games to *LGA*. The *NaB* series is better, although the combat system in those games does leave something to be desired (like an expanded 2-12 combat results table for starters). But the combat system works as it is supposed to, even though it does not work the way I think it should.

So, would I recommend *La Grande Armée*? Only if you are a dedicated Napoleonic buff. And then only because there is really nothing else available on this topic and this scale (this is not the *Battle of the Bulge*, after all). Plan on spending some time figuring out how the game is supposed to work. And if you are like me, try and figure out what went wrong with its development. It had play testers and a rules editor and everything. It really showed such promise.

"An Example Of Play"

(Wellington, at a playing field of Eton)

This is an example of play, using the 1805 "Massena vs. Archduke Charles" introductory scenario. The scenario shows the Italian side show to the 1805 Ulm campaign, where Austrian Archduke Charles moved into Italy as Ferdinand moved into southern Germany. In another sad example of the problems with this game, the victory conditions *must* be in error. They indicate that the Austrian player wins by *either* taking Mantua or by retreating 45 strength points to the east and north. They must mean the Austrian player wins by *both* taking Mantua and retreating the 45 strength points. (If not, I quit, as the scenario is pointless, the Austrians can win in one turn and the French can't stop them). This change puts the scenario more in line with the 1805 campaign game (where the Austrians can partially offset losses in Germany by conquering northern Italy).

Figure 1 shows the starting positions. Massena has five infantry divisions, with a total of 39 strength points, two heavy cavalry brigades, three dragoon brigades, three light cavalry brigades, and three artillery units, for a total of 50 strength points. His base is the depot fortress of Mantua. Archduke Charles has four heavy cavalry brigades, one dragoon brigade, and four artillery units (nine SPs). Hiller, Meerveldt, and Bellegarde each have 21 infantry strength points, one dragoon

brigade, one light cavalry brigade, and one artillery unit (24 SPs each). Hohenzollern has 21 infantry strength points, one light cavalry brigade, and one artillery unit (23 SPs). The Austrians have depots in the Venice fortress and in Verona (hex 3522).

The Austrians therefore have 104 strength points to the French player's 50. However, the Austrians have to take the Mantua fortress and exit 45 SPs off the east edge to win, so they need the extra points.

But not in this case, as Massena, realizing the need to save magazine space in the 1990s, has decided to attack (hey, I said it was an example, I didn't say it was a good example!). During the command phase, he orders all his units to march. As all his forces are stacked in the same hex, this requires no command points. Because of special rules, the Austrians must first roll a die to see if any of their units can move. They roll a 2, so Charles can give orders. He orders all his units to march as well.

In the Initiative phase, the French gain the initiative and so can move first. The French player then rolls for the weather, which turns out to be clear. There is no Skirmish phase, as neither side has any cavalry screens deployed. The French player then deploys a supply train on Mantua (which is also a depot) and proceeds to move.

The French cross the Adige river to attack as shown. One Italian division of seven strength points is left behind in Mantua to garrison the fortress, and two light cavalry brigades are moved to hex 3422 to block the bridge. The cavalry does not need to check for march attrition (French forces under five SPs do not suffer attrition in clear weather), but Massena's force does. The French player rolls a die, subtracts one from the die roll (for being French) and consults the March Attrition table. In this case, the French player rolls a 2, modified to 1, which results in a three strength point loss. Three infantry SPs are lost.

The French also move the supply train. To keep up with the main force, which moved five hexes, the train must force march by rolling a 4-6 on a single die. It does, and finishes in the same hex as the rest of Massena's force.

Play proceeds to the Combat phase, where the French player declares an attack on Charles and Hohenzollern. Both sides put all their forces in the front lines. No reserves are necessary (if another round of battle is possible, the French will call off the attack and the Austrians will call in battle reinforcements). The French have 38 strength points and the Austrians have 32, so the odds are one to one, which results in no die roll modification for odds. The French add up their other modifiers: +4 for Massena's combat bonus, +1 for the combat bonus of one of the division leaders, +1 for the bonus of a cavalry leader, +2 for the two heavy cavalry units, +1 for the three dragoon units, +3 for the three artillery units, +1 for combined arms, and +2 for morale (most of the units are Italian allies, not French), for a total of +15.

The Austrians add up their modifiers: +3 for Charles' combat bonus, +3 for cavalry leaders, +4 for the four heavy cavalry units, +5 for the artillery, +1 for combined arms, and +2 for morale, a total of +18. The modifier for the battle is therefore 15-18 or -3. Napoleon will not be happy.

The die is rolled, giving an 8, which is modified to a 5. This results in an escalating exchange. The Austrians must take four losses and either retreat or bid. They bid eight, the maximum. The French player, already outnumbered in the overall situation, decides to end the battle by retreating. Both sides lose eight strength points (six infantry SPs, one cavalry SP, and one artillery SP). The French retreat one hex into 3723, taking the supply train along with them. Figure 2 shows the respective positions at the end of the French combat phase.

It is now the Austrian movement phase, and the Austrians, who cannot combine to attack Massena (as they do not have a concentrate order), decide to begin the march on Mantua. In the Skirmish phase, Hiller detaches his two cavalry units and marches them over the Adige river to skirmish the two Italian cavalry units guarding the bridge in hex 3422. The odds are 1:1, and a 4 is rolled, forcing the two Italian cavalry units to retreat two hexes to Mantua. The Austrian cavalry advances into the hex and stops, ending the Skirmish phase.

In the movement phase, the Austrian player moves Hiller to 3422 to rejoin his cavalry, Hohenzollern to 3423 (he can't stack with Hiller because they do not have a concentrate order), Meerveldt (less a detachment of five SPs) to Padua (3822), and Charles and Bellegarde to 3622. Hiller loses three SPs to attrition, Meerveldt, Hohenzollern, and Charles lose none, and Bellegarde loses four (three infantry and one light cavalry).

Charles now declares an attack against Massena with himself and Bellegarde. Meerveldt cannot attack in the first round. But if the battle continues into a second round, he could make a flanking attack. Massena decides not to take a chance and chooses to Withdraw. A Withdrawal battle is a special case, and Massena puts only his cavalry (five SPs) in the front line. Charles, in turn, can only attack with his cavalry (six SPs). In the resulting battle, a modified 10 is rolled, causing the Austrians to lose two SPs and the French three SPs. Massena, however, has successfully withdrawn, and retreats to hex to 3623 along with his supply train. The Austrians use their two advance points to advance after combat into 3723. Massena must make a morale check to see if his force routs. He rolls a 3, which is modified to a 2 by his morale bonus, and the French stand.

In the supply phase, the Austrians are all within range of an active depot, so are all in supply. Massena is more than three movement points from his depot at Mantua, so he has to expend the supply train to remain in supply. In the Fortress phase, Hohenzollern (15 SPs) moves into the Mantua hex to besiege the fortress. The turn is over (as no units need to be rallied).

Figure 3 shows the respective positions at the end of the turn. The French have not accomplished much. They have lost 11 strength points in battle and three SPs in march attrition. The Austrians have lost 10 points in combat and seven points in attrition. But they have besieged Mantua, and on the next turn can concentrate on the hex and assault the fortress. I hope things are going better on the Danube!

"Can It Be Fixed?"

(Kirk to Scotty, once a week)

I offer here a new CRT and rules on rout that seem to take care of my major objections to the game. These have not

New CRT for *La Grande Armée*

DIE RESULT	ATTACKER	DEFENDER
0	3, R, L2	1
1	3, RI, LI	2
2	2, RI, LI	2
3	2, R2	1
4	1, R2	1
5	1, R3	1
6	1, R3	1
7	2	2
8	1	1, R3
9	1	1, R3
10	1	1, R2
11	1	2, R2
12	2	2, RI, LI
13	2	3, R1, L1
14	1	3, R, L2

Explanation:

— Loss number.

R — Possible rout. Force must make a morale check. If it fails the

check, the front line routs. If R is followed by a number, that number is subtracted from the morale check. Add 1 to the morale check for each previous rout roll made. All modifiers are cumulative.

L# — Leader loss as per (12.55) and (12.56)

been extensively playtested, so feel free to tinker with them. A few of these changes get awfully close to fooling with design decisions, but I offer them anyway.

Battle Duration

A battle continues until one side or the other withdraws or routs. Advance points are only awarded after the battle is over.

Advance Points

If the opposing player routs or withdraws, the victorious player (attacker or defender) rolls a die to see how many advance points he receives. Add the initiative of the victorious leader and subtract the current combat round from the die roll. Halve the result (round down). The victorious player gets this number of advance points. For example, if Napoleon routs his opponent on the third round he

would add two to a single die roll. If he rolled a four, he would get three advance points.

These advance points are used like movement points except that if the advancing force moves adjacent to the force it just attacked, it must stop movement and can move no further (it could not attack that force, either). Note that if using the Concentration rule change below, all these units would be considered concentrated, and would not pay any extra cost to leave the hex.

Reserves, Morale, and Flanking

A force can also get the flanking benefit by releasing a reserve. If one side releases a reserve, and the other side cannot release a reserve that is at least 75% (rounded up) of that reserve, the first side

gets a +4 modification to the die roll on the current round and on every subsequent round the reserve is not met. A leader entering the battle as a battle reinforcement counts as a reserve on the turn after he enters the hex.

Optional: A player receiving an "R" result can commit a reserve to lessen his chances of a rout. For every group of SPs equal to the current minimum loss value committed, the player can subtract one from the morale check die roll. For example, if the minimum loss is eight, the player can commit 16 SPs from the reserve and subtract two from the morale check die roll. This reserve is committed immediately before the die roll is made, and does not count for the case above (that is, it does not have to be matched). One-half (round up) of this reserve is immediately lost.

Withdrawal Battles

A force does not have to make a morale check after retreating one hex in a Withdrawal battle (the CRT now contains its own morale checks, so another is not needed). It still has to check morale if forced to by the CRT.

Effects of Rout

If a force routs in combat, it must retreat five hexes and make another morale check (this check is not modified for previous rout rolls - the morale of the force is not yet zero for this purpose). If the force fails the check, it loses 50% of its strength in addition to any losses from combat and pursuit. If it passes the check, it suffers only combat and pursuit losses. The unit is marked with a Rout 1 marker regardless of the morale check, and is now routed.

A routed force is considered doubled in size for march attrition purposes. It has a morale of zero and can be attacked normally (at minimum odds of at least 1:2). It can not attack. It moves normally (using commands and so on). The Rout 1 marker is flipped over at the end of the next friendly movement phase, after which the unit can attempt to rally normally. A routed force that is routed again suffers 50% losses. It does not make a post-retreat morale check to determine whether or not these additional losses occur. A routed force never gets advance points.

Battle Reinforcement

A leader can attempt battle reinforcement

each round. A leader can attempt reinforcement no matter how far away he is from the battle. However, he can move only three movement points per turn, and must roll each turn to see if he can move.

Note that units adjacent to attacking units but unable to attack must make battle reinforcement rolls to be brought into the combat. This is an exception to 12.72.

In addition, drop rule 12.79 as unneeded complexity. The attacker merely rolls again and the defender gains a +4 modifier. Since the new CRT is more balanced, the defender can still benefit substantially without having to become the attacker.

Battles and Concentration

All units in a hex that is either attacking or defending are considered to have the same concentrate order, even if they were not issued a concentrate order in the Command phase. That includes units that reinforced the hex. In the second player phase, the player may combine that concentrate order with one other concentrate order (if he issued any).

Supply

An inactive depot in a fortress does not provide supply, but units that do not move do not have to make an attrition die roll if they can trace to the depot. A single supply train can supply all cavalry brigades within three hexes without being expended.

"Why? 'Cause I Said So!"

(J. Stalin, frequently)

The new CRT does away with escalating exchanges and withdraw results entirely. Escalating exchanges now occur naturally, as a result of successive die rolls. Unlike the old rules, however, each roll is a new combat round, so reinforcements can be brought into the battle. Withdraw results were just dropped. If you want to withdraw, you can do so by choosing a withdrawal battle. The rout result now depends on morale, and is not automatic. It is, however, progressive, so the more times you have to roll, the more chance you have of routing. With this CRT, battles now depend more on reinforcements, leadership, and morale.

Battles now continue until one side or the other withdraws or is routed. No more of this "the battle, she is over" stuff.

Note that both sides now get advance points if the other side routs or withdraws. This makes battle more "even" and can really mess up the attacker if the defender is able to advance into a hex about to be attacked.

The new reserve rules make reserves even more useful. You can now gain the flanking bonus by playing a reserve your opponent can not match (ok, so I got the rule from West End's *Killer Angels*, I know a good rule when I steal it). You can also use your reserve to lower your chances of rout, committing the reserve to "stabilize the situation," although at some loss.

The changed rout rules merely give routing units a chance to survive. They suffer more attrition while they are routed, and can not attack. A morale of zero makes them more likely to rout as the result of a morale check in battle. The automatic 50% loss now depends on the leadership and morale of the routed force. Under a good leader, good troops will not totally fall apart. And it now takes more than a single cavalry brigade to make them run away again.

Forces can now be used as battle reinforcements no matter how far away they are, and you can now try each turn to get them to move. This is really a "sucker" rule. I love watching a Prussian player stand and take losses round after round while trying to get Hohenzollern to wake up and bring his huge army to the rescue. Without this rule, the Prussian player would do the sensible thing and withdraw.

The automatic concentrate order is to take care of a little anomaly in the rules. The second player can start his movement phase with his whole army stacked in the same hex (as the result of battle reinforcement during a battle in the first player's turn). Yet, unless he issued these units a concentrate order, they can't move as a stack. You could argue that at this point they have already concentrated, and so do not need the order.

The supply rule covering depots in fortresses covers another anomaly in the rules. A depot in a fortress can be inactive, and therefore is no longer a supply source. However, if the fortress is besieged, it becomes a kind of supply source, providing a varying amount of supply to the besieged units. In the Ulm scenario, for example, it is to the (con't. on pg 52)

CAMPAIGN ANALYSIS

RAID ON ST. NAZAIRE

by Greig R. Seidor

As a husband, father, all to frequent business traveler, and wargame fanatic (since I received *Tactics II* at the age of 13), I find Avalon Hill's game *Raid on St. Nazaire* fills a large void in my wargaming life. Since it is a solitaire game, I can play whenever the opportunity allows (often, until 1 a.m. on Saturday morning!). But, as any good wargame should, it also provides a wide variety of choices in trying to achieve a better than historical result.

This article contains some playing suggestions I have found helpful during the course of the fifteen games I've played (so far) and summarizes how I've done (the game is tough to win, I've found). I've also provided a couple of enjoyable variants that do not require much change to the current design of the game.

PLAYING SUGGESTIONS

The Naval Part of the Raid

What to do to reduce heavy casualties in the first few turns. Play only once and you quickly realize how crucial are the naval portions of Turns 1 and 2. During these turns, your goal as the British player is to get your ships to their Landing Areas as quickly as possible, so that their commando passengers can start moving towards their targets. The longer the ships conveying them take to land, the longer those commandos are subject to German Harbor and Dockside Defensive Fire, which can cause crippling casualties and thereby reduce the commandos ability to fight and to destroy targets. Thus, a series of "Evade" and "Turn Away" results from German guns, which delay your ships' movement towards, or landing at, Landing

Areas, can really hurt during these early turns.

Unfortunately, luck plays a large role in this early stage of the game. There is nothing you can do to reduce the effect of German Harbor Defensive Fire, since it represents off board German guns, whose fire you cannot reduce. German Dockside Defensive Fire is a different story, since it comes from on board German guns, at which British Covering Fire can be directed. The question is: which guns to shoot at first?

Your first concern should certainly be those German guns capable of firing at Sea Zones in which British ships are most likely to be located. As the discussion below indicates, I'm a fan of using the Avant Part Zone (also known as Zone Z) as a "parking lot" for ships that will eventually be used to evacuate commandos at the end of the raid. Thus, taking out the guns at 311, 411 and 312 and the searchlight at 412 will make Avant Port a safer place for your ships to spend a few hours! Similarly, since all ships have to pass through Zone A, guns that can fire at that Zone should also be targets.

Note that British Covering Fire, which represents the gunfire effect of the British ships' guns, is usually ineffective in destroying enemy targets. Even when all British ships are firing at full strength, the odds of a successful hit at your first target are only 7/12 and go down rapidly thereafter; a successful hit will destroy the target only 16% of the time. However, such a hit will always either disrupt the gun or put it out of action. Guns that are disrupted or out of action are automatically destroyed by a British unit grenade or demolition attack in that same turn. Thus, your target during

British Covering Fire should be reachable by commando units in that same turn, so as to allow for follow up grenade/demolition attacks necessary for the German gun's permanent destruction.

I recommend not shooting at the *Sperrbrecher 137* guns, as torpedo attacks will likely rid you of that nuisance early in the game. Since commandos in or adjacent to an area containing a German gun render that gun ineligible to fire during the German Dockside Defensive Fire phase (Rule 11.4), I suggest ignoring the Area 222 guns also, since the *Campbeltown's* commandos will "mask" them upon landing. Moreover, you cannot land any commandos near Area 222 until Turn two and, as noted below, there are guns in Areas that can be reached in Turn one.

The same logic might lead you to conclude you could also ignore the gun at Area 336. But that Area is the Landing Area for a number of commando units (at least in the historical scenario). Since commandos have only two movement points (MPs) in the turn they land and since leaving an Area with a German unit (including a gun) costs an extra MP, the presence of the Area 336 gun means landing commandos can move only one Area during Turn One, instead of the normal two. The most serious consequence of this delay is the fact that the gun at Area 344 will be able to fire at commandos landing at Area 336, since those commandos will be able to move only as far as Area 335 their first land movement phase. Area 336 is therefore my first target during British Covering Fire in Turn Two and high up on my list of targets in that phase of Turn One.

Consider assigning commandos to other Landing Areas to attack German

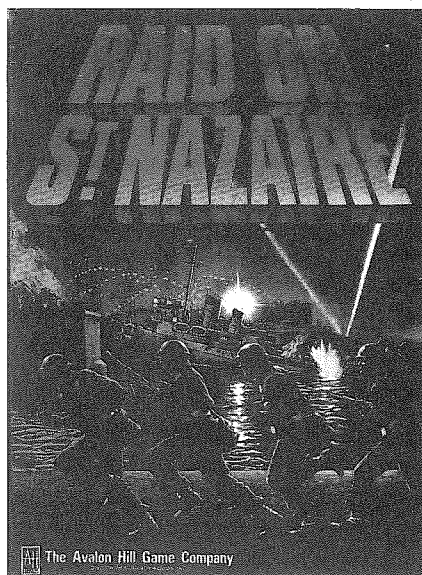
guns. I discuss below Rule 2.3, which allows you to assign commandos to different Landing Areas than those set out in the historical scenario. This Rule therefore allows you to land commandos directly at Areas containing guns able to fire at Zones A and Z, rather than having to proceed overland to attack them. Note further that the guns in Areas 311 and 312 can be reached in Turn One, so these Areas would be ideal targets in the first British Covering Fire phase, if commandos are to land there. Of course, you should check at the end of the first German Harbor Defense Fire phase to see if the ships assigned to land at these Areas are not going to make it during Turn One because of "Evade" or "Turn Away" results caused by German gunfire. As noted above, successful Covering Fire is most likely (83%) to cause an "Out of Action" or "Disrupt" result on the target, rather than destroy it outright. Disrupted or out of date targets may be restored to action during the next turn. Thus, the sensible thing to do is point your ships' guns at targets you are still able to reach that turn, so as to maximize the chance that assault commandos landing that turn will be able to destroy such targets before they have a chance to be restored to full functioning.

Use of Sea Zone Z to protect British ships to be used for evacuation. In the actual raid, only a few British ships survived and only because they escaped early, without evacuating commandos. Despite this fact, and despite the willingness the commandos displayed to being "abandoned" at St. Nazaire, I strongly believe a major effort should be made to bring commandos home, because the British would have done so had it been possible. Obviously, you need to balance the likelihood of rescuing commandos with the risk of losing crew in the process. The game provides an incentive to getting crew and commandos home by awarding 0.2 victory points (VPs) for each crew or commando strength point brought home to England. My experience is that the difference between a moderately successful raid and one that is a huge success is usually the result of getting a significant number of crew and commandos home.

In order to preserve the ships to accomplish this, you should move them to the Avant Port Zone (Zone Z) as soon as possible after they discharge passengers.

Harbor Defense Fire does not apply to that Zone, thus you avoid as many as twelve shots each turn at ships from off board German guns.

I discussed above the need to reduce the effect of Dockside Defensive Fire on Zone Z by taking out the guns and the searchlight that target the zone. The only exception to this rule might be the two guns in Area 436, which may be too far away to be reached by commandos and thus should be attacked by Covering Fire alone. Once all guns (save for those two) are eliminated, German Dockside Defensive Fire against ships in Zone Z in any given turn is effective only



on a single die roll of one or two, possibly less if Covering Fire succeeds in suppressing the fire of the two remaining guns.

Note, in this regard, that if all British ships are in the Avant Port Area, there is no German Harbor Defense Fire phase. Hence, British Covering Fire will occur first, meaning the British craft get to fire before the German guns do. By the time you recover what remains of the British flotilla in Zone Z, your own fire will be effective only on a two edged roll of (at best) five or less, so the practical effects of shooting first may be minimal. But it sure feels good to blaze away before the Germans get to!

A major benefit of "parking" the British vessels in Area Z is that you can use Area 314 to pick up departing commandos, even if that Area is not used to land them. Under Rule 8.5, during any given turn, a British ship may land at an Area not used to discharge commandos only on a single die

roll of one or two. In reality, this restriction has little impact, for you can begin to try to land rescuing ships at this Area as soon as possible after their arrival in Zone Z. By the time you are ready to start loading returning commandos, most, if not all, of the ships available for evacuation will have succeeded in landing.

The need for "triage" on British ships. Wargaming can give you a gut wrenching sense of the awful choices that war forces on combatants. *Raid on St. Nazaire* provides several good examples of such tough decisions. For example, what do you do when German naval fire sets a motor launch full of crew and commandos on fire before it is able to land its passengers? You may desperately need the commandos, depending on the situation. Yet the damage caused by enemy fire has cut the ship's speed in half, and subsequent German naval attacks could cause the ship to explode, with the loss of all crew and commandos. The fire on board has also had two other deleterious effect on the British effort. First, that fire modifies the die roll used to determine whether a subsequent German gun attack on that ship is successful, thus increasing the chances of additional damage to the ship. Second, since an unsuccessful German Naval attack ends all German attacks for that phase, the die roll modifier may also cause this phase to continue when it would otherwise end. Thus, other British ships could be attacked and damaged by virtue of the phase being continued. So, do you immediately evacuate the burning ship, with the knowledge that those commandos now are not available to land and attack victory point (VPs) rich targets?

In a similar vein, do you stop to pick up survivors from a sinking ship, knowing that you may thereby be risking the rescuing ship to devastating German attack, possibly losing the rescuers and rescued alike? In the actual raid, Mickey Wynn, the commander of the fastest ship in the British group, gallantly stopped his boat in an effort to save the crew of a motor launch (ML) that was dead in the water. The effort went awry, as German guns zeroed in on his vessel, and it sank along with the ML. In one of my games, I had the exact same thing happen. The human dimensions of war jump out at you in cases like these.

Nonetheless, these difficult decisions

must be made. Generally, I scuttle all burning ships, unless the overall situation is so serious as to require attempting to land the commandos. The only exception to this general principle is the *Campbeltown*, because it carries six commando units, almost a third of the total number available.

Evacuation should be attempted en masse. When (or "if"!) it comes time to return surviving commandos to England, try to keep all returning ships together in order to spread any German fire in the Harbor and Dockside Defensive Fire phases across all remaining vessels. If you use Area 314 as the departure area, and use only ships with movement factors of two or more, you will endure only one Harbor Defense Fire phase after departure, since you can move from Avant Port to the Approach Zone in the same turn, thus avoiding any German Dockside Defensive fire. I generally avoid using vessels with reduced MFs of one, since they will either be left by themselves at the end of Naval Movement, thus more vulnerable to German fire in that turn or subsequent turns, or will force other, faster ships to slow down, risking them all to additional German attack. But use of this tactic depends on what ships you have available to transport returning crew and commandos to England; you may not have much choice but to use the reduced MF ships. In this regard, remember your commandos can try to escape overland. You score only half the Victory Points per strength point (0.1 instead of 0.2), but if there are no German land units blocking their escape, this approach may be safer than using slow vessels to rescue them.

How do you minimize losses from the Open Sea Encounter Table? Once you get a group of returning ships to the Open Sea Zone, you need to roll two dice on the Open Sea Encounter Table for each ship to see if it is attacked by German destroyers (a roll of two), German patrol craft (a roll of three), or German aircraft (a roll of four). Under Rule 7.41, German destroyers attack the target vessel and may possibly attack other ships in the same Open Sea Zone. To minimize VP losses to returning ships, then, you should conduct the required two edged rolls in decreasing order of VP-value of the British ships in that Area.

To illustrate this point, assume you

have a full ML (with six crew and twelve passenger strength points, worth 3.6 VPs) and an ML with only 6 crew strength points, worth 1.2 VPs. If you roll for the 3.6 VP vessel first, any result other than a "2" means the ship makes it back to England without being attacked by destroyers. But, if you roll for the 1.2 VP ship first, a "2" result will mean not only that the target ship could be destroyed but also that the other, more valuable ship could be attacked in the same turn, since the German destroyers can attack more than one ship in a turn.

Even if this unhappy result does not occur, you still have to roll two dice separately for the higher valued ship, thus risking rolling a "2" a second time. Clearly, an unnecessary case of "double jeopardy"!

The Land Part of the Raid

By far the biggest threat to commandos after their landing are the German troops.

First the "isolation" strategy. By far the biggest threat to commandos after their landing are German troops. The game provides a random three-die roll (called a "Triad") for determining where German units enter the game; on average, two-thirds will begin in an Area outside the principal locations for British commando VP targets, i.e., Land Zone two and three. If you can prevent some or most of those German units from ever reaching and attacking British commandos, you significantly increase the chances of a successful raid.

Hence, I move as quickly as possible to isolate these two Land Zones. For example, if you succeed in destroying the Northern (Area 256) and Southern (Area 111) Caissons, you insure that no German troops from Zone 1 (which includes those in the 4 Works Company box) will be able to attack commandos. Zone 1 units represent, on average, 25% of all arriving German units during the game. Similarly, blowing the Swing bridge at Area 261 will mean most

of the German units in the right-hand (Western) portion of Zone 4 (and the 2 Works Company box) will have a long hike to get at British commandos in Zones 2 and 3. Indeed, the destruction of the 111 and 256 caissons, the 313 and 331 lock gates and the 261, 321 and 343 swing bridges (all VP targets) will isolate Zones 2 and 3 completely from all other Land Zones.

This result is tough, but possible, to accomplish; I've done it twice in my fifteen games. Note that, under Rule 9.3, reaching this goal means not only that some German land units may not enter the game in any given turn, but also that the arrival of more powerful units may be delayed. That rule provides German units which are activated in a given turn, but which cannot reach British units because of their Triad roll, are not placed on the board, but do count against the total number of units activated for that turn. For example, if six German units are supposed to arrive, but the Triads rolled for those six units result in only two arriving in Land Zones from which they can reach British commandos, the other four do not land at all that turn and must await arrival in a later turn. The game assumes later arriving German units will be more powerful and more combat-ready, by means of an ingenious system involving an "Alarm Level" assigned to each German unit. Alarm Level One units, which appear first, average a strength of three and a half. (By contrast, a full-strength British commando unit has a strength of six) Alarm Level Two units have an average strength of four. But no Level Two units can enter the game until all Level One units have. Similarly, no Level Three units (averaging a bit over four and a half in strength) can land while Level Two units await arrival. Forcing German units to postpone their entry thus causes a delay in later appearing, higher Alarm Level units entering the fray.

The Area 211 swing bridge and Area 212 lock gate. In implementing this "isolation" strategy, you should pay attention to the Area 211 bridge and the Area 212 lock gate. You will probably plan to move commandos that are operating in Land Zone 2 westward into Zone 3, once they finished their work (or plainly will be unable to do so), since evacuation from two of the historical landing Areas (336 or 366) or the landing Area 314 suggested in the variant discussed above will take place

from that Zone. To cut off pursuing Germans, you must destroy both the 211 and 212 targets. I recommend trying to destroy one as soon as possible, but only seeking to prepare demolition charges for the other at first, not trying to explode them right away. Once all retreating British forces from Zones to the east have made their way over this remaining bridge (or lock), you can then blow it (or at least try to!), cutting off pursuit. Note that, if the 313, 321, 331 and 343 targets are also destroyed, Land Zone 3 will be completely isolated from all other land zones, meaning even fewer German units will enter the game and making evacuation even more orderly. (An Alarm Level Four unit's strength averages around 5 1/4 and a Level Five's, 6 2/3.)

Use of the *Wynn's* delayed action torpedoes. The motor torpedo boat *Wynn* carries delayed action torpedoes which can be used to destroy a lock gate (Rule 8.42). Unfortunately, the determination of whether these torpedoes destroy their target is not made until the game is over, obviously too late to help fleeing British commandos prevent German land units chasing them from crossing the lock gate in question. Thus, I do not recommend leaving a lock gate target to the *Wynn's* torpedoes alone. If the *Wynn* aims its torpedoes at the 212 lock gate, and if you follow the "isolation of Zone 3" strategy discussed above, you should try to destroy the 212 swing bridge with charges first and prepare the 211 lock gate charges in anticipation of blowing it up later, and **not** the reverse. In so doing, you still have a chance with the *Wynn* torpedo to destroy the lock even if you cannot fire the charges, or the attack causes the gate to be damaged only and you are unable to conduct any more demolition attacks on it. Observe, in this latter case, that the chances of a successful attack by the *Wynn* are increased if the target is damaged; a torpedo attack destroys the target with a die roll of 1-3 if the target is damaged, but only with a die roll of 1-2 if the target is unscathed.

Avoid the temptation of demolition attacks on German ships. British commando units can try to sink German harbor boats with demolition attacks, but I do not recommend attempting such attacks if eventual evacuation might be delayed by even one turn. The harbor craft are worth only 1 VP, equal to just five crew or

commando strength points returned to England. Subjecting British ships even to one additional set of German Dockside Defensive Fire attacks can easily lead to losses of five or more strength points. Also, a British unit entering a German ship (except a Tug) will automatically activate a German unit on the ship (Rule 13.21). If the commandos do not destroy these German sailors during their initial attack, the Germans may inflict losses on the British unit. In addition, since the British will almost have to attack, and may themselves

The advantage to such missions lies in eliminating German units before they combine with later-arriving enemy forces to overwhelm British troops.

be attacked, by the German forces on the ship, the chances of charges being laid that same turn are significantly reduced under Rule 12.2, especially for a British unit with reduced strength. And the demolition attack itself may not be successful right away. Thus, it may well take more than one turn to sink the German ship, with even more potential for ship destruction and crew casualties during Dockside Defensive Fire.

Stay away from the *Wehrmacht*, if you can! Generally, I try to stay away from German land units, unless necessary to get at a VP target. The British gain no VPs by knocking out German troops and risk being hurt themselves, thus reducing their effectiveness in destroying targets (if demolition commandos) or in offering protection (if assault commandos). Nonetheless, situations do arise when a "search and destroy" mission may be in order for commandos units not otherwise occupied. You should take on German units only when you are virtually certain to eliminate

them before they may fire back. For example, an attack on a weak (three strength points or less) German outfit with two near full strength British units poses very low risks.

The advantage to such missions lies in eliminating German units before they combine with later-arriving enemy forces to overwhelm British troops. In short, such attacks allow for "defeat in detail"...an old, but still valid, *Tactics II* lesson!

MY GAME EXPERIENCES

Raid on St. Nazaire can be an addicting game. I've played fifteen times in the year I've owned my copy. The game plays very quickly, as do the individual turns. It is thus easy to say to yourself "just one more turn before I go to bed..." So far, I've "won" (i.e., scored 70 or more VPs) only four times, but twice I've scored over 90 points. And I've done better than the British historical result (53 VPs) ten times.

The play in these fifteen games illustrates some general conclusions about the game. I've found the swing bridge at 261 the most difficult to reach, probably because of its distance from Area 111, where British commandos assigned to attack that bridge arrive. As you might expect, the Northern Caisson (Area 256) is the most difficult to destroy, largely due to the fact that a die roll modifier for demolition attacks on caissons makes an initial demolition attack successful only with a die roll of 1 or 2, and subsequent attacks with the same charge destroy the target only on a roll of 1. One game I had six straight unsuccessful attempts to detonate a charge there and finally had to abandon it unexploded.

The "limited, quick" raid may not be enough to win. In several early games, I tried a strategy of limiting my demolition attacks to only those VP targets quickly reached by arriving commandos: the Western Zone two targets (the Southern Caisson in Area 111, the Southern Winding Station in Area 216, and the Pump House in Area 222) and the seven Zone 3 targets (the six over-water bridges/gates and the Power Station). This approach usually allowed for a speedy set of attacks and an early departure for home. But unfortunately it provided too few demolition attack VPs, as all ten targets had only 49 VPs. Even if I succeeded in destroying all these targets, I

had to score at least 21 VPs by means of evacuating crew and commandos to England in order to win. Each evacuated strength point is worth 0.2 VP. Thus, scoring this number of VPs necessitated getting 105 crew/commando strength points home, a goal I reached only twice in my fifteen games. Also illustrating the difficulty of achieving this result is the fact that there are only 226 total strength points represented in all crew and commandos available at the beginning of the game, or the equivalent of 45.2 VPs. Given the devastating effect of German naval fire, British strength quickly deteriorates from this theoretical maximum, as does the corresponding ability to score evacuation VPs.

Returning British ships to England as soon as possible. Another tactic I tested was having all British ships seek to return to England as soon as they landed their commando passengers. My thought was to save these ships (and their crew) from continued German gunfire and score VPs for evacuation. Of course, I ended up with a bunch of commandos whose only choice was to try to escape to Land Holding Boxes five and six, scoring 0.1 VP for each strength point exited, under Rule 15.2. While I found this approach moderately successful, I ultimately abandoned it, for two reasons. First, I found I did better by "hiding" the British craft in Sea Zone Z (the Avant Port), where they were not subject to German Harbor Defense fire. Second, and more importantly, it was inconceivable to me that the British would have planned the raid that way, and I saw no point in playing the game in such a coldly inhumane way.

The game's variability. One of the joys of this game is how variable each play can be. As an illustration: in two of my fifteen games, I abandoned play altogether when the *Campbeltown* was sunk before reaching its target (the Southern Caisson). On the other hand, at the end of the Naval Attack Phase of one game's first turn (i.e.), after both the two German naval fire phases and the British Covering Fire phase, I had lost only two crew strength points and only one gun from one British ship, while having sunk the *Sperrbrecher 137*, destroyed one German land gun position and disrupted another. Sometimes you get the bear, sometimes the bear gets you...

SOME SUGGESTIONS FOR VARIANTS

1. Use Rule 2.3 to reassign British commandos to other Land Areas. As the discussion above illustrates, one of the real strengths of this game lies in Rule 2.3, which allows you to choose different landing Areas for British vessels and different primary targets for demolition commandos. The combinations and permutations available are virtually unlimited, thus enabling you to test a wide variety of tactics.

2. Treat the *Campbeltown* as if it were any other ship. One variant I enjoyed, albeit not very historical, was to treat the *Campbeltown* as any other vessel in the flotilla. In reality, of course, the *Campbeltown* was fitted out as a "sacrificial lamb," with depth charges on a time fuse hidden in the bow, with the Southern Caisson as its

Sometimes you get the bear, sometimes the bear gets you...

target. You can choose, however, to treat the Southern Caisson like any other VP target, assigning a demolition unit to attack it. In this fashion, you could then use the *Campbeltown* to transport crew and commandos back home. I do not know the evacuation capacity of the ship, so I somewhat arbitrarily decided 72 strength points was its maximum capacity. The other British craft can take home twice the number of commando strength points as those brought on the raid (twelve versus six). I therefore assumed the *Campbeltown* could do the same; since it carried into the attack a total of 36 strength points, I gave it the ability to bring home 72.

3. Use a second destroyer. Mark Seaman, one of the game's designers, suggested another interesting variant in his *Wargamer* article "A Night at St. Nazaire" (in the September-October 1987 issue): assume the British used a second destroyer on the raid. There are a number of ways to implement this variant. The Avalon Hill magazine *General* included one in its Vol. 24, no. 4 issue (which featured several articles on the game). In mine (for which I

claim no historical accuracy), you treat the second destroyer (DD) as if it were identical to the *Campbeltown*, except for the latter being assigned to demolish the Southern Caisson. Thus, like the *Campbeltown*, this DD will carry six commando units, and be able to ignore "Evade" and "Turn Away" results caused by German guns. It will also have ten crew strength points and 12 guns.

To compensate for the addition of this destroyer, remove six of the commando carrying British motor launches (but none of the torpedo boats nor the motor gun boat *Ryder*). One of these six should be the *Nock*, which carried no commandos. Designate one of the remaining Motor Launches as the additional destroyer. You will thus have a total of 12 ships: two DD's and ten smaller boats, including the five torpedo boats and the *Ryder*. The game system for German Naval attacks on the British boats uses a random twosome roll for targeting purposes, with each die having a different color. As a result, a total of 36 numbers can be generated, ranging from 11 (i.e., a white die roll of "1" and a colored die roll of "1") to 66. In the original game (with its 18 ships), each ship had two of these 36 numbers assigned to it. In the variant, you need only assign three numbers to keep this random targeting system in effect. For example, give the *Campbeltown* the numbers "11-13", instead of the "11-12" found on the game piece, the *Ryder* "14-16" instead of "13-14", and so on. Figure 1 is a score sheet similar to that provided in the game which can be photocopied for use in this variant. Simply fill in the names of ships you will use and the names of the commando units to be carried by those ships.

Because there will be fewer British targets for German naval fire, you should reduce the maximum number of shots during the two German naval fire phases from 12 to 8. However, you also should add a second automatic Harbor Defense fire shot at the ship you designate as the second DD, similar to that fired at the *Campbeltown*.

The commandos carried by this second destroyer will be those assigned in the original game to the five passenger-carrying motor launches not used in the variant, plus the unit assigned to the ship when it was a Motor Launch. The DD probably

should carry a mix of demolition and assault commando units (just as the *Campbeltown* does), so you need to select these five ships so as to provide this mix. For example, in my first play of this variant, I chose not to use the *Falconar*, the *Stephens*, the *Tillie*, the *Horlock*, and the *Wallis*, and I designated the *Henderson* as the second destroyer. In so doing, I had three demolition commando units (including Swayne, who was assigned to the *Henderson* in the original game) and three assault units carried by the *Henderson*. Note, that, since you are not using six ships, you must include in these six the *Nock*, the only non-torpedo ship which carried no commandos. This selection is necessitated by the fact that the ML you specify as the second destroyer will already have a commando unit on board and thus can carry only five (not six) more. (Of course, you could also choose to make the *Nock* the second DD.)

The removed six motor launches have a total of 36 crew strength points, which are replaced by only ten in the second destroyer. The difference of 26 strength points means you will be theoretically able to score 5.2 less VPs via evacuation to England than in the original game. You may wish to consider reducing the VPs required for victory by two or three VPs (i.e., reduce the required total to 67 or 68 VPs) to reflect this reduction. On the other hand, you may want to compensate for the second destroyer's ability to avoid "Evade" and "Turn Away" results and consequent capacity to get commandos to their destination with a minimum of punishment from German naval fire by keeping the VP level required for a "win" at 70. Also, the second destroyer carries only 12 guns. Since it is effectively fighting in the place of seven motor launches (itself, plus the six removed), which have 14 guns in all, you may want to even things out by adding one gun to each of two other ships.

The enjoyable part of this variant is that you will be able to use the *Campbeltown* to ram the Southern Caisson, while still having a destroyer capable of evacuating lots of crew and commandos.

OTHER MISCELLANEOUS TIPS

Avoid Some of My Errors

The designers of the game, Mark Seaman and Rob Markham, are to be commended for a wonderfully concise and well-written set of rules. I have never read any better in the seventy-odd games I've looked at. Nonetheless, despite the clarity of the rules, I made a number of errors in reading them which, by discussing, I hope you will be able to avoid.

First, Rule 10.3, which covers land unit movement factor (MF) costs, states that commandos which either enter or leave an Area containing a German "unit" pay an extra MF. Please remember that a German "unit" includes a German **gun**. This rule is particularly influential during the first turn the *Campbeltown* lands (at Area 111). Since British commandos with strengths of four or more have only two MFs during the turn they land, it is impossible for assault commandos to move from Area 111 to Area 203, and then to Area 222, so as to make grenade attacks on the two German guns there. In a few of my early games, I read "unit" to mean German **troops** only, thus giving several commando units an extra MF at a time when it meant a lot.

Second, observe that Rule 13.1 prohibits any German land unit placed on a German ship (i.e., in a triangular Area) during the German Activation Phase from leaving that ship unless an equal strength or stronger German unit remains on board or the ship leaves it mooring per Rule 13.2. I didn't read Rule 13.1 completely and thus had several shipboard units incorrectly move to shore on their way to attack British commandos.

Third, attacks by British units in the same Area as a German target must be resolved *first*, before any attacks by British troops in adjacent areas on that target are allowed. Thus, it is illegal to use British commandos firing from adjacent Areas at a German gun in an effort to disrupt it or put it "Out of Action", then to destroy it with a grenade attack by an assault unit in the same area, as I did.

Fourth, remember to cross off gun boxes on the Flotilla Gun Display for ships

that are returning, or have returned, to England, as they obviously are not available to shoot at German targets on the board!

Avalon Hill Clarifications

Avalon Hill responded to several questions I had regarding the rules:

1. Demolition commandos which successfully prepare their charges may seek to explode them that same turn. Rule 12.2 speaks of such an effort occurring in a "subsequent Demolition Phase"-the word "subsequent" should be disregarded.

2. The *Nock* is not a torpedo ship, despite the game log sheet. Simply give it two guns in place of the one torpedo and one gun listed on that sheet. (Note that the *Nock* game piece is correct.)

3. While either a demolition or grenade attack can be used to destroy an out of date or disrupted gun, only a grenade attack can be made against a functioning German gun under Rule 11.4.

4. Rule 12.1 states that a demolition unit cannot attack a VP target until it has first destroyed its own primary target. This restriction is lifted, however, if the unit's primary target was destroyed by another British group (which, of course, had destroyed its own primary target first).

5. The *Wargamer's* initial review of the game (in vol. 2, no. 2, Sept./Oct. 1987) contained a replay which had the *Campbeltown* discharging passengers at the end of Turn One. Of course, given the fact that the *Campbeltown* has only two MFs, it cannot arrive at its destination (Area 111) until the end of Turn two at the earliest.

CONCLUSION

My only other comment is to recommend strongly that you get the Ballantine book cited in the *Wargamer* review, *Raid on St. Nazaire*. I was able to get it through my local public library, via inter-library loan. It provides a complete and readable story of this incredible raid. Failing that, you can obtain a copy of the Vol. 24, no. 4 issue of AH's magazine *General*, which contains not only a historical summary of the raid, but also additional useful articles on the game, including still more variants. And of course, if you don't have this game...buy it! ■

TSUSHIMA

Combat in the Sea of Japan in 1905

Strategy & Tactics #130

by Terry Rooker

Tsushima is a game about the major naval battle of the 1904-1905 Russo-Japanese War. The mere fact that the Russian Baltic fleet was able to sail all the way to the Straits of Tsushima was an impressive feat. The background articles describe the hardships involved with the transit. They also describe the background to the battle, and the course of the battle itself.

Since it is a magazine game the package isn't glitzy. There is a standard size map. Since it is a tactical naval game, the mapboard is all blue. The counters are serviceable (figure 1). The colors contrast nicely without hurting the eyes. They have a generic ship outline and the name of the ship. They also include the following game information; the movement factors (there are two movement phases), the ship type and the armor class. Much more information is needed to play. That information is on six sheets of ship logs (figure 2). The ship rosters include information about the organization of the squadrons, and which admiral is in command of which squadron. Each roster also includes the armor value, the torpedo factor(s), the gun factors by type and distribution, the range of the various gun types, the number of hull boxes, the speed boxes, and the victory points.

The ship rosters are only the beginning of the various charts and tables required to play. There are 24 gunnery damage tables (six armor types and four gun types). There is a separate gunnery hit table. There are torpedo hit and damage tables. And.....Well, you get the idea. To provide sufficient detail and variation between the units this variety of tables is expected. Once you get used to the system, and figure out where every thing is, it doesn't slow play much.

There rules are somewhat dense. Considering the intention was to have an introductory naval game, this density is

unfortunate. It will be difficult for novice gamers to sit down and work through the rules. To make matters worse, there is a proofreading problem. The problem of poorly edited rules is beginning to reach epidemic proportions. There were no fatal errors, that is errors that prevent playing the game. The errors in the rules are irritating. They are of the nature of.....when Russians are firing on Russians.....They are irritating because you have to read the rules with unusual attention.

The game system is a variation of the Jack Greene naval system that has evolved over the years. It is a good systems for this type of big gun naval combat. Basic sequence of play is fairly standard. Both sides move and then you have combat.

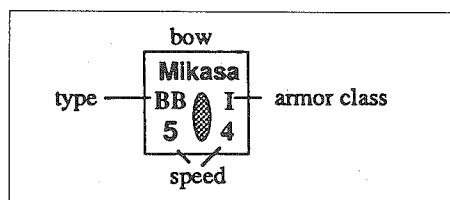


Figure 1
Ship counter

There are some wrinkles that provide the necessary detail. First, movement is interleaved. There is a series of movement that depend upon which ships have initiative, and whether there are a capital ship or not. At first it can be somewhat bewildering, but it is straightforward and it makes sense. The purpose is to provide some semblance of simultaneous movement without the hassles or overhead of plotting or movement impulses. In the rules the designer claims that the system tends to favor the player with initiative. I'm sure he has a much larger body of evidence, but in my experience there was no apparent advantage.

Other wrinkles in the sequence include the torpedo rules. Before movement you

plot your torpedo fire. This plot indicates which ship will fire at which target (and how many salvos if there are more than one). Then after movement if the firer is within torpedo range (one or two hexes) the torpedo combat is resolved. Since the firer has to declare that those ships are trying a torpedo attack, it makes sense for the opponent to try and avoid them. The rule makes sense. A ship beginning a torpedo firing run is rather obvious. The limited range of the existing torpedos certainly made it difficult to get a hit. Of course the targets will be doing their best to get out of the way.

The movement system is somewhat different also. Each vessel has two movement factors. One is used on even numbered turns and the other for odd. This is an ingenious method to get a wider spread in vessel speeds. Many naval games suffer from the problem that to get sufficient variety in ship speeds, the movement allowances are large enough to allow the vessels to scoot across the board in one turn. To appreciate the problem remember that at the turn of the century the speed difference between the "fast" warships and the "slow" ships was barely five knots. The significant difference in vessel speeds was only one or two knots. It is difficult to capture that fine a distinction with a movement allowance of five hexes. By allowing speeds of five hexes on one turn and then four on the next, the differences are easier to capture. To further complicate matters, within one movement phase, the ship may move only half its movement and then finish after the other side moves.

Turning on the other hand is fairly simple. Capital ships can turn one or two hexsides. It costs no movement points to turn one hexside, and one movement point to turn 2. Light craft can also turn three hexsides at a movement penalty of two movement points. Two capital ships are allowed in a hex. There are various limits for the smaller ships, but we don't need to discuss them now. There is a rule for collisions that says; that since *Tsushima* was a daylight action friendly ships won't collide. This is an unfortunate decision. Especially in the heat of battle ships still bump into each other. Consequently, you can drive two stacks through the same hex. When you get four large ships within 1000 yards of each other there is a very real

possibility of bumping, daylight or not. The rule describes the procedures for ramming, which is the intentional striking of enemy vessels. At the turn of the century, ramming was still considered viable. In fact many of the ships designed in that era still had a rudimentary ram. It's not advisable for a lot of reasons, but if all your guns are gone, and you have lots of speed, why not?

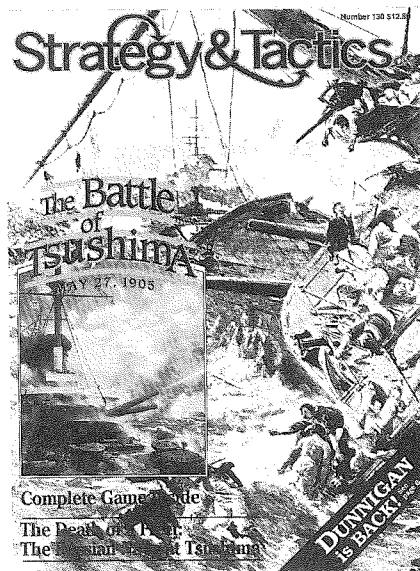
Gunnery combat is resolved through a complex series of table lookups. Fortunately, the sequence of table is rational, so it is not as hard as it first appears. Although the gunnery hit table is not labeled, so it is difficult to use until you remember which axis is which. To resolve gunnery combat you must first refer to the gunnery hit table. The modifiers include the range, and how many ships are firing at the same target. The second modifier reflects the difficulty in correcting the fall of shot. The result tells you how many hits were inflicted. Then you need to roll a dice, and index the gunnery damage table. There are 24 tables because there are six armor types and four gun types. The result is the type of damage. It can range from gun factor hits to flooding to speed hits to fire. Only Russian ships can catch fire. This is a simplification that reflects the historic result that the Russian vessels were more prone to fire.

Unfortunately, this prevents the Russian player the enjoyment of watching an opponent burn up. Finally, you can inflict special hits. There are the near catastrophic hits that can do great amounts of damage quickly. No naval game worth its salt is without them. Such quickly inflicted, major damage is one of the few ways to turn around a deteriorating situation. The bad side is they are chance events and you can't influence them. In *Tsushima* the special hits run from extra amounts of gun factor or hull damage, to steering loss, to the death of an admiral, to the ship blowing up.

The loss of an Admiral (if it is the fleet Admiral) can cause that side to lose initiative (if it previously had initiative). The effect on the game is that the other side gains whatever benefits that result from the staggered movement phases. The only other command and control rule in the basic game is the divisional integrity rule. This rule restricts the divisions to maintain a maximum separation from each other. If the separation is not maintained, then there

is a movement point penalty for each hex a ship is outside this radius.

There are a series of optional rules that add complexity to the game. For the most part, the rules aren't difficult, but they can add a new dimension to the game. The only rule that adds a lot of extra work is the simultaneous movement rule. To add simultaneous movement to the game you must plot the movement of your division. To maintain the advantage of initiative, the side without initiative must reveal certain information about its upcoming move. Is



rather cumbersome, and for anyone that really wants simultaneous movement, you can probably devise your own system.

The optional rule for flagships more accurately reflects the affect of damage to flagships. First, if the flagship blows up, then the admiral is lost just like the basic game. If the flagship is only damaged, then there is a possibility that the admiral survives. In which case he can transfer to another ship. If the flagship is lost, then initiative will go to the other player (if you had it). In addition on the next turn the fleet may continue with their current orders instead of coconducting new orders. This disruption reflects the confusion that arises from the loss of communications before the second in command can take over.

There are several rules that affect combat. One rule allows shooting at obvious targets after half the movement allowance has been expended. This is similar to opportunity fire in land games. Because of the dynamic situation with ships maneuver-

ing all over the place, you may have a shot during the movement phase, but not at the end of the phase. The battle occurred late in the day, and there is a rule to allow for the effect of the sun low on the horizon. This was (and is) a serious problem. Looking into the sun is worse than on land (and probably than in the air). Not only do you have the glare of the sun itself, but you have the glare of the reflection off the water. It can be very dazzling. If anything its effect is underestimated in the game. There is a rule for guns exploding and causing extra damage to the firing ship. The guns of the day were pressing the metallurgy technology, and such accidents while not common were certainly a very real possibility. Another rule allows for increased effectiveness of light and antitorpedo boat guns at point blank range. This makes these weapons a more potent force in the game. Of course at point blank range

The optional rules also provide for damage control considerations. Damage control is an area that is often overlooked in naval games. While in reality, it is a very grave concern. In many cases the progressive damage was worse than the original battle damage. In other cases, a particularly good damage control effort saved an otherwise doomed ship. There is a rule that allows for the possible correction of damage. The damage control roll may increase the damage. While this may seem like a kluge to make damage control a risky proposition, it is a real concern. When you want to fight a fire or shore up a leak, you need to open a access to the damage. That access may very well allow the damage to spread. There is also a rule for progressive flooding where a heavily damaged ship may keep sinking despite the lack of any further battle damage. Finally, there is rule for towing damaged vessel out of the battle area. If all else fails it is one way to get your ships home.

There is one other optional rule. There was a strong wind during the battle. That wind slowed any of the light vessels that were sailing into it. This has obvious affects on tactics. While sailing into the wind destroyers might not have the speed available to quickly get into firing position. Another effect of the wind was to block the impede the fire control of the ship. If you are trying to fire to the lee side, the wind

1st Division									
BB Mikasa	I	D	①	⑩	4 5 4	5	⑩	H/L/A	VP = 19
Adm. Togo					4 5 4	5		12/8/4	
BB Shikishima	I	D	①	⑩	4 5 4	5	⑩	H/L/A	VP = 18
					4 5 4	5		12/8/4	
BB Fuji	I	D	①	⑨	3 3 3	3	⑨	H/L/A	VP = 15
					3 3 3	3		11/7/4	
BB Asahi	I	D	①	⑩	4 5 4	5	⑩	H/L/A	VP = 18
					4 5 4	5		12/8/4	
AC Kasuga	III	C	①	④	4 5 4	3	⑥	H/M/L/A	VP = 11
					4 5 4	3		13/10/8/4	
AC Nisshin (F)	III	C	①	⑦	4 5 4	3	⑥	M/L/A	VP = 12
V. Adm. Misu					4 5 4	3		12/8/4	

Figure 2
Example of Ship Log

will blow your smoke down range. Since it isn't dispersed yet, the thick smoke will affect your gunlaying. So in the game if you fire to the lee side you get a negative die modifier.

The optional rules don't have great affect on the tactics, but they add a lot of realism to the game. They recreate the problems of naval warfare at the turn of the century. It is one of the strong points of the game. The basic rules have all of the actual game system. The optional rules only add restrictions that were present during the battle. They complicate the player's problems. Now you can't worry only about your opponent. If you cross his T, but are facing into the setting sun, you lose some of the advantage from crossing the T. If you position yourself on the wrong side your destroyers may have to sail into the strong seas (wind) and may not make it to the firing position. Remember that if you declare the torpedo combat, you are committed, and will lose the salvos even if you don't get into position. The fatigue rule puts a time limit on the Japanese player. The longer the action, the worse the gunfire. Both sides are affected, but the Russian player doesn't have to sink the Japanese, only get away. So the fatigue rule makes it progressive more difficult for the Japanese to do the damage they need.

When you maneuver with the optional rules you have several factors to keep in mind when planning your move.

Tactical Options

It's time to discuss the factors involved in playing the game. I'll start with the Russians. Their goal is to get off the mapboard with minimum losses, relative to the Japanese. The victory conditions are stated in terms of the relative number of ships between the sides. It is not important that 30 points in ships were sunk. It is important that 30 more points of ships were sunk. As long as you are not losing ships at a much greater rate than the Japanese, you are probably doing alright.

The first thing for the Russian to remember is to slow down for nothing. Every turn you delay is one more turn the Japanese have to do damage. If a ship slows because of damage, it will have to be left behind. If nothing else, it can try to do as much damage as possible to the pursuing Japanese.

As you maneuver try to keep the sun behind you. That way the Japanese will have a continuous negative die modifier to contend with. If possible try to stay upwind of the Japanese destroyers. That will reduce their speed, and will probably prevent them from making a successful torpedo

attack. Of the two I'd probably worry more about the sun, if you have to choose. If pressed you can always use your big guns to diminish the torpedo attack. On the other hand, if you let the Japanese capital ships slip towards your sun side, their big guns will begin to take a toll.

Keep an eye on the visibility. Try to keep away from the Japanese capital ships. If the visibility closes you may be able to occasionally remain out of sight of the Japanese heavy guns. Once again, every turn that you can avoid damage maximizes your changes. Don't worry as much about the smaller vessels. They may keep you in sight, but they can't do much damage. Even if they try, they will have to close the range, and will have your undivided attention without the Japanese capital ships to distract you. It probably will not be possible to get out of the sight of all Japanese vessels unless the visibility really falls. It also is probably not worth the effort unless you are playing some variant with blind movement for vessels out of sight. In the game visibility only affects the possibility of combat. You can maneuver with complete knowledge of your opponents movements. Unless you play some variant being out of sight of all Japanese ships doesn't allow you to slip away.

The best situation would be to have at least part of your formation upwind of and out of range or beyond the visibility of the Japanese ships. That way some of your ships can't be hit and the rest have as many favorable modifiers as possible. It probably won't happen for very long, but it is nice while it does. Unfortunately, I can't give you any magical formula for bringing this situation about. You have to look at the initial relative position at the start of each turn. Then you have to decide on a course of action that will maximize the probability of this situation arising. You need to decide before hand which of the factors is more important. You will most likely only be able to achieve one or two, so you need to know which you will try for.

You may not be able to stay in such a favorable situation. In which case you need to achieve the most effective damage against the Japanese. Note I said the most effective damage. Just achieving lots of damage may not advance your cause. You need to carefully consider each shot. The

Strategy

Japanese have the advantage in gunfire, so you can't afford to waste your effort. There is a long standing debate about concentrating fire on a couple ships or spreading it over several ships. I will leave it to you to play with your own miniature version of that debate. There are a couple of obvious targets that should draw a lot of attention. The Japanese flagships should be prime targets. If you sink the fleet flagship, then you may gain a turn while the Japanese mill about in confusion. If you attack other flagships you may kill off admirals which can have a detrimental affect when it comes time to pass command down the chain of command. On whichever ship you engage, pay attention to the damage you cause. If a ship has its heavy guns knocked out, or its speed reduced well below your fleet speed, don't waste any more effort on it unless it is the only target. It may be the closest target and can possibly receive major damage, but it is no longer a threat. You need to worry about those other ships that can keep up with you, or can still pound away at you. The Japanese advantage in gunfire will eventually take its toll so you need to do what damage you can, while you can.

Playing the Russian side is probably the more challenging. You need to be much cognizant of the situation, and your relative status. You can't afford to waste any effort. Every action must be thought out to provide the maximum gain. It is to your advantage to avoid combat. Every ship you get off the map increases your chances of winning, and closing for battle will only cause you to lose ships.

For the Japanese, it is more than simply a matter of denying the Russian player the advantages listed above. Although if you do you will make his life much more difficult. To deny him those advantages, I pretty much offer the same advice, before each move think ahead and try to determine the best relative position to end up in. The Japanese have one advantage in this regard. The Russians need to steam in a certain direction, if the Japanese fleet can stay in that direction from the Russians, sooner or later they will have to come your way. The longer they delay, the better it is for you.

The primary Japanese advantage is the superior long range gunnery strength. In

long range exchanges of gunfire, the Japanese will do more damage in the long term. So even if you can't close, you should eventually wear the Russians down.

The Japanese must cleverly use their torpedo attacks. There are a couple of choices. For any choice you need a massed coordinated attack, preferably with the capital ships closing the range behind the destroyers. That way the Russians will have to ignore the big guns for a turn, or allow the destroyers to fire their torpedos unmolested. For any naval engagement it is a good practice to keep your small vessels between your line of battle and the opponent's. That way they are in a position to make a rapid torpedo attack, or assist in driving off an enemy torpedo attack. Of course they may be more susceptible to enemy fire, but the heavy ships are usually the prime target. For the Japanese, it is essential that they keep their destroyers in front of the Russian fleet. Then when the attack goes in the relative motion of the two formations will rapidly close the distance, which translates into a shorter time that the destroyers are vulnerable to enemy fire. For example, if you start your attack from the bow of the formation, you can close eight hexes in one turn. If you attack from the stern, you can close only about four hexes.

The torpedo attack is important because of the different damage done by torpedos and guns. Shells tend to hit above the waterline, and do a lot of turret, deck and superstructure damage. Torpedos hit below the waterline and do more grievous damage; flooding and engineering damage. Even with the primitive torpedos of the day, this damage could be substantial. For the Japanese player the important damage is the speed loss (engineering damage). If you can slow the Russian ships, that is more time to use your big gun advantage to wear them down. There are two schools of thought. You can attack the faster ships and try to slow down the whole formation, or you can attack the slower ships. Why would you want to attack the slower ships? They are already slowing the formation and the faster ships will still have their speed. By attacking the slower ships you magnify this disparity. The Russian then has to choose between going at an even slower pace, or splitting his force to

give the faster ships a chance at making it off the board. If they slow, then all is well and the Japanese have more time to work with. If they split up, then they can be defeated piecemeal.

The timing of the attack is important. If it is too late, then you may just be freeing the faster ships to sprint for the map edge. Even if you slow down the Russian formation, you need to do it early in the game to get maximum benefit from the sacrifice of the destroyer sailors. The Japanese player need to press home this torpedo attack as early as possible, but don't do it rashly. Make sure that the capital ships are in position to support the attack.

To summarize, there is a great disparity in the abilities and missions of the two sides. This asymmetry is the strong point of *Tsushima*. The Japanese player needs to play aggressively, to wring every last possible point of damage every turn. The Russian needs to be cautious and avoid a slugfest. There are environmental conditions that serve as "terrain" (wind and the sun glare). So unlike most naval games the absolute position of your ship can be almost as important as the relative position. For example, you might cap your opponent's T, only to be facing into the sun, thus negating some of the advantage. Most tactical naval games of this era are simply slugfests, which means that you move the ships without much change in their relative positions. Then you have a die rollong fest to determine damage. Then you repeat the whole process. In *Tsushima*, tactical finesse is required by both sides. A slugfest is in no one's interest. At point blank range, a lot of damage can be inflicted, and the Russian can't afford that. At point blank range, the Japanese would give up their gunfire advantage in exchange for a chance at severe damage.

Conclusion

Tsushima a successfully achieves its goal. It is a simple easy to learn simulation of tactical naval combat. The situation is excellent for that goal since the battle occurred at a time when other elements were only beginning to make an appearance in naval warfare. So the tactical situation is not over burdened. At the same time, there is an asymmetry in the battle that provides for some interesting tactical nuances. For

an introductory game, the mix is just about perfect. The system won't swamp the player with details, but the scenario allows for some serious study of naval combat. It also means that playing different sides results in a new perspective on the game.

Unfortunately, I'm not sure that the Jack Greene naval system in an *S&T* issue game was the best format. For such a simple game, about the only way it would get published would be as an issue game. This results in a set of poorly edited rules. The designer's notes are included in the specific cases of the rules. This decision would not be confusing except that they aren't marked as designer's notes. In some cases they are a separate case in the rule. To make matters worse, Jack Greene clarifies his description of firing arcs by referring to other naval wargames. I don't understand that choice at all. If you are designing a game for novice naval wargamers, then by definition they probably haven't seen other naval wargames (Wooden Ships and Iron Men maybe, The Royal Navy probably not). Even if they had seen the games, I doubt they would remember a specific feature of the rules.

I have mixed feelings about the game. It was a good idea, that was not executed well. As a die hard naval gamer, I anxiously awaited the game as a possible vehicle to interesting more gamers. With all the problems I am afraid that it will only appeal to those already play Jack Greene's naval system. There is a lot of good ideas here, I recommend giving it a try. □

Naval Warfare

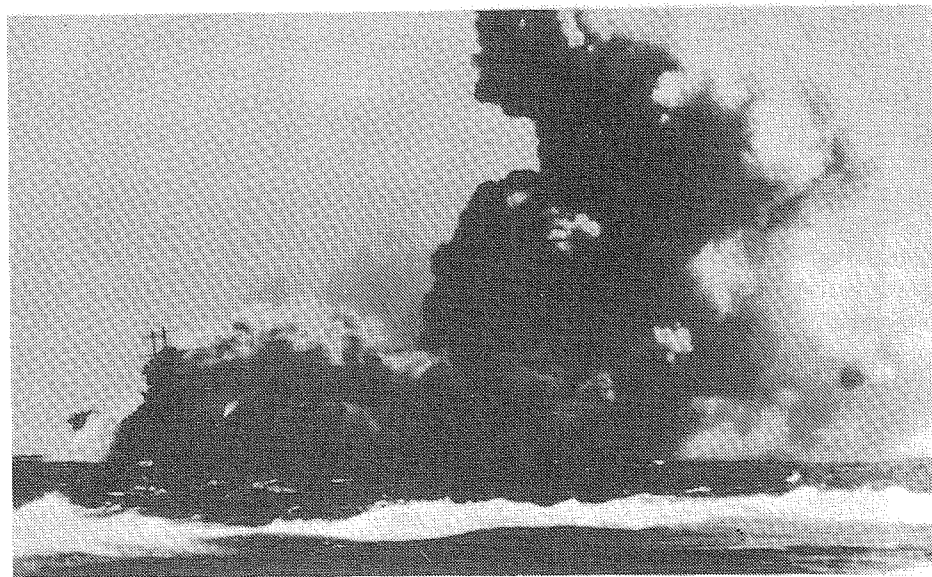
by Terry Rooker

Since the Battle of *Tsushima* took place in the last years of the all gun surface navies, this game is an excellent vehicle for investigating the intricacies of naval warfare. To facilitate the goal, I would like to discuss some of the factors that influenced these gun actions. First and foremost, they were fun actions. At this time there were no airplanes or effective submarines. Torpedos were still in their infancy, and it took a lot of luck and relatively close ranges to hit anything with them. The ships were pre-dreadnaughts, which primarily means they had a wide variety of ordnance, with limited fire control systems. This was the age of a revolution in the U.S. Navy with Admiral Sims pushing for increased gunnery practice. It was generally accepted that the range of the guns was greatly exceeding the gun laying capabilities of existing systems. This limitation effectively limited engagements to the order of 10,000 yards.

To appreciate the problem, let's look at some of the factors involved in laying a naval gun. In the early days of naval guns, where engagements seldom occurred at over 1000 yards, the gun layer could effectively sight down the barrel. Of course he might have to account for the roll of the ship, but at these ranges there was a lot of tolerance. At a distance of 10,000 yards, the story is much different. Most impor-

tantly there is now little tolerance. Because of the motion of the target, we now need to predict where it will be when the shell arrives. Even this is complicated, because own ship's motion must be accounted for. This relative motion problem is not easy, especially at the turn of the century. The GFCS (gunfire control system) must still account for the rocking and rolling of the ship, as these can cause great variations in the elevation of the barrel. It turns out that this is still not enough. As time went on different factors were found, and by WWII there were a multitude of factors in the gunfire control equations; wear of the barrel, amount and type of powder, type of projectile (different weights and ballistic characteristics), air pressure, humidity, wind velocity and direction. The GFCS on the US WWII battleships even had to account for the rotation of the earth because of the range and the time of flight. In 1904 this problem was only beginning to be appreciated.

To engage another ship you start with your best guess of the range. You then lob out a salvo and see where it lands. The error is used as a correction to fire the next salvo. Obviously, it takes a practiced eye to make these adjustments. The optimum situation (other than dropping a shell down the stack) is to straddle the target. That means that you have the azimuth correct and only have to work on the range. If you fire four shells with a known dispersion and you see how many land on which side of the target then determining the range is much easier. This situation leads to two often mentioned phenomena. First, is the problem with spotting the fall of shot when more than one ship is firing at a target. Obviously if twelve shells are landing it is difficult to tell which four are yours. Two solutions are to stagger the firing so only one set is landing at a time, but that requires a lot of difficult coordination. Another approach that has been used is to put dye in the shells. That way you know your color, and can distinguish the fall of shot. In *Tsushima*, there is a negative modifier to reflect this difficulty. You can't do anything about it, but it is nice to know it isn't just an arbitrary design decision. The other phenomena, is



chasing the fall of shot. If you know that the error is being used to correct the shot, then the assumption is that the best place to be is where the shells landed last time. Hopefully, the shot will be corrected, and the shells will go elsewhere. It is generally effective, especially with more maneuverable vessels, such as destroyers, and can greatly increase their life expectancy.

Ships have to obey certain physical laws. So they tend to be long and narrow, which is the best shape to reduce the resistance to the ship's motion. This has the effect of spreading out the ship's weapons fore and aft along the vessel. Consequently, the weight of the ship's fire can be brought to bear on either beam. The problem is that the ship needs to move perpendicularly to the direction of fire. This problem has confounded admirals since the first ship that had side mounted weapons, and they have never found a good solution. There is a trade off between closing the range and bringing the maximum number of weapons to bear. The widely accepted formation that mitigated part of the problem, was to steam in a line. Hopefully you can maneuver to a position to fire without exposing yourself unduly along the way. Steaming around in a line is to easy, and maneuvering it can be a challenge. Because it takes so long to turn a ship, the maneuvers have to be thought out in advance. In addition because of the proximity, any maneuver needs to run to completion before you can try another one. If you guess wrong with your first one, it may be quite painful until you can rectify the situation with another.

With the battle fleets steaming in lines, we now come to the epitomy of naval warfare in this age; crossing the T. The dream of every admiral is to cross his opponent's T. In this configuration, the enemy off your beam while you are off his bow or stern, you can bring all your major weapons to bear, and he can only use his forward (or after) turrets. There is an obvious disparity in firepower. Fortunately (at least for the target) these situations are fleeting, and the ships can quickly maneuver out of it. Matter of fact in many engagements you have to look at the movement traces carefully to see when crossing the T occurred. Many engagements have been won without it occurring, but it sure feels good when it happens

(kinda like a safety in a football game).

All of this considered why did navies continue steaming in lines? Other formations, such as diamonds, squares or echelons, would make the firepowers more uniform. These other formations make maneuvering and control more difficult. The difficulty of maneuvering a diamond formation can only be truly understood on the bridge of a ship on the inside wing (in some situations you actually have to turn in the opposite direction to get to your final relative position). It is disconcerting to be turning into the ships that are turning in your direction. A line also simplified the signalling responsibilities. Each ship is responsible for the next one in line receiving any signals. That way there is little confusion (sailors being what they are, can still occasionally mess it up, but you have to work at it). The advantages of the line so outweighed the alternatives that it was only the WWII era that saw the demise of the column. The pressures of anti-submarine and anti-air warfare finally forced fleets to work out the problem with more diverse formations.

By the early Twentieth century navies were good at sailing around in a line. Unfortunately there are no hard and fast rules for how to maneuver to engage the enemy. The controversy over the Royal Navy Sailing Instructions of the Nelson era demonstrate that. For advice on engaging your opponent, there are only a couple rules of thumb. First, and probably most importantly, you need to estimate (read guess) approximately where your opponent will end up at the end of the turn. You then need to decide how to maneuver to bring your full broadside to bear. Remember that lines of battle are ponderous beasts, and it may be better to spend two turns getting into position, than to risk tying your line in a knot by maneuvering too sharply. A factor that confuses many people (unfortunately some of them are actually driving ships) is that it is relative motion that is important. It is something that is out of our everyday experience. Even driving a car, most of the relative motion is simply going faster or slower in the same direction. To get a feel for it you might want to just move two lines around the map sheet and see how their relative positions change. I've seen it more than once, where a gamer maneuvers his fleet sharply, first trying to get into a

firing position, then trying to recover from his mistakes. He finally ends up with a milling uncoordinated mass of metal. Of course, the merciless opponent was just pounding away.

More so than in other forms of combat, naval warfare requires coordination from all the ships. Air combat quickly breaks down to a series of one and two aircraft engagements. Even in land warfare, each unit essentially has it's own mission, and its success or failure depends upon that unit alone. Only for more longterm goals, the units need to cooperate. ■



Wargame Depot

10488 Baltimore Avenue
Beltsville, Maryland 20705
(301) 937-4504

Mail Order Wargames

- Discounts from 15-20% off retail prices
- No Minimum- Discounts on every order no matter how small!
- We carry all types of games...
Board and Computer Games
Miniatures • Role Playing Games by all companies:
AVALON HILL GDW
SSI GHQ TSR
VICTORY GAMES
AND MORE!

All inquiries welcome.
1989 Catalog \$2.00
(free with any order)

Mon-Fri 9-6 • 9-4 Sat
Visa/Mastercard welcome

Computer Analysis

DECISIVE BATTLES OF THE AMERICAN CIVIL WAR, VOLUME 111

by Robert Williams

(Editor's Note: This is the final chapter on our analysis of Strategic Studies Group's *Decisive Battles of the American Civil War*. Watch for future analysis articles on some of their other games)

COLD HARBOR (1st-3rd June 1864)

Following his bloody repulse at Spottsylvania, Grant has continued his efforts to turn Lee's right and has succeeded in forcing the Army of Northern Virginia back to the vicinity of Richmond. On the day before (May 31st) Sheridan's cavalry have taken the town of Old Cold Harbor, but the rest of the Army of the Potomac is still marching towards the battlefield. Lee, now reinforced with Pickett's and Hoke's Divisions and Breckinridge's troops from the Valley, has ordered Anderson to smash the Yankee cavalry in Old Cold Harbor as the first step in his plan to defeat Grant's army in detail as it endeavors to concentrate on the town. Sheridan's men, however, armed with breechloading carbines, and reinforced in the late afternoon by Wright's VI Corps and Smith's XVIII Corps (detached from the Army of the James), have not only held the town but have forced the Confederates to retire in New Cold Harbor. In the meantime Warren and Burnside have moved into position around Bethesda Church, opposite Confederate General Early's Corps, which is busily entrenching to the west of them. General Lee is awaiting the arrival of his III Corps, which is still some distance from the battlefield, while the Union II Corps under Hancock is about to begin a long, exhausting night march to Old Cold Harbor.

This scenario as it stands in the game departs from history by allowing Hancock's Corps to "arrive fresh and ready for battle on day two," in order to give the North a more equal chance for

victory. However, the first Variant listed provides the data necessary to recreate the actual historical situation for those who wish to do so. The commentary which follows is based on this variant rather than the standard version of the scenario. The Northern player does indeed have a very difficult task before him in this battle, one that apparently seemed impossible to the designers, but some clever maneuvering, judicious positioning of Grant's headquarters, and a certain amount of luck should enable you to gain at least a marginal victory. Any attempt to imitate the original frontal assault on a well entrenched enemy is certainly doomed to failure, especially in the area south of the lake, so you must endeavor to accomplish the impossible: you must flank an unflankable line.

In fact, if you are playing against the computer, this is not as difficult as it seems, since the machine seems to be so concerned about its right that as the game progresses those brigades of Anderson's Corps that start to the north of the lake will gradually be shifted to the area around New Cold Harbor, leaving only Early's troops to defend the Confederate left. This piece of poor judgement on the part of the computer provides the only real chance you have of gaining a victory in this scenario, but you will still have to work very hard to get it. You should forget about trying to break through in the south, for not only will Anderson concentrate the I Corps in that area, but it is also the destination of Hill's III Corps when it arrives on June 3rd, so you will have to drive Early completely out of his trenches, capture Foster's, Church Road, Walnut Grove, and as many other Objectives on the north side of the lake as you can.

On the first turn of the game change Burnside's Command from Defensive to Offensive with either Church Road or Walnut Grove as the ultimate Objective. When his brigades are about to begin to attack, send Warren's Corps in to support

him. Since Burnside as usual will not get his men into position very fast, you will probably not be able to begin this offensive until the morning of the second day, but that should still give you enough time. Move Grant over to the right as quickly as possible in order to take personal command of this assault. It is probably worth the risk to keep him in Heroic Mode whenever he is close enough to the front to be able to give your brigades a morale boost: they're going to have a tough enough time as it is. Continue this assault as long as possible. Unless your luck is really bad, you should eventually make some headway and attain some sort of lodgement in the Confederate trenches, though at a heavy cost in casualties.

As soon as Hancock arrives send Grant to the south to take over control of the II Corps, even though you will have to leave the conduct of your attack on Early in the hands of Burnside and Warren. When you come within Command Control Radius of Hancock, immediately give his corps an Offensive Command for Church Road via Bethesda Church. The intention of designating Bethesda Church as the first Objective is to force the computer to move Hancock's brigades directly north before beginning to attack with them, but unless you assume control of the II Corps directly, Hancock will select division Objectives directly to the west of his position behind Old Cold Harbor. For this reason you must try to get your headquarters attached to Hancock's as soon as possible. Once you have done so, check the Division Commands every turn to be sure that every one of them still has Bethesda Church and Church Road assigned as its Objective.

When you have finally gotten Hancock's men moving, and they have reached the area around Beulah Church, you may, if you wish, order one of his divisions to attack towards Church Road via the Foster House. This will serve to

broaden the front of your assault and put pressure on Early from two directions. In addition, when you reach Beulah Church you should be back within Command Control Radius of Warren and Burnside. As soon as you are, change their Commands back to Defensive, since by this time their Corps will almost certainly be pretty much used up. If they are still holding out in the Confederate entrenchments, they may be able to survive until Hancock arrives to relieve them, but if, as is probable, they have been driven out they should nevertheless have paved the way for Hancock's assault by killing a substantial number of Rebels.

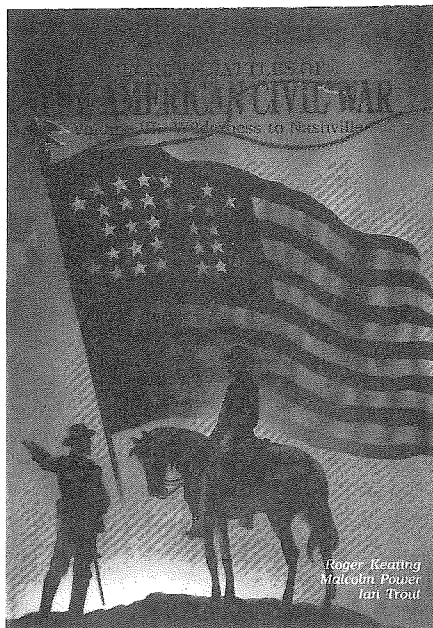
Once Hancock's division have reached the area around Bethesda Church and are about to make contact with the enemy, you may safely detach Grant from Hancock's headquarters if you need to, in order to place him closer to the leading brigades. Attack as vigorously as possible, keep Grant's profile as high as you can (preferably Heroic), and keep the assault moving. If you can drive Early off the road soon enough, you may have a chance of seizing enough critical Objectives before the end of the game.

In the meantime, if Smith's XVIII Corps has not suffered too much in the skirmishing combat that will have been taking place in the south and around the lake, you should be able to order his corps to attack the area just to the north of the lake as part of an advance on Walnut Grove. He should be commanded to move out while your headquarters is still in the vicinity of Beulah Church, lest the further advance of Hancock's Corps (to which you are attached) put you out of Command Control Radius of Smith's HQ.

Although you must attack in order to have any chance of victory in this scenario, yet at the same time you cannot afford to lose any friendly Objectives either. If the South is able to capture Old Cold Harbor or some of the other Objectives on your side of the map, even the greatest success in the north will not save you from defeat. Therefore, keep an eye on Wright to be sure that

he will continue to be able to defend the area around the town. If necessary use Smith's Corps to reinforce him, even though this will weaken your attack against Early. It is not likely, if Wright's Command is changed to Defensive on the first turn, that the South will obtain any significant degree of success against his troops, but you will do well to keep an eye on the situation just the same.

If Warren and Burnside achieve a reasonable measure of success in their attacks on the morning of the second day,



if you are able to get Hancock moved from the left flank of the Army of the Potomac to the right without his being drawn into combat and without losing too much time in doing so, and if Smith can be used to support him with an attack in the center, you should be able to obtain a breakthrough along both of the roads leading to the western edge of the map (that is, Church Road and the road past Foster's) and perhaps north of the lake. If this occurs soon enough, you will probably be able to capture enough vital Objectives to win the game, and you will also have the satisfaction of having succeeded in outflanking the master of the turning movement, Robert E. Lee (or at least a computerized imitation of that famous general).

The South's task in this scenario is much easier: all you have to do is keep the Union from breaching your lines. You still have some pretty good troops and some good leaders, even if you are as usual, heavily outnumbered, and you have the advantage of the most formidable line of works yet erected in the War for Southern Independence. It should prove fairly easy to inflict horrendous casualties on the Yankees without suffering very heavily yourself. In fact, with any luck, by the third day the Northern army will probably be so weakened by the computer's futile attempts to breach your lines that you can go over to the attack and capture Old Cold Harbor and some of the other Objectives on the Union side of the map.

You will have only two problems in this scenario: Anderson and Early. Anderson will probably try every turn to send all of the troops he has posted north of the lake down to defend the lines around New Cold Harbor. In order to prevent this, you will have to remain attached to his headquarters throughout the entire three days of the battle, leaving your other corps commanders to their own devices. Now, since Hill doesn't arrive until the third day anyway and has orders to march to the lines to the east and southeast of New Cold Harbor, being unable to control his corps is not really a problem. Early, however, is another matter. His corps defends the vital area around Church Road, where Warren and Burnside will almost certainly make a concerted effort to smash through your lines, especially if they are commanded by a human player who intends to follow up their assault with one by Hancock's Corps. Unfortunately, left to his own devices Early will probably not conduct a particularly brilliant defense. In imitation of his historical counterpart he may even launch a limited offensive out of his lines through the woods west of Bethesda Church.

Since you cannot afford to leave Anderson's HQ in order to take control of the II Corps, the Union may succeed in breaking through Early's line in the north before the end of the game. If this happens, there is not much that you can do about it

unless you have inflicted enough casualties on the remainder of the Army of the Potomac to be able to dispatch reinforcements to assist Early. Most likely you will have to accept the loss of the Church Road, maybe Foster's, and perhaps Walnut Grove. However, if you have massacred the rest of the Union army (as you probably will) and have captured some equally important Objectives on the Union side of the fence, you should still easily win a substantial victory.

This scenario is probably one of the more heavily unbalanced scenarios in the game, especially if the historical scenario is chosen. Since the Union will probably not be able to defeat a human Confederate player, it is not very well suited to play by two human players. If you like easy victories, play the South in this one. If you want a real challenge, play the North. The Confederate army is so well entrenched that the Union is unlikely to obtain any

kind of success anywhere except along the Church Road, and even that will probably be limited unless Lee allows Anderson to strip the defenses between Foster's and the lake in order to reinforce an already impregnable position in the south and Grant forces Hancock to march up to Bethesda Church before attacking.

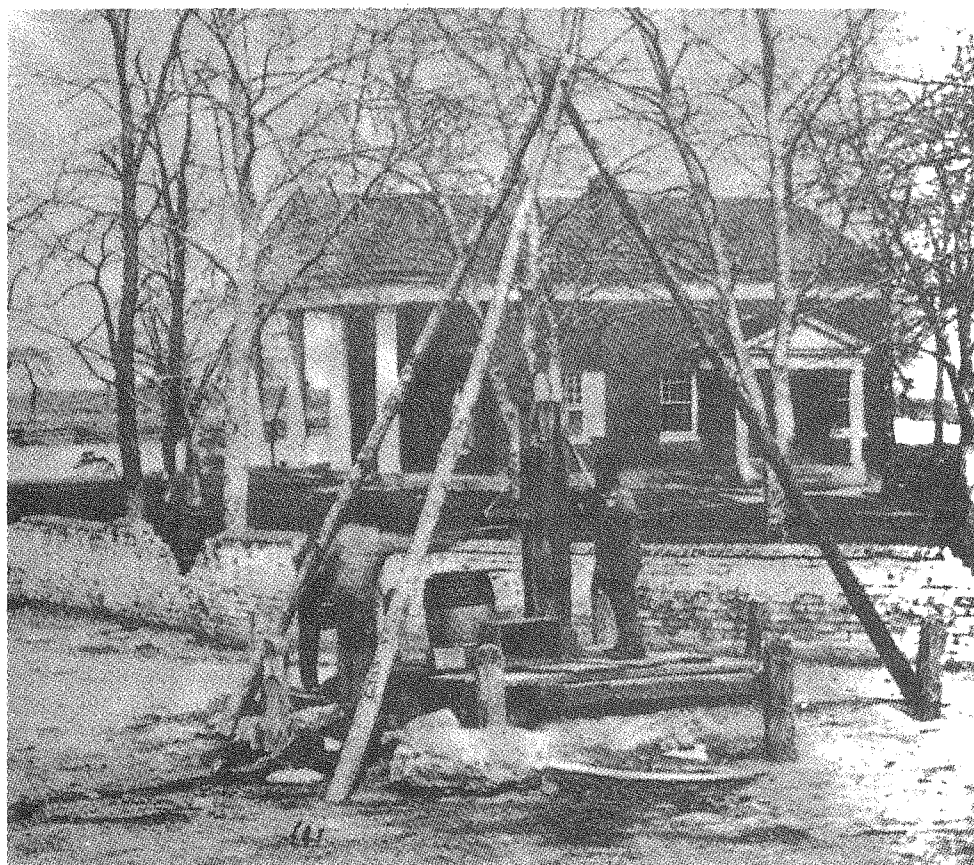
ATLANTA (22nd July 1864)

General Sherman, commander of the Military Division of the Mississippi, has three armies under his control for the campaign in Georgia: the Army of the Cumberland (General Thomas), the Army of the Ohio (General Schofield), and the Army of the Tennessee (General McPherson). The Union is besieging Atlanta on three sides, and President Davis expects the new commander of the Army of Tennessee, John Bell Hood, to abandon

the Fabian tactics of his predecessor, General Johnston, in favor of a more aggressive posture. Two days ago, on the 20th of July, Hood unsuccessfully attacked Thomas Army of the Cumberland as it was moving into positions to the north of the city. But having learned that McPherson has neglected to properly secure the left flank of the Army of the Tennessee, which occupies entrenchments to the east of the city, Hood has ordered Hardee to turn the Union left and seize the Decatur Road, while Cheatham attacks the Union main body in its trenches facing Atlanta. Though the attack was to have begun at dawn, Hardee's men, fatigued by the fighting on the 20th and the difficulties of the night march around Atlanta, did not reach their positions until shortly before noon.

Historically Hood delayed the commitment of Cheatham's Corps for some time. Therefore, in order to make the scenario more accurate, I recommend playing Variant 3. Since the Confederates have a large advantage in the battle anyway, this will help somewhat to redress the imbalance. The commentary that follows is based on playing the third variant.

The Confederate player should have little difficulty in gaining a victory in this scenario unless he has very bad luck. Nearly all the Union troops are holding the entrenchments facing Atlanta: only a few brigades stand between Hardee and the Decatur Road, but the Union player will be reluctant to assist this puny force by sending units from the trenches lest Cheatham's eventual attack succeed in breaking through his lines to the valuable Objectives in the rear. When Hood arrives on the map, place him near the leading brigades of Hardee's Corps in order to direct the fighting and boost their morale. Since Hardee's left wing will be obliged to assault entrenched troops who can be reinforced with a few of the brigades defending Leggett and Bald Hill without the Union player's seriously endangering his defense of those points, you may wish to place your headquarters near these units. Hardee's right will face stiff resis-



When Cheatham arrives, you may be tempted to move around to the west side of the map in order to direct his attacks on the main Union positions facing Atlanta. This is probably a mistake. Cheatham is not likely to make much headway against a numerous and well entrenched foe. Your assistance may improve his performance to a certain extent, but you are unlikely to make enough difference to secure a breakthrough. For this reason it seems preferable to remain with Hardee directing his men in their assaults on the weak Union left. However, if the Northern player has dispatched significant numbers of troops to reinforce his left, Cheatham may have a chance to break through the enemy's center. In that case, it would indeed be advisable to move Hood around to the left in order to direct the assault on the Yankee entrenchments.

Yet, on balance, this is probably your only chance of winning the game. If the

Unfortunately, it is difficult to say just how many brigades will be necessary to stop Hardee. A division is probably called for in the east to protect the Decatur Road, but a brigade or two may suffice to keep Hardee from penetrating your entrenchments in the south. Indeed, determining the size of the reinforcement you send will demand a fine judgement, for it is certainly possible to dispatch a force too small to stop Hardee, yet large enough to leave your center fatally weakened.

This scenario seems to be heavily balanced in favor of the Confederate player, even if Variant 3 is used instead of the standard scenario. The only chance for a Union victory seems to lie in a very judicious juggling of forces between the center and the left, a task not easily accomplished. Certainly it is as *challenging* to endeavor to achieve victory in the role of McPherson as it is *easy* to achieve it in the role of Hood. The Confederate player is likely to gain an easy victory over the computer than over a human player, but unless he is faced with a really first class human opponent, it is doubtful that final victory will prove beyond his grasp. The Union player on the other hand will find it

FRANKLIN
(30th November 1864)

Hood, still furious over his army's failure to crush Schofield at Spring Hill yesterday, has urged his troops forward at a rapid pace in order to overtake the Yankee army before it can reach safety on the north bank of the Harpeth. Reaching a position about three miles south of Franklin in the late afternoon, Hood has ordered an immediate attack, despite the absence of his artillery and S.D. Lee's Division.

40 JANUARY - FEBRUARY 1990 #18

side Franklin while the rest of your army overcomes Wagner's brigades. As soon as these advanced lines are cleared, move the rest of your troops up and begin a concentrated, coordinated assault on the Union lines. Keep Hood well up to the front in order to direct the maximum number of brigades and to boost their morale. Considering the brevity of the scenario, it may be well worthwhile to risk a Heroic Profile for most the game in order to give your men the best chance of overcoming the stubborn resistance they will face.

The Union player will not need any particularly imaginative tactics to win this scenario; instead you must mainly rely on the steadiness of your men and good "die rolls" for victory. Leave Wagner in position south of the town. His brigades will almost certainly be annihilated, but their destruction will gain you valuable time. The Confederate army is sufficiently strong to eventually penetrate your lines, so every turn that they are held back from your main positions increases your chance of victory. Once they begin their final assault on your lines, give Schofield a Bold Profile and make sure all the brigades that you can control have Skirmish Orders every turn. Keep battered brigades in the line as long as you can: you only have one brigade in reserve to use as a replacement, but several important Objectives to protect. The artillery unit across the river must especially be kept fighting. Its loss will not uncover any vital Objective, while its continued fire may well prevent its targets from achieving a penetration on your left.

Although this scenario favors the Union, a Confederate victory is possible with swift movement and a certain amount of luck. Unfortunately, after the first turn or so neither player has much to do beyond encouraging his brigades to fight as bravely as possible. Since in addition there are so few turns, and the scale of the scenario is so small, I do not consider it to be particularly suitable for two human players.

NASHVILLE (15th-16th December 1864)

Despite his bloody repulse at Franklin two weeks ago, Hood has unwisely continued his advance on Nashville. Finding Thomas' Army too strong and too well entrenched to assault, the Confederate commander has ordered his own army to occupy a strong defensive position just south of the city in the hope of provoking Thomas into a futile attack which will cripple the Northern army, thereby giving Hood a chance to defeat it and capture Nashville. Unfortunately the Rock of Chickamauga is hardly the sort to be pushed into any kind of hasty or ill-considered action, even by his superiors in Washington. After careful preparations, an attack has been ordered for the 8th of December, but an ice storm has forced its postponement until the 15th. Hood in the meantime has sent most of his cavalry off on a futile operation against Union forces around Murfreesboro, leaving himself with very limited means of detecting any Union offensive maneuvers.

Thomas' final plan is a masterpiece of military art. Steadman's Division will demonstrate against Hood's right (Cheatham's Corps), while the IX and XVI Corps under Wood and Smith, supported by Schofield's XXIII Corps, assail Hood's left (Stewart's Corps). Wilson's Cavalry Corps, despite opposition from Chalmers' Confederate horsemen, is expected to maneuver around the Rebel left in order to cut the Granny White Pike. Although heavy fog has delayed the deployment of Steadman's Division, by eight o'clock in the morning on the 15th the attack is ready to begin.

The Confederates are once again in serious trouble in this scenario. Hood's army is outnumbered and has been outmaneuvered by Thomas' superior generalship. The Southern player will find himself obliged to make the same sort of hard choices that the Union player must make in the Atlanta scenario: exposing one wing of his new army to defeat in order to keep the other from collapsing. Cheatham will initially have no trouble in beating off the feeble attack by Steadman's Division, so the Confederate player will be tempted to

withdraw Cheatham's and S.D. Lee's troops in order to reinforce Stewart, who will be bearing the full brunt of the main Union assault. Although this is probably the only real chance the South has of gaining a victory in this scenario, you must still keep in mind that eventually Steadman and Cruft will advance and capture your entrenchments on the eastern side of the map and may even be bold enough to continue south towards the Thompson House and Overton Hill. After the first few turns they will no longer present a threat to your eastern entrenchments, since the Objective hexes there no longer count for victory points after Turn 8, but their threat to your communications along the Franklin Pike should be countered if at all possible. It would be extremely frustrating to succeed in holding off Thomas' main body on your left only to lose Overton Hill and the Franklin Pike to two or three battered Yankee brigades. Fortunately, it shouldn't take much to stop Cruft and Steadman, so you may divert most of your army to the left with a clear conscience.

On the left, your best tactic is probably to endeavor to delay Thomas' assault as long as possible with Stewart's Corps while forming Cheatham and S.D. Lee's troops in a secondary defense line somewhat further to the rear. If Stewart can hold out until the end of the first day (which will take some luck), you may succeed in keeping the Yankees west of the Franklin Pike and away from the Objectives around it.

Unfortunately, keeping back Thomas' main body is not the whole key to victory. Besides the minor thrust posed by Steadman and Cruft, there is a far more serious threat presented by Wilson's Cavalry Corps. These troops will enter along the Hillsboro Pike and will probably drive straight for the Granny White House, thereby turning your whole position. The fact that they are cavalry reduces their danger somewhat, but they may still be strong enough, if vigorously led, to force your units to retreat from Shy's Hill and any other Objectives they may still be holding on to in the south central area of the map. Your own cavalry will probably be

too weak to do more than delay their advance for a while, so you are likely to find yourself forced to divert valuable brigades from your main line in order to contain Wilson's horsemen.

Your success on the first day must naturally determine your exact tactics on the second, but in general you should continue to resist the Union advance as long as possible, only giving up a position when forced out of it. Unless a favorable opportunity presents itself, keep your troops strictly on the defensive in order to minimize your casualties. If you can keep the Yankees west of the Granny White Pike and north of Overton Hill, you can probably pull off a victory, but achieving it will require a great deal of skill and more than a little luck.

Although most of the advantages in this scenario rest with the Union, nevertheless the Northern player will need some skill in order to make the most of his superiority in numbers and position. Begin your assault on Stewart as quickly as possible, for not only do you need to drive him out of his entrenchment quickly lest the Confederate player succeed in forming a strong secondary line to his rear, but many of the Objective Hexes in and around the entrenchments must be captured early in the game in order to gain any victory points. When the outlying redoubts have been taken, begin a vigorous assault on the main Confederate line. Schofield's men can be held in reserve for the first part of the day, but as soon as Wood and Smith's brigades begin to falter, send the XXIII Corps in to maintain the pressure on the Confederates. Move Thomas' HQ over to the right wing as quickly as possible in order to control and encourage the individual brigades in this critical area. If you can drive Stewart out of his entrenchments before dark, or even if you merely succeed in making several penetrations in them, you are well on your way to victory. Once the entrenchments are breached, drive as quickly as possible on Shy's Hill, giving the Rebels no time to reform. On the second day continue to press the enemy as hard as possible, driv-

ing him back toward the Franklin Pike. If you can seize Shy's Hill, the Franklin Pike, and the Objectives in between those two points, you will certainly have won a decisive victory. Even if you fail to reach Franklin Pike, the capture of most of the Objectives to the west of it will still probably ensure your victory.

In the meantime, while these three powerful corps are pushing back the Confederates left wing, do not neglect your own flanks. Steadman, though he will probably be repulsed with heavy casualties in his attack against Cheatham, can still pose a threat to the Confederate right. Eventually he will resume his advance and will probably find the Rebel lines abandoned. As soon as you are able to communicate with Cruft (which will probably not be until the morning of the second day unless you move Thomas back towards Nashville), send him on towards Overton Hill. If Steadman also advances his division, this will pose a substantial threat to the Confederate rear which cannot be ignored, forcing the Southern commander to detach brigades which he cannot spare from his main position in order to stop their advance.

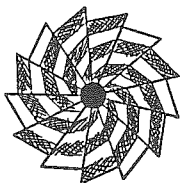
On your own right you will receive Wilson's Cavalry Corps as a reinforcement in a most opportune location: the south west corner of the map, near the Hillsboro Pike. These troops should be sent either against the flank of the Confederate brigades holding Shy's Hill or, more profitably, to capture the Granny White House. From this position they can easily maneuver against the Rebel flank in order to support the infantry in their frontal assaults on the Confederate lines. However, use these units judiciously: cavalry cannot go toe-to-toe with infantry and survive for long. Remember, assaulting cavalry brigades attack in *mounted formation*, a sure invitation to disaster. If you can place Thomas close enough to Wilson's men to direct their attacks without deserting your infantry units in the center, issue Skirmish Orders to them each turn to keep them from saddling up and riding to glory.

This scenario heavily favors the Union. The Confederate player must contend with a poor position, a numerically inferior army, and brilliant initial Northern dispositions. The Union player needs only enough skill to know how to make the best use of the many advantages he has been given; the Southern player must have both uncommon ability and uncommon luck to win. You may enjoy the chance to gain a relatively easy victory over the South, but unless you are faced with a superior player whom you wish to handicap by giving him command of Hood's army, I would not recommend this scenario for two human players.

Conclusion

I hope this series of articles has been useful both for those who already have the *Decisive Battles of the American Civil War* games and for those who may be thinking of purchasing them. I think the game system is an excellent one, that combines ease of play with a great deal of realism, even though it may be frustrating for players who are accustomed to board games or to the boardgame-like design concepts of most other computer war games. But for those who feel that a good computer simulation ought to be designed to take the fullest possible advantage of the capability of the computer to handle not only extremely complex record keeping and a high level of "chrome", but also to assume the roles of subordinate commanders in order to more realistically simulate the problems and frustrations of command throughout the history of warfare, these games should prove both challenging and enjoyable. Despite the fact that, even against a human opponent, most of them can easily be played in a few hours, and even the longest scenarios, such as "Gettysburg", should not take more than a weekend, they contain nearly as much tactical detail as the most complicated of the other games on the subject and contain elements of realism impossible to simulate in a board game and unattempted in other computer games. For my money this series is the best (*con't on page 52*)

MOVES



On the Production Spiral

A House Restored: Designer's Notes for GDW's *A House Divided*, Second Edition

By Alan Emrich

I don't exactly remember how this project landed in my lap. After all, I work for a rival game company (3W), and had to get special permission to help GDW do a second edition of one of my all time favorite games. Fortunately, 3W's leader, Keith Poulter, is also a great fan of *A House Divided*, and helped me playtest much of the second edition changes. Also, special mention must be made of *Battleplan* magazine. I presented many these ideas as a series of articles running in issues numbers one through three.

I remember shaming Marc Miller of GDW a bit for letting *A House Divided* go out of print. I felt it was a great disservice to the hobby to let such a fine introductory level game disappear from store shelves. He told me GDW was planning on reprinting it soon. I believe I then suggested doing a second edition, to which Marc again responded that was the plan and added that he was already assigned as the Project Coordinator. Since *A House Divided* has always been a favorite of mine, we discussed the philosophy of what the second edition might include. Sure enough, we had a meeting of the minds (we thought that the game

should include "everything a wargamer could want") and Marc suggested something like, "well, let's see what you've got for the game." Two days later I sent a package which included most of the rules changes, plus a redesigned counter sheet and map. When I next spoke to Marc I found out that I was now the second edition designer. Well, they say that luck is where preparation meets opportunity...

As the project evolved and more exact philosophies were discussed, I suggested shorter "mini-games" or scenarios. Marc said, "Sure. Go ahead and design them." So I did. Many thanks to Frank Chadwick who came up with a better order of battle for the 1863 scenario. Then I suggested that a structured tournament should be included in the package for every active hobby shop and game convention. Marc said, "Sure. Go ahead and design it." So I did that, too.

Well, allow me to touch on, point by point, the changes, additions and mistakes in the second edition of *A House Divided*. Oh, and for the record, I volunteered to do this job and did not receive one cent for my efforts. I am an introductory level gaming patriot and felt it was my duty. All I asked for was my name in 80 points (i.e., very large) type in the credits. And did I even get that? Noooooo! (Well, there is only *one* Frank Chadwick, after all).

The Basic Game Rules

GDW came up with the new format for its rules booklets. Marc liked the idea of the game table illustration including chips and sodas as optional. Another one of Marc's ideas (which I am not too crazy about, but it's easy to ignore even if just out of habit) is that the white side of the units is now the full strength side, while the (admittedly harder to see) black side of the units is the reduced strength side.

The only substantive changes to the game's core mechanics are the rules for rivers and cavalry. Rivers now affect the first two rounds of combat, rather than just the first. This makes river and amphibious assault a more questionable proposition in terms of projected attacker losses. A River Battle Marker was supposed to be included in the countermix, but instead a second Battle Field Marker was added by mistake. Use the second one as the River Marker during river battles and you'll be just fine.

The big change in cavalry is that these units alone (without infantry) control a box only while they occupy it. No more blitz cavalry to win the war in the first few turns! This change, along with the addition of the Command Table in the Advanced Game, is the core of second edition *A House Divided*.

The Game Turn Record Track

I didn't design this. My redesign suggested that the turns for leaders be indicated on the turn record track as well as the Union Drafts. Many wargamers will probably do what I did and just write this information on with a pen. You may also want to include the words "Draft Riot" next to April, 1863.

The Map

Although now mounted and jigsaw cut, I had made other suggestions to the map which would have required the expense of new printing plates. GDW opted not to do this, so the Recruitment Pool and Europe boxes were not added to the map, as I had hoped they would be.

The Counters

As I have already mentioned, the River Battle Marker was left out and a second Battle Field marker added. GDW erred with the Union Generals somehow,

but replacement counters will be provided to all who send in their game response cards. Owners of the previous edition will notice that the "broken rail" and "stripped markers" have been replaced with leaders, Confederate militia and foreign intervention pieces. Also, there are fewer flag markers. This is too bad because you need them now more than ever. I suggest adding the ones from your first edition game to your new second edition copy.

The Standard Game Optional Rules

The Like Battlefield Targets rules is a new one. It restricts infantry to shooting at other infantry and to ignore enemy cavalry, if desired. Oh, in the second paragraph, line seven, a word is missing. Add "cavalry" between "enemy" and "pieces."

The Union Rail Movement Bonus of three boxes is straight forward enough, and gives the Union a slight, but important advantage. Wargamers will love the Historical Recruiting Limitations for realism's sake, and the clarification about Increasing Union Forces being an economic and not a political increase is important to Confederate hopes of ever gaining victory.

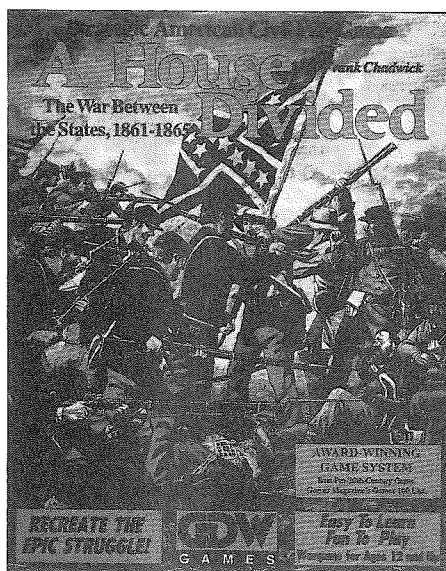
The Fort Monroe rule is just common sense, while the Confederate Replacement Training rules stirred up a bit of controversy. Allow me to explain that even though the rules say that these Optional Rules may be used separately or together, I figured that real wargamers would always use everything. With the Union player moving quicker by rail, and with Historical Recruiting Limitations imposed on the Confederacy, it was important that things be balanced out by simulating the difference in replacement doctrine. It's not usually a big advantage for the Confederacy to have this Replacement Training rule in effect, but it will help to keep hope alive while the South is crumbling! I feel that it was important to keep up player morale at all times in an introductory level wargame.

The Scenarios

I would love to tell you about all of the hours of exhaustive research I put into designing the scenarios. The fact is, I cheated. To create the scenarios, I opened up my copy of Victory Games'

Civil War and translated their scenarios into the *A House Divided* format. Even the scenarios starting and ending dates are the same! Oh, sure, there were a lot of judgment calls to make, and playtesting moved the starting forces around a bit for play balance. Still, the scenarios are pretty good. As I mentioned, Frank Chadwick completely redesigned the 1863 scenario.

Like the Standard Game, the scenarios begin with both players rolling a '1' for marches on the first turn of the scenario. One good feature of the scenar-



ios is that at the end of each March turn, the situation on the game board can be checked for a "sudden death" victory. This will really keep the pressure on expert players who agree to apply to scenario criteria in their campaign games.

The Advanced Game Rules

The Supply rule was altered to exclude the foraging procedure. I felt it just wasn't worth fiddling with all those extra markers on the map for as little as they provided (you'll also note the old Cutting Rail Lines rule gone for the same reason). Oh, another correction must be made under the Effects of Being Out of Supply paragraph. Delete "to forage or" from the fourth line. I don't know how that got added back in, but delete it.

Containment and Coastal Defenses are basically the same. Clarification has been made to allow both sides to entrench in a Containment situation, while anyone

attacking there loses the benefit of their trenches (i.e., they have to go "over the top"). Coastal Garrisons are considered permanently entrenched and do not give the Union player a promotion for defeating them.

The Command Table is the "biggie" that makes *A House Divided* a real second edition. All of the luck elements we complained about before have been reduced, and historical limitations have been factored into this little wonder. You'll find the armies of both sides slower at the beginning of the war, and more able to coordinate units in battle in later years. Furthermore, the Union is more restricted at the beginning, while the South falls apart at the end. This table turns *A House Divided* from "game" into "simulation" rather painlessly.

The Advanced Game Optional Rules

Since battles are so climactic in the game, I put a little more detail and flavor in for the purists. Adding Morale, Desertion and Stragglers, with a simple Morale Table was a natural. Try attacking with your militia hordes in 1861 and see how long they last! The staying power of veteran units gives them an edge over the infinitely replaceable losses of militia. With this addition, there's more to winning a battle than just piling up troops.

Leaders were the hardest new rule to add. Leaders had to be important, but not, by themselves, decisive. They had to be special, so they had to be few in number. Now, a good deal of leadership is built into the Command Table, so the three leader counters had to add a bit extra. They serve two basic functions, to increase a unit's chances to hit in battle (not that this will help your lousy luck any but, statistically, your effectiveness should improve), and to minimize desertions. Their net effect is to make the game a little more fun, tense and historical. (You should see a battle where a '3' valued Lee leads a small stack of veterans against a much larger force of leaderless Union militia. It's like a knife through butter.)

The More Support From Confederate Border States rule and the Foreign Intervention rule are the two big "what

ifs." Even when you use them, the trigger events will seldom occur. But by incorporating them, the Confederates have some incentive to do the things which they did historically. A good deal of Confederate war planning and strategic thought was focused upon obtaining these goals, so to truly recreate the Civil War, players will want to incorporate them.

The Tournament Game

My only comment here is on emphasizing the judgment of the tournament official in resolving unfinished and draw games. I know that the losers will complain even louder, but feel that it takes something of an expert eye to make so subjective a judgment. The increasing rules additions, plus the exercise of the scenarios, makes this a tournament of true player skill. The fact that tie games go to the side which lost the most games in that round is also a good balancing ingredient.

Overall

I hope you will enjoy *A House Divided* again and see it with new eyes. Ty Bomba commented that this second edition will create a stir and interest in it as big as that for the first edition when it came out in 1981. That was my goal in designing the second edition. ■

BATTLE GROUP

Fantastic new Naval wargame based on AEGIS many features include I/R missiles, Carriers, fighter squadrons and much more.

For IBM PCs and compatibles. Requires 128K RAM, DOS 2.1, one disk drive and color graphics. Price \$20. To order or for further information write to the address below.

Order NOW!! and receive two exciting arcade games FREE!!

SOFTWARE

6307 Brambleton Rd
Richmond VA 23234

MOVES' REVIEW of Games

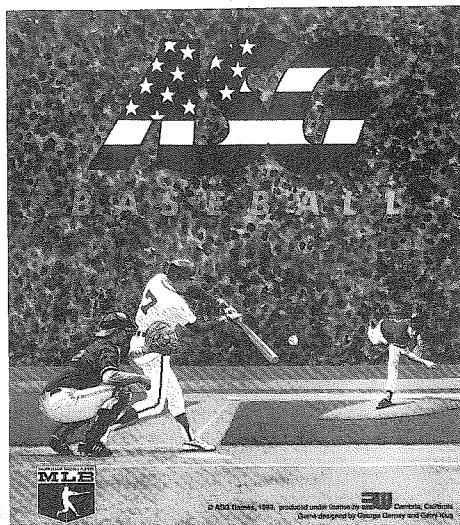
Reviews of :

ASG Baseball

3W, Inc.

Modern Naval Battles

3W, Inc.



ASG BASEBALL

by Doug Atkinson

ASG Baseball is the new baseball board game from 3W. The current edition includes player cards for the 1988 Major League season, 25 players per team. Each year, player statistics from the previous season will be released in the ASG card format. A well written rules booklet, charts and a sheet to represent a baseball stadium (with plastic baserunner markers) fill out the components. The physical presentation of the game could be better (the cover art has few fans in my circles) and you may need to purchase your own rubber bands to be able to separate all the teams (only a few are provided in the games I have seen), but the game system is a gem, so it is definitely worth the cost of the extra rubber bands.

In a typical *ASG Baseball* at-bat, the pitcher rolls a 20-sided die to determine which column (1-6) on the batter's card will be used by the batter (lower numbered columns are better for the batter). Then the batter makes his 20-sided die

roll to generate a result: a hit, an out, a walk or a check on a potential double play, tough defensive opportunity or error check. Unusual plays, wild pitches and other occurrences are also built into the system. It is possible for the pitcher to occasionally generate a result from his card alone which will apply to any batter (Nolan Ryan will get extra strikeouts this way). Because the pitcher and batter do not each generate 50% of the results, which is the prevalent mechanism for baseball board today, exceptional pitcher statistics will be more accurately represented. Exceptional hitters seem to achieve their statistics under either system. Pitchers who do not give up many walks, and hitters who refuse to take many walks have special ratings to reflect their statistics.

ASG Baseball uses a very simple and effective defensive system. Whenever a pitcher/batter result indicates a defensive rating check for one of the nine field positions, a 10-sided die roll \leq the defensive rating means the tough play has been made. If the die roll $>$ the defensive rating, the ball has gotten by (fallen in front of) the fielder for a hit, usually a single. If the die roll is much greater than an outfielder's defensive rating, the hit becomes an extra base hit. So good defensive players not only prevent more hits, but they prevent more extra base hits.

Many of the defensive ratings in the game will surprise players familiar with the defensive ratings of other games, which are usually based on "conventional baseball wisdom" or just personal opinions. Each year the ASG ratings may vary based on detailed statistics of how well the player actually fielded - so every player will earn their ratings each year. Reputations will not earn better defensive ratings, as is often the case in other baseball board games.

The base stealing system works well and is fairly typical of good baseball board games. Each player has a "Goes" rating which represents his ability to get a good jump required for a basestealing attempt to occur. If an attempt occurs, then the runner's "Steals" rating determines the probability of a stolen base. In the advanced game, the Goes rating is modified by the pitcher's "Holds" rating, and the Steals rating is modified by the

catcher's "Arm" rating. The advanced game also uses whether the batter is left or right handed to affect base stealing probabilities.

Baserunning in the basic game is similar to many other games, the baserunners "Speed" rating is compared to a fielder's "Arm" to determine the probability of taking an extra base or being "gunned down". The baserunning system in the advanced game adds a unique element: managerial strategy. A manager must set his strategy before rolling the dice for an at-bat to be either Aggressive, Normal or Conservative. This choice effects the choices available to baserunners - they may be prevented from, or required to, take an extra base in certain situations based on the strategy chosen. A Coaching chart summarizes the effect of each strategy option. Setting strategy before each at-bat has a very realistic managerial feel. It does not slow down play, because most managers will pick a strategy based on their team's strengths, and not change very often.

The extent to which pitchers and batters have platoon preferences is integrated into the *ASG Baseball* framework. Righthanded batters will generally perform better versus lefthanded pitchers, and lefthanded batters will prefer righthanded pitchers. The extent of the lefty/righty platoon splits will vary for individual batters and pitchers each year. Occasionally, a batter will be a "reverse" platoon (such as a righty hitting righthanded pitchers better). The *ASG* system has chosen to lessen the effect of one-year statistical aberrations by averaging each player's platoon split over several years. Each player will still perform according to his overall statistics, but the L/R split is smoothed to create more realistic usage by board game managers. The overall effect of this data smoothing is to promote realism at the managerial level, by reducing the effect of "perfect knowledge" that board game players have by knowing all the previous year's statistics when making strategy decisions.

The potential double play is a common result in an *ASG* game. All six infielders (including catcher and pitcher) can be selected to start a possible double play. If there are already two outs, or no runner on first base, then the result is an

ordinary ground ball. Otherwise, the DP ratings of the fielder and the appropriate pivotman (2B or SS) are added, and a DP results unless the batters speed score plus a 10-sided die roll enables the batter to "beat it out". Right handed batters receive a realistic reduction in their speed score for these purposes. Some fielders, such as Robby Thompson of the 1988 Giants, may have below average range ratings, but excellent DP ratings. By separating defensive range from DP ability, *ASG Baseball* allows very realistic defensive contributions from each player.

The Error and Unusual Play tables are complete, each having a separate table for each possible baserunner(s) situation. This works very nicely, ensuring that the result is meaningful for the current game situation. Most other board games do not give these topics such detailed coverage.

An excellent feature of the *ASG* system is Clutch Pitching. Other board games have traditionally slighted this aspect of baseball or claimed that it could not be defined, but *ASG* has tackled this issue head on by adjusting some pitcher results when men are on base. This advanced game addition to the basic *ASG* system really captures the feel of certain pitchers. Sid Fernandez of the 1988 Mets gets significantly worse with baserunners to worry about, while Frank Viola of the 1988 Twins will bear down and get better when challenged by baserunners. Rod Dibble of the 1988 Reds is a good example of a relief pitcher who is much better in pressure situations. Dibble will give up some solo homeruns, but rarely will yield a home run with men on base. Each pitcher will vary according to his actual statistical performance in these situations. The varying ability of various pitchers depending on whether men are on base is a well documented, established statistic that *ASG Baseball* brings to the board game in an exciting, playable way.

Because pitchers determine from which column batter results are selected, "suppression" of opponent statistics, which is a problem in many game systems, works well here. Pitchers that gave up very few or no homeruns in a major league season could actually expect to accomplish that in an *ASG*

Baseball season. Batters with a poor ability to take an extra base on defensive miscues are rated for this on the range rating checks that they produce. The entire *ASG* system seems to have been built around a conviction that a baseball simulation cannot depend on averaging pitcher and batter statistics to achieve realism.

One current weakness of the *ASG Baseball* system is the failure to include the statistical effects of different ball parks on batting average and homerun percentages. The basic effects of playing on grass versus paying on turf are reflected in very realistic ways, but the other obvious differences between Wrigley Field and the Houston Astrodome are noticeably absent. 3W has got ball park effects "in the works" - this feature is present in most baseball board games and will be a crucial addition to the *ASG* system.

In summary, *ASG Baseball* breaks more than enough new ground for baseball board game fans to justify the purchase. Gamers who have stayed away from baseball board games should be more inclined to try this system than the others currently on the market.

The choice to represent statistically measurable defensive range ratings is an important one which moves this game a step beyond most other baseball board games. The possibility of a player having an "off" year defensively is now just as real as an "off" offensive year - no more coasting on reputations. It should be emphasized that most good defensive players will live up to their reputations. Three cheers for *ASG* taking the subjective element out of defensive ratings!

It is worth re-emphasizing the choice made in *ASG* representation of lefty/righty "platoon" differences, players who prefer accuracy at the managerial level will be very pleased, while players who insist at perfect platoon statistical accuracy at the cost of other realism may be disappointed. The *ASG* model does introduce a better feel for baseball into the board game arena.

Baseball game players will want to try this new system, and will find that the extra details have been integrated into *ASG Baseball*, the advanced game does not take too much longer to play once the basic game is mastered. Playing times

should range from 20-30 minutes, including scorekeeping. *ASG Baseball* has several revolutionary aspects in its system design, and should stand the test of time. ■

■ MODERN NAVAL BATTLES

by Terry Rooker

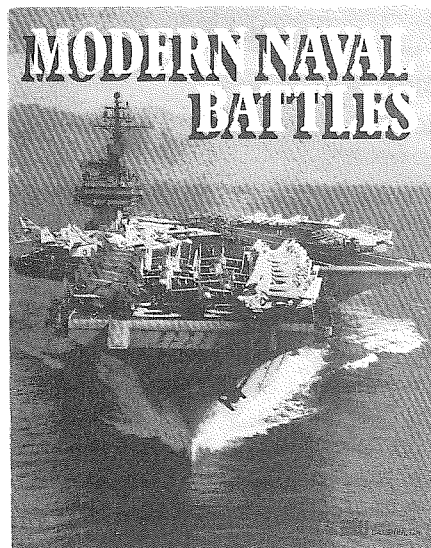
Design: Dan Verssen. Components: four page rules folder, 114 action cards, 55 ship cards, six player order/reference cards, twodie. Publisher: 3W Cambria, CA. Price: \$20.00.

Modern Naval Battles (MNB) is a card game of modern fleet actions. *MNB* is based on the older *Naval War* card game. Due to the complexity of modern warfare, many new elements were added: missiles, electronic warfare, etc. Since it is a card game, *MNB* is easy to learn, and even easier to play. More importantly it requires careful thought to play well.

MNB can play with two to six players. Each player gets seven ship and seven action cards. Each player's fleet is deployed in up to three rows, representing the main force and inner and outer screens. Submarines are kept separate from these rows, as they are attacked in a different manner from surface ships. A ship's position affects its combat ability and its vulnerability to enemy fire. Ships in the first row can fire guns and missiles. Ships in the second row can only fire missile. Aircraft can be launched from any row. Guns can only reach an opponent's first row. Missiles can hit the first and second rows. Aircraft, torpedos, and sub-launched missiles can hit all rows.

The action cards determine the available options. The action deck includes attack cards (guns, missiles, and torpedos). Players need a matching action card to fire a particular weapon type. Defensive cards (electronic counter-measures, evasive maneuvers, air cover) help defend against specific types of attacks. There also are special cards that allow players to receive extra ships, repair damage and increase the efficiency of carrier operations. The anti-submarine warfare card is unusual

in that it can be used offensively or defensively. It can be utilized to attack a sub. The chances of this succeeding depend on the submarine's previous action. If the sub has not fired in the owner's previous turn, it will be passive and harder to hit. If it had fired, it would be active and easier to sink. If a sub makes an attack, an ASW card can be used to attack the sub immediately afterwards. If the ASW card had been placed on area defense (in front of the fleet), it would allow an attack on the sub before it fired, representing the ASW resources already in place prior to the sub attack. Needless to say, chance has an important part to play in this game. If a player draws a handful of torpedo cards and does not have a sub, then they are worthless. Or more likely, a player will have several submarines and no torpedo cards.



The available ships range from the high and mighty aircraft carrier down to the lowly frigate. Each ship is rated for guns, missiles, air defense, and air strike capability. The ship card also has the point value of the ship and the damage required to sink it. When the number of damage points received equal or exceeds the damage value, the ship is sunk. If a ship has more than six points of damage, it can be crippled instead of sunk. Normally, a successful air strike sinks the ship. For larger vessels, a single air strike only cripples the target, requiring a final damage point to sink the ship.

Sinking ships is (obviously) important. At the end of the game, players get points for enemy ships sunk and for friendly ships remaining in their fleet. So

defending the fleet is as important as sinking an opponent's. The ship mix in a fleet greatly determines survivability. Since ship cards are drawn at random, players have little control over which ships they have. Players must make the most of what they get. There is a tradeoff between exposing ships in the to enemy fire and bringing weapons to bear. It is important to maintain three rows, since that protects the (presumably) most important units. I don't have room to get into a discussion of tactics, but I want to make the point that there is a complexity to *Modern Naval Battles* that is not apparent in the simplicity of the rules.

The game sequence consists of a player turn for each player. The player turn has several phases. In the first, a player can move one ship one row in the fleet. This is the only way a fleet can be reorganized. Then a die is rolled to determine a "Fog of War." This limits the number of actions a player can take in his turn. An action, essentially, is playing any card except a special one or making an airstrike. Players declare all of their actions by naming attacks or placing defense cards face down in front of their fleets. Then all attacks are resolved, with airstrikes resolved last. This restriction prevents a player from using an airstrike to cripple a ship, then using other weapons to get the single point needed to sink the target. Players can then discard any action cards in their hands, and draw new cards to a total of seven. The order of players is determined by a random drawing of the player order cards each turn.

The variable player order can be troublesome. Especially with six players, this can lead to some wild games. If a player is first on one turn and last on the next, his opponents each get two turns before his next one. Action card hands can quickly be depleted of all defense cards, and a fleet left open to attack. This encourages diplomacy, even though there are no specific rules for it. In more than one *MNB* game, players pointed out "better" attacks for their enemies to divert attention from themselves.

Obviously, much of the excitement in the game comes from the luck of the draw. Unfortunately, that same luck can cause frustration as well. There are two bomber strike action cards. These cards allow you to use your entire "Fog of War"

A Scenario for Knights of Justice

by Roger Deal

Historic Background

When the Turks captured Constantinople in 1453 they not only eliminated an obstacle to their expansion into Southeastern Europe, but also captured the extensive Byzantine naval stores, docks and harbor facilities. The Turks wasted little time in projecting their power by sea. This process was hastened by their conquest of Egypt in 1516-1517, when they came in contact with the sea-going Barbary states.

At the same time, the Christian Knights of St. John had constructed their own fleet and were raiding Turkish coastal shipping. This effected not only regular commercial traffic but also Moslem pilgrims on their way to Mecca. A glance at the map will show how Rhodes' proximity to the south Turkish coast made it an ideal Christian naval base. Although the Knights received some support from the Europe's Christian nations, they were answerable only to themselves, which made a diplomatic solution elusive.

This was the situation when Suleiman (the Magnificent) became Sultan of the Ottoman Turks in 1520. He immediately ordered preparations for a campaign to eliminate the Knights' base on Rhodes. The preparations went forward through 1521 while Suleiman successfully campaigned in Serbia.

In 1522 Suleiman was ready, having collected a force of over 100,000 men. Unlike his attempted capture of Malta some years later, Suleiman enjoyed two advantages. First, he was operating on a short supply line, being only a few days sailing from his bases in Asia Minor. Second, no reinforcements would arrive to help the Knights; unlike Malta, the Turkish capture of Rhodes did not threaten the security of any European state except Venice, and Venice was too weak to act alone.

Still, it was a tough fight. The very compactness of the defensive perimeter aided the defenders. Suleiman pressed his attacks relentlessly, attempting to exploit his overwhelming numbers.

By the end of the season, both sides were exhausted but the walls were irreparably breached. With the severe winter weather at hand, Suleiman allowed the garrison the honors of war, promising to spare the civilian population. This agreement was honored. The Knights moved their base of operations to Malta and began new fortifications.

Player Notes

The Turk: Very likely, the Turkish player will notice almost at once that his Azab units can be useful: they can fill in moat hexes. Do not be alarmed when you incur heavy losses among these troops; what else are they good for? At the same time you will be tempted to send them in every turn so as to create the maximum number of engineering tasks for the Christians. In the early turns you should resist this temptation. Due to your small trench capacity you will be outnumbered while the Christians can concentrate their forces at threatened points. Most of your men will die before they can accomplish their mission. Just because these units are expendable is no reason to waste them!

Rhodes has, basically, three walls: east, west and south. In setting up your artillery it does not pay to bombard all three. Even if you breach them all you will only be able to exploit them very late in the game.

The Christian: Since there is only one citadel you unfortunately

have few strategic decisions. At the same time you will never have a secure area, the Turks will be breaching the only walls you have from the very start.

It is always better to refill moat hexes than to repair walls. The walls can be rbreached before the assault phase, while refilling the moat takes time and gives you a chance to inflict further casualties. Furthermore, if the Turk sends in his best troops to fill the moat he will suffer unacceptable casualties among his elite troops; on the other hand, his inferior troops are of almost no use in the assault itself.

Finally, do not despair even if it seems you are about to be overwhelmed. Keep the victory conditions in mind, and time your withdrawals while your units still have some fighting potential left.

Scenario Rules

All rules are in effect with the following exceptions and additions:

7:00 Marsamuscetto Inlet penalty; substitute "harbor penalty"; no units may land within Rhodes harbor until the chain is removed. This is done by occupying either St. Angelo's Tower or Naillac's Tower. A maximum of five units may be landed in the harbor on any one assault.

12.1 Terrain, add three additional terrain types: causeways, dry moat and Grand Master's Palace. There are no drawbridge or obstacle types. The bridges and towers in the maps are for historic interest.

12.3.1 The ground is too rocky for tunneling.

12.9.1 Defenders in the Grand Master's Palace are considered to be behind walls no matter which side they are attacked from. In addition, it requires three breaches to destroy the palace

2.8.1 The moat is a ditch surrounding the city. Units attacking out of the ditch attack breached defenses as if they were unbreached. Attacks against unbreached defenses are impossible. There is no extra movement cost.

2.8.2 The dry moat can be filled by the following sequence:

On one turn the attacker moves onto a moat hex and ceases movement.

On the second turn, the unit neither moves nor attacks. If, on the end of the second move, the unit is still in place, the moat is filled in that hex, even if the unit is reduced. Place an inverted trench counter to indicate this. The Christian forces may remove two filled boxes in lieu of repairing one breach. Filling negates the effect of the moat.

15.0 There are no reinforcements.

16.2.2 Non-artillery units may fire at three or four hex range at half strength.

27.0 the commander of the Hospitallers at this time was actually Villeins de L'Isle, otherwise this note is unchanged. I'm just telling you this for historical interest.

Extra rule: Causeways, Muslim units cannot land on causeways except after entering the harbor.

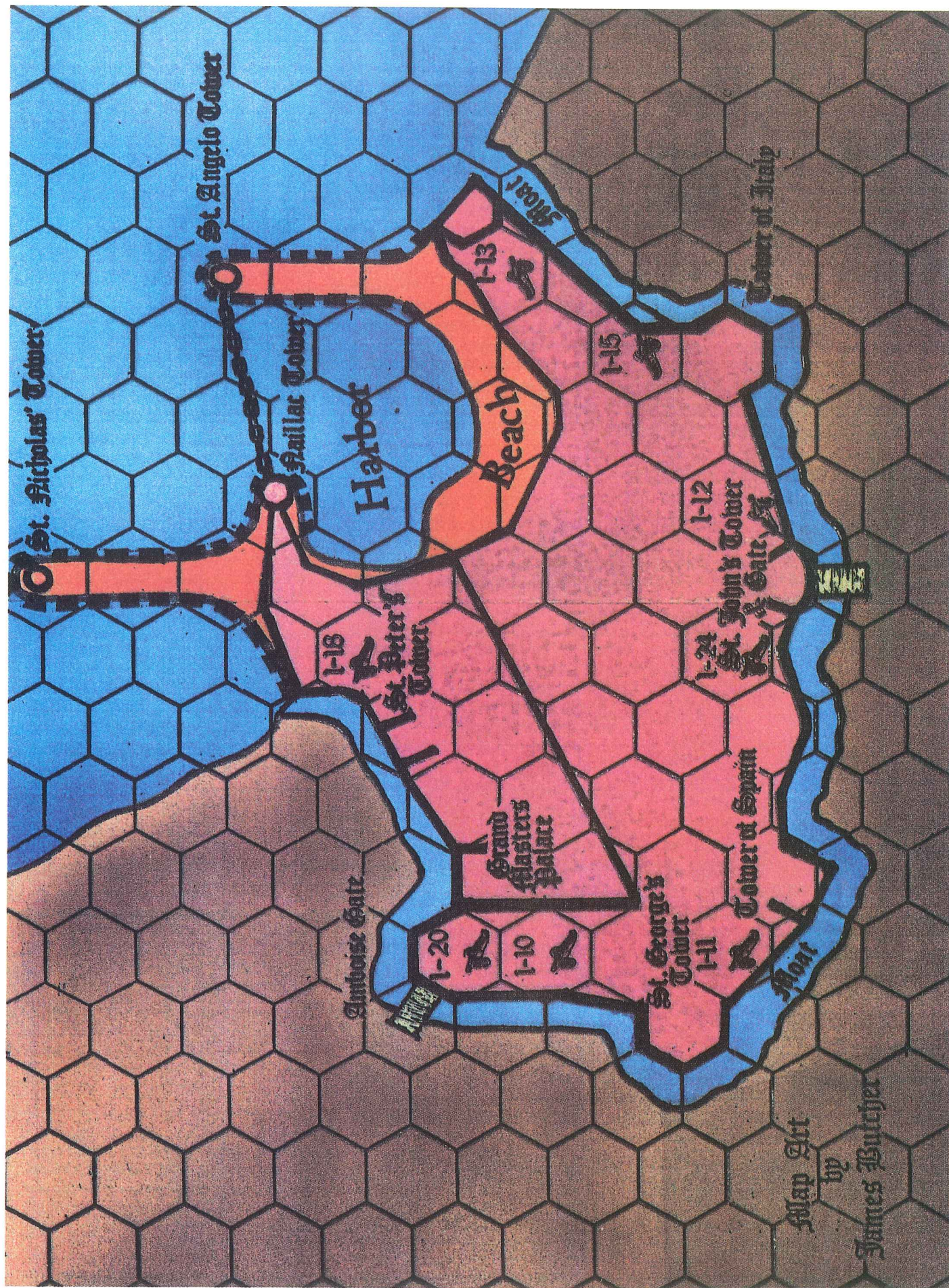
Scenario: Muslims begin with all Turkish units.

Christians set up guns as indicated; in addition they get all Hospitaller, Maltese and Spanish units.

Victory: Christians controls all of city - Christian victory

Christians controls at least one hex adjacent to the beach - Draw

Any other result - Muslim victory. ■



Map Art
by
James Butcher

roll (up to six) as airstrikes. Since the average fleet has no more than eight ships, and each airstrike can sink an individual ship, these cards can virtually eliminate an opposing fleet at one blow. If the targeted player has not drawn some form of air defense, he can see his fleet disappear and do nothing to prevent it.

Perhaps most frustrating is to have a fleet with several special units (subs or battleships) and then to never draw the necessary action card. The scarcity of torpedo and 16 inch gun action cards can be justified by assuming these represent the availability of ammunition and the difficulty of achieving a firing position. If a player has only one battleship or sub, this explanation makes sense. When a player has both battleships, or five subs, and does not have the requisite cards, it is frustrating. In one game, I had five subs and did not have any torpedo cards, the submarines just sat there and did nothing. Granted, I got points for them, but it isn't very satisfying to have so many potent weapons sitting idle.

Modern Naval Battles is certainly a fun game. I'm not sure which people will be interested in it though. There is very little here for serious students of naval operations. The title is sufficiently ominous to scare off any one considering a purchase. On several occasions, people were put off by the title, but I convince them to play, and they all had a good time. It seems this game will do best with word of mouth. Considering the number of opportunities I had to play, I doubt that *MNB* will sit on your shelf for lack of opponents. I saw one copy that could not have been more than a month old and already the cards were worn out. How many other games can you say that about? But be warned, there is at least one planned expansion kit.

Capsule Comments

Physical Quality: Excellent. The cards have a durable coating, and the graphics are clear and easy to read. **Playability:** Great, after all it's a card game. The rules can be digested in only 30 minutes. **Historicity:** Doesn't really apply. You have NATO and Soviet ships in the same hand. All of the important elements of contemporary naval combat are present, though. **Comparison:** More detailed than *Naval War*, less complicated than the *Fleet* series. **Overall:** It's lots of fun to play.

The price may be a little steep for what you get, but based on the number of times I was able to find players, you should be able to get your money's worth. □

MODERN NAVAL BATTLES CARD GAME

Developer's Notes
by Alan Emrich

ONCE UPON A TIME, in the spring of 1988, 3W, Inc. bought the controlling interest in Diverse Talents, Inc. This left myself, the President of DTI, working in many new and exciting areas of the combined companies. One of the ways I pitched in was to look over the game submissions and see if there was anything interesting which I would like to develop. While flipping through the many envelopes full of upcoming S&T games, one envelope grabbed my attention before I even opened it. It had a giant lump at the bottom, indicating to me that this was not another board wargame, but a *card* game instead. When I looked inside, I saw the first crude prototype of what has become *Modern Naval Battles*.

Think of *Modern Naval Battles* as the game that almost wasn't. On that little weekend trip up to Cambria, I read the rules of the game, looked over the cards, and announced to one and all of the staff at 3W that, "This is a game that has got to happen. It's a sure winner if we fix it up right." The reaction from the old wargaming establishment there was exactly what you'd expect, "We don't do card games." This argument prevailed until that evening when, after a company dinner, I corralled Keither and Wallace Poulter, Larry Hoffman and some others, and, after a bit of arm twisting, made them play it. A few minutes later, we were in the card game business.

Plans were being made and re-made for the expansion of 3W and its product line during those days. *Modern Naval Battles*, it was decided, would fit in nicely with the company's "new image" as a *game* company (as opposed to just a *wargame* company). After repeated release date changes (something we know is all too common in our hobby), the game was finally released more than a year later at L.A. Origins '89.

A DEVELOPER'S LIFE IS NOT AN EASY ONE

It's not exactly like it was in the old SPI days where a designer would jot down a few notes/ideas and scribble out something resembling a map and order of battle. In those days, the developer really *was* the designer. Fortunately, games submitted to 3W are far

more developed when we received them than that. The requirement is that the game be "ready to play," so that the developer just has to put on the touches that only outside playtesting can bring and try to keep the whole project coordinated. In essence, we're more "civilized" about game development these days.

WHY MODERN NAVAL BATTLES ISN'T JUST "MODERN" NAVAL WAR.

What the designer, Dan Verssen, submitted to 3W was, in fact, very much a modern version of Avalon Hill's popular card game acquired from Battleline. Now, while I have a good rapport with card games, I have never played *Naval War* to this day. I worked very closely with the designer when developing this game, and whenever I found something I didn't like and asked him why he designed the game that way, his answer invariably was, "because that's how it is in *Naval War*."

Since I had no prejudices about *Naval War*, I set to work making the game more fun and exciting than the prototype I received. What you'll receive when you open the box, I suppose, is a state-of-the-art *Naval War* of the 1990's. Here were some of the problems and solutions:

A fixed order of play was too predictable. Knowing that you always went after so-and-so and before such-and-such a person in a multi-player, free-for-all kind of game is no good. Going last every turn is definitely bad for your health. The solution was to add Player Order cards. Now the player order would be random each turn and, with the playing of Area Defense cards which expire at the beginning of a player's next turn, this added an element of variable timing to those cards.

Playing one card per turn was too slow and boring. I like action! And, in a card game, I also have no objections to more chance elements. The solution was the "Fog of War" die roll each player makes during his turn. This number indicates the number of attacks he is allowed. Thus, a player can make an average of 3.5 actions during each of his turns. This "goosed up" play considerably.

I hate holding on to cards I can't use because the rules do not provide for fast discard. I also do not like a card game that drags on forever. The solution was to allow players to discard all the cards they wish every turn and replenish their hand up. With a draw pile of 114 cards, it could take forever to make things happen if you are only playing and discarding one card per turn. The faster you tear through the deck, the faster you can get another game going.

This philosophy kept *Modern Naval Battles* interesting and exciting throughout playtesting.

Keeping it simple was paramount. The designer wanted to include the kitchen sink, but only if it could be applied simply to the game were such elements added. Thus, passive submarines, air defense, larger ships versus airstrikes, and many other ideas were grafted into the game in their present form. There is a lot of solid hardware interaction in *Modern Naval Battles*. Everything has been simplified to fit a card game format. Still, you will see all of the systems have some logic behind them, giving them something of a realistic feel. You quickly realize that you're playing more than just a "dumb" card game. Novices will almost certainly learn a good deal from playing this game.

THE "ART" OF WAR IS NOTHING COMPARED TO THE "GRAPHICS" OF A WARGAME

Enter Rodger B. MacGowan. While Wallace Poulter ended up taking responsibility for the game box, it was the component artwork which would be paramount to the playing and replaying of a "teach everybody" kind of game like *Modern Naval Battles*. Having worked with Rodger before and knowing that he likes to immerse himself in a project, I knew it was important to meet with him to discuss the game graphics face-to-face. I grabbed a playtest copy of the game and the game's designer, and drove out to Santa Monica. We met for several hours, playing a quick game that demonstrated the interaction between the cards, and bouncing around ideas. Fortunately, I came prepared with several ideas, and Rodger thoughtfully responded by taking a few notes. Sidebars along the left faces of the Action Cards, so a player could see at a glance his hand without needing to fan it out, was my idea (derived from many long hours at Las Vegas Poker tables). Also, using pictures of dice to indicate spreads of probability was another developer idea. Myself, Rodger and Dan were a great team that shared ideas at every stage. It made the development much more fun and less work than it could have been. There is nothing like everyone on the creative team rowing in the same direction.

Oh, you may wonder how we arrived at the direction we were all rowing in. Well, there was this girl. She was attractive, but because she was sitting in the mall when discovered she could have been easily overlooked in the crowd. What made her significant to the creative team of Dan, Rodger, and myself was that she was reading *Hunt for the Red October*. We decided that we would aim this game towards her. A lot of non-war-

gamers have read this bestselling book by Tom Clancy. We wanted a game which we could sit down and teach them once they were excited about the subject. We don't know who she was, but I suppose that *Modern Naval Battles* should be dedicated to her. We want to make wargamers out of everyone, and our enjoyment of military/historical subject matter requires games like *Modern Naval Battles* to break the ice with novices. The next time you catch a female acquaintance, girlfriend or wife reading *Hunt for the Red October* (or going to see the upcoming movie), make sure that you follow up their experience with a quick game of *Modern Naval Battles*. Hopefully, we've created a popular and interesting recruitment tool for you.

On a final note, I like games where the components are so user friendly and informative that you can lose the rules and still play the game. *Summit* is a good example, but Mayfair's card game *Family Business* is not. Players must constantly refer to the rules to find out how the various cards work during play of *Family Business*. To avoid that, two things were done. The designer included a synopsis of each card's rule on it, and I devised the handy Action Card Summary on the back of the Player Order card which are drawn each turn. It tells you, in picture form, what can happen and what can stop it. In essence, 90% of the rules have been told in pictures!

BUT I LIKE WARGAMES, AND THIS CARD GAME LEFT ME WANTING MORE

That's why I suggested that we do a follow up boxed set called the Campaign Game. The weakness that grognards found in the game, despite all of the fun they were having playing it, was that there were "mixed" navies of NATO and Warsaw Pact fleets. We wargamers in the playtest groups wanted NATO versus Warsaw Pact! Thus, the Campaign Game to *Modern Naval Battles* was in playtesting shortly after the Standard Game was set. At this point, I will give a project update on the *Modern Naval Battles Campaign Game*, but keep in mind that 3W is not completely committed to future *Modern Naval Battles* card game projects. Sales, of course, will be overriding business consideration. (So buy lots of copies of the Standard Game for all your friends.)

The *Campaign Game* will add another 110 ships and 60 Action size cards to your arsenal. Forty-eight of these will actually supplement your Action Deck and will include new goodies like Surprise Attacks, Early Warning Systems, Air-to-Air Refueling, Intelligence, and ASW torpedoes. The other twelve cards are "Non-Combatant" (i.e. transport) ships used for the various missions.

Missions? Yes, the game is played in teams, NATO versus Warsaw Pact. Opposing players are paired off and assigned War Zones (North Atlantic, Persian Gulf, Mediterranean, etc.) which they will be fighting over during the course of the Campaign Game. Every Campaign Game Turn, both players in each War Zone will receive their Mission (escort, carrier strikes, raid, invasion, superiority, holding action, submarine missile strike, etc.) and any special circumstances (rushed, close range, nearby air bases, prepared, long duration, bad weather, etc.). These Missions last four Battle Turns each (thus, the teams play several concurrent two player games over each War Zone), after which the Mission Winner is determined, the War Zone Status Marker is adjusted by one toward dominance of the winner's side, and new Missions are rolled for. Players score points both for sinking enemy ships, as well as for succeeding in their Mission duties. The *Campaign Game*, by the way, is an excellent two player card game, full of variety so that it is always fresh and interesting.

AND ALL OF THE OTHER GOOD IDEAS ARE INCLUDED IN AN EXPANSION KIT

No kidding! If the other two projects go well, there is an Expansion Kit currently under development which is excellent. It includes another 55 Ship cards, many of which are exotic (Tarawa class transports, the Soviet Kremlin class super carrier, more French, British, Japanese, Italian, and Norsk ships, etc.). Also included are two other feature components, the Action Deck Supplement and the Air Module.

The Action Deck Supplement is another 60 or so cards which add many new features to the game. They include a series of Bad Luck cards (cards which cause something bad to your ships or fleet posture), Tactics cards (temporary advantages which you keep until removed by a future Bad Luck card), generic Gun and Missile Attack cards, plus other great cards to add to your Action Deck.

The Air Module replaces the generic Air Cover, Land Based Air Strike and Bomber Strike cards. It substitutes specific types of aircraft squadrons, each individually rated. Also included are carrier based squadron cards and simple rules for air-to-air combat. While every aspect has remained modular (keeping in mind that girl in the mall), wargamers like us could start playing the Campaign Game with the Expansion Kit added without much fuss. The cards, objectives, and sequence of play interact pretty logically, so we could handle it from the time we first open the box.

A YEAR OF INTENSE PLAYTESTING WENT INTO THE FINISHED PRODUCT

Not every 3W game can make that statement. (I can already hear the cynics among you saying, "not *any* 3W game can make that statement!") Well, this one *can*). We were blessed with literally scores of playtesters. Only the ones who had played the game several times and made substantial contributions to the finished product are listed in the credits, however (with the exception of the 3W staffers at the end of the credits, who added themselves while the rules were being typeset). I wish to thank all of the other playtesters, particularly those belonging to the game clubs of Cheyenne, Denver, and Santa Fe Springs for all of their time and effort. This game was so popular that I could have sold playtest copies and made a fortune. Buy the final product, everyone, and find out what these people already know. *Modern Naval Battles* is a winner, with "replay value" and "novice recruitment" written all over it. It's sexy to look at, hot to play, and fun for everyone. See you at sea! ■

La Grande Armee

(Continued from page 24)

French player's advantage not to besiege Ulm, because as long as Ulm is not besieged no units can draw supply from it, and all must suffer attrition.

The rule regarding cavalry allows screens to be supplied without using up large amounts of supply. In reality, cavalry of all sides would forage rather than drawing supply from depots.

(Editor's Note: For a copy of the errata used in this article, send a business sized SASE to: La Grande Armee Errata, Mr. Steve Winter, TSR, Inc., PO Box 756, Lake Geneva, WI 53147). ■

Computer Analysis

(Continued from page 42)

attempt so far to simulate the Civil War battlefield; we will have to await the advent of games designed from the bigger machines which are now becoming popular before we see this game system bettered. ■

(Editorial Continued from page 5)

Obviously, the point is to produce an inexpensive game by eliminating all the expensive packaging and bring you just the game. *Bastonge* is to be the first of this series and half a dozen other titles are listed on Tibbett's current order sheet although none have been printed as yet.

On the question of money, Tibbetts reported that because of a lack of public interest in wargaming, his wargaming ventures have not been as lucrative as expected. He expects to lose money on the remaining *CounterAttack* issues and break even with each issue of *Grenadier*. "It takes the profit from five issues of *ANIMAG* to pay for the loss on one issue of *CounterAttack*".

When asked about providing refunds to subscribers who did not want to wait a year or more between issues, Tibbetts stated there would be no refunds, either cash or credit. He reported he has received requests for refunds, but he noted emphatically that he had granted no such requests. Tibbetts stated that he will eventually deliver on all the issues he agreed to, therefore he does not need to provide refunds. Further, he stated that issues would come out more frequently than once a year. At this point this is clearly not the case, with the last issue of *CounterAttack* published in May 1988 and the last issue of *Grenadier* published in October 1988.

His position about refunds was difficult to understand, and so I wondered about the policy of other magazines in the hobby. I inquired at *The General*, *Strategy & Tactics*, *Battleplan*, *Fire & Movement* and *Wargamer* magazines (as well

as *CounterAttack* and *Grenadier*) about their policies in regards to changes of address, replacement of copies lost in the mail, and refunds. All of the above magazines have basically the same policy in regards to changes of address. These must be received

at least six weeks before the next issue to ensure the change takes place. In the cases of *S&T*, *F&M*, and *Wargamer*, subscribers may want to clearly state the date of the change due to their frequent publication (about every six weeks, or eight times a year).

Replacement for lost copies tend to be handled on a case by case basis by each company. First the company has to have issues left, which depend on their print run, distribution, and last minute

**Apparently, the
old adage has
been extended
to, "There is
nothing certain
except death,
taxes, and no
refunds".**

and follow-up orders (ones that come in after the issue is printed, but before lost copy requests are processed). Then, each company judges the validity of the request. Asking for multiple issues, or asking too soon or too late, all reduce the possibility of obtaining replacements. The best way to obtain a lost copy is to request it about six weeks after it has appeared on the newstand. That ensures that it isn't simply delayed in the mail. Some of the companies may decline a request if it happens too early or too often. *Wargamer*, as an example, alternates no charge (*con't*, on page 59) replacements with adjusting a subscrip-



RECON CO.



MILITARY HOBBIES

P.O. BOX 4201, CLIFTON, NJ 07012
(201) 365-1469

- DISCOUNTS ON NEW GAMES FROM: AVALON HILL, VICTORY, G.D.W., 3W, CLASH OF ARMS, OMEGA, SPI/TSR, WEST END AND MORE
- LARGE INVENTORY ON OUT-OF-PRINT GAMES FROM S.P.I., G.D.W., O.S.G., BATTLELINE, YAQUINTO, QUARTER DECK, INTERNATIONAL TEAM, A.H. AND MORE.
- MAGAZINES: S&T, WARGAMER, FIRE & MOVEMENT, BATTLEPLAN, THE GRENADIER, COUNTERATTACK, THE GENERAL, & BREAKOUT, NEW & OUT-OF-PRINT
- NO SHIPPING ON MOST ORDERS

SEND FOR FREE CATALOG • WE SPECIALIZE IN OVERSEAS SHIPMENTS

WE ALSO BUY GAME COLLECTIONS

ASSOCIATED WITH THE NORTH JERSEY NY AREA ASL CLUB. FOR FANTASY, SCIENCE FICTION, ROLE PLAYING, SPORTS AND GENERAL INTEREST GAMES SEND FOR A CATALOG FROM OUR AFFILIATE QUEST GAMES.

A Hitchhiker's Guide

Jon Freitag, Special Guest

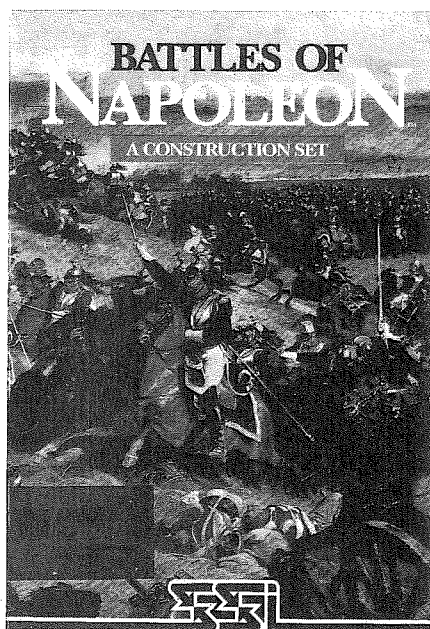
"Battles of Napoleon: A Construction Set"

Battles of Napoleon: A Construction Set (BoN) is a highly detailed simulation of grand tactical land combat during the Napoleonic Wars (1805-1815). BoN is SSI's most recent incarnation of the game system first presented in their Civil War game, *Battle of Antietam*. Players familiar with earlier games having this system will have little trouble assimilating the new material and beginning quickly. For those players unfamiliar with Kroegel and Landrey's previous games which share this common background, they have developed *Battle of Antietam*; *Gettysburg: The Turning Point*; *Rebel Charge at Chickamauga*; and *Sons' of Liberty*. Kroegel and Landrey blend the 'look and feel' of a traditional wargame with the complexity, detail, and limited intelligence provided by the computer to try to create a gaming experience that is both realistic and playable (as well as furnishing an ever-ready opponent for those of us who either prefer solitaire play or are 'closet' wargamers).

The physical components of the game include two disks (Game Disk and Scenario Disk) and two rule booklets. The Game Rules booklet (43 pages) contains the basic rules of play, and an Order of Battle and historical notes for each of the four scenarios. The back cover of the Game Rules booklet has a command summary of the Cursor Menu, Leader Transfer Menu, and the Fire Menu. The Editor Rules booklet (37 pages) includes a thorough explanation of the steps involved in either creating your own scenarios or modifying existing ones. The last twenty pages of the Editor rulebook contains a number of charts and tables used in designing your own scenarios as well as several

pages of tables outlining movement and action costs; fire and melee strength modifiers; and the number of casualties inflicted for each weapon at a given range (to name just a few). The back cover of the Editor Rules lists a command summary of the Command Menu. Gone are the organizational charts, scenario maps, and tactical tips included in the previous games.

SSI gives the game an 'Advanced'



complexity rating with a playing time of from two to twenty hours (depending upon the scenario being played). The game can be played by two players, solitaire with the computer playing either side, or with the computer playing both sides. The game contains four 'ready made' scenarios as well as instructions for creating your own scenarios. The four scenarios included are "Borodino: The Battle for the Great Redoubt"; "The Battle of Auerstadt"; The Battle of Quatre Bras"; and finally, "The Battle of Waterloo".

The smallest unit of maneuver is the battalion for infantry, the regiment for cavalry, and the battery for artillery. Leaders

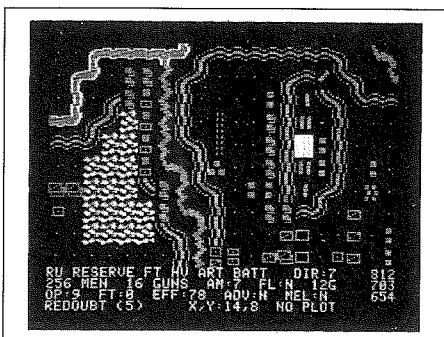
are given leadership bonus ratings and these ratings directly influence the command control and combat multipliers of the units to which these leaders are attached. Units are individually rated for readiness, command control, disruption, morale, efficiency, fatigue, and melee. Unit statistics also include number of men, percent of skirmishers deployed, frontline status, operation points remaining, formation, ammo left, and weapon type. Infantry can be deployed into one of five formations. These formations are line, column, square, open and road (column of march). Cavalry also can be deployed into five different formations. Cavalry formations include charge, counter-charge, normal, open and dismounted (only dragoons or cavalry armed with muskets may dismount). Artillery can be in either limbered, unlimbered, or open formation. Weapons include the standard musket, rifle, carbine, saber, and 26 different types of artillery batteries. Muskets can fire up to two squares, carbines one, and the scarce rifle up to three squares. The assortment of Artillery pieces ranges from the 12 pound gun up to the 24 pound howitzer with ranges up to twelve squares.

Stacking limits are present but stacking is not restricted by the number of units present in a square. Instead stacking is restricted by the number of men each square can hold. This limit is 1800 men for infantry and 1200 men for cavalry. Artillery counts as 50 times the number of guns and may stack with either infantry or cavalry. Cavalry cannot stack with infantry. All units exert a Zone Of Control into the surrounding eight squares. The scale of the game is 30 minutes per turn with one square equalling 100 yards (on a side). The playing screen is divided into two areas. These two areas are called the map display and the menu display. The game is played on a high resolution scrolling map of the battle depicted. The map display is capable

The Objective Phase is another new addition to the game system. In the Objective Phase, the player must choose an objective square for each of his formations (brigades, divisions, Corps). This simulates the written orders from the Army Commander to his subordinate leaders. By setting objectives, this gives the subordinate commanders a goal to pursue and their units are penalized if they stray from their set goal. The penalty incurred for not moving towards one's objective is an increase in the movement costs for that unit. For instance, a unit moving in the opposite direction of its objective is assessed an additional three OP penalty for each such square entered. This makes movement away from one's objective very slow. This restriction is lifted when a unit moves within five squares of its objective.

In the first Objective Phase, commanders may freely change their objective square with no penalty. After that, a change in objective will cost the formation one-half of its OP's during the following Operation Phase. Also depending on the unit's leader, the units will lose from two to four levels of Readiness (representing the unit's preparedness to fight), plus a random factor. As can be seen, this severely restricts the player who cannot effectively form a general plan of battle ahead of time and stick to it.

The Operation Phase is where the player accesses his units and spends OP's. In this phase, the player can toggle between the tactical and strategic maps;



Tactical view of the Battle of Borodino in progress.

check line-of-sight and line-of-fire; toggle advance after combat and cavalry auto-retreat, and change the frontline status of a unit. The player can spend OP's to move units; change facing and formation, deploy or recall skirmishers, and plot fire and melee.

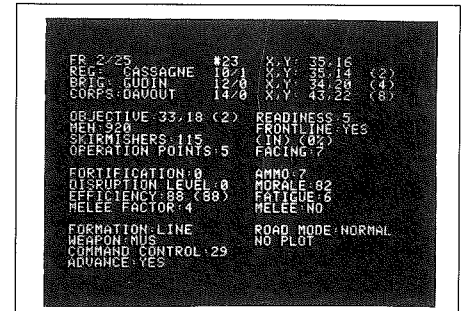
The Combat Phase is where the flavor of Napoleonic warfare comes to life. The Combat Phase is divided into the following phases:

- Cavalry Charge Phase
- Mixed Artillery Phase
- Mixed Fire Phase
- Cavalry Charge Melee Phase
- Melee Phase
- Retreat Phase/Advance Phase

To players familiar with any of the previous games in this series, a couple of changes will become immediately apparent. Cavalry Charge and Cavalry Charge Melee Phases have been added and the separate Defensive and Offensive Fire Phases (artillery and small arms) have been combined.

For me, the Cavalry Charge Phase holds the most exciting and anxious moments in the game. To execute a cavalry charge, the cavalry unit must be in charge formation, select a target square, and pass a pre-charge morale test. In addition to these, it must not have a disruption level greater than three, morale of not less than 25, and it must have at least six OP's remaining. Once the charge has been selected, the target square (not target unit) is chosen by moving the cursor to the target and pressing 'T' (Warning! The C64 version that I received contains a bug in this subroutine. Pressing 'O' to center the map as in the Cursor or Command Menus yields an illegal quantity error and causes the program to crash. The developers have been informed of this bug but I have yet to receive a reply from them). Once the target has been selected, and if the cavalry unit passes its pre-charge morale test, the cavalry unit begins its charge. The cavalry will continue its charge until it either reaches its target square or makes contact with another unit. If any enemy cavalry

units have been placed on counter-charge status, they will try to intercept and halt the charge (but they also must first pass a pre-charge morale test). If the charging unit makes contact with an infantry or artillery unit before reaching the destination square) several outcomes are possible. First, the infantry might try to hold its ground and form square. If this occurs, the cavalry charge will be destined to failure in the following Melee Phase. Secondly, the infantry unit may hold its ground but fail to form square (still bringing the charge to a halt but at the defenders' expense!). Finally, the infantry unit may panic and either retreat or rout from the cavalry charge (and in the process taking heavy casualties). If the defending unit retreats or



Unit statistics of a French battalion in the Battle of Auerstaedt.

routs, the charging cavalry will gain one level of disruption and four fatigue points and continue its charge (where the above process will be repeated until the cavalry either reaches its target or an enemy unit halts the charge). Contact with a counter-charging unit will also stop the charging cavalry unit. After a charge and ensuing melee, the cavalry unit will either hold its ground or change to open order and retreat from three to five squares.

As can be seen from the Combat Phase Sequence, offensive and defensive artillery fire, and offensive and defensive small arms fire has been combined into their own phases. The order in which units fire is determined by their Readiness level and a random factor. Units must have one OP remaining in order to fire. Melee represents hand-to-hand combat and costs the

unit two additional OP's. Melee is divided into two phase. In the Cavalry Charge Melee Phase, all melee is resolved between units that either charged or were charged. Any remaining melee action is resolved in the regular Melee Phase.

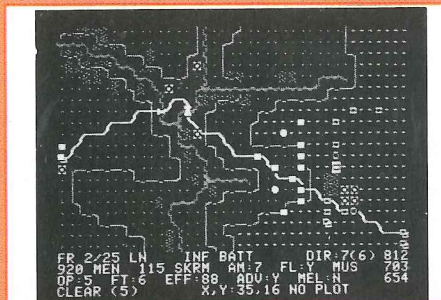
There are many factors that modify the results of fire and melee combat. Some of these modifiers include: attacker and defender location; attacker and defender formation; readiness and disruption level; density of men in both target and firing square; attacker fatigue and efficiency; leader bonus; a random factor; and a host of national characteristics modifiers. These modifiers are multiplied together to form a combat multiplier. Casualties are then determined by the following formula: $Casualties = (\#) \times (C.M.) \times (W/RCN)$ where, $\# =$ (the number of men) or $\#$ of guns firing; C.M. = Combat Multiplier; and W/RCN = Weapon/Range Casualty Table Number

As can be seen there are a lot of different circumstances that can modify the final casualty rate!

After all combat has occurred, units which are forced to retreat will retreat three square away from the enemy. Units which have routed will rout seven squares and continue to rout two squares each Retreat Phase until they rally. Units that are forced to retreat or rout through an enemy ZOC will lose additional casualties. Routed units will also lose a number of men to capture as well as additional casualties.

Now that the mechanics of the game system have been covered it's time for a glimpse at the mechanics of construction set portion of the game

The Scenario Editor is accessed from the opening menu and gives the player the choice of: Creating a random new scenario; generating a new scenario; and editing a new scenario or saved game. The computer can randomly create any portion of this process that the player desires (or an entire scenario for that matter). For larger battles, creating a scenario from scratch can be a very time consuming experience. The Scenario Editor is fairly complicated



Strategic map view of the Battle of Auerstaedt.

but like most things, you are rewarded in direct proportion to the time spent learning the nuances.

The Scenario Editor can be broken down into five major sections. These sections include: Army Editing/Building, Map Editing/Building, Unit Deployment, Set Squares, and Tables Editing. From the Army Editing/Building Section, the player can create a new army or edit an existing one (I will be outlining the process of creating a scenario from scratch). The Army Building Guidelines included with the game suggest that the Army building tasks be planned out on paper first (I concur). The first step in creating an army from scratch is to create the leaders and their command structure. The next step is to create the unit organization. Finally, the attributes of each unit will be created. The player can either choose one of 262 pre-made unit types or create units from scratch. Scratch units can be selected from 19 nationalities (heck, if SSI would have included the U. S. , we could have even recreated battles from the War of 1812!); infantry, cavalry, or artillery; 18 form types; 20 special types; and have one of 29 weapon types. Once the player is satisfied with the Army that has been created, the next step is to create the map

The first thing to do when creating a map is to select the size. The maximum map size is limited to 1600 squares total. The minimum size is 12x12. The player has a choice of 128 different terrain types covering five elevation levels. The terrain features are then placed on the map. This can be a tedious process but if done care-

fully can produce very pleasant looking maps. The desired terrain is selected and by moving the cursor keys, the path can be traced out onto the map or it can be placed individually.

Deploying units on the map is the next step in the construction process. First the two armies are set up on two of the map edges. Then, one at a time, each unit is picked up and placed in its desired location. With large battles, this can also be a tedious process.

Setting the Squares is the fourth phase of the scenario creation process. The set squares section was included so as to place additional value on certain terrain squares. The different types of squares include: victory squares, rear areas, reinforcement squares, computer defensive lines, artillery objectives, and special computer objectives.

The final step in this process is table editing. The player is allowed to edit the number of game turns, time, victory points/casualties, weapon/range table, weapon name table, terrain cost table, target terrain-fire,melee table, firing unit-terrain fire/melee table, melee mode table, fire mode modifier. table, command control table, victory levels, and several others.

The scenario creation process is developed in a logical manner and once the player has created one scenario from scratch, he will be able to create others more efficiently.

David Landrey is promising to publish several Historical Scenario Disks in the future with each disk containing from five to six battles. As far as I know, the first disk has not yet been published. Mr. Landrey is also interested in obtaining historical scenarios that players may have developed on their own.

Well, after devoting quite a chunk of time to this game, what do I think? I think that *Battles of Napoleon* is a masterpiece (it gets my vote for computer wargame of the year)! Strong words, I know, but this is no ordinary computer game This is a very detailed historical simulation and a lot of

THE MOST DETAILED COMPUTER
SIMULATION OF THE WAR
IN RUSSIA — EVER!

SECOND FRONT™

GERMANY TURNS EAST

Available
for
IBM



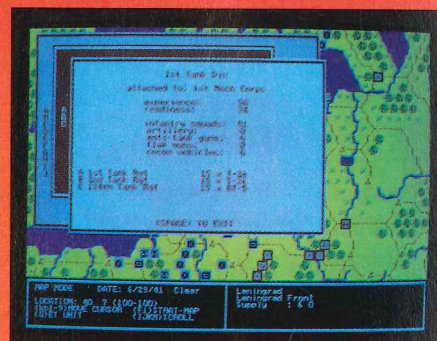
STRATEGIC SIMULATIONS, INC.®

For the advanced wargamer, *SECOND FRONT™* is a division-level strategic game on a grand scale. Command over 150 German and over 200 Soviet divisions, with asset information available to the individual tank, plane and infantry squad level. The map extends from Berlin in the West to Stalingrad in the East, and covers the entire Russian Front. History is yours to rewrite — like never before!

TO ORDER: Visit your retailer or call 1-800-245-4525 to charge on VISA/MC. To receive SSI's complete product catalog, send \$1.00 to: SSI, 675 Almanor Avenue, Sunnyvale, CA 94086.



The German Army poised for the initial onslaught.



The Russian player reviews detailed unit information.



A shattered Russian Army prepares a second line of defense.

fun to play. The player gets a real taste of the Napoleonic period. The differing types of units (Empress Dragoons, Old Guard, Polish Lancers, Scottish Highlanders, to name a few), the various nationalities (how many games give you a choice of 19 nations?), and the differences in fighting abilities and characteristics, all lend a distinctive flavor to the game. The manuals are thorough with few ambiguities. The excitement level is high, especially for a game capable of simulating such large battles as Waterloo.

Some of my most tense moments occurred during the Cavalry Charge Phase while I awaited the cavalry charge and hoped that my lines would hold up under the attack. A well timed and placed cavalry charge can literally drive the enemy (or your own troops if the charge is directed against you) from the field of battle. Because of this real threat, it is wise to keep some of your rested cavalry units in reserve on counter-charge orders (remember that if the cavalry has low morale or high fatigue, they may balk at your order to counter-charge). They should be positioned in your line where they will be out of artillery fire yet remain close enough to intercept charging cavalry. A player with little or no rested cavalry units will have to react to his opponents dictates and always be concerned for the safety of his troops. On offense, I prefer to attack quickly in column and try to overwhelm the enemy in melee rather than to advance more cautiously and be subjected to a prolonged fire fight. Defensively, I like to stay in line formation for increased fire strength and to avoid melee contact. Having reserves is also an important element to victory in this game. The player who lets his troops become too tired may find gaping holes in his lines and be unable to stop them from routing to the rear if an opposing cavalry unit makes good its charge.

With the inclusion of the Scenario Editor, players can recreate any Napoleonic battle from 1805-1815. *BoN* could easily keep dedicated gamers enjoying this game for a long time (especially if the Historical Scenario Disks do make it into

circulation).

Finally, I would like to thank SSI for dropping the physical copy protection on their recent releases. I may be alone in my paranoia but I hate to use a disk that I don't have a back up for (and besides the disk drive chatter is a fair annoyance).

With all of these superlatives, did I find anything that I didn't like? Well, yes. I would have appreciated the inclusion of historical situation maps, organizational displays, and tactical tips that were present in their previous releases. The bug in the cavalry charge subroutine should have been discovered in playtesting and eliminated *before* the game reached market! The bug affecting the sighting of hidden units that was present in the previous games (sharing this system) has also found its way into *BoN*.

Besides these grievances *BoN* is an excellent game! If you have a computer, buy this game! If you have an interest in the Napoleonic Wars but no computer, buy a computer and then buy this game! ■

FACT SHEET

TITLE: Battles of Napoleon

PUBLISHER: Strategic Simulations, Inc., Sunnyvale CA

AVAILABLE FOR: Apple II Series, Commodore 64/128, and IBM PC or compatible

REVIEWED ON: Commodore 64

PRICE: \$49.95

NUMBER OF PLAYERS: 1 or 2

SCENARIOS: Four

GRAPHICS: Very good

COMPLEXITY: Advanced

DOCUMENTATION: Good

OVERALL QUALITY: A Great Game!

GENERAL DESCRIPTION: A detailed game of Napoleonic warfare. Comes with four historical scenarios and the ability to create an unlimited number of additional scenarios with the Scenario Editor. A must for any gamer.

Balboa Game Company



WHOLESALE DISTRIBUTORS of:

★ Games ★ Software ★ Miniatures

We carry complete lines from all of the industry leaders.

We offer fast, reliable mail order service by U.P.S. or parcel post. Send \$4 each for our latest game or miniatures catalogs or send \$2 for our latest software catalog.

Please Call (213) 437-5469 for Dealer Inquiries.

1507 Oregon Avenue
Long Beach CA 90813

(Editorial con't from page 51) charge replacements with adjusting a subscription down one issue for the replacement.

I was amazed to learn that far from being alone, Tibbetts was joined by *The General, Strategy & Tactics, and BattlePlan* in not providing refunds, except in rare cases, such as the death of the subscriber. Apparently, the old adage has been extended to, "There is nothing certain except death, taxes, and no refunds". This seemed very unusual to me, being so used to reading about the prorated refund guarantees in magazine offers, that I presumed it was standard policy for magazines. At this point, I sought legal counsel about the situation to satisfy my curiosity. The attorney I consulted stated that Tibbetts was correct that this was a contractual situation: a subscriber pays his money for a certain number of issues and Tibbetts fulfills that contract. However, he pointed out that, for example, the *CounterAttack* contract was for six issues delivered within one year and thus a subscriber would be entitled to a prorated refund for any issues not delivered within the time frame advertised. He went on to state that if Tibbetts refused to make the refund, a single subscriber seeking a small refund would be at a disadvantage in filing a small claims action, but a group of dissatisfied subscribers could band together in a class action. (Please note that Cummins Enterprises does not endorse these actions; we are only attempting to inform readers as to the situation and options.)

A draft of this article was given to Tibbetts for his comments and he replied,

"...I would feel that you may well wish to confer once more with your attorney before publishing legal advice in a wargamer magazine - especially inasmuch as the regulations which govern the implied contract which a subscription represents hold that, in as long as a publisher may demonstrate that efforts in good faith are being made to produce the subscribed item(s), there is no defect in the contract of subscription. This would devolve from the concept of the subscription as an underwriting (sub, scribe) of the creation and production of some thing or event not yet in existence at the moment of inception of the subscription."

So I conferred again and got a response that when advertising states that a subscription is six issues to be delivered within a year on a bi-monthly basis, and when no

issue has appeared for more than a year, a lack of good faith has likely occurred. He likened to an example in which a person contracts with an artist to paint a set of six individual portraits contracted in January to be delivered by Christmas; if the artist only delivers two of the six portraits, the party would be entitled to a refund for the unfinished four.

Interestingly, as I provided more information about the previous debacle with SPI and their subscribers, another interesting fact was illuminated. Lifetime subscriptions are cancellable by either the subscriber or the magazine and the refund would be prorated by the production cost of delivered magazines or other settlement mutually agreed upon by the subscriber and company. Also, modifications of lifetime subscriptions (changing the number of issues per year or substituting another magazine in place of the agreed upon magazine) would necessitate the approval of both the subscriber and company involved. Do you remember approving a change from receiving *Wargamer* (volume one) to *Strategy & Tactics*?

From numerous discussions with other magazine editors, game company staff, and readers, the consensus to the various subscription problems past and present seems to be: why cause problems, bad will, and mistrust? These problems do not need legal solutions, they need equitable, common sense solutions. If subscribers want a refund, give it to them in credit, if not in cash. If what was agreed on can't be delivered on time due to changes in business climate, staff, or whatever, make your best effort to rectify the situation. At least make sure they know what the situation is. Gamers understand that businesses in this hobby are on a thin tightrope, especially in these lean days and are potentially subject to going out of business. But they won't accept another drubbing like the SPI bankruptcy.

Now, if this story wasn't already too long, another development has taken place which might improve the situation at Pacific Rim. A letter was sent out in November to *CounterAttack* and *Grenadier* subscribers announcing that Jay Selover has been hired to edit *Grenadier*, and Walter Nelson has been hired to edit *CounterAttack*. A rapid return to regular publication was promised for both magazines with *CounterAttack* #3 appearing "no sooner than March, 1990" and "*Grenadier* #35 appearing before Christmas, 1989 and

Grenadier #36 in January, 1990". In the words of one readers' immediate reaction, "I'll believe it when it happens". We can hope that Pacific Rim will deliver on these promises, and are encouraged by the progress Tibbetts is making. Look for an interview with the new staff in our ORIGINS '90 issue in June. (As of press time on 28 December 1989, *Grenadier* #35 had not been seen).

If you would like to contact Jeffry Tibbetts at Pacific Rim concerning *CounterAttack* and *Grenadier*, here's the contact information: Pacific Rim Publishing, 3833 Lake Shore Avenue, Oakland CA 94610, or at 415/763-0928.

FEEDBACK RESULTS through #16

Feedback Results will be somewhat standardized for the time being. We'll look at the latest three issues (except for this issue) and discuss trends and decisions. #15 closed out with 37 respondents; to date, we have 30 respondents from #16, which is an improvement over last time. Hopefully the total response will continue upward. Starting this issue, we're going to be enticing readers with \$1 off any back issue or renewal order accompanying their feedback response.

TABLE 1

Question/Issue	#15	#16
Age?	34	37
Education?	89%	83%
Started Playing At:	13	13
Boardgames:	100	100
Computer: 51%	67%	
Computer Games:	9	10
Play Time: 23.4	29.1	
Gamers w/50:	5	3
Face-to-face:	58%/2	60%/2
Play-by-mail:	27%/3	30%/3

Hobby growth has been holding fairly steady at just below even. Hobby satisfaction continues to trend slightly upward. The comments suggest that there are pockets of growth in a sea of apathy. More and more, though, I hear stories of how some veteran is coming back to the hobby after years away, or how someone is putting on a program through their local school, community center, etc. to attract newcomers.

Checking our own ratings in Table 3, we seem to be holding pretty steady on overall ratings and, as mentioned last time, some changes are working their way through the system to improve those areas which were cited as weaknesses.

TABLE 2

Question	#15	#16
Growth?	4.78	4.57
Satisfaction?	7.05	7.08

Looking at the game ideas we run in the past few issues, we see *Operation Felix* has been the consistent leader. The more we have looked at doing mini-games once a year, the less we are inclined in that direction. The main problem is that to balance the expense of a map and counters, half of the pages must be removed. We are sure the readership were not be happy with a thin 32 page magazine with a game in it. Thus, we are looking at some alternatives such as an annual *Beginner's Guide to Wargaming* with a mini-game as *Fire & Movement* and SPI have done previously.

TABLE 3

Question	#15	#16
Improved?	6.19	6.07
Issue Rating?	7.08	6.83

In issue #17, we changed to ranking which of these three games should appear in our first *Introduction to Strategy Gaming*. As these games work their way through development and production, we will take into account reader preference on which to go with when a final decision needs to be made.

TABLE 4

Game Idea	#15	#16	Avr.
Operation Felix	6.27	6.43	6.35
Sebastopol	6.15	6.11	6.13
Dar es Salaam	5.35	6.21	5.78

Table 5 covers the topical issue ideas. As I discussed last time, we are now looking at doing anthologies on various periods and topics and that will replace the below list. However, solitaire gaming was getting such high marks that we will do a set of articles (but not the whole issue) in #19. These will include "R.A.F.", Rick Swan's "Top Ten Solitaire Wargames" (of course, there are only about 12), and Joe Miranda's "Distant Replay: Fall of Rome".

Once again, we asked about some different

TABLE 5

Topics	#15	#16	Avr.
Solitaire Games	7.19	7.67	7.43
Civil War	6.78	7.23	7.01
Napoleonic	6.24	6.83	6.53
Rail Games	2.78	3.63	3.20
PBM Games	3.43	2.90	3.16

TABLE 6

Magazine Formats	#15	#16	Avr.
Wargamer w/game	5.51	6.10	5.80
Computer Wargamer	5.79	5.65	5.72
Modern Military	5.59	4.30	4.45
Sci-Fi Gamer	2.19	2.73	2.46

magazine formats to see what readers might be interested in. A return to the old *Wargamer* format continues to lead although *Computer Wargamer* is not far behind. *Modern Military* is lagging and *Sci-Fi Gamer* is being dropped from consideration, as is the idea of acquiring *Space Gamer* (which had been offered to us by 3W). With the new *Command* magazine off and running, and Pacific Rim indicating they will be reviving *CounterAttack*, the idea of introducing a fourth game in a magazine doesn't sound too good right now. We have also been offered *BattlePlan* magazine and are continuing to consider the possibility of acquiring it with the intention of merging it with our *MOVES* title and creating a *MOVES*-like magazine.

As always, keep your comments and ideas coming. The entire readership benefits from the efforts of the few who take time to respond and contribute. ■

CONVENTIONS

HAVOC VI

April 7-8, 1990

Sponsored by BattleGroup Boston, it is being held at Central Middle School, 55 School Street, Waltham MA. Historical miniatures of all types, board games, Battle Tech and many more events.

Distributors and a flea market will round things out. Contact: HAVOC VI, 72 Oakland Street, Brighton MA 02135.

UMF-CON

May 5-6, 1990

Being held at the Student Center of the University of Maine in Farmington, Maine. Planned events include miniatures, AD&D, Top Secret, Diplomacy, board games, contests, and a Murder-Mystery. Admission is \$5/day and \$2 per game. Send a SASE to: Table Gaming Club, c/o Student Life Office, Student Center, 5 South Street, Farmington ME 04938.

Second Annual Civil War Gaming Retreat

May 25-27, 1990

Sponsored by *Volunteers*, The Newsletter of Civil War Gaming, it is being held at the Wayside Inn in Middletown, VA adjacent to the endangered

Cedar Creek battlefield site. Scheduled events include playtesting of upcoming designs, demonstrations and tournaments, and will be highlighted by a tour of the Battlefield. Contact: *Volunteers*, c/o Bill Koff, 146 Chimney Lane, Wilmington NC 28409 or (919) 392-5145, evenings.

Michicon Gamefest

June 10-12, 1990

Held in the Southfield Civic Center, Southfield, Michigan. Scheduled events included 60 board game and miniatures events, and 50 role playing events. There will also be open gaming, auctions and more. Contact: Metro Detroit Gamers, Box 656, Wyandotte MI 48192 or Mike Bartnikowski at (313) 928-7744, evenings.

WE BUY GAMES!

THE
WEEKEND WARRIOR

SPECIALISTS IN OUT OF PRINT
AND COLLECTIBLE BOARDGAMES

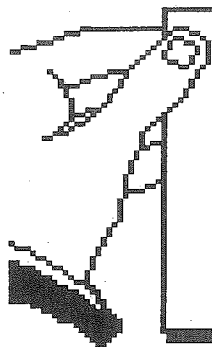
PAYING TOP PRICES FOR COLLECTIONS,
GROUPS OR BETTER INDIVIDUAL TITLES:

- SPI • GDW • "CLASSIC" AVALON HILL •
 - BATTLELINE • OSG • YAQUINTO • ALL
- "THIRD WORLD" MINORS. ALSO
BUYING MAGAZINE BACK ISSUES
AND SELECT FANTASY AND RPGS

DEAL WITH THE COLLECTORS'
SPECIALIST FOR FAIRNESS,
PROFESSIONALISM AND KNOWLEDGE

MEMBER OF
GAMA
THE GAME
MANUFACTURERS'
ASSOCIATION

THE
WEEKEND WARRIOR
8116 VAN NOORD AVENUE
NO. HOLLYWOOD, CA 91605
(818) 988-1441



Hobby News Bulletin Board

by Christopher Cummins

Please forward any information (Product releases, etc.) pertaining to Hobby News to: Cummins Enterprises, Attn: Wargamer-Hobby News Column, P.O. Box 1289, Salinas CA 93902 or call (408) 443-9726.

Clash of Arms: *Edelweiss* will be shipped 8 Dec 1989. February, 1990 will see the release of the 175th anniversary edition of *The Emperor Returns*. *La Bataille de Pruessisch-Eylau* should be published in late February or early March. *Bataille de Ligny* and *Bataille de Kabrau* will be released just prior to their 175th anniversary dates in June (and in time for ORIGINS '90). Two more games from the Great Invasion series are in the works for late 1990: *Mississippi Fortress* (Vicksburg) and *Sherman Moves South*. Ed noted that the later two games should sell for under \$20 while the *Bataille* series games will be in the \$40's. A new edition *Winter Sturm* will be published for next Christmas to complete the Case Blau set. 12-6-1989: Ed Wimble, President.

Cummins Enterprises: *Fire & Movement* magazine will produce eight issues in 1990. 11-20-89: Christopher Cummins, Publisher.

Englemann Military Simulations: *Shattered States* is due out in time for ORIGINS '90. Following on their success with *Rise and Fall*, EMS is continuing with a second multi-player low complexity game, this time with a hypothetical situation where our worst nightmares come true as the United States become disunited. 12-26-89: Karsten Englemann, President.

Game Designers Workshop: 2nd Edition *House Divided* and *Blue Max* are out (see preview of the former in this issue). In April, look for the *Harpoon data annex 1990-1991*, an upgrade to the most current information. Also, ASW forms will be available-these are pre-generated forms for *Harpoon* focusing on ASW aspects as well as other general information. *Captain's Edition Harpoon*, "a game a father can play with his children" is due out in May-this game presents *Harpoon* material in a simplified format suitable for children to learn a basic wargame. June will see a completely upgraded *Assault*, tactical combat in the 1990's. This series will be republished with updated rules and information. *Over The Top* is the next in the command decision series. *Imperium* (2nd edition with updated rules and scenarios) will

also be released in time for ORIGINS '90. The next Europa module, *Second Front*, is reportedly due out in September. 12-26-89: Marc Miller, President.

Omega Games: Releases planned for Fall, 1989 were delayed due to printer problems. *Ranger* (3rd edition) has sold out. *Carrier War* and *Last Battle for Germany* should be released in March, 1990. *Napoleon's Leipzig Campaign*, *Escape and Evasion* (a *Ranger* sequel), and *1864: War is Hell* (a campaign area movement game) are planned for ORIGINS '90, but these games will publish in steps as ready. 12-3-89: Bill Gibbs, President.

Simulation Design, Inc.: ORIGINS '90 release will be *Dead of Winter*, a regimental game on Murfreesboro. In the fall, look for a two-map WW2 Europe strategic level game. Later, next winter, the Civil War series continues with *1863*, followed by *River of Death* (Chickamauga). 12-22-89: Richard Berg, President.

The Avalon Hill Game Company: *Seige of Jerusalem* has been released (and looks excellent-ed.). *Red Barricades*, an ASL module covering the Battle of Stalingrad should be out in February. *March Madness*, a game on NCAA basketball, is due out in February as well as a comedy game on the WWF (World Wrestling Federation) named *Wrassling*. *New World*, a multiplayer game based on the adventures of Columbus, is due out in May. Over in the computer game department, look for *Computer Acquire* to be released for new systems in March. *Computer Third Reich* is due out in May for the Atari ST, with MAC and Amiga by ORIGINS. *Computer Diplomacy* for ST is due later this summer. 12-26-89: Jack Dott, President.

The Gamers: *August Fury*, volume three in their Civil War series, is the next game due out in March, 1990. Focuses on Second Battle of Manassas. For ORIGINS, anticipate *Force Eagles War*, a hypothetical modern European game focusing on tactical land U.S. task forces. The system will be similar to *Bloody 110th* (released in September, 1989) with additional rules for modern combat. For next fall, another

addition to their World War 2 series, *Objective Schmidt*, will follow the 28th Infantry Division through the Hurtgen Forest. In the distant works is a monster 1600+ counters, four-map game chronicling 1st I.D.'s assault on Omaha Beach. 12-26-89: Dean Essig, President.

Victory Games: *5th Fleet* will be released 5 Dec 1989. *Shell Shock* will be released in February, 1990. *Carrier*, a solitaire game of the struggle in WW2 South Pacific, designed by Jon Southard, will be released in April, 1990. *Condition Red*, NATO vs. Warsaw Pact, will be released at ORIGINS or GENCON. *Third Fleet* will be released in December, 1990. Ted Koller, VG's art director, moved to Florida to take another position, but will continue to free lance part-time. 12-1-89: Leonard Quam, Product Development Director.

West End: *Fulda*, a game on hypothetical modern conflicts in the Fulda Gap, is on hold until 1991 and probably out for the count; other wargame titles are being considered but none will appear before 1991. *RAF*, featured in *Wargamer* #19 which focuses on solitaire gaming. 11-30-89: Rich.

World Wide Wargames: 3W has gone through a major expansion over last three years and experimenting with several new areas has brought mixed results. Now trimming areas that haven't had success, as well as overhead, and reinforcing areas that have succeeded. Sports games line dead for the moment, *ASG Baseball* didn't get into right marketing; maybe later. *Sports Gamer* and *Computer Gamer* magazines dead. Computer line: *KANEV* release date: mid-February, 1990. Other projects in the works; watch for updates on these. Boardgames releases: 1) *Modern Naval Battles Campaign Game*: late January, 1990, 2) *SS Amerika*: early March, 1990, 3) *Second Front: 1944*: late March, 1990. Dunnigan is on board with *Strategy & Tactics*, circulation had fallen as low as 8,800, but has rebounded to 10,000. Greatest success in card game (*Modern Naval Battles*)-expect more releases in the future. 11-30-89, Keith Poulter, President. ■

CONVENTIONS

Squad Leader Rally '90

June 16-17, 1990

Dallas Texas

This is our 5th National SL Rally and features our National ASL Tournament, DASL, SL-GI, Diplomacy, Axis & Allies, plus other games. Contact: ON ALL FRONTS, PO Box 265, Marshall, AR 72650.

FEEDBACK QUESTIONS WARGAMER #18

How to use the feedback response card:

Please read the following Feedback questions and give us your answers in the form of letters or numbers. We appreciate and encourage you to make further comments about *Wargamer*, specific concerns about the hobby, or gaming in general.

1. What is your age?
2. Your gender (M/F)?
3. Your education (college=16)?
4. What is your household income in thousands?
5. At what age did you begin playing wargames?
6. How many boardgames are in your collection?
7. What computer systems do you play computer games on (N=don't play computer games, Ap=Apple, At=Atari, C=Commodore, I=IBM, M=Macintosh, O=Other)?
8. How many computer games are in your collection?

9. What is your average gaming time per month?
10. How much do you spend on gaming per year (including subs, games, services, etc.)?
11. How many gamers do you know within 50 miles of your home?
12. How many gamers do you regularly play games with face-to-face?
13. How many gamers do you regularly play games with by mail?
14. Including yourself, how many people have read at least one of your issues of *Wargamer* in the last twelve months?
15. Did you obtain this issue by subscription (mark S), or buy it at a store (mark B)?
16. Are you a subscriber (Mark S) or a buyer (Mark B) of *Fire & Movement* (if neither, Mark N)?
17. From your perspective, is the number of people in the hobby increasing, decreasing, or staying the

same (0=dying on the vine, 5=staying the same, 10=growing by leaps and bounds)?

18. How do you rate your satisfaction with the hobby as a whole (0=it's terrible, 5=neither happy nor unhappy, 10=fantastic!)?

19. Has *Wargamer* improved or declined in the last year (0=significantly declined, 5=stayed the same, 10=significantly improved)? Please provide additional comments.

20. How would you rate this issue?

21. Do you perceive a difference in editorial focus for *Wargamer* vs. *Fire & Movement*? (Y/N) If yes, what is that difference. If no, what difference would you like to see.

Rate these proposed magazine formats (0= it'll never sell, 5= I'll bite, 10= how do I send in my advance subscription order).

22. Computer *Wargamer*, focusing on game reviews,

play analysis and scenarios. Each issue would include a new mini-game, scenario(s) for existing games, or game assistance programs.

23. Modern Military, a magazine on current warfare topics with a section on modern wargames.

24. Would you support a 50¢ increase in cover price (\$4/year in subscription prices) to finance doubling the number of color pages to 16 per issue? (Y/N)

25. Do you want to see more analysis (A), replay (X), or scenarios/variants/optional rules (V)?

26. Would you be interested in "how-to-play" videotapes introducing new wargames?

Rank these three mini-games to appear in our first special issue (each will have 40 counters, 11"x17" map, and 4 pages of rules; 1=publish first, 2=publish second, 3=publish it third)

27. Sebastopol, 1941-42

28. Dar es Salaam: German East Africa, 1916

29. Operation Felix: German Assault on Gibraltar, 1941 (solitaire)

30. Fire & Movement is currently doing an anthology on World War II games, please rate the following anthology topics to appear in future issues of *Wargamer* (10= do it first, 5= lukewarm, and 1= do it last).

31. Ancient times
32. Medieval/Renaissance
33. 18th Century
34. Napoleonic era
35. American Civil War
36. 19th Century (other than Napoleonic or ACW)
37. World War I
38. 20th Century (other than World Wars)
39. Korean War
40. Arab-Israeli
41. Modern Hypothetical
42. Political Games
43. Solitaire Games
44. Double-Blind Games
45. Economic Games

FEEDBACK RESPONSE • ORDER FORM

Cummins Enterprises • P.O. Box 1289 • Salinas, Ca. 93902 • (408) 422-7258

Comments on #21:

Further Comments

- | | | |
|----------|----------|----------|
| 1 _____ | 16 _____ | 31 _____ |
| 2 _____ | 17 _____ | 32 _____ |
| 3 _____ | 18 _____ | 33 _____ |
| 4 _____ | 19 _____ | 34 _____ |
| 5 _____ | 20 _____ | 35 _____ |
| 6 _____ | 21 _____ | 36 _____ |
| 7 _____ | 22 _____ | 37 _____ |
| 8 _____ | 23 _____ | 38 _____ |
| 9 _____ | 24 _____ | 39 _____ |
| 10 _____ | 25 _____ | 40 _____ |
| 11 _____ | 26 _____ | 41 _____ |
| 12 _____ | 27 _____ | 42 _____ |
| 13 _____ | 28 _____ | 43 _____ |
| 14 _____ | 29 _____ | 44 _____ |
| 15 _____ | 30 _____ | 45 _____ |

COUPON

\$1 OFF

Any subscription or Christopher's Corner order with your completed feedback form.

Photocopy of this page is acceptable

EXPIRES APRIL 30, 1990

**Still Playing NATO vs. Warsaw Pact Games From Another Era?
Still Playing Wargames Published by People Who
Think Our Hobby has No Future?**

Still Takin' It In The Shorts, Huh?

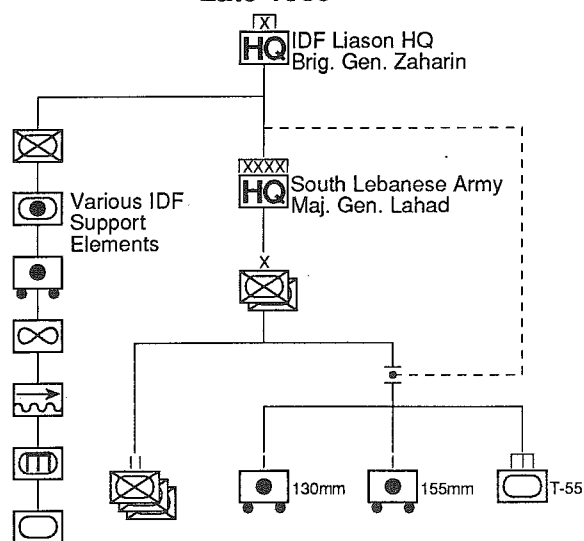
Maybe it's Time You Take

COMMAND!

We sent out over 8,500 **free** copies of our first issue. We did that to begin a new era of good feelings and confidence in our hobby — and not to trick you out of your money for pie-in-the-sky games that aren't available yet. We did that to show you just where the New Golden Era of Wargaming is taking place — and not to pronounce its death sentence in our first editorial. We did it to show you **COMMAND** is the wargame magazine done by wargamers for wargamers.

Incredibly, a few of you — yes, a few — still remain unconvinced. Well, here's a little bit of what you're missing in issue number two:

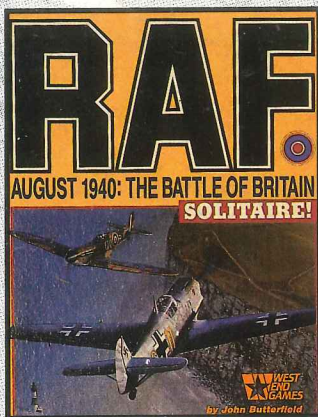
**The South Lebanese Army
Late 1989**



The game in issue two is *Sunrise of Victory*, which covers the hammer and tongs middle period of the eastern front from Finland to Persia and from Kiev to Stalingrad. There are articles on *South African Artillery*, *"Good Fence"-Israeli Guns and Money in South Lebanon*, *Saddam Hussein*, *The Soviet Airborne Today*, plus a bunch of new game proposals (for example: *Red Sky Morning: The Second Japanese-American War-1997*) to vote on.

So stop fighting your destiny! Take **COMMAND** (or renew your sub early) while these low charter rates are in effect! You can still order a 3-issue (6 month) sub for just \$20.00, or take 6 issues (1 year) for \$35.00, or get 12 issues (2 years) for only \$60.00 and save about a kajillion dollars over hobby store prices!

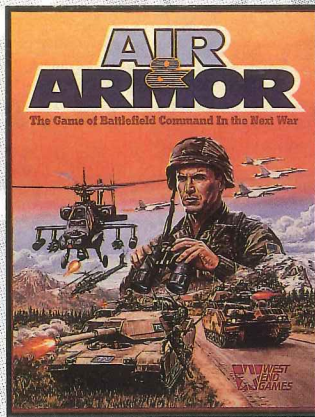
**Mail your check, M.O. or credit card info. to:
Command Magazine, P.O. Box 4017,
San Luis Obispo, CA 93403
Tel: (805) 546-9596.**



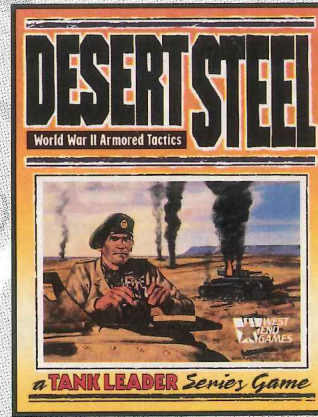
The Battle of Britain \$20



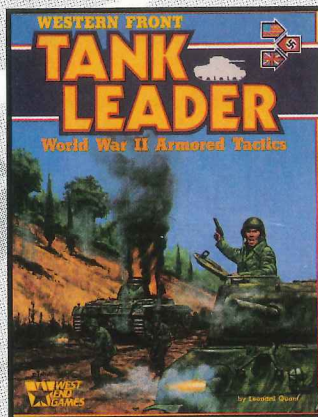
Modern Helicopter Warfare \$20



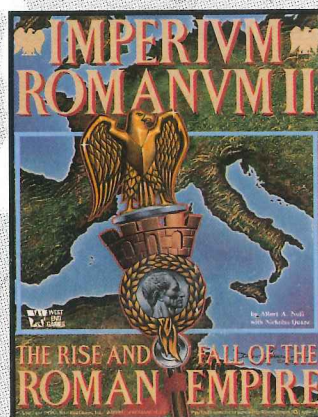
Battlefield Command in the Next War \$25



North African Front Tank Leader \$30

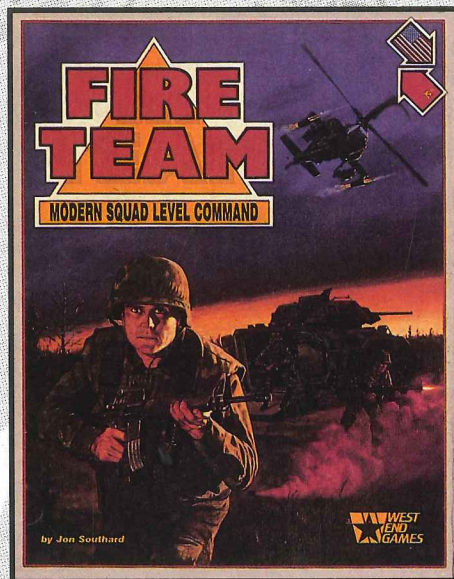


World War II Armored Tactics \$25



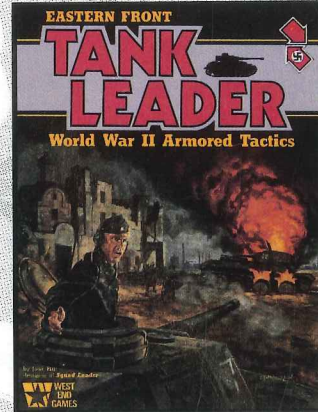
The Rise and Fall of the Roman Empire \$30

Military Games and Simulations for the Serious Enthusiast

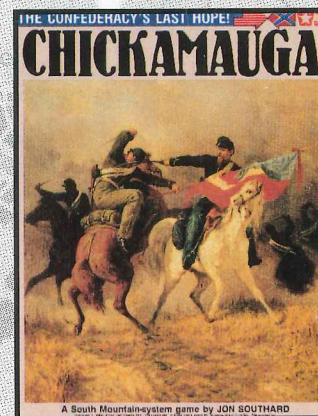


Modern Squad Level Combat \$25

Covers the whole panorama of modern battle — helicopters, APCs, ATGMs, artillery-delivered mines, and more — but its core is command control. Complete with 4 maps, 520 counters, 4 charts, 6 scenario cards, rules, die, counter tray.



World War II Armored Tactics \$25



The Confederacy's Last Hope \$17

Ancients • Civil War • WWII • Modern

If you can't find these games at your local hobby or book store, use this coupon.
Or call 1-800-338-6140 to place your Visa or Mastercard order.

Please send me:
Title _____

Price _____

Do not send cash!

Send \$US check or money order only!

Allow 4-6 weeks for delivery.

Send to:



RD 3 Box 2345
Honesdale, PA
18431

PA residents add sales tax _____

Postage & Handling: \$2.50 for first
game, \$1.00 for each additional game*.

Total _____

Name: _____

Address: _____

City: _____

State: _____ Zip: _____ Tel: (____) _____

* For deliveries to Canada and Mexico, add US \$4.50 for the first game, US \$2.00 for each additional game.