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for
Gamers

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Task Force

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Gets an Enhancement*

*Cedar Mountain and
the Battle of Corinth*

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Opening Moves

The Next Wave

Microcomputer games. Fantasy and science fiction games. Role-playing games. Much of the current excitement in gaming centers around these categories of gaming. Even though one could easily conceive of a microcomputer, science-fictional role-playing game, the three groups of game types/modalities have separate identities. But these game-types are *not* the wave of the future — they are the wave of the present. True, they've not been fully formed nor have they made their final impact. They have, nevertheless, clearly resolved themselves against the background sea of adventure gaming excitement. Once something has become a "buzz word," you know it's losing its status as a leading edge category.

So, what's next?

If I had a clear answer, I'd be busy writing feedback questions for SPI's versions-of-it-to-come. We might find some indicators simply by re-examining the well-springs of our hobby. As diverse and exciting as they might be, *all adventure games are basically the same thing*. They are fantasy projections or realities, quasi-realities, and fabricated realities. Now that may sound simplistic or mock-profound, but I ask you to consider this as an essential truth about the games we play so avidly and with such energy.

This element that makes adventure games *all the same* makes them, as a class, *totally different* from all other types of games. Almost all types of games, other than adventure games, have a one-dimensional quality to them that limits their power to affect us, and consequently they have no more than a marginal hold on our attention. Only adventure games have enough *content* to fill our minds!

Whatever the next type of adventure game might be, you can be sure it will elaborate and strengthen the basic thread that knits our hobby together: the expansion of the individual consciousness through intellectual and emotional interaction with a simulated reality or para-reality. Cuing from some recent trends, perhaps new adventure games might take the form of...

...an interactive book that requires the player/reader to supply some of the character realizations and chapter resolutions.

...a day-to-day networked computer game of current affairs updated by real events.

...a reality-based word/logic game played without any equipment.

...large-team simulations of fantasy or real world situations, played via telecommunications equipment.

[continued on page 32]

SPIES! The multi-player game of international intrigue

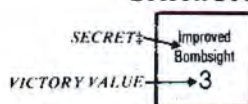
Spies! is a game of espionage and intrigue for up to five players, set in the turbulent European era of 1933-1939. You control the secret service of one of the major powers of that era — Germany, Italy, Russia, France, and Britain — in the constant struggle to gather your opponents' secrets and return them safely to your own capital while protecting your own country's secrets.

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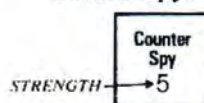
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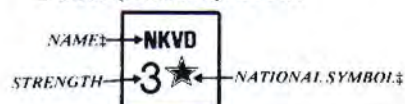
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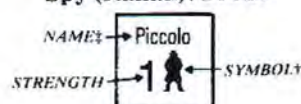
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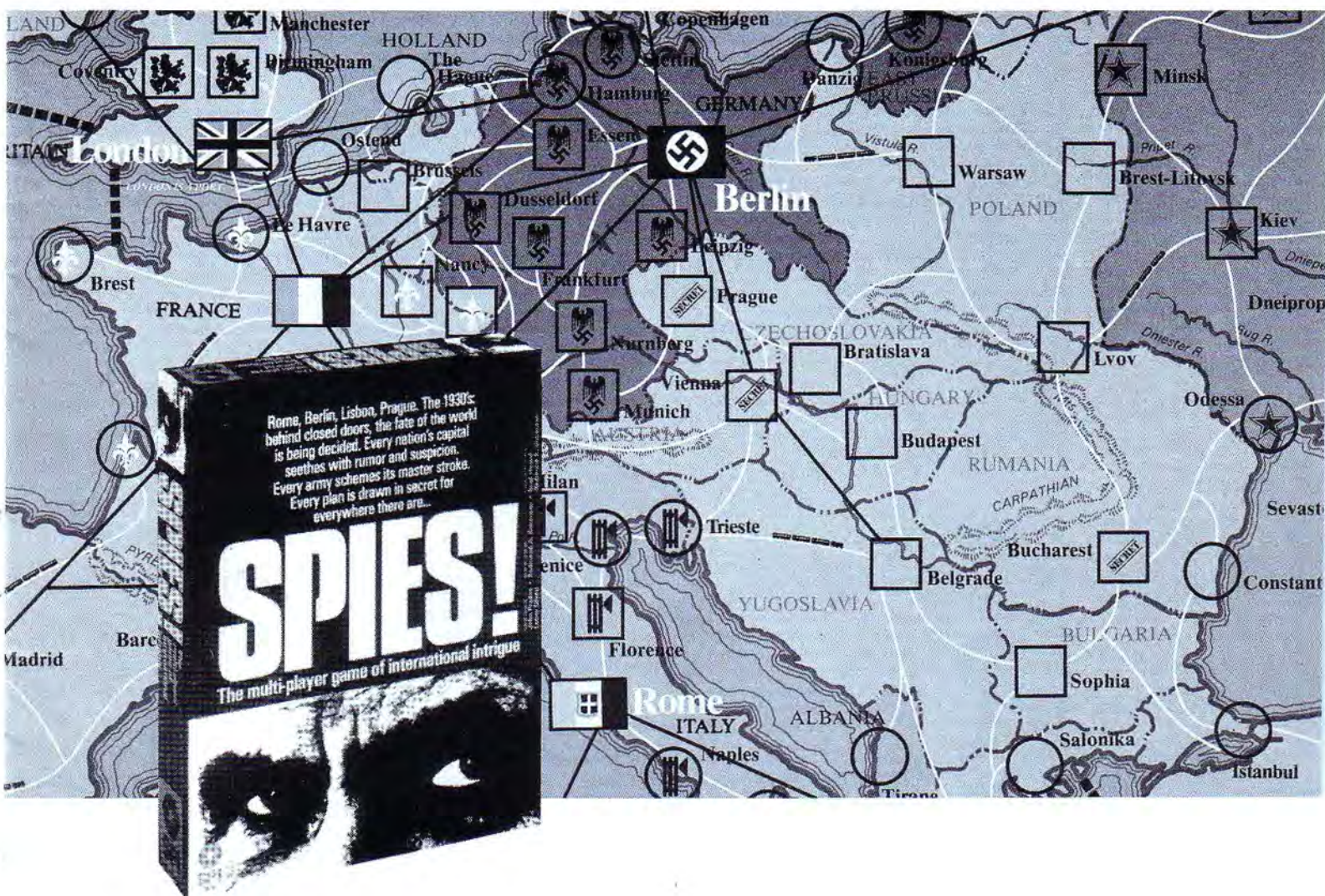
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Spy (Italian): Back



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VARIANTS

SUPER TASKFORCE

Enhancing the Simulational Value of SPI's Newest Naval Game

by Charles Kamp

Task Force is quickly becoming a widely liked, avidly played game. It has a number of extremely interesting game elements in it (one being the *absence* of traditional combat results tables). What originally started out to be the naval version of *Air War* got transformed into a true "players' game." This of course leads us tinkerers back to re-installing some of the considerations streamlined out of the game.

—Redmond

Task Force went through at least two major design/development philosophies during its creation. The original concepts of designer Dave Isby stressed the simulation aspects, while the final product reflected designer Joe Balkoski's emphasis on playability. While the game does not purport to be the last word in modern naval analysis — something which would require a heavy amount of classified and conjectural data — it lends itself to the grafting on of additional elements not addressed in the original. This article presents unofficial suggestions, from professional naval officers and others, which highlight some important aspects of the modern naval scene.

RECENT SHIP CONSTRUCTION

Charts showing the game characteristics of additional US and Soviet ships accompany this article.

1. The Soviets are currently building three new classes of surface combatants, the lead ship of each having deployed in 1980. The nuclear-powered battle cruiser *Kirov* is the largest primary surface combatant to be built anywhere in the world since World War II. The missile destroyer *Sovremennyy* is apparently designed for surface action, with a secondary mission of Antisubmarine Warfare (ASW). The *Udaloy* class missile destroyer is expected to be the backbone of the new Soviet ASW forces. The Soviets also achieved a quantum improvement in their submarine arm with the appearance of the *Oscar* class SSGN. *Kirov*, *Sovremennyy*, and *Oscar* all employ a new SSM, designated SSN-X-19.

2. The US Navy has acquired four modified *Spruance* type destroyers which were being built for the late Shah of Iran. They mount

the Mk 26 SAM system found on our newer missile ships. Renamed *Kidd* (DDG-993), *Callaghan* (DDG-994), *Scott* (DDG-995), and *Chandler* (DDG-996), they will be commissioned in 1981-82.

US.CG	Sims	US.CG	Cone
S	2	S	2
	2H		2H

3. The ships designated *Sims* and *Cone* in *Task Force* represent the first mark of the *Ticonderoga*-class missile cruisers (CG-47). Advanced ships in the class will have improved AA capability with the mounting of a Vertical Launch System (VLS).

4. The US is the only nation to retain battleships in its naval inventory. There appears to be a good possibility that one or more of them will be reactivated for service with some modifications. The great staying power of the battleship — in the face of conventional weaponry — coupled with tremendous firepower, make it an interesting anachronism in modern naval combat. In *Task Force*, the battleship should be permitted to initiate gunnery combat from an adjacent hex against an enemy task force, for at least one round, during which no enemy ships can return fire. Additionally, each hit it scores should be treated as a flotation hit as well as a systems hit. US battleships being considered for active service are *Iowa* (BB-61), *New Jersey* (BB-62), *Missouri* (BB-63), and *Wisconsin* (BB-64).

5. The USN plans to establish patrol hydrofoil squadrons in the coming two years, which would appear in at least two areas covered by the game. One squadron will be based at Key West, Florida for service in the Caribbean, and another may be based at Sicily for use in the Mediterranean. Each squadron will consist of six boats. The first six PHM's will be *Pegasus* (PHM-1), *Hercules* (PHM-2), *Taurus* (PHM-3), *Aquila* (PHM-4), *Aries* (PHM-5), and *Gemini* (PHM-6).

MOVEMENT

Submarines are not limited to speed by mode. Nuclear subs may move up to two hexes per turn regardless of depth, while conventional submarines are limited to one hex per turn in all cases.

ACTIVE ASW SEARCHES AND TASK FORCE ASW CAPABILITY

1. Non-Soviet task forces determine their Search Value normally. All Soviet task forces determine their Active ASW Search Value by counting the number of ships which have an S capability and dividing the number by 3. Round off fractions to the nearest multiple of 3.

2. Soviet conventional submarines get a modifier of **add 1** when subjected to active ASW search. They are very quiet.

3. All submarines with SSM capability may attack enemy submarines (with their ASW Strength) which are in an adjacent regular hex, to simulate the effects of SUBROC and SSN-15/16.

4. Shipboard Area ASW weapons are limited to vessels having one of the following ASW missile systems: Ikara (British), Malafon (French), SUBROC or ASROC (US), FRAS-1/SSN-14 or SSN-15/16 (Soviet). The accompanying ships list adds or deletes Area ASW capability from the appropriate counters according to these criteria. On the whole, fewer ships are rated as having Area ASW capability; however, see helicopters, following.

HELICOPTER SEARCH AND ATTACK

1. The number of helicopters a task force may use for any flight operations is equal to the total number of helicopters on ships of the task force **divided by 3**. Round off fractions to the nearest multiple of 3.

2. Helicopter searches (for task forces) are conducted normally.

3. Helicopter ASW searches may be regular (considered 1 action) or intensive (considered 2 actions). Two helicopters are necessary to perform a regular search, while four helicopters are needed to perform an intensive search. These helicopters must all be eligible for flight operations as described in paragraph 1. The Search Value of a regular search is **2** for non-Soviet helicopters and **1** for Soviet helicopters. The Search Value of an intensive search is **4** for non-Soviet helicopters and **3** for Soviet helicopters.

4. Helicopters may attack enemy submarines which have been revealed by a precise or accurate search report under the

following conditions:

a. Helicopters which have located submarines by helicopter ASW search may immediately attack the submarines.

b. During task force-initiated ASW combat, if the total number of helicopters eligible for flight operations have a combined ASW Attack Strength (see following) greater than that of the ship with the highest ASW Strength in the task force, then the helicopter strength is used.

c. During torpedo combat, the total of helicopters eligible for flight operations (i.e., one-third of all helicopters) may combine their ASW Attack Strengths and be employed by the task force player as an Area ASW weapon, which may be used against subs on any arc of the tactical display, once per ASW Phase. In this case, submarines need not have been located prior to the initiation of torpedo combat. In addition, helicopters from ships sunk during the torpedo combat must be removed from the ASW effort.

The ASW Attack Strength of helicopters is 1 Strength Point per two helicopters, rounding fractions up for non-Soviet units, and down for the Soviets. The total of helicopters available for ASW action in a torpedo combat may be applied *en masse* against one submarine or divided against several, at the discretion of the task force player.

AIRCRAFT ASW SEARCH AND ATTACK

Carrier-launched ASW patrol aircraft, and long-range patrol aircraft, should conduct ASW search in a manner similar to task force Active ASW Search/Helicopter ASW Search as follows:

1. US carrier-launched ASW squadrons with a Strength of 2 may search one megahex using a Search Value of 4, or two megahexes using a Search Value of 2 for each (searched megahexes must be within 3 megahexes of the carrier). If subs are located precisely or accurately, the squadron may attack with an ASW Strength of 2 against any one subron that is located.

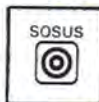
2. Long-range patrol aircraft of non-Soviet countries have a Search Value of 5 (per mission), while Soviet long-range patrol aircraft have a Search Value of 4 (per mission). When a long-range patrol mission locates subs precisely or accurately, it may attack one subron located with an ASW Strength of 2.

RESOLUTION OF HELICOPTER AND AIR ASW ATTACKS

1. Although long-range ASW patrol attacks, and carrier-launched air ASW attacks, may take place only during the Long-Range Patrol Phase and the Air Operations Phase respectively, subrons located precisely or accurately by any means may be subjected to air-delivered ASW attack and need not have been located by the air unit specifically. Additionally, a player may use more than one long-range patrol or carrier-launched ASW squadron to attack a single hex containing a

located subron. All must attack individually, however. The same holds true for helicopter ASW Search/Attack missions.

2. All attacks against submarines by long-range patrols, carrier-launched ASW squadrons, and helicopters are resolved in the same manner as ASW combat initiated by a task force. Results are apportioned against one or more subs in the case of aircraft attack, but are applied only to the specific sub under attack in the case of helicopters involved in a torpedo combat.



SOSUS PLACEMENT AND EFFECT

1. The placement of SOSUS markers should be limited to megahexes containing only shallow water.

2. SOSUS Search should be conducted the same as a Subron Passive Search. The search must, however, be directed against the megahex occupied by the SOSUS marker. Results are the same as in Subron Passive Search (including adjacent megahex location of subs in shallow mode).

SURFACE-TO-SURFACE MISSILES

1. The accompanying Surface-to-Surface Missile Chart lists weapons available in *Task Force*, along with their actual maximum range in regular hexes, accuracy, and type of warhead carried.

2. The *Tomahawk* is included in the chart as a separate type.

3. The accuracy for SSN-11 is revised down to 3. The designation SSN-11 has been deleted in intelligence circles as the weapon has been identified as the c model of the SSN-2.

4. The new SSN-X-19 is not included on the chart, but should be treated as the SSN-12.

5. All SSM's have a theoretical range of one regular hex without some form of outside target acquisition or guidance. In reality, such assets will nearly always be available in the form of friendly long-range aircraft, helicopters, intelligence ships, orbital platforms, etc. Therefore, it is possible to do away with the procedure for "mid-course guidance" in the rules and allow a player to attack with his SSM's at their maximum range against any target which has been identified either precisely or accurately.

6. Weapons on the chart listed as having HE (high explosive) warheads produce damage as normal. Those weapons with a Nuke (nuclear warhead) capability will automatically sink any target they hit.

7. *Tomahawk* tactical cruise missiles will be deployed with the US fleet as follows. (Note: Only strategic versions for use against land targets will have nuclear warheads.)

a. Mid-1982, submarine-launched anti-ship version.

b. Mid-1983, surface ship-launched anti-ship version.

c. 1986, CG-47 class vertical launch system (VLS).

8. The *Standard* air defense missile (with secondary SSM capability), used by several NATO navies, comes in two versions: *Medium Range* (MR) and *Extended Range* (ER). The ship list denotes which is used by appropriate class.

SOVIET LAND-BASED NAVAL AVIATION

The USSR has a very large and important land-based naval air force, which totals about the same number of aircraft as the USN has in its carrier air wings. *Task Force* scenarios taking place in the Norwegian Sea and the Mediterranean would be influenced by Soviet naval air. Each theater would have, at a minimum, six units of *Backfire B* and six units of *Badger C* bombers. Each of these units consists of six aircraft in reality, and would conduct standoff ASM attacks as outlined in the following section. Each *Backfire* unit has an Anti-Air Value of 3 and a Strength of 2. Each *Badger* unit has an Anti-Air Value of 2 and a Strength of 2. Each Soviet land-based air unit may be used only once per scenario. They may only attack, have no CAP ability, and are considered "all weather." *Backfire* and *Badger* are considered to have unlimited range.

LONG-RANGE ASM ATTACKS AND INTERCEPTION

Bombing attacks and short-range ASM attacks should be conducted as normal, but long-range ASM attacks should be conducted at a greater range and in the manner of SSM attacks.

1. The attacking player places his air units on any hexes within the maximum range limits of his long-range ASM's (see following). The defending player may intercept the attacking aircraft with fighter/AEW units in the launch/ready status (not on CAP), within six megahexes of the attacking aircraft. Each interceptor unit may attack a single hex of attacking units and resolve combat as CAP vs. bombers. If escorts are involved, they must be dealt with. In combat between interceptors and ASM aircraft, all losses against the ASM aircraft are considered permanent, while the interceptors suffer no combat losses (*Buccaneer* and A-6's are treated as in normal combat). Each Damage Point against an ASM aircraft unit reduces the number of waves of ASM's it may launch by one, until it is destroyed. After interceptor combat, surviving ASM aircraft launch their long-range ASM's separately, one wave at a time, and return to their base when complete. Incoming waves of long-range ASM's enter the tactical display and resolve combat as SSM's. For purposes of Tactical Coordination, however, they are treated as an air attack.

2. The Soviets may launch long-range ASM attacks from *Backfire* and *Badger* units. The primary Soviet ASM is the AS-6, which has a range of 6 hexes and an Accuracy Value of 3. Its warhead may be either HE or Nuke. Each *Backfire* unit may launch two waves of nine AS-6's each. Each *Badger* unit may launch two waves of six AS-6's each.

3. NATO A-6 and *Buccaneer* units may launch three waves of eight *Harpoon* SSM's each. *Harpoon* characteristics are identical to the ship-launched version.

4. In Norwegian Sea and Caribbean scenarios, NATO long-range patrol aircraft may launch two waves of six *Harpoons* per Patrol Point. For the purposes of interception, these long-range patrol units are considered to have an AA Value of 1 and a Strength of 2. They may be eliminated as other air units. In the Norwegian Sea, a total of one long-range Air Point may launch *Harpoon* attacks, while in the Caribbean all may do so.

NUCLEAR BOMBING

Any *normal* bombing attack by **M** and **H** class aircraft may be considered a nuclear attack. A hit achieved by a nuclear bombing attack automatically sinks the target ship. **Note:** A *diffusion* attack may not be nuclear.

MINE WARFARE

Mine warfare is simulated by the active Mine Level in a given megahex. Players use Squadron Damage chits to represent Mine Levels of 1, 2, 3, or a maximum of 4.

1. The NATO/Allied player may place a number of Mine Levels on the map equal to the number of long-range Patrol Points he has available for the scenario. These may be placed at any time during a Long-Range Patrol Phase. They may be put in different megahexes, or all in one megahex (to a maximum of four). They may be placed in any hex on the map.

2. The Soviet player may place one Mine Level per megahex for each five ship/submarines which enter the megahex. He may place his Mine Levels in separate megahexes, or build up the level to a maximum of four in any one megahex.

3. In both cases, placement of mines is limited to once per scenario per delivery system (i.e., each Soviet ship may contribute toward the placement of only one Mine Level per game).

4. Minefields do not become "active" until the owning player announces such (most advantageously when he has just discovered any enemy task force or subron in a mined megahex). The owning player should write down the identity of each megahex in which he has mines, and place the paper face down in view of the opposing player. When an-

nouncing "activation" of a field, he should reveal the paper with the applicable field to the opposing player.

5. Friendly mines never affect friendly ships or submarines. Whenever an enemy task force or subron (in shallow mode) enters a megahex containing friendly mines, and the friendly player has announced that the Mine Level is active, the level of the mine field is revealed and the players roll one die for each ship or submarine (shallow only) which has entered the hex in the current action. A die result of less than or equal to the active Mine Level results in one immediate flotation hit against the ship or sub in question. Each and every ship or sub entering the megahex must roll for possible damage and, once declared active, the mined hex is considered to remain active for the duration of the scenario.

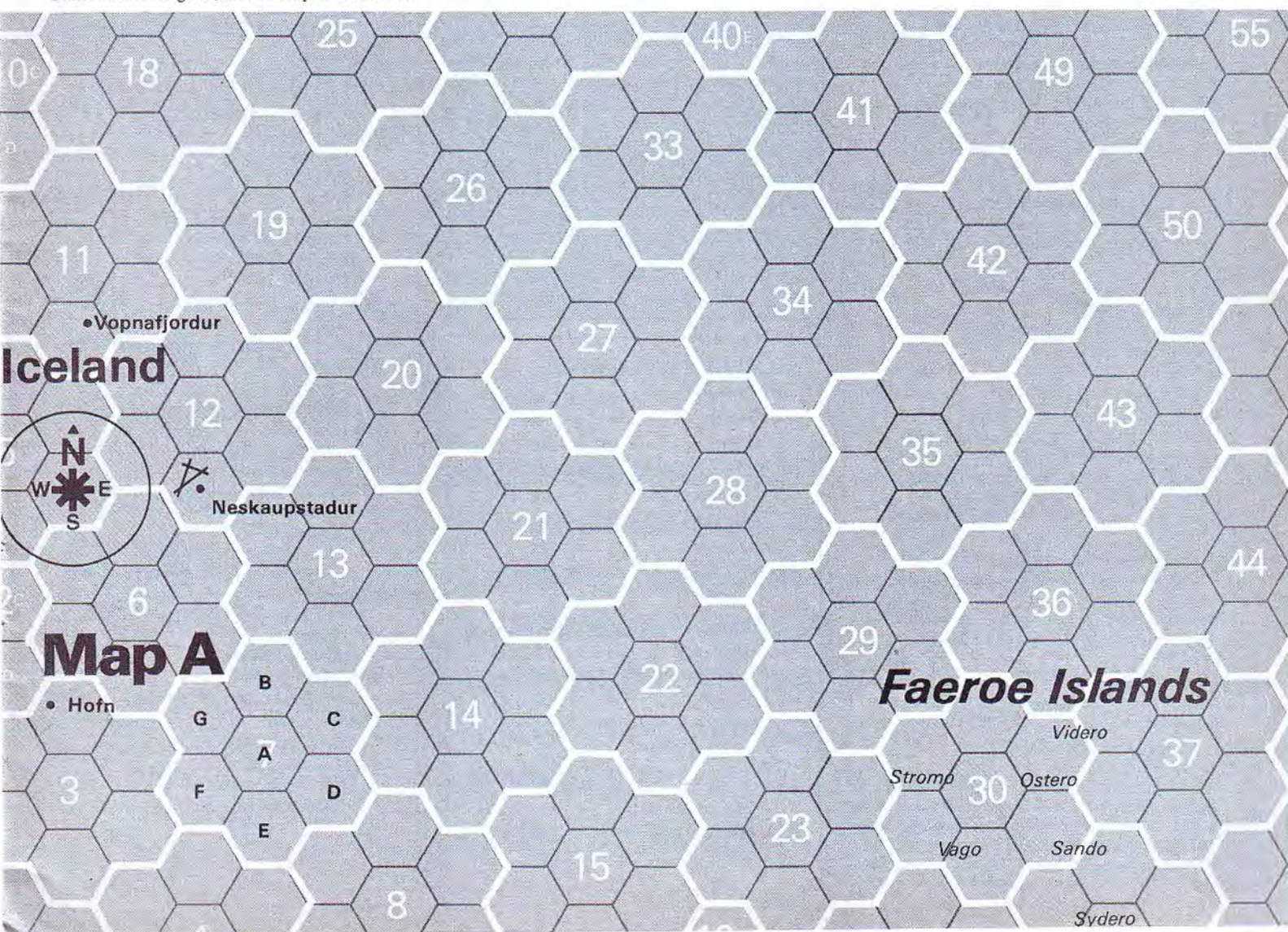
6. Relative sweeping capabilities have been considered and are not addressed further.

THE CLASSIC SCENARIO: Breakout to the North Atlantic

a. **Notes:** This scenario is similar to 33.43, but with a different emphasis and some significant changes in detail.

b. **Map:** A (Norwegian Sea). See below.

Section of Norwegian Sea from map of *Task Force*.



c. Forces (First Player, NATO)

(1) *TG 20.5*: Saratoga (CV), Dale (CG × 2), King (DD × 2), Hull (DD), Aylwin (FF), Paul (FF), Talbot (FF), Santa Barbara (Freighter #1), Caloosahatchee (Freighter #2); 1 × Rear Admiral, 1 × Commodore, 1 × Captain. Deploy anywhere on south edge megahexes, or megahexes adjacent to south edge megahexes.

(2) *TG 20.6*: Nimitz (CV), Virginia (CG × 2), South Carolina (CG × 2), Peterson (DD), Caron (DD), Fife (DD), Bowen (FF), Voge (FF), Mount Baker (Freighter #3), Kalamazoo (Freighter #4); leaders and deployment same as (1).

(3) *TU 29.11*: Gato (SSN × 4), Ray (SSN × 4); 1 × Commodore, 1 × Captain. Deployment same as (1).

(4) *TU 29.12*: Shark (SSN × 4), Dallas (SSN × 4); leaders and deployment same as (3).

d. Forces (Second Player, Soviet)

(1) *Surface Action Group A*: Kiev (CV × 2), Grozny (CG × 2), Kirch (CG), Chapayev (CG), Bodry (FF), Skory (DD), Zorky (DD), Zemchug (FF), Lubny (FF), Vesky (FF); 1 × Rear Admiral, 1 × Commodore, 2 × Captain. Deploy in any north edge megahex or any megahex adjacent to a north edge megahex.

(2) *Surface Action Group B*: Kirov (CG × 2), Isakov (CG), Azov (CG), Moskva (CG), Zharky (FF), Krasny (DD), Bravy (DD), Zelonodolsk (FF), Ganguets (FF), Svetly (FF); leaders and deployment same as (1).

(3) *Subron C*: (See special rules) Frolovo (SSN × 3), Rudnya (SSN × 3), Chirok (SSN × 3); 1 × Commodore, 1 × Captain. Deployment same as (1).

(4) *Subron D*: (See special rules) Perepel (SSN × 3), Komsomolets (SSN × 3), Penza (SSN × 3); leaders and deployment same as (3).

(5) *Subron E*: (See special rules) Kaluga (SSN × 3), Frunze (SSN × 3); leaders and deployment same as (3).

e. Surveillance Levels: Both average.

f. **Special Rules:** Submarines in Soviet subrons C and D are all considered *Echo II* class with SSM Rating of J8. Submarines in Soviet subron E are considered to be *Charlie II* class with SSM Rating of N8.

g. **Game Length:** 12 Game-Turns. Game-Turns 8 through 12 are night.

h. Tactical Coordination Values

NATO: 2.

Soviet: 4.

i. Air Units

NATO. *Saratoga*: 2 × F4, 2 × A7, 1 × A6, 1 × EW, 1 × AEW, 1 × ASW, 1 × RCN; *Nimitz*: 2 × F14, 1 × A6, 2 × A7, 1 × EW, 1 × AEW, 1 × ASW, 1 × RCN; *Sumburgh*: 1 × Buc; *Neskapstadur*: 1 × F4.

Soviet. *Kiev*: 2 × Y36; *Off Map*: 6 × Backfire, 6 × Badger.

j. Long-Range Patrol Values

NATO. 3 (one of which may launch *Harpoon* attacks).

Soviet. 2, which may be used for Subron Patrol only, plus 3 which may be used for Task Force Patrol only.

k. SOSUS

NATO. 1 each in megahexes 13, 29, 37, and 53.

Soviet: 0.

l. Victory Conditions

1. Standard.

2. The Soviet player receives 5 Victory Points for each of his submarines which exits the south edge of the map from any of the following megahexes: 1, 4, 8, 9, 15, 16, 38, 39. Exiting submarines must have some torpedoes or SSM's left at the time of exit. Exited submarines may not return to play.

ADDITIONAL SOVIET SHIPS

	CG KIROV	DD SOVREMENNY	DD UDALOV	SSN OSCAR
Active ASW	S	S	S	S
Flotation	3	2	2	3
Helicopters	5H	1H	2H	0
ASW Strength	3*	2	4*	2
AA Strength	5*	4*	2*	0
Gun/Torpedo	1B	3B	1B	4
Jamming	4	3	3	0
SSM	J10*	J4*	L8	J8
Multiple	(2)	(2)	-	(3)

NOTE: *Sovremenny*, *Kirov*, and *Oscar* may all mount the new SSM designated SSN-X-19. Until further information is available as to its characteristics, treat it as an SSN-12.

ADDITIONAL US SHIPS

	DDG KIDD	CG-47 w/VLS	BB IOWA
Active ASW	S	S	0
Flotation	2	2	6
Helicopters	2H	2H	4H
ASW Strength	2*	2*	0
AA Strength	3*	5*	3
Gun/Torpedo	2B	2B	5A
Jamming	3	3	3
SSM	A8	A8	A8
Multiple	-	(4)	(2)

NOTES:

1. In mid-1983, add to *Iowa* class 8 *Tomahawk* SSM with a multiple of (4). This is in addition to *Harpoon*.

2. *Iowa* may engage surface ships in an adjacent regular hex by gunnery. Each hit is considered to be both a weapons hit and a flotation hit.

3. AA for *Kidd* class is Standard ER.

4. AA for CG-47 class is Standard MR.

SURFACE-TO-SURFACE MISSILES

SSM	NAME	RANGE IN HEXES	ACCURACY	WARHEAD
A	Harpoon	2	4	HE
B	Standard ER	2	2*	HE
B	Standard MR	1	2*	HE
C	Sea Dart	1	2*	HE
D	Exocet	1	4*	HE
E	Otomat	2	3	HE
F	Gabriel	1	3	HE
G	Penguin	1	2	HE
H	SSN-7	1	3	HE/Nuke
I	SSN-3	5	3	HE/Nuke
J	SSN-12	10	4	HE/Nuke
K	SAN-3	1	1*	HE
L	SSN-14	1	2	HE
M	SSN-11	2	3	HE
N	SSN-9	2	4	HE/Nuke
O	SSN-2	1	2	HE
T	Tomahawk	11	4	HE

TASK FORCE MAJOR SHIP UNITS

The following list covers major navy fleet units found in *Task Force*. Class and type are given, followed by representative ships depicted in the game. Suggestions presented as *notes* are more fully explained in the text. Soviet ship type designations, when known, are included.

UNITED STATES

TYPE & CLASS/
NAME & HULL NUMBER/
NOTES ON CLASS

CVN Nimitz

Nimitz CVN-68

Vinson CVN-70

CV Forrestal

Saratoga CV-60

CGN Virginia

Virginia CGN-38

AA is Standard MR

CGN California

California CGN-36

South Carolina CGN-37

AA is Standard MR

CG Belknap

Biddle CG-34

AA is Standard ER

CG Leahy

Dale CG-19

AA is Standard ER

DDG Coontz

King DDG-41

Luce DDG-38

AA is Standard ER

DDG C. F. Adams

Semmes DDG-18

AA is Standard MR

DD Spruance

Peterson DD-969

Caron DD-970

Fife DD-991

Deyo DD-989

DD F. Sherman

Hull

Gunnery is 2B (8" gun removed in 1979)

DD FRAM

Corry DD-817

Sold to Greece in 1981

FFG O. H. Perry

O. H. Perry FFG-7

Duncan FFG-10

Clark FFG-11

AA is Standard MR

FFG Brooke

Talbot FFG-4

AA is Standard MR; only 1H carried

FF Knox

Aylwin FF-1081

Paul FF-1080

Bowen FF-1079

FF Garcia

Voge FF-1047

PHM Pegasus

Hercules PHM-2

SSN Los Angeles

NY City SSN-696

Dallas SSN-700

SSN Sturgeon

Ray SSN-653

SSN Thresher

Gato SSN-615

SSN Skipjack

Shark SSN-591

Note: For Cone, Sims, etc., see text.

BRITAIN

TYPE & CLASS/
NAME & HULL NUMBER/
NOTES ON CLASS

CVS Invincible

Invincible CAH-1
Area ASW by H only

CL County

Fife D-20
Area ASW by H only

CL Bristol

Bristol D-23

DD Sheffield

Cardiff D-108
Area ASW by H only

FF Amazon

Active F-171
Area ASW by H only

FF Tribal

Zulu F-124
Area ASW by H only

FF Broadsword

Brazen F-91
Area ASW by H only

FF Leander (E)

Juno F-52
Area ASW by H only

FF Leander (I)

Ajax F-114

FF Rothsay

Rhyl F-129
Area ASW by H only

SSN Swiftsure

Superb S-109
SSM is A4

SS Oberon

Onyx S-21

CANADA

TYPE & CLASS/
NAME & HULL NUMBER/
NOTES ON CLASS

DDH "DD-280"

Huron DDH-281
Area ASW by H only

FF Mackenzie

Qu'Appelle FF-264
Yukon FF-263
No area ASW

FRANCE

TYPE & CLASS/
NAME & HULL NUMBER/
NOTES ON CLASS

CV Clemenceau

Foch R-99

CG Colbert

Colbert C-611
SSM is D4

DDG DeGrasse

DeGrasse D-612

DDG Type C 70

Montcalm D-642
Area ASW by H only

DDG Suffren

Suffren D-602

FF Type A 69

Drogou F-783
No Area ASW

FF Cmdt Riviere

Protet F-748
No Area ASW

SS Agosta

Agosta S-620

ITALY

TYPE & CLASS/
NAME & HULL NUMBER/
NOTES ON CLASS

CHG V. Veneto

V. Veneto C-550
Area ASW by H only;
AA is Standard
MR; SSM is B2

CHG A. Doria

C. Duilio C-554
Area ASW by H only;
AA is Standard
MR; SSM is B2

DDG Audace

Audace D-551
Area ASW by H only;
AA is Standard
MR

FF Maestrale

Euro F-575
Area ASW by H only; SSM is E4

FF Lupo

Orsa F-567
Area ASW by H only

SS Sauro

Sauro S-518

DENMARK

TYPE & CLASS/
NAME & HULL NUMBER/
NOTES ON CLASS

FF P. Skram

P. Skram F-352

BELGIUM

TYPE & CLASS/
NAME & HULL NUMBER/
NOTES ON CLASS

FF Wielingen

Westdiep F-911
No area ASW

NETHERLANDS

TYPE & CLASS/
NAME & HULL NUMBER/
NOTES ON CLASS

DLG Tromp

Tromp F-801
Area ASW by H only; Area AA
is Standard MR

FF Kortenaer

Piet Heyn F-811
Area ASW by H only

FF Van Speijk

Van Nes F-805
Area ASW by H only; SSM is A8

WEST GERMANY

TYPE & CLASS/
NAME & HULL NUMBER/
NOTES ON CLASS

DDG C. F. Adams

Rommel D-187
AA is Standard MR; SSM is A4

DD Hamburg

Bayern D-183
No Area ASW

FF Koln

Koln FF-220
No Area ASW

NORWAY

TYPE & CLASS/
NAME & HULL NUMBER/
NOTES ON CLASS

FF Oslo

Oslo F-300
Narvik F-304
Bergen F-301
No Area ASW

SOVIET UNION

TYPE & CLASS/
NAME & HULL NUMBER/
NOTES ON CLASS

CVHG Kiev

Kiev
Minsk
Kiev AA is 4*

CNG Moskva

Moskva
"Antisubmarine Cruiser"

CG Kara

Kerch
Azov
"Large Antisubmarine Ship"

CG Kresta II

Isakov
Chapaev
SSM is L4;
"Large Antisubmarine Ship"

CG Kresta I

Drozd
No Area AA; "Missile Cruiser"

CG Kynda

Grozny
No Area AA; "Missile Cruiser"

CL Sverdlov

Sverdlov
Murmansk

DDG Mod Kashin

Slavny
No Area AA

DDG Kashin

Skory
Krasny
No Area AA

DD Kildin

Bedovy

DDG Kanin

Zorky
No Area AA

DDG SAM Kotlin

Bravy
No Area AA

DD Kotlin

Vesky
Svetly
No helicopters

DD Skory

Statny
"Fleet Destroyer Ship"

FFG Krivak

Bodry
Zharky
Rezvy
ASW is 3*; AA is 3;
"Escort Ship"

FFL Grisha Mods

Rubin
Zemchug
"Small Antisubmarine Ship"

FF Koni

Zelonodolsk
"Escort Ship"

FFL Mirka

Ganguets
"Small Antisubmarine Ship"

FF Riga

Orel
Gomel
Poltava
"Escort Ship"

FFL Petya

Lubny
"Small Antisubmarine Ship"

PGG Nanuchka

Grad
Raduga
Terbuny

PTG Osa

Balykley
Michurinsky
Tambovsky
Novokuy
Gornyy
Polyana
Brestky
Kirovsky

SSGN Charlie II

Kaluga
SSM is N8

SSGN Echo II

Frunze
SSM is J8

SSN Victor

Letya

SS Foxtrot

Penza
Frolovo
Rudnya
Chirok
Perepel
Komsomolets

TYPE ABBREVIATIONS:

CG: Guided Missile Cruiser; CGN: Guided Missile Cruiser, Nuclear Powered; CHG: Guided Missile Aviation Cruiser; CL: Light Cruiser; CV: Aircraft Carrier; CVHG: Guided Missile V/STOL Aircraft Carrier; CVN: Aircraft Carrier, Nuclear Powered; CVS: ASW Aircraft Carrier; DD: Destroyer; DDG: Guided Missile Destroyer; DDH: Destroyer, Aviation; DLG: Guided Missile Destroyer Leader; FF: Frigate; FFG: Guided Missile Frigate; FFL: Light Frigate; PGG: Guided Missile Patrol Combatant; PHM: Patrol Hydrofoil; PTG: Missile Attack Boat; SS: Submarine; SSGN: Nuclear Powered Cruise Missile Submarine; SSN: Nuclear Powered Submarine. ■■

FIELD REPORT

GAMES THAT TRAIN

Using Manual Simulations in Guard and Reserve Units

by Austin Bay

As a former reservist (USAFRes) I can remember low-budget home-brewed training efforts designed to expose us in a single weekend or summer camp to the complexities of a changing air operations environment. In the manner of cynical, over-educated, bored part-time enlisted men everywhere, we sneered at these underfunded but well intentioned programs. Of course, we stopped that when they activated us for a year and a half.

— Redmond

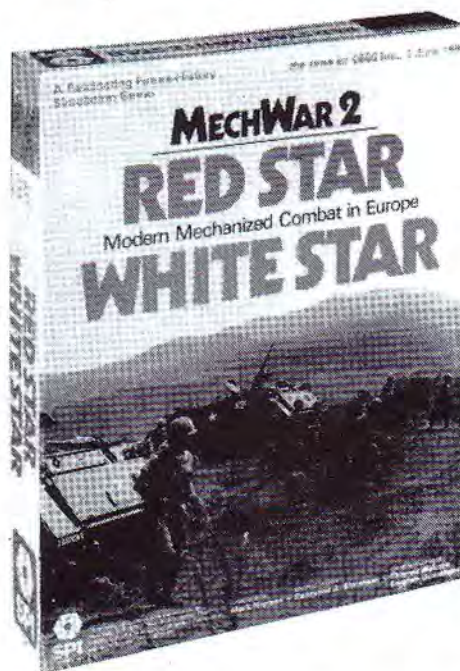
Reserve and National Guard units, operating under budget and time restraints, are always looking for effective training tools, especially those that can bring that "feel" of field operations into the armory. With the exceptions of summer camps and perhaps one or two weekend field training exercises, the opportunity for actual maneuver is severely limited — a couple of tanks tooling around the back lot may train drivers but it doesn't do a lot for platoon sergeants and lieutenants. Given the reservists's training cycle, officers can get very good at writing mission orders and logistical planning, which are very important skills, but to be frank, those critical intellectual skills required to implement tactical combat maneuvers often tend to be dull. During the first few days of summer camp this atrophy is especially noticeable at the company, platoon, and even the battalion level — in other words, the true grit tactical level.

The military has always known that when actual ground pounding wasn't possible map games and simulations provided the best alternative, though they are by no means the complete solution. Leadership still has to get muddy if it is to learn. As a National Guard captain in the 42nd Infantry (RAINBOW) Division, NYARNG and a former regular Army officer with 4½ years on active duty (platoon leader in the 11th ACR, Chemical Officer in the 1st Infantry Division-Forward), I've had plenty of experience with the Army's idea of a wargame, both on the ground and on the map; as a wargamer and a sometimes writer for *Strategy & Tactics*, I've also been exposed to the simulations being produced by the civilian game companies. I start with the given that there is no substitute for FTX's and force on force wargames, but if you can't get out in the field, what can you do to keep those tactical skills sharp?

While on active duty, I was fortunate enough to participate in several of the Army's map games, to include Wintex, First

Battle (a bureaucratic mess if there ever was one), and several derivative map exercises with some form of combat resolution. With few exceptions, the Army's trouble is that its "games" are neither "games" nor effective "simulations," but tend to be heavily controlled exercises with outcomes preplanned and politically approved. Admittedly, the goal may well be to simply run that G-staff element through its paces, but the opportunity for creative problem solving should always be the aim of every military "wargame." Without question, good tactics are a combination of luck, leadership, and creativity, and in all creativity there is an element of play and experimentation. Generally speaking, the Army's "games" tend to stifle experimentation.

One exception is the Dunn-Kempf tactical miniatures game which is now available as a training aid in many US units. Several Reserve and National Guard units have made



use of this game, including the 42nd Inf Div's 101st Cavalry. At their Staten Island Armory the 101 Cav has worked the Dunn-Kempf game into a surprisingly thorough simulation, utilizing headset communicators for tank commanders (in order to simulate tank-to-tank communication), battle noises, as

well as red light to simulate night combat conditions.

This is one route a training officer can take and it can be a very effective though elaborate one in terms of dollars and personnel. I myself have been experimenting with the adaptability of over the counter board wargames as training aids, specifically the updated *Red Star/White Star*, *FireFight*, and *Cityfight*. *Red Star/White Star* has proven to be of outstanding value; *Cityfight* and *FireFight* are both mixed bags for reasons I'll discuss.

First we'll consider *FireFight*. I've had a long time to assess this game. In 1976, HQ, 1st Inf Div Forward in Goeppingen, West Germany — my outfit — was selected by VII Corps to playtest the Army's first batch of *FireFight* games and see what we thought of them as a training tool. The Division Training Officer and I set up a series of play test games within the G-3 section and with company grade officers and platoon sergeants drawn from the 1-26th Infantry Battalion. The hardest thing to overcome was an initial reaction to the rules — players unfamiliar with contemporary game systems regarded the rules as being too complex and too involved, though one lieutenant did say that after all, fighting a modern battle might get pretty complicated too. We discovered that one knowledgeable controller, who could explain the basic rules and then monitor two or three games, seemed to overcome these basic objections. Still, the feedback was mixed, with one particularly telling comment: The weapons shoot too far, as one platoon sergeant put it. What he meant was that the terrain where all these TOW's and T-62's were battling wasn't Germany; maybe it was the Middle East with a few trees, but as for Hessei or Bavaria, certainly not. The only place that I could think of that was as flat and open as *FireFight*'s line of sight was the PX bowling alley. In *FireFight* the players regularly had TOW shots of 2500 plus meters; in the field, AT section leaders knew they were lucky to get 1100-1200 meters of unobscured vision. It seems that *FireFight* was designed not as a combat simulation but as an illustration of how far and how accurate modern weapons shoot. Still, the game did have some merit and despite its weaknesses showed that a board wargame can be used to train a leader.

The updated *Red Star/White Star* (*RSWS*) has been a true success as a dynamic training aid. I've employed the game in my own section as a means of training prospective OCS candidates and exposing them to thinking through tactical problems. I'll use one game as an illustration of how the game can objectify a class on tactics. One of my specialist fours and I played the "Custer's Last Stand" scenario, where an isolated US cav troop gets hit by the better part of a Russian regiment. I took the US, my opponent the Soviets. He immediately tried to overwhelm me with a tank and motorized rifle assault in battalion plus strength, but by the time his charge reached the top of the hill where the troop was dug in, over three-quarters of the assaulting elements had been destroyed or suppressed.

To add insult to injury, four M60 A2's broke out of the encirclement through a sector being screened by BRDM's and motorcycles. The tanks escaped off the board. A reader might simply say that my opponent had made some very serious mistakes that might be attributable to not knowing the game system. This is wrong, for he was familiar with wargames; however, he was unfamiliar with the company and battalion level tactics the game simulates.

We re-played the game step by step, beginning with a discussion as to why I had placed certain weapons systems in certain defensive positions in order to maximize their effectiveness. I also pointed out that I had anticipated that he might screen in one sector rather than attack so I had beefed up my combat power there in hopes of staging a last ditch breakout. (Luck applies in tactics as well as games.) Then we listed his mistakes, which started with poor use of artillery for suppression and failure to use screening smoke. We discussed his timing in dismounting his infantry and the lack of a mobile reserve. Even under the restrictive Soviet doctrine rules it remains possible to constitute a reserve that would have made my little breakout look ridiculous. Two weeks later we re-played the scenario and the game was basically over in three turns. Artillery, smoke, then a wave of T-62's and motorized infantry swamped the cav troop.

RSWS does a particularly good job of forcing players to anticipate changes in the battlefield. The built-in delay of artillery fire requires the player to plan his artillery strokes with regard to a rapidly changing battlefield, which is one of the realities of mechanized warfare. *RSWS* also stresses the importance of overwatch. In another exercise, a meeting engagement, smoke delivered by two US 4.2-inch mortar platoons separated two Soviet tank companies from their overwatch just as they met the lead company of a US tank heavy task force. The Soviets and the lead company exchanged on a fairly even basis, but the non-engaged and completely unsuppressed US overwatch company totally destroyed the Soviets. The rest of the Russian force sat impotently behind the smoke. The Soviets lost 26 tanks to 6 for the US due in the greatest part to perfectly,

and fortuitously, employed smoke. *RSWS* does come up short on one count: despite the face-down counters and the dummies, there's still too much immediate intelligence.

With *Cityfight* I've had very mixed results. The 42nd Infantry Division has two of its three brigades based in the New York City area, and it's hard to imagine anything more urban than New York. Since the 42nd is a light infantry division with only one mech battalion and one armor battalion, city fighting is a realistic mission for my unit. I had hoped that *Cityfight* would prove itself as a training aid. Unfortunately the game is too slow. One could argue that cityfighting is also very slow, but I think the problem stems from an incomplete design — a problem that this article won't address. Still, for a gamer and an officer interested enough to master the game system, *Cityfight* does create a dynamic awareness of the multiple problems one faces when fighting through a built-up area. The game aptly illustrates how the most meticulous planning and coordination can go straight to hell when you run into a dug-in sniper or a well placed light machinegun.

I will add one brief note on *NATO Division Commander* (*NDC*). (Any game with a sub-title like "Leadership Under Fire" certainly aspires to being an ultrarealistic simulation.) A couple of other officers in my unit have run through the game with the idea of working it into a battle exercise. The game is designed for such play and requires a controller. It does seem to do a remarkably subtle job of simulating what a division commander does, including taking subordinates' differing abilities into account, but the game is addressed to the battalion/brigade operational level and is therefore of little value in training a lieutenant.

In sum, it should be obvious that if the board wargame-as-training-aid is to be effective, the trainer-player must have had on the ground experience and fully understand the play system. The trainer must be able to see that point where the game fails to simulate the on-the-ground maneuver experience and pass this along to the trainees. As with all effective training, the student performance requires feedback and analysis; games work best as training devices when they can be played, analyzed, then re-played. ■■

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Computer Ambush

TECHNOLOGY & REVIEWS

SpiBus

Reviews of SSI's

by Ian Chadwick



Warp Factor

If the surveys are correct, a fair number of us engage in the solitaire play of wargames, and do so for a considerable percentage of the total time we spend playing the games. By extrapolation, a computer which could be used to function as a reasonable opponent would be an asset — offering at least a not-so-predictable opponent as our own selves. I would assume, too, that the industry could make use of software systems which could be tailored to a specific game for the purposes of playtesting or experimentation. With the microcomputer well within the budgetary range of most individuals (and certainly companies), it strikes me that the wargames industry is fallen sadly behind in the development of appropriate software for the market.

Not that the effort isn't being made; Avalon Hill, for one, has produced a number of games (*B-1 Bomber*, *Nukewar*, *Lords of Karma*, etc.), some of them quite interesting, and rumor has it that SPI is currently developing some of their games into software out-of-house. There are vague suggestions that others have such plans, but nothing has hit the stores yet. However, even a cursory look at AH's products reveals them to be games, or in some cases war-like games, if you will, but certainly not wargames as we have come to know them.

To the outsider, steeped in the myths of the omnipotent computer, this may seem an enormous oversight or even a case of gross negligence. There are, however, mitigating factors to investigate, plus a few examples of some state-of-the-art software to examine.

First, of course, is the cultural factor. The age of the micro sprang upon us with alarming rapidity, allowing almost no time for the consumer industries to prepare. A micro is, after all, not a simple device such as a wheel, a lever, or a clock-radio. It is a sophisticated, complicated device capable of functioning at both the most sublime and callous levels, usually depending on the importance of the task it is performing (Chad-

wick's deviant; a subset of Murphy's law). You will excuse me if I wax somewhat poetic, but I mean to say that the use — or rather the effective use — of the micro is not something that is learned overnight. So it is understandable that an industry has not yet geared up to fully utilize the micro; in truth, the hardware has advanced beyond our current ability to make use of its capacities. And more frightening: already available is equipment so sophisticated as to make our present systems positively antiquated, which it will do within the next decade as it sees more common use.

Still, while changing the direction of a given industry may be akin to herding a brontosaurus, individuals have not only kept pace, but surpassed the micro-industry standards by producing innovative and exceptional software and hardware. So what prevents the games companies from tapping some of this potential to produce wargames rather than the popular stream of pint-sized arcade games? Without bringing up the question of budgets, there are some real and technical reasons why computer wargames are still a rare quantity — and are likely to continue to be so, given our current hardware.

The prime reason is the intricacy of even a modest wargame — you know, the usual two-foot by three-foot map, one or two hundred counters, 12 or 16 pages of rules, plus charts; hardly overwhelming except perhaps to the neophyte. But it is an enormous amount of data to be translated into computer-legible information. Consider the average game map: some 1300 hexes made up of seven to ten terrain types, plus hexside terrain, which affect combat and movement often differing with unit type, weather and time factors. Then there are between 100 and 400 counters, each containing six to eleven pieces of information (nationality, type, combat strength, morale, movement allowance, set up or entry hex, stacking values, unit size, range, defense strength, etc.), some of which may even be back-printed with alternate information. Then too, there are arrays and tables for combat results, supply status effects, weather tables, range attenuation, or what-have-you. This

without getting into the rules, judgement modules, decision algorithms, etc. Not to mention that the computer screen is not well suited to portray a hexagonal map grid.

All of this requires a considerable effort to translate. Additionally, an enormous amount of subjective decision making must go into designing the programme to perform as a reasonable opponent (unless you plan to use the computer as a mere bookkeeper — which it does admirably — and it handles hidden movement exceptionally well also, but believe me, scratch pads are cheaper and easier to use if that's all you intend to do with the machine). It's an arduous, formidable task which even most veteran programmers would shun.

Understand that the above would consume an enormous amount of memory, more so than most micros can afford (or have available) to give to mere data storage. However, the reasonable solution is to store the information on disk and access only that portion necessary to immediate play. (Having recently stated my case why a disk drive is unnecessary, I will in a later column discuss the devil's advocate point of view about the necessity of disks.) However it's done, the sheer bulk of information and rules in the wargame is going to force the software developers to compromise: thinning the data, reducing the amount of peripheral information and eliminating all but the essential units of play and areas of combat.

Without going into more detail, the reader should understand that there are serious difficulties to overcome in producing a wargame for the microcomputer, in the light of which the name *micro* really becomes apt. Pointing out the enormity of such a task, a diehard wargamer told me he would never consider buying a computer until it could play a *real* wargame; such as *War in the West*. Well, for my friend and those skeptics out there, there is some hope. A software company called Strategic Simulations, Inc., from California, is producing a number of quite passable wargames for the micro. Their first game was produced for the TRS-80™ and the Apple™ computers; it was widely advertised and received a fair amount of at-

tention. It was, of course, *Computer Bismarck* (reviewed in the last issue of *MOVES*), a micro-version of what was essentially Avalon Hill's board game *Bismarck*.

Bismarck received a warm reception from the computer enthusiasts who had never had a game of such complexity before. It received cooler response from the wargame community who recognized the compromises made with the original and who were more inclined to be critical of flaws or unpolished portions. Still, at the time of its release, it was the best we had and it was an encouraging beginning for SSI who used the experience to further refine their games and marketing. One regrettable note was the decision to cease production of TRS-80™ products and stick strictly with games for the Apple™. Aside from the obvious superiority of the Apple™ graphics capabilities, I suspect that the problems of translating the software from one machine's language into the other's proved part of the decision. The games are all written in assembly language and, while translating various forms of BASIC is not an overly arduous task, translating a machine language requires a more intimate knowledge of the machine architectures involved and can be considerably more difficult when trying to relocate routines to and from dedicated memory locations, which differ in each machine.

Currently SSI has six other games on the market: *Computer Quarterback*, *Computer Napoleonics* (the Battle of Waterloo), *Computer Conflict* (containing two games, *Rebel Force* and *Red Attack* which looks suspiciously like SPI's *Strike Force One* from the box description and photo), *Computer Air Combat*, *Warp Factor* and *Computer Ambush*. I understand they have a World War II submarine game and a business strategy game in the works.

SSI's games are not inexpensive; they run some \$50 more-or-less which translates to \$90 here in Canada (so I have a reluctance to purchase many of them) and which places them around the top in cost terms for software. Obviously, if your meat is the arcade-style game, you'd be wasting your money here, but for wargamers, these professionally produced games are the best buy around, dollar-for-time played. I have had the opportunity to play both *Warp Factor* and *Computer Ambush* (as well as *Computer Bismarck*) and have a few comments to make on each.

Perhaps the harshest comment I have to make about SSI's products is one of overt plagiarism: the similarity of the games I've played to existing wargames is far from coincidental. I strongly believe that SSI should have given some credit to either the originals or the companies that produced them. A lot of time, effort and financial investment went into the development and production of the originals and the creators are due just recognition for their efforts. It is also a courtesy to recognize the achievements of one's peers, especially if one intends to borrow heavily from them.

Computer Ambush

Computer Ambush is a one or two player game of tactical infantry combat in World War II. It bears an unmistakable resemblance to SPI's *Commando* with a touch of their *Sniper* and AH's *Squad Leader* thrown in. It may be played either solitaire against the computer or against another opponent. Each player represents either an American or German squad (when playing solitaire, the cold, logical computer plays the Germans) in one of three scenarios that take place in a simulated European town. There are provisions made for a free form, or do-it-yourself scenario for two players also.

The rules are well written in wargame legalese, covering six pages of actual rules plus another eight of character descriptions. The available movement and fire commands, plus each soldier's individual characteristics are summarized on a chart for easy reference. The rules are surprisingly complex; they cover movement, facing, sneaking, observation, stacking, terrain, wounds, endurance, weapons and fire, hand-to-hand combat, accuracy, explosives, command control, posture and more. Each turn, any soldier can be given a combination of the 21 commands up to his allowance, modified by current status. These commands include preparation of weapons, load weapons, set explosives, engage in hand-to-hand combat, opportunity fire, regular or irregular movement, sneaking, and throw grenade. The rules are skimpy on detail and reliable explanation (for example, under stacking it states both enemy and friendly units may occupy the same square at additional time and energy costs, but not how many or how much), leaving players to experiment on their own to discover the limits in actual play. The omission or inclusion of data was intended to make the game a learning experience for the players but it was obviously a subjective decision as to what to leave out to be discovered during the game. This author feels the rules are overly sparse in presenting useful data such as stacking costs and limits. They did, however, include an errata sheet such as we have all come to know from the other gaming companies.

The map uses a square grid of 38 to 53 spaces with four major types of terrain: open, wall or hedge, rubble and building.



Building faces may contain windows, doors or blank walls, and there is even a statue in the city square. On a small screen it is a little hard to read, with the high density terrain, and high resolution graphics format, but hardcopy is provided for player use (laminated for marking with the supplied grease pencil). Players actually only see about one sixth of the map on screen at any time, but may call up other portions as necessary. Only your own and any spotted enemy soldiers are displayed. This hidden movement/unit design greatly adds to the excitement of play.

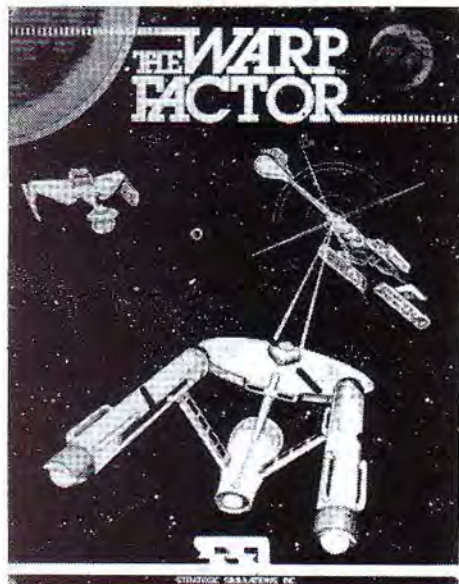
The use of energy/time factors to distribute commands is similar to SPI's *Commando*; you can programme a character to fulfill any number of commands up to his energy limit. Most commands are straightforward but some require the planning of time segments such as setting an explosive to go off later in a turn. The opportunity fire command is particularly interesting; you can command a soldier to fire on any target that enters the visible area he is facing, provided the target appears within the time period you specify and presents a target with a greater percentage of chance to hit than the number you specify. Very neat. All action is simultaneous after both sides have completed their command segments. Perhaps the most interesting part of the game occurs in the report phase when each side gets to see the turn in fast-forward motion showing movement, fire and explosives attacks, and the location of spotted soldiers that turn. Games may be saved for continuation at a later point.

Ambush is a sophisticated programme, as much a tribute to the programmers as those from whom the ideas were siphoned. It is both a bit of tactical combat and role-playing; the soldiers are all named and are given a curriculum vitae to establish character. Unfortunately, the bios read like war comic caricatures rather than realistic characters, and instead of imparting a role-playing feel to the game, they corrupt the otherwise serious game with a cartoon atmosphere. More to the point, the characters do not change between games which certainly detracts from any role-playing feel. Luckily it's not integral to play, merely chrome. More important is that each soldier has a unique set of characteristics: weight, strength, intelligence, dexterity, power of observation (!), throwing, firing, and hand-to-hand ambush.

Ambush is both a challenge and a pleasure to play. Unfortunately for those of us with limited time and/or patience, it takes a rather long time to play; with the obvious caveat that the more men in play the longer the computer must spend examining situations. For two sides with ten men each (the maximum) a player will take 20 to 60 minutes to enter their order, then he must wait up to 20 minutes for the computer to execute all the orders. This means such a game will likely take all day, or will be spread out over several evenings. It is the price we must pay to get what is otherwise an excellent game.

Warp Factor

Warp Factor comes to us straight out of the *Star Trek* mythos, with an SF background for tactical ship-to-ship combat in outer space. Players may select those ships belonging to the Alliance, Klargons, Remans and others...sound familiar? To those SF game buffs there is more than the terminology that will be familiar: the game is a close copy of Task Force's popular *Star Fleet Battles*. Although it describes itself as a "sophisticated space battle simulator and trainer," it is far more a game — a good one at that — than it pretends to be.



Warp Factor's rules cover 11 pages with more detail than *Ambush*, plus two pages of players' notes that offer some help to the uninitiated. There are no set scenarios; instead each player chooses his/her ships at the start. Obviously this must be a mutual decision since pitting an Imperial Raider against a Klargon Dreadnought will produce predictable consequences (imagine the PT109 up against the *Bismarck*). Reference cards provide the data for each ship type. You may also call up the current status of any of your ships during your turn. There are six different classes of ships to choose from, each class having two variations (e.g., Freeman Freighter and Freeman Fighter) and each ship type has unique abilities and flaws to contend with.

There is no map board per se; players have no need of accessory maps since combat occurs in a featureless area of space some 2000 distance units square. During play you may choose different levels of magnification to view the combat arena, from strengths of -5 (lowest magnification) to +5 (greatest), and you may choose to center your screen on any location on the x-y axis (a bit confusing since the coordinates aren't marked...but you may choose instead to center on a particular ship). This, of course, will lead inexperienced players to make errors in judgement as to distance until they get used to the system.

Play is essentially simple; each player takes his/her turn examining the map, check-

ing ship status (which records such details as shield strength, phasers, torpedoes, disrupters, sensors and scanners, phaser battery levels, engine power, transporter beams, cloaking devices and whether or not you have friendly — or enemy — marines on board) and entering commands. A ship's ability to perform depends on the amount of available energy and the specifications of the ship charts, which list turning radius, speeds, weapons, ECM and ECCM, and shields. You enter your commands per time division, up to a maximum of 16 time frames/turn. After both sides have entered their commands, the computer takes over to move, fire and produce results.

Like most SF games, weapons depend on energy available, sensor lock (where appropriate), range and countermeasures. There is little new here except the format. The graphics routines are rather limited compared to SSI's other games, and it strikes me that little reason exists to justify *not* developing a version for the Radio Shack machine. Still, it's a good game and one that can be enjoyed over many playings. Unfortunately it suffers from the excessive time of play though not to such a degree as *Ambush* does, and with no terrain there are few surprises in store for the players. There are some interesting functions such as launching drones and the ability to choose your fire at a specific range, time or last-instant. Mastering the movement and fire routines of the ships takes time and patience but the crux of the game is in the tactical nature of the combat, and it should appeal to those who are bent to tactical ship-to-ship games of almost any nature.

SSI is the first game company at present to produce wargames worthy of the nomenclature. Their current efforts are open to criticism perhaps, but they are improving with each effort and have produced some landmarks in the industry with games like *Bismarck* and *Ambush*. I look forward to their future efforts in the field — as well as those of competitors who wake up to the product and start competing!

Software Reviews

The following are short reviews of current software. The games listed were all playtested on a TRS-80™ Model 1, Level 2 machine. Future reviews will include software for the Apple, Atari and Commodore PET microcomputers.

Games are noted as to solitaire or multiplayer, and if the latter how well the players interact in the game. The initials **ML** stand for machine language and **MU** for music or sound. Games are rated from **A** (best) to **E** (worst) in the categories of: 1) graphics, 2) game playability and ease, 3) simulation accuracy where applicable, and 4) overall capacity to hold attention over repeated playings.

If you wish your software considered for review, please forward a copy to the author care of this magazine. While no guarantee is made that a particular piece will be reviewed, all software received will be acknowledged in this column. If there is an option of com-

puters for your software, please send TRS-80™ material first, then Apple, then all others for either cassette or disk systems.

ATTACK FORCE SUPER NOVA GALAXY INVASION Big Five Software

arcade games, 1 or 2 players (no interaction)
ML, MU except for Super Nova
A/A/na/A

I had heard rumors about the excellent quality of Big Five's software but didn't believe them until I tried these games. If there were awards given in the software industry, Big Five would certainly win some for the excellent graphics, superb keyboard response and overall fun of their games.

All three games are microversions of popular arcade games. *Attack* is similar to *Targ*, where you maneuver a ship around a grid, firing on successive waves of enemy ships. As the waves increase so does their aggressiveness and speed. Off the playing field until later in a round are an increasing number of flagships which send out bolts to change the on-board ships either into more flagships or into clones of your ship (destroying a clone also destroys your own ship!). When all regular ships have been destroyed or changed, the flagships enter the playing surface to hunt your ship. They have the nasty habit of firing at you and destroying your ship. Movement is with arrow keys, fire with the space bar and each 10,000 points adds another ship to your side (only one on-board at a time, however). It's fast, deadly, and exciting. In the upper levels those attacking ships are *intelligent* and you find yourself quickly in the role of the hunted not the hunter. My current high score is a paltry 55,000 but it's unbeaten in my circle.

Galaxy is similar to *Galaxians*, an upgraded variation on the *Invaders* game that swept the arcades a few years back. Your ship at the bottom of the screen fires at waves of wiggling space ships that dive down from the hordes above, attempting to kamikaze your ship or drop a bomb on it. Each wave gets more flagships at the top of the screen which also dive, but are worth more points if shot. The caveat is that in the upper levels you get continual "flagship alerts" which means you must destroy a flagship within a few seconds or they shoot at your ship — and they *never* miss! Of course, this isn't that hard since they do dive down from above and if you're fast enough you can shoot one. Of course, at over 100,000 points they sometimes decide to stay above and you must try to shoot one through the rank and file ships...great stuff and highly addictive. In both *Attack* and *Galaxy* there is excellent sound to accompany the games, not at all the irritating beeps and squeals some games emit. I have managed to scrape some 145,000 points out of this game, but a friend has over 200,000. Believe me, it's a tough go.

Nova is, of course, *Asteroids*, known in the arcade form as the most successful and popular game of all time. Now while a

microversion doesn't have the same large screen, and the graphics aren't as crisp as the original, it still is an exciting game. The ship responds quite well although the screen display can be somewhat confusing to a beginner (which way is it pointing?) and the lack of sound effects is disappointing. But *Nova* is a great game and guaranteed to provide hours of fast paced enjoyment.

Big Five has shown that the TRS-80™ is capable of good resolution display, fast response and that's no mean feat. I look forward eagerly to their other games.

BATTLE OF THE BULGE: ST. VITH

Computer Simulations

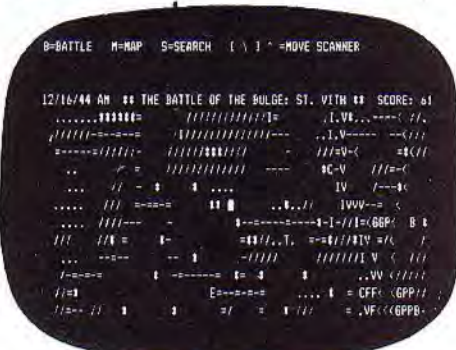
wargame, solitaire

E/C/D/D

I had never seen software from this company previously, so when I came across their products in a New York computer store, I bought only three games to try them out. The other two games will be reviewed in a later issue, and they don't do as badly as this one as you'll read.

As a wargamer long before I discovered the computer, I am always looking for software as close to wargaming as possible. The documentation for *St. Vith* leads me to believe that here was a *real* wargame for microcomputer; it offered a game based on the fight in the northern half of the Ardennes sector (another game deals with the Bastogne sector) with the player commanding 36 combat units against the computer-Germans' 50. On the 1140 map positions are marked one of the seven possible terrain types, and the rules have all the standard wargame features: advance, retreat, bridge building and blowing, supply, and units of varying combat strength. Sounds great! Being slightly wary, I decided not to get their other two wargames (*Bastogne* and *D-Day*) until I had tried this one. Wise choice, I believe now.

Before delving into the criticism of the programme, I should state that I *admire* the effort that went into creating this game; it is well researched and documented and any program of this length was no mere passing effort but a laborious task. It just doesn't work very well. The first problem is the map display. The designers chose to represent terrain by typewriter symbols; "." for clear, "*" for town, "/" for rough, "-" for river and a clear space for forest (an unusual choice), as well as other symbols. So a small section of terrain might look like:



Planet Miners is of the *Buck Rogers* genre of science fiction — lots of action but not much science. The player(s), representing powerful families, attempts to grab as many mining concessions on the nine planets (plus Ceres) as possible, with the computer deftly playing whichever positions of the four are not human controlled. Each player begins in Earth orbit with 5 ships, each rated with a "finesse" number between 0 and 4 which represent the ability to influence the Mining Council on Earth, to claim or jump concessions and to sabotage other players' ships. The number of concessions on any planet is set for each game by the computer, but as expected, the gas giants Jupiter and Saturn have the most (I trust on their moons). The game ends either when all of the concessions have been claimed or the Council so decrees (sometime after the 40th turn), the winner being the family with the most concessions. In solitaire play, the human must have more claims than all the other families combined.

The Mining Council decides the validity or success of a claim jump, or a protest about a claim's legality. You may attempt to protest or jump a claim or sabotage a ship in orbit with one of yours, but if you fail it may prevent you from gaining any concessions on a turn, not to mention drawing further hostilities from the offended family. To get a concession you must have at least one ship in orbit around a particular planet which has free claims. You can get one claim per ship per turn if the Mining Council so decrees.

A ship takes a number of turns to get to a planet, according to the changing table of distances between planets which you can call up at any time during your turn. Herein lies one of the concessions to playability in exchange for realism in the game. Typical travelling times are: Earth to Mercury 4 days, Earth to Jupiter 8 days, Earth to Pluto 19 days. Since the planets actually move, these times change during the course of the game.

COMMANDS FOR CHADWICK FOR DAY 13:

YOUR COMMAND CHOICE? 6

SHIP STATUS OF CHADWICK FAMILY ON DAY 13

SHIP (SKILL) FROM TO DAYS TO GO

1	(2)	SATURN	SATURN	0
2	(1)	SATURN	SATURN	0
3	(2)	JUPITER	JUPITER	0
4	(3)	EARTH	EARTH	0
5	(2)	JUPITER	JUPITER	0

YOUR COMMAND CHOICE?

In order to achieve a travel time of 8 days (including deceleration time), a ship would need to provide a constant acceleration of 4.6 meters per second squared, or 1/2 gravity. Current technology ion drive thrusts at about .001 m/sec² which means a travel time of about a year just to get there, let alone decelerating into orbit! So we're looking at something like pulsed fission or even pulsed fusion drives to attain these marvellously short trips; something vastly beyond our current technological capabilities.

We seldom let reality influence our fun, however, and the game continues on to blindly ignore the enormous difficulties of mining

the planets (maybe they only give concessions and no one mines the stuff). Still, it's a fun game to play, easy, and it has its moments of subtlety. More than the ships have to have finesse since the players always know whose ships are in orbit around which planets (but not the finesse numbers, or what ships are in transit to where) and who has mining concessions where.

It is also important to know the correct order of actions; you stand a far better chance of success if you sabotage your opponent's ship before trying to jump his claim. And not to make anyone too badly hurt, sabotaged ships merely spin out of orbit to return a few orbits later. If you're caught in the act, the punishment depends on whether or not the "Patrol" has ships nearby.

All things considered, it's not really bad, but just hunting concessions is rather limited in scope. I would have preferred some random value placed on concessions and maybe a whole game dedicated to mining, not simply claiming. The graphics are sorely missing, and data displays are tediously slow in arriving on-screen. Some care and attention might have been given to improve the displays (such as showing information for only a requested planet, not the entire solar system). Finally, messages intended for public display often occur during a player's turn and while private information is still visible (such as ship finesse numbers and destination). This could have been better handled with a simple clear-screen command before such information is displayed. Interesting but unnecessarily mediocre.

SLAG Adventure International

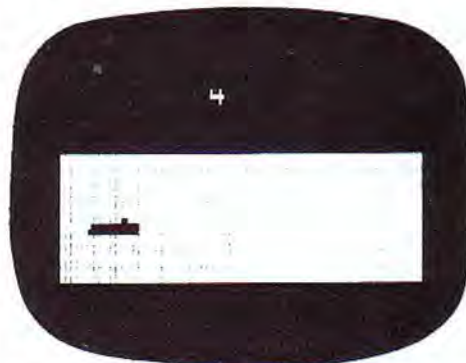
wargame, 2 to 12 players
(excellent interaction)

C/B/D/B

Slag is the kind of game that brings out the bloodthirsty nature in players. Each player commands a country of equal strength to start, provided with a few ICBM's, ABM's, bombers and factories. Each factory provides one construction point/turn towards the building of not only the above items but ASW planes, submarines (and submarine missiles) and spy networks, all at different cost schedules.

In a turn a player may build, receive spy reports, and launch attacks; while missiles and bombers head to one country, submarines may attack another. Submarines belonging to other players may be spotted and attacked separately from any other combat. The whole purpose of the game is to reduce all other players to...what else? *Slag*! The game is simple enough to play, and a lot of fun if you have enough players. Combat routines are great fun and a challenge; being simple arcade-style contests, on-coming missiles and bombers move across the screen one-at-a-time and the defender gets to fire his/her ABM's at them by pressing the space bar to fire. In sub vs ASW plane combat both sides get a chance to fire as the vehicles move about on the screen.

There isn't a lot of strategy involved; build fast for what you think is the best mix, for when the attacks begin there's not likely



to be an end until a winner emerges. War can go on over a number of turns since arriving missiles and bombers can destroy only one factory, allowing a player to use remaining weapons even if otherwise eliminated from production.

The only technical complaint is that production points cannot be accumulated from turn to turn; you must use what you have or lose it. To change this I suggest the following lines to read as they are given below:

130 DIM AR(15,PL)

169 PR = AR(1,H) + AR(15,H):AR(15,H) = 0:

227 AR(15,H) = PR

This will allow players to accumulate production points. For users with 48K of memory, simply set the MEMORY SIZE to 65224. You may also care to make some changes in the game itself; one is to change the names of some of the countries involved. After the major powers come names like Atlantis, so you might alter the names to suit your taste. Another possibility is to add weapons: infantry, satellites, a navy, etc. Anyway you play it, it's a lot of fun and good for a "beer-and-pretzels" evening of annihilation and holocaust. ■■

Postal Strike Bulletin

In the event of a nationwide postal strike, you can place an order with SPI using the following toll free numbers (Mastercard or Visa): 1-800-221-8502 or 1-800-221-8503. The toll free numbers will only be available for customer orders if there is a postal strike. Customers in the New York metropolitan area may also use (212) 673-4103.

Our New York sales office will also be open from 9am to 6pm Monday through Friday, and 10am to 5pm Saturday. Our address is: SPI, 257 Park Avenue South, (between 20th and 21st streets, 3rd floor).

In the event that the New York unions remain on strike and the rest of the nation settles, you can send your orders directly to our New Jersey warehouse. Write to: SPI, 150 Bay Street, Jersey City, NJ 07302.

All orders sent out during a postal strike will go via UPS. UPS cannot deliver to a POB number. UPS will not be able to service Canadian customers.

VARIANT

EXPANDED SIMPLICITY

An Enhancement of the Eylau / Napoleon at Waterloo System

by John B. Best

Although it may seem contrary to its purpose, one can't resist "complexifying" a simple game system. Everyone has a different sense of what is too simple or too abstracted to be realistic. And so we synthesize a new slightly more complex system out of the plain-Jane base. Or in this case should I say plain Jeanne?

—Redmond

The *Napoleon at Waterloo* (NAW) combat system is justifiably celebrated. At the operational level, the system gives a great feel for the ebb and flow of combat and the ponderous movement of huge masses of soldiers. And yet, the NAW system accomplishes this with a very low level of complexity. Perhaps because of its simplicity, the system invites tinkering. Generally modifications involve tailoring the system to simulate the characteristics of specific historical periods and/or adding chrome to make the system seem a little more "funky."

What's presented here is another modification to the NAW system as it appears in one of its most recent incarnations: *Napoleon's Art of War*.

This alteration of the system represents an attempt to capture just a little bit more of the tactical feel of the Napoleonic landscape while retaining as much as possible the playability and clarity of the basic system. Of course, this alteration represents a compromise: play will be slowed down a tad and the tactical touches are not going to lure anyone away from *Ney vs. Wellington*. Simply put, the idea here was to take a basic game and add a few more of the things that made the system so delightful in the first place, namely "feel" and excitement.

The rules that follow are specifically intended as a modification of the *Eylau* rules; only those rules directly altered are included here. For that reason it's best to have a copy of the *Eylau* rules, although grognards may be familiar enough with the NAW system to get by without a copy. Original rules that are not contravened herein are intended to remain in force as they are written in *Strategy & Tactics* nr. 75.

Players will need one additional element to play the game: current strength chits such as those found in *Bataille de la Moscova* or *Gettysburg '77*. Would-be players who don't possess either of these games may resort to an expedient that is now all but forgotten: mounting your own counters. Simply rule a "neutral" colored piece of paper into a number of 1/2-inch squares. Fill in the squares with numbers ranging from 1 to

whatever the largest combat strength in that particular game is. It's desirable to make proportionally more 1's, 2's, and 3's because these numbers reflect the strength losses that are more likely to occur. After filling in the squares (a total of 60-70 counters should be sufficient), affix the piece of paper to a light cardboard backing using rubber cement for this purpose. After the cement is dry, cut the counters with scissors or a paper cutter. Voila! You now have a set of "current strength markers."

The modification to the standard rules is presented next. Following the rules, there will be a short explanation of the "whys and wherefores" and a perspective on the likely outcomes.

[3.0] BASIC PROCEDURE

Sequence of Play

The players take turns moving their units and making attacks. The order in which they take these actions is described in this Sequence of Play outline. One completion of the Sequence of Play is called a Game-Turn. Each Game-Turn consists of two Player-Turns. Each Player-Turn consists of several phases.

FIRST PLAYER-TURN:

Cavalry Movement Phase. The first player may move his cavalry units and bring in cavalry reinforcements. He may move as many or as few cavalry units as he wishes, one after the other, within the limitations of the rules of movement.

Second Player's Defensive Artillery Phase.

The second player may attack enemy cavalry units that are adjacent to his own artillery units. The second player may ignore any and all adverse combat results in carrying out these defensive artillery attacks against enemy cavalry units.

First Player's Cavalry Combat Phase. The first player's undisrupted cavalry units must attack some adjacent enemy unit. He may perform these cavalry charges in any order he wishes, applying the results immediately as each attack is made.

First Player's Non-Cavalry Unit Movement Phase. The first player may move his infantry and artillery units and bring in infantry and artillery reinforcements. The same stipulations of the first player's Cavalry Movement Phase apply here.

Second Player's Defensive Artillery Phase.

The second player may attack enemy infantry and artillery units that are adjacent to his own artillery units. The second player may ignore any and all adverse combat results in carrying out these defensive artillery attacks against enemy infantry and artillery units.

First Player's Infantry and Artillery Combat Phase.

The first player's undisrupted infantry and artillery units must attack some enemy unit if they are adjacent to any unit at the beginning of this phase. The first player may carry out these attacks in any order he wishes, applying results immediately as each attack is made.

First Player's Second Cavalry Movement Phase.

The first player may move his cavalry units again. He may move as many or as few cavalry units as he wishes, one after the other, within the limitations of the rules of movement.

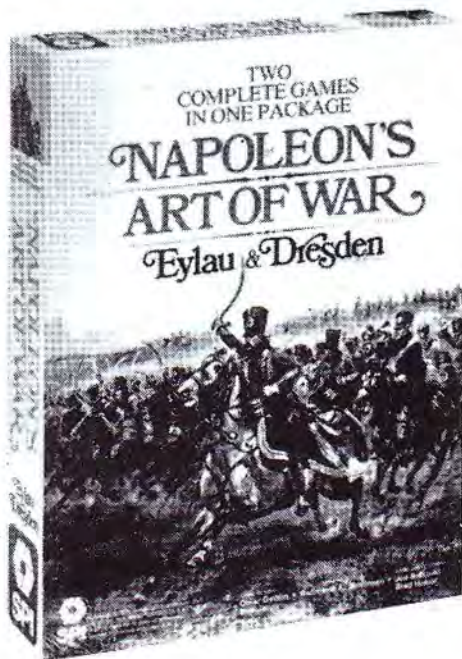
Disruption Removal Phase. The first player inverts all disrupted units, indicating that these units have returned to a fully functioning status.

SECOND PLAYER-TURN

Steps 1 through 8 are duplicated with the second player substituted for the first player.

[4.4] Some units may end their Movement Phase stacked together in the same hex as another friendly unit.

One or more units may move through a hex containing another friendly unit. In some cases units may end their movement stacked together with another friendly unit. Units may stack *only* in an enemy Zone of Control (see 4.5). Units which do not end their Movement Phase in an enemy Zone of Control may not be stacked. Cavalry units may stack only with other friendly cavalry units. At the end of their movement, infantry and artillery units may stack in any combination. The stacking limit is two combat units. "Informational counters" (e.g., fresh strength markers, disruption, leader, or current status counters) do not count against the stacking limit.



[4.5] An infantry or artillery unit must stop upon entering a hex that is the Zone of Control of an enemy unit.

Whenever a non-cavalry unit enters a hex that is directly adjacent to any of the enemy player's units, the moving unit must stop and move no further that phase. The six hexes surrounding a unit constitute that unit's Zone of Control (these hexes are considered "controlled" by the unit).

A non-cavalry unit may not move so long as it is in an enemy controlled hex. Only by freeing itself through a combat result may a non-cavalry unit escape the "freezing" effect of any enemy Zone of Control.

Cavalry units are not affected by enemy Zones of Control for movement purposes. When a cavalry unit enters an enemy controlled hex, it is *not* required to stop and may continue moving through and beyond the enemy unit's Zone of Control. Cavalry units continue to exert Zones of Control on enemy infantry and artillery units. A cavalry unit may leave or move through the Zone of Control of an enemy unit at the beginning of either of its Movement Phases. It need not free itself through combat.

[5.1] A unit that is in an enemy Zone of Control must attack.

All units which end their movement in enemy Zones of Control, whether they stack with another unit or not, "commit" themselves to making an attack. Players are *not* necessarily required to attack every enemy unit to which they have become adjacent during movement, but every unit that ends its Movement Phase in an enemy Zone of Control must make an attack on at least one enemy unit in the ensuing Combat Phase. (Note: The exception to this general rule occurs at the end of the second Cavalry Movement Phase. At this time cavalry units may end their movement in an enemy Zone of Control without performing a subsequent attack since there is no ensuing Combat Phase in this instance).

[6.3] The abbreviations on the Combat Results Table will indicate that units are either eliminated, unaffected, retreated, lose strength points, or are disrupted.

Each result on the Combat Results Table is divided in two. The result to the left of the slash indicate results that pertain to the attacking or phasing player. Similarly the result to the right of the slash are the results that pertain to the defender or non-phasing player. **Note:** For purposes of defensive artillery fire *only*, the non-phasing player is considered the "attacker."

E=the indicated player loses all units that participated in that combat.

D=the indicated player must "disrupt" each and every unit that participated in that combat. "Disruption" is indicated by flipping the affected units over. Disrupted units may not enter an enemy Zone of Control; they may not attack adjacent enemy units. Furthermore, disrupted artillery units may not bombard enemy units, nor may they fire at enemy units during the defensive artillery phases. Disrupted units have their Movement Allowance halved (fractions rounded down) and their Combat Strength halved if they are the object of an attack. Disrupted units retain their Zones of Control and they *do* count towards the two unit stacking limit. The effects of disruption upon friendly units end at the conclusion of each friendly Player-Turn.

R=the indicated player must retreat all units that participated in that combat. These retreated units are forced to retreat one hex away from the enemy

COMBAT RESULTS TABLE

DIE-ROLL	COMBAT RATIO (Attacker to Defender)									
	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1
1	1RD/1	1/1	1/1	-/1R	-/1R	-/1RD	-/1RD	-/1RD	-/E	-/E
2	2RD/1	1R/1	1/1	1/1	1/1R	1/1R	1/1RD	-/1RD	-/2RD	-/E
3	2RD/-	1RD/-	1R/1	1/1	1/1	1/1R	1/1R	1/1RD	-/2RD	-/2RD
4	2RD/-	2RD/-	1R/-	1R/1	1/1	1/1	1/R	1/1R	1/2R	-/2RD
5	E/-	2RD/-	1RD/-	1RD/-	1R/-	1R/1	1R/1	1/R	1/1R	1/1RD
6	E/-	E/-	2RD/-	2RD/-	1RD/-	1RD/-	1R/1	1R/1	1/1	1/1R

Results to the left of the slash apply to the attacking units; results to the right of the slash apply to the defender.

Key: **R** = Affected unit(s) must retreat one hex. **D** = Affected unit(s) is disrupted. **E** = Affected unit(s) is eliminated. **1,2** = Number of Combat Strength Points lost by one of the affected units. **-** = No effect.

units. *Phasing* infantry and cavalry units may advance into a hex vacated by the retreating of a defending, non-phasing unit. Up to two such victorious units may advance into the vacated hex.

1, 2 = the indicated player must lose the indicated number of Combat Strength Points from one of his attacking/defending units. If more than one unit is attacked, or defended, the owning player decides how to allocate the loss (i.e., he decides which unit will take the reduction in Combat Strength). If a unit's Combat Strength is reduced to zero, then the unit is eliminated. Combat Strength losses are permanent and cumulative. To show that a given unit has taken losses, place a Current Strength chit under the unit in question. This chit should show the number of Strength Point losses that are to be subtracted from the Combat Strength printed on the unit's face. **Example:** A Russian brigade with a printed strength of 8 takes a "1" result on the Combat Results Table. A "1" chit from their pool is placed under the Russian brigade. The brigade's Current Strength is now 7 (8-1=7). Further losses increase the number on the Current Strength chit that is then subtracted from the unit's face value. In essence, then, the Current Strength chit functions like a negative number. Once a unit has taken losses, its new Combat Strength is used in the same way as its old printed strength.

- = no effect. The indicated unit(s) is not affected by its participation in combat.

[6.5] When the only "safe" hex is occupied by a friendly unit, the retreating unit may stack with that unit even if this violates the previously mentioned stacking prohibitions.

Cavalry units may stack with infantry and artillery units; however, the retreating unit must unstack at the earliest opportunity. There is *no* limit to the number of units that may retreat onto a safe hex in this fashion; however, if the safe hex is attacked before the retreating units have an opportunity to detach themselves, then the retreating units suffer all adverse combat results.

[6.6] When a hex is vacated as a result of combat, up to two victorious participating units may advance into the hex.

Such an advance as a result of combat is an option which must be exercised immediately before going on to resolve any further combat in that phase. A unit is never forced to advance after combat. A unit *may* advance into an enemy-controlled hex (even when advancing directly from an enemy-controlled hex). Artillery may *never* advance after combat.

EYLAU EXCLUSIVE RULES

[23.1] Each player is awarded one victory point for each enemy Combat Strength Point eliminated.

Note that bonus points (fresh strength and divisional integrity) are not considered in this calculation. For units that have lost Combat Strength Points through combat, each point lost from the unit's original strength is counted as an eliminated Strength Point.

[24.0] ARMY DEMORALIZATION

GENERAL RULE:

Each of the opposing armies has a Morale Level representing their spirit and elan. Losses have an adverse effect on this willingness to fight. If losses reach critical proportions the army is said to be demoralized.

PROCEDURE:

Both players keep track of their losses on a separate sheet of paper. If, at any point during a given Game-Turn, the total number of Combat Strength Points lost equals or exceeds the number indicated on the Demoralization Table, then that particular army is said to be *demoralized*. An army may recover from demoralization in later Game-Turns if its Strength Point losses fall below the levels indicated on the Demoralization Table. Both the French and Allied forces may undergo and recover from demoralization several times during any one game.

Example: On Game-Turn 6, a French attack has just eliminated a Russian brigade with the result that the Russians have now lost a total of 37 Combat Strength Points. This exceeds the 35 Strength Point limit listed in the Demoralization Table for the Russians on that turn. The Allied Army (Prussians included) is now immediately demoralized for the remainder of Game-Turn 6, and the effects of demoralization apply to them. If, by the beginning of Game-Turn 7, the Allies sustain no further casualties, they will recover from demoralization because the new limit is 45 Combat Strength Points for that turn. So, either (or both) armies might begin a turn in "normal" morale status, become demoralized through combat losses, and then recover on the subsequent turn. The demoralization of one army in no way precludes the demoralization of the opposing army. Both armies may become demoralized and recover during the course of the game.

[continued on page 34]

OPERATIONAL ANALYSIS

CEDAR MOUNTAIN

Winning with the Union

by Eric Lee Smith

Should I reveal that Eric Smith is a *Texan* and here he is planning victories for the Federals! See what happens when you move to New York and work for a bunch of yankees. And do you know that this same alleged Texan recently finished a game on the *Alamo* in which the Mexicans *always* successfully storm the ramparts, and victory is determined by how quickly the brave Lone Star sons bite the dust. Hope I haven't caused you any trouble, Eric.

—Redmond

Introduction

In the summer of 1980 SPI released the first three volumes of the Great Battles of the American Civil War series. The initial games included *Pea Ridge* (designed by yours truly), *Drive on Washington* (by Thomas Hudson) and *Wilson's Creek* (by Richard Wright, in S&T 80). Reaction to the games was positive and we waited until S&T Feedback Ratings were in to make the decision to release three more Great Battles series games for the summer of 1981.

I have been the project manager of the Great Battles series since the conception, and it was my duty to sort through the seven or so freelance designs I had in house and choose the three games to be released. After much time and effort, I chose *Cedar Mountain* for S&T 86, *The Battle of Corinth* and *Jackson at the Crossroads* for boxed release.

Cedar Mountain was chosen for S&T because it is simple, fast playing, and most importantly, because both sides get a chance to attack vigorously and defend tenaciously. The game is a meeting engagement, and battles of this kind, such as *Pea Ridge* and *Stonewall*, are the most exciting situations to simulate with the Great Battles/TSS system.

I developed *Cedar Mountain* with the help of Joseph Reiser, making mental notes as I worked. The following article comes directly from these ideas and observations. It is not the last word on winning as the Union in *Cedar Mountain* — far from it! Rather, I hope to make a few points upon which other Union players can develop their own ideas.

Brigade Points

Before beginning development of a Great Battles game, I analyze the strengths of the opposing forces with a simple technique I

call Brigade Points. Basically, I determine the combat power of each regiment in a brigade and add the totals together, the sum of which I call that brigade's Brigade Points (BP's). BP's are very helpful in determining the relative power of opposing brigades and in determining the best role for each brigade in an army's overall plan.

To determine the BP's of a regiment I use the following formula:

$$(\text{Morale Rating} \times \text{Initial Strength}) \times \text{Weapon Value} = \text{BP's}$$

The Weapon Value is a subjective value I assign to each weapon type in a game, based on *actual* range and worth of that weapon type in play. Thus, muskets and rifles are about equal in value in a game like *Pea Ridge* because the game's map is so forested and most fire combat is at a one hex range. In *Drive on Washington*, however, they are valued much differently because rifles have such open fields of fire in that game. For example, in *Cedar Mountain* the 5th Connecticut was assigned 45 BP's: (5 Morale \times 6 Strength) \times 1.5 Weapon Value = 45.

WEAPONS VALUE CHART

WEAPON TYPE	<i>Cedar Mountain</i>	<i>Corinth</i>	<i>Jackson at the Crossroads</i>	<i>Wilson's Creek</i>	<i>Pea Ridge</i>	<i>Drive on Washington</i>
Rifled Musket	1.5	2	2.5	2.5	2	2.5
Smoothbore Musket	1	1.5	2	2	1.5	1.5
Carbine	2	2	-	-	-	-
Colt Repeater	-	-	-	-	3	3.5
Pistol	-	1	1	-	1	1
Shotgun	-	1.5	-	-	1.5	-
Sharps Carbine	-	-	-	3.5	-	-
Henry Repeater	-	3	-	-	-	-
Sharps Rifle	-	2.5	-	-	-	-

Key: # = Weapon Value; - = Weapon Type not in the game.

Opposing Brigades

The following is a short analysis of the Union brigades in *Cedar Mountain*. It should be noted that Brigade Point analysis is only a simple tool and does not take into account such factors as who is on the offen-

sive (they tend to take more casualties), density column shifts, commanders, etc.

The listings use the following format:

Units: the number of regiments in the brigade; **Strength:** the initial strength of the brigade; **BCE:** the Brigade Combat Effectiveness limit of the brigade; **BCE%:** the percentage of the brigade's initial strength which must be eliminated before BCE is lost; **BP's:** the brigade's BP total; **VP's:** the number of Victory Points the enemy player receives when BCE is lost; **na:** not applicable. **Note:** A cavalry brigade is given two BP totals, mounted/dismounted.

UNION BRIGADES

Crawford's Brigade

Crawford Williams
★ ★
5 2 (5)

Units: 4 Strength: 18 BCE: 13
BCE%: 72 BP's: 129 VP's: 17

5 Conn Crawford ★ ★ 5 2 (5)	10 Me Crawford ★ ★ 5 2 (5)	28 NY Crawford ★ ★ 5 2 (5)	46 Pa Crawford ★ ★ 5 2 (5)
--------------------------------------	-------------------------------------	-------------------------------------	-------------------------------------

This is the most powerful Union brigade and is also the most advantageously positioned in the initial set-up. Proper use of this brigade determines whether or not the Union player has a chance of victory; it's that simple. Crawford will bear the brunt of combat from the beginning till the end of the game, and it is likely the brigade will be destroyed. The Union player should steel himself to the idea that this unit will be bloodied up beyond recognition.

Gordon's Brigade

Gordon Williams
★ ★
4 1 (4)

Units: 4 Strength: 19 BCE: 13
BCE%: 68 BP's: 113 VP's: 12

27 Ind Gordon ★ ★ 4 1 (4)	2 Me Gordon ★ ★ 4 1 (4)	Pa Z'd'n Gordon ★ ★ 4 1 (4)	3 Wise Gordon ★ ★ 4 1 (4)
------------------------------------	----------------------------------	--------------------------------------	------------------------------------

Gordon's brigade is the second most powerful Union brigade and should always be used in close conjunction with Crawford. Gordon is the lesser only because two of its regiments are musket armed. This brigade is mispositioned in the historical set-up, and it will take an extra turn for it to approach the

battle and then one more turn to be deployed properly. Once deployed it should be used vigorously. This brigade sometimes survives the game with BCE intact; however, the Union player should be prepared to lose this brigade as well as Crawford's to win the game.

Geary's Brigade

Geary Augur
Units: 4 Strength: 11 BCE: 7
BCE%: 64 BP's: 75 VP's: 10
4 2 (4)

5 Ohio Geary R3
7 Ohio Geary R3
29 Ohio Geary R2
66 Ohio Geary R3

This brigade is right at average in terms of total Union BCE and BP's. It will always play a big role in the game, but as a unit its offensive power is very limited due to the small size of the regiments. I use this brigade to exploit tactical advantages and to cover the Union withdrawal. It is also the most misplaced of all Union brigades in the historical set-up. It should avoid getting in the way of Gordon when moving to the battlefield, even though it will be thus delayed in contacting the Confederates.

Prince's Brigade

Prince Augur
Units: 5 Strength: 14 BCE: 8
BCE%: 57 BP's: 67 VP's: 9
4 1 (4)

102 NY Prince R3
109 Pa Prince R3
111 Pa Prince R3
8 + 12 US Prince R2
3 Md Prince R3

Prince has too many regiments and not enough morale. Yet, because of its initial deployment, it will reach the battlefield shortly after Gordon and Crawford and will have a very important offensive role. The Union player should try to save this brigade for the withdrawal. Throwing it into the battle full force results in a rout and its ultimate destruction for no good purpose. Use it for limited offensive gains early in the game.

Greene's Brigade

Greene Augur
Units: 2 Strength: 6 BCE: 3
BCE%: 50 BP's: 36 VP's: 5
4 1 (4)
1 DC Greene R2
78 NY Greene R4

This brigade is a toss away; however, I toss it into a very important role. It is well positioned initially to reach Victory Point hex 3415 and even beyond before Ewell and the Confederates arrive. As a flank protector this brigade is very useful, and it is also helpful for delay in withdrawal. Don't be cavalier towards it and don't send it into the main battle. In the middle and end games this little brigade often plays a role of importance far beyond what its size indicates.

Bayard's Brigade

Bayard Indpt
Units: 3 Strength: 7 BCE: 3
BCE%: 43 BP's: 60/28 VP's: 10
1 RIc Bayard C2
1 Pac Bayard C2
1 NJc Bayard C3

This brigade performed very well historically. In game terms, it is the single most interesting brigade in that its use must always be balanced by its low BCE and its high Victory Point value to the Confederates. When and where to dismount, if ever, is always a tricky problem. Proper play of this brigade is very important because in most games it will be on the flank of the main battle. If it becomes heavily engaged without a good purpose, the Union player can lose many Victory Points. On the other hand, when used properly it can cause the Confederate player many headaches.

1st Maryland Cavalry

1 Me Cavalry Indpt
Units: 1 Strength: 5 BCE: na
BCE%: na BP's: 40/20 VP's: na
C5

This single regiment is very important because it's very powerfully armed, it's large, it's independent, and it's well positioned initially. It can destroy White's Commanches without any problem, and when teamed with Greene, is capable of holding 3415 for a long time. If the Confederate player is sloppy, this regiment can sometimes get behind Confederate lines. I have even seen this unit cut off Confederate reinforcements (though this should not happen with average Confederate play). Be bold and take chances with this unit; you have very little to lose and much to gain.

UNION BRIGADE SUMMARY

NAME	UNITS	STRENGTH	BCE	BCE%	BP's	VP's
Crawford	4	18	13	72	129	17
Gordon	4	19	13	68	113	12
Geary	4	11	7	64	75	10
Prince	5	14	8	57	67	9
Greene	2	6	3	50	36	5
Totals	19	68	44	65	420	53
Bayard	3	7	3	43	60/28	10

Note: The 1 Me Cavalry is not included.

CONFEDERATE BRIGADES

NAME	UNITS	STRENGTH	BCE	BCE%	BP's	VP's
Early	6	16	5	50	96	30
Ronald	5	10	6	60	60	16
Garnett	4	7	4	57	34	10
Taliaferro	5	13	7	54	56	14
Trimble	3	20	10	50	94	16
Forno	5	30	15	50	120	24
Branch	5	20	10	50	88	20
Archer	5	20	10	50	94	22
Thomas	4	20	14	70	125	30
Pender	4	20	10	50	80	16
Totals	46	176	94	53	847	163

Note: White's Commanches are not included.

The Union Strategy

The basic Union strategy is *attack* — and attack hard. In looking at the counter mix it would appear that the Union is on the defensive but this is not the case at all. The Union must attack all-out and wreck the Confederate brigades holding the center of the map before Confederate reinforcements come on to stem the tide. At some point in the game, usually around Game-Turn Eight or Nine, the Union player must go on the defensive and begin the most difficult of military maneuvers, the disengagement and withdrawal.

Speed is of the Essence: The Union player must use the fastest of all possible routes to bring his forces into contact with Early's brigade in the center of the map. The importance of this cannot be overstated. I recommend that a player who really wants to be a good Union player *practice* his lines of approach. In *Cedar Mountain* a wasted Movement Point can mean the difference between the Union or the Confederates occupying a Victory Point hex. Even more importantly, the wheatfield area must be occupied *before* the Confederate defense gels. The Confederate player must be kept on the defensive for as long as possible. He must be made uncomfortable and be kept off-guard.

Use Melee to the Fullest: In this game, more than in most Great Battles games, melee combat is critically important. The reason is that the two armies contain *both* very large and very small regiments. It is possible to mass very large melee attacks and completely overwhelm an enemy line. Crawford's and Gordon's brigades should be used in melee as often as possible against Early and Garnett. Be sure to keep a regiment with a 5 Morale Rating on top of a meleeing stack, if possible. In the initial Union attack up the hill and across the wheatfield, the Union player should use all types of combat as much as possible even though he may create stacks with high densities. He should watch his deployments very carefully to make sure that he is able to make good melee attacks for as long as possible. On the other side of the coin, the Union player should be aware that the Confederates will be able to do the same thing once Ewell's and Hill's divisions arrive on the field.

Victory Point Hexes: For the Union player to win, he needs a minimum of one-third of the total Victory Points both sides receive for Victory Point hex possession. To have a better than average chance at victory, the Union player must gain between 45% and 55% of the total Victory Points. He should be able to hold hex 3415 for over half the game, while holding the other hexes for varying lengths of time, depending on the Confederate player's lines of counterattack. I usually try to hold 1323 until the Confederates push me out of it, meanwhile being more willing to give ground in the center. The area around 1323 is better defensive terrain and the Confederate player usually commits Thomas (a remarkably powerful brigade) to retake 1921. Thus, 1323 is often easier to hold for a longer time than 1921. The Union player must be flexible;



Rallying behind fence.

the important thing is to hold them for as long as possible but not at the cost of losing an entire army!

Know When to Stop: During testing I saw more than one Union player rush into defeat by losing sight of the big picture. In one game the Union mashed Early, Garnett and Taliaferro. He continued to advance. When the Confederate counterattack began, he was so far out of position that Forno slipped around his flank and the entire Union army in the center was bagged. When A.P. Hill came on, there were only remnants of Crawford, Gordon and Prince to oppose him in the center. The Union player resigned on Game-Turn 10. The moral of the story is that a well executed Union attack will often achieve breakthroughs — but it is best not to advance too far. On the map in this article I have indicated what I consider to be the farthest line of advance the Union player should attempt.

Know Your Brigades: In all Great Battles games, a player should always examine his brigades before he commits them to a front of the battle. BP's are very useful in determining what a given brigade should set out to do. For example, Geary with his 75 BP's should not be moved into the gap between Mrs. Major's House and Newman's cabin because Forno (120 BP's) and Trimble (94 BP's) will most likely swing over and crush him. Part of knowing one's brigades is knowing when and why to detach them and send them off on their own. In *Cedar Mountain* Union divisions should be kept more or less together, with the exception of Greene who should be detached on the second turn.

Know When to Withdraw: *Cedar Mountain* is surprising because there will often be a swing of initiative that resembles a similar phenomenon in chess. At first the Union attack is the main feature of the game, but at some point the tide will turn. The turn of events usually comes on Game-Turn 8 or 9, and by 10 the swing will have occurred whether the Union player is aware of it or not! It is of critical importance for the Union player to *plan* for his disengagement and for this swing of initiative. What is more, when the time comes *go*; do not try to hold on to save some regiments or batteries. In the Great Battles system, as in Civil War itself, it

is very costly to disengage in the face of enemy fire. However, A.P. Hill is waiting just down the road, and when he arrives the Union is in for trouble. The actual tactics of withdrawal are an article in themselves, but I do recommend that players be very aware of 10.14. Once begun, the Union withdrawal should continue until the entire Union army is on the east side of the North Fork. Delaying units can be left behind to slow the Confederate pursuit, but such units are worth Victory Points. Once the withdrawal is complete, it becomes a matter for the Union of hanging in there till the games ends.

Don't Lose Your Guns: It is very tempting for the Union player to run his powerful batteries up into the midst of battle. Resist the temptation! I have seen many a game where the Union had *all* his batteries captured; they are simply too valuable to lose. The Union batteries will play an important role in the withdrawal, so they should not be committed to the initial assault only to be captured. Make the Confederates charge massed guns when they begin their offensive in earnest!

Your Own Losses: Union losses in *Cedar Mountain* are always very high. It is not uncommon for every Union brigade to lose BCE by the end of the game. The Union player should realize before he begins play that his losses will be fearful. The main point is to inflict damage on the Confederates and to lose Union strength while the Union player is at-

tacking. When the Confederate player begins his offensive, the Union player should have enough strength left to make the Rebs pay more than they receive. In other words, be prepared for BCE losses, try to minimize them, but make the Confederates pay in blood for their offensive.

Paths of Advance: The following are the paths of advance and operational strategy I use when playing *Cedar Mountain*. It is only one of many strategies available to players of the historical scenario.

Crawford's main objective is hex 1921. He should proceed there as quickly as possible and go into line. Early will be there but not all his troops will be deployed. It is *critically* important that the Union not let the Confederates gain control of woods hex 1720. This hex is the hinge of any possible Confederate line along the steep crest and it should not fall into their hands. Crawford should begin to attack Early as quickly as possible even before Gordon arrives to help. Once Early has exceeded his BCE, Crawford should still have strength enough to attack other Confederate units nearby. Use Crawford for all he's worth.

Gordon should fall in on Crawford's right flank and attack across the wheatfield. He will be slower in getting to the battle, but once there the sum of Crawford's and Gordon's strength (243 BP's) is more than enough to destroy Early with his 96 BP's. Indeed, Gordon and Crawford should have strength enough to nail either or both Garnett and Taliaferro as well. Gordon and Crawford will fight the most intense battle of the game against Thomas' brigade. Thomas is extremely powerful with all four units having morales of 5. Once Thomas arrives, the Union player must be very careful with his tactical placements.

Geary is slowed in his advance because he is between the two bridges and other brigades will block his movement down the roads. Thus, I send him across the run in a southwesterly direction till he hits the road, bringing him through the cornfield and down to within two or three hexes of Mrs. Crittenden's house. There I try to restrain myself from sending him further. Usually the Confederate player will send either Trimble or



In the wake of battle.

Forno across the South Fork and towards Mrs. Crittenden's. Geary is not strong enough to stop this advance by himself.

At this point the use of the Union artillery must be addressed. The Union has six very powerful six-gun batteries which are very important to proper Union play. I use the E, Pa battery to harass the Confederate counterattack and to knock Confederate units out of column. To accomplish this I place the battery in hex 1105 at the beginning of the game and leave it there. From this spot its 26-hex range can hit a wide variety of targets all across the field. When A.P. Hill finally arrives, this battery is very good at knocking units out of column as they come down the Culpepper Road.

The 6 Me battery I send with Greene over to the south flank and place in hex 3217, if possible. This is the one Union battery I am willing to sacrifice voluntarily. I position the

4 Me battery in The Cedars where it can often do real damage. The M, 1 NY battery I bring up the Culpepper Road and set-up *behind* Union lines. It plays little part in the battle until the Confederate counterattack begins. Then it can often inflict damage and can be very useful in slowing the Confederate attack. Batteries F, 4 US and L, 2 NY I bring through the cornfield and deploy with Geary.



These two batteries I keep in adjacent hexes because they are extremely powerful in combination. By using Geary, Greene and the

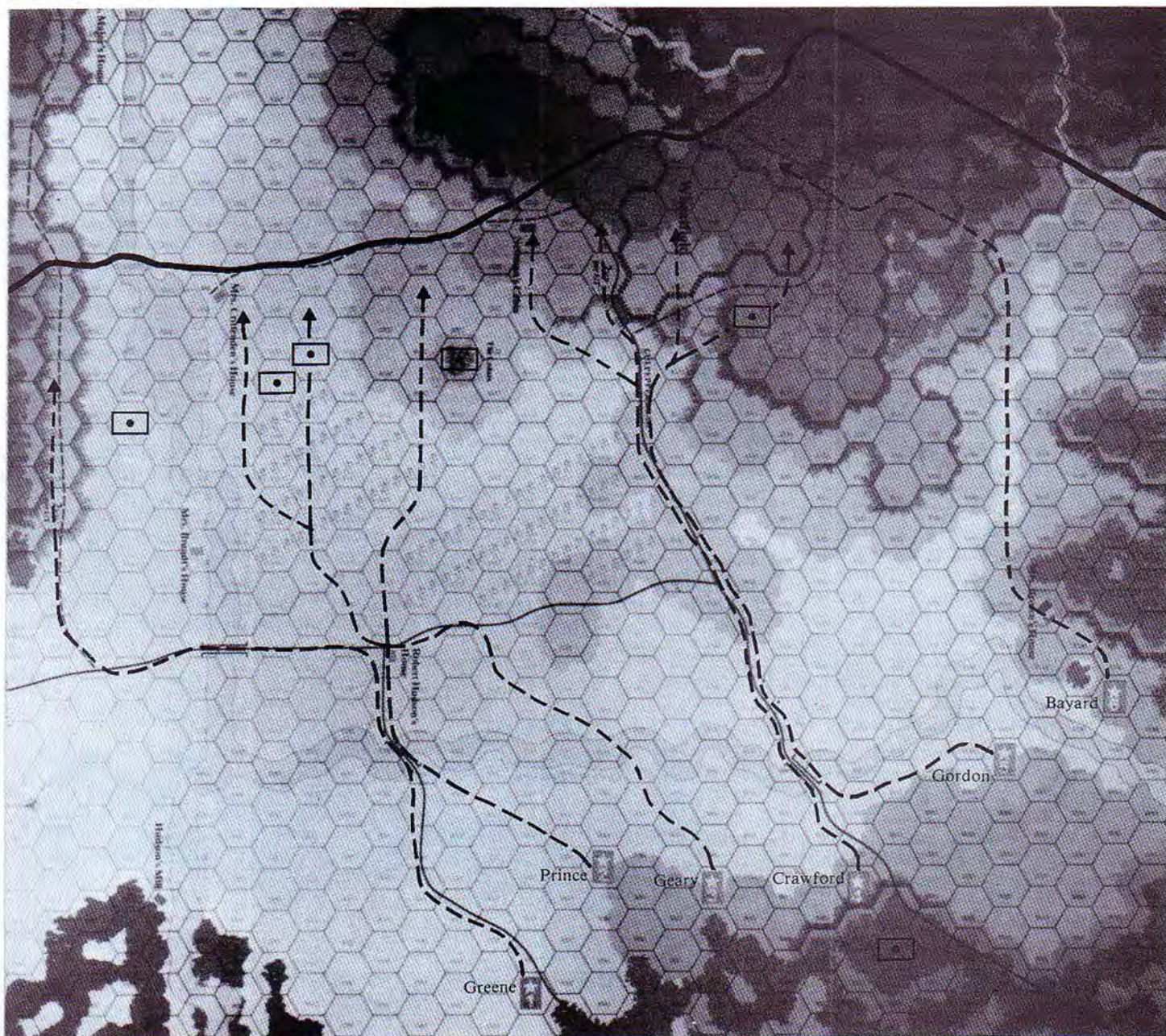
four batteries deployed between the Cedars and Slaughter Mountain, it is possible to resist Ewell's division. The deployment is a good compromise between offensive and defensive deployments for the Union artillery.

Prince I bring over the bridge, across the cornfield and up on the left flank of Crawford. As mentioned earlier, I often use the brigade for offensive purposes but I withdraw it earlier than I do Crawford or Gordon. Prince is a very important brigade and it is sometimes possible to use it in very extraordinary ways on the crest near Newman's cabin. I try to save Prince's BCE.

Greene is used to follow the 1st Maryland cavalry up Slaughter Mountain. I detach this brigade and keep it detached for most of the game. This brigade's sole purpose is to take and hold Victory Point hex 3415 for as long as possible. I align the brigade with Geary's units across the lake near

[continued on page 32]

● = Artillery location - - - - -> = Path of advance ————— = Maximum Union advance



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by Ian Chadwick

Since at least ten percent of our regular readers are Canadians it seems only fair that at least ten percent of it be *written* by Canadians. The prolific Mr. Chadwick has volunteered himself as Canadian Editor and we both encourage all Canadian gamer/writers to answer to the call. —Redmond

Commando has always been somewhat of a dark horse in the game market. A tactical level game of infantry combat *and* a modern role-playing game, it offers qualities of both systems, but the compromises made in attempting to be so wide ranging has meant that each system lacks something that a game with singular purpose would have. Still, the fusion of the two has provided a unique gestalt that is one of the rare quantities in the industry: a realistic role-playing game set in the modern era.

The historical game segment of *Commando* is something different in the usual gamut of tactical wargames. It not only uses *both* 10 and 6 sided dice but it uses no standard counters and the maps are drawn on a square rather than on a hexagonal grid. Instead of shuffling cardboard units about, players mark on the map (an acetate overlay is seriously recommended) the positions of each man and the paths of movement. Two copies of each map are provided so that a gamesmaster may control the hidden movement which best portrays the nature of the game (three would be handy in this case).

Unlike most wargames, units have no set combat/fire or movement allowances; instead they expend "task points" in performing functions. Normally a man has 50 points per turn to expend, but this may be modified by wounds, panic or the presence of enemy units in the same square. A record for each man must be kept to record current status and task points expended. While the book-keeping does not increase the complexity of the game, it does add to the time required to make each move, making scenarios with numerous men per side somewhat long.

Historical Game

The historical game in *Commando* has two sections: the regular and the optional rules. The former is a straightforward, easy to learn system which includes rules commonly found in tactical games: initiative (one man per side until all men have moved), observation (linked with facing), grenades, fire combat, panic, preservation and movement. There are also rules to cover exchanging

weapons, facing, falling prone, hand-to-hand combat (surprise, disengagement, grappling, evasion, blows, garrotes), wounds, endurance and plotting moves. Hand-to-hand combat is given considerable length, obviously due to its importance in any commando action.

Sequence of play is familiar: observation phase, opportunity fire plot phase, initiative determination phase, hand-to-hand combat phase, non-prepared task execution phase, prepared task execution phase, book-keeping and preservation check phase, turn record phase. Before any task execution, each man must check for panic. The difference between prepared and non-prepared tasks is basically who was or was not plotted to perform opportunity fire that turn.



Anyone with some familiarity with tactical games will have no difficulty learning the basic rules, and I doubt that even a relative novice will have cause for puzzlement over the rules.

The optional rules cover some fourteen pages with such areas as flamethrowers, rifle grenades, horses and camels, barbed wire, thump guns, mines, tanks and other vehicles, satchel charges, rocket launchers, artillery, electric wire, guard dogs, climbing, illumina-

tion devices and underwater operations. Some of these rules delve into detail as might be expected, and inclusion of one or more such rules can add significant time to the play of the game. On the other hand, some rules such as those covering horses, guard dogs or underwater operations can add real flavor to a scenario that offsets the additional time.

Commando's 34 separate charts and tables take up seven pages of which 16 tables are for use with one or more optional rules. A wealth of information is contained here not otherwise found in the rules: costs for task execution, observation range cross-indexed with weather and time of day, a fire combat chart which lists weapon types, damage and chance of hitting at various ranges, grenade accuracy table listing type and range, grenade scatter table, terrain effects chart, observation chance modification chart, panic modifiers, hand-to-hand combat and damage charts, rifle grenade accuracy charts and more. Despite the intensity of data packed into these pages, the charts are easy to use, refreshingly legible and conveniently laid out for quick access.

Before resolving combat, players must first resolve observation. Each side in a scenario is given an observation code which corresponds to a percentage chance of observing an enemy man. If the enemy to be observed *can* be seen (referring first to the observation range table and terrain effects chart), the player refers to the observation chance modification table to see if the base chance as given in the scenario will be altered (by target prone, observing man moving, target inside building, etc.). Two ten-sided dice are rolled, and if the number (read as a number from 1 to 100) is equal to or less than the modified observation chance, the enemy is observed.

The player then cross-references his weapon type with the range on the fire combat results table to find the base chance of hitting the opponent. This number is further modified by terrain and the fire modifications table which contains target prone, using enemy weapon, firer severely wounded and other considerations. A column on the fire combat table also indicates the number of times per fire a man may roll the dice to attempt to hit the target.

Assuming a hit on the target, the player then checks to see if an automatic kill was made. If not, the hit opponent suffers damage according to the number of dice

thrown listed on the fire combat results table. (Prior to fire combat, as with any task, the player must have checked to see if the man intended to fire panics, and afterwards, if the weapon has run out of ammunition.) Such frequent referrals to charts and tables, plus dice rolling, make combat turns in *Commando* relatively long, although the system works quite smoothly as players become more familiar with it.

As a game system, the historical segment of *Commando* works well; it is neither overly simple nor overly complex. It can easily be adapted to cover any modern time period and would probably work just as well modified for use with SF games. The use of small square grid maps (1/4-inch squares) makes the paperwork unwieldy; I would recommend that anybody with the time make their own maps in larger scale and design some counters for sheer ease of play. The very smallness of the grid, plus the necessity of marking and erasing from a covering surface makes for an awkward and messy movement and fire phase. I was surprised that no rules were included to cover command control, aside from the preservation/panic rules. While commandos are generally able to function without specific visual reference to a command symbol, their opponents probably don't have the same training to act individually. Also, when coordinated attacks are made in silence, one assumes a visual identification with a leader's signals; again not covered in the rules.

One particularly pleasing aspect of the game is the variation provided in the 12 different maps, allowing players to recreate scenarios of their own without having to redesign a wide variety of terrain. While it is understood that the maps represent terrain from all parts of the world — designed for scenarios as widely disparate as Lawrence of Arabia and the raid on Entebbe — it would have been nice if the exact details had been generalized enough so as to make some of the maps geomorphic to aid the design of a player's own scenarios. The scenarios themselves are varied and balanced: historical scenarios blended with fictional scenarios including one closely resembling the popular adventure movie, *Where Eagles Dare*. Finally the booklet is completed with an informative historical article on commando operation by Stephen Patrick, taken from *Strategy & Tactics*.

Role-Playing Commando

Obviously once having mastered the tactical game, players should go on to the role-playing game; described as "the ultimate form of *Commando*" in the 24-page booklet which contains the rules, charts and notes for expanding the game.

As a role-playing game, *Commando* is in rather rare company. Despite the popularity of adventure fiction, and the obvious popularity with the wargaming crowd of anything dealing with modern warfare, there are very few role-playing games of the modern era. TSR has produced *Top Secret*, a game of spies, intelligence and the 007 mythos. Timeline Inc. brought out *The Mor-*

row Project, a game of post-nuclear survival cast in the near future. But none to my knowledge rank beside *Commando* as a modern "combat adventure game."

Despite the slimness of the rules book, the second booklet manages to get through

[64.32] DISMISSAL TABLE

Saving Roll: Before using the Dismissal Table, the Player consults his Character's Hero Rating and multiplies it by three. He then rolls 1D100. If he rolls equal to or less than the multiplied Hero Rating, he does *not* roll on the Dismissal Table (a hearing into the Character's professional conduct exonerates him). Three months time elapsed is recorded on the Character Record (do not re-roll on the Time Elapsed Table). If the Player fails to make this roll, he must roll 2D6 and refer to the Dismissal Table. See Case 64.16 for a complete explanation.

DICE Result

- 2 Character marched out before firing squad and shot; last cigarette tasted lousy.
- 3 Character disgraced in court martial proceedings; reduced to Rank 0 and forcibly retired.
- 4 Character disgraced after barroom altercation with General; reduced to Rank 1 and released from service, may join another organization.
- 5 Character reduced one Rank and placed on twelve month probation; may join another organization.
- 6 Character reduced one Rank and placed on six month probation; may join another organization.
- 7 Character placed on six month probation; may join another organization.
- 8 Character placed on three month probation; may join another organization.
- 9 Character acquitted during court martial by technicality; subtract 5% from his next Promotion die roll.
- 10 Character talked into extremely dangerous mission to exonerate himself from blame; add three men to the Defending Force and subtract 10% (to a minimum of 5%) from the panic chance of entire Defending Force on the Character's next mission.
- 11 Character held in protective custody for three months.
- 12 Machinations of jealous rival revealed — Character completely exonerated; add 15% to his next five Promotion die rolls.

the usual run of rules common to most games of the genre: character generation, mission preparation, generation of the defending force, promotion, skill levels and the like. Rather than such skills as thaumaturgy, or-hacking, or raising of an arcane elemental, players can choose skills appropriate to the characters: demolitions, sniping (does one call it snipery?), grenade tossing, safe cracking, mountain climbing...the list is pitifully short. One would hope for a roster of military and intelligence skills derived from both fiction and reality but only a few were chosen for representation, leaving it to the imaginative gamesmaster to provide more as necessary.

Other characteristics brought into consideration include strength, marksmanship, dexterity, endurance and leadership, all rolled on 4 six-sided dice. The individual's character may also roll for a "hero rating" which represents a class that ranges from "miserable coward" to "big budget movie hero" according to the index on the chart. Hero rating may increase or decrease as a result of the character's performance during the mission. It's very similar to experience points in the fantasy games except that a character can actually *lose* points as well during play. In addition, a character can also increase his weapons proficiency during play. Note that a player-character may improve during play but accompanying "men" — non-player characters — may not.

One of the sorely needed rules sections is that covered only by three paragraphs: rank, age and name. Unlike most role-playing games there is no detailed system by which to create a believable character and generate a background for him. Players might feel the urge to plagiarise other games systems to create some past history for their character: school, military service, technical skills; parentage, languages, etc. According to the rules each character (and accompanying man) starts at 22 years of age, somewhat young I would think for a seasoned commando — can you see Sgt. Fury at 22 leading a squad?

Characters may be promoted as they progress, but the ranks are merely numbers, not named — which is excused in the rules because "these may vary by army or organization." A simple table listing ranks would be helpful for those who are not conversant with which rank follows captain. Rank as defined in the rules not only affects characters as do military ranks, but a sufficiently high rank may allow a player to influence the choice of his next mission. Of course, players may elect to ignore an order from a character of higher rank, but they may suffer due punishment for insubordination if they return alive.

Two items which make the game interesting — and humorous — are the hero abilities that allow favorite characters to survive against the odds. Once a hero reaches "TV Hero" class, he can choose one ability from the list which includes such delights as "right place right time," "engaged to a striking paramour" or "luck of the Irish."

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Index to SPI Games Addenda

This list includes all SPI games for which addenda is currently available, as well as those games for which no addenda has been generated or for which no addenda will be generated (either because the games are too old or do not need addenda). Note that later editions of some games have already had the addenda incorporated into them. If a game on this list is indicated as having addenda and yet none was found in the game pack-

age you bought, then most likely the addenda has already been melded into the rules. The first section on the list, including those games for which addenda is available, indicates the date when the addenda was generated (if known).

Although not officially addenda, there is available a Tournament Contest rules sheet for *Napoleon at Waterloo*.

If you wish to obtain addenda for a game, send a self-addressed, stamped envelope to SPI, with the legend *Addenda Request* printed on the lower lefthand corner of the envelope. If you desire addenda for more than one game, please include an additional 18-cent stamp for every three (or fraction thereof) addenda sheets. Do *not* include any other correspondence with your request.

Games With Available Addenda

After the Holocaust (12/79)
 Agincourt (12/79)
 Air War (5/78)
 American Revolution (6/73)
 A Mighty Fortress (6/73)
 Ardennes Offensive (5/73)
 Armada (2/79)
 Armageddon (5/73)
 Army Group South (10/79)
 Art of Siege (10/79)
 Atlantic Wall (10/78)
 Austerlitz (10/75)
 Battles for the Ardennes (10/79)
 Bloody April (12/79)
 Blue & Gray Quads (76)
 Borodino (5/73)
 Breakout & Pursuit (74)
 CA (75)
 Campaign for North Africa (9/79)
 Cassino (na)
 Centurion (5/73)
 China War (9/79)
 Cobra (11/78)
 Combat Command (5/73)
 Commando (9/79)
 Conquerors (na)
 Conquistador (na)
 Constantinople (na)
 Crimean War Quad (5/78)
 Crusades (na)
 Dark Ages (74)
 DeathMaze (79)
 Demons (Conjuration Table) (79)
 Descent on Crete (12/79)
 Desert War (74)
 Destruction of Army Group Center (5/73)
 DragonQuest (6/80)
 Drive on Stalingrad (5/78)
 East is Red (74)
 1812 (12/73)
 El Alamein (7/73)
 Fall of Rome (9/73)
 FireFight (8/76)
 Flying Circus (73)
 Franco-Prussian War (10/73)
 Freedom in the Galaxy (12/79)
 Global War (7/77)
 Great War in the East Quad (12/78)
 Grenadier (na)
 Grunt (5/73)
 Highway to the Reich (12/78)
 Invasion: America (3/80)

Island War Quad (9/76)
 John Carter of Mars (11/79)
 KampfPanzer (74)
 Kharkov (na)
 La Grand Armee (na)
 Lee Moves North (6/73)
 Leipzig (74)
 Lost Battles (5/73)
 Marne (10/73)
 Mech War II (11/79)
 Modern Battles I Quad (9/76)
 Moscow Campaign (10/73)
 Musket & Pike (4/73)
 Napoleon at War Quad (9/76)
 Napoleon's Last Battles Quad (na)
 NATO (75)
 Next War (9/79)
 Normandy (8/73)
 North Africa Quad (7/76)
 Objective: Moscow (12/78)
 October War (na)
 Operation Typhoon (na)
 PanzerArmee Africa (74)
 Panzer Battles (na)
 Panzergruppe Guderian (7/77)
 Paratroop (na)
 Red Star/White Star (5/73)
 Red Sun Rising (4/78)
 Scrimmage (75)
 Sniper (10/75)
 South Africa (na)
 Soldiers (8/73)
 Spitfire (6/73)
 Strategy I (10/73)
 Stonewall (na)
 Sword & Sorcery (12/78)
 Tannenberg (na)
 Terrible Swift Sword (2/77)
 USN (5/73)
 Vera Cruz (na)
 Wacht am Rhein (8/78)
 War Between the States (7/78)
 War in Europe (includes War in the West) (4/76)
 War in the Pacific (12/78)
 West Wall Quad (9/76)
 Wilderness Campaign (na)
 Winter War (5/73)
 World War II (2/75)
 World War III (2/75)
 Year of the Rat (5/73)

Games That Will Have No Addenda

Ardennes Quad
 Barbarossa
 SPI Baseball
 Battle for Germany
 Battle of Moscow
 Breitenfeld
 Canadian Civil War
 Combined Arms
 Dallas
 Dixie
 Dresden/Eylau
 First World War
 Flight of the Goeben
 SPI Football
 Foxbat & Phantom
 Frederick the Great
 Frigate
 Gondor
 Great Medieval Battles Quad
 Kursk (original)
 Mech War '77
 Napoleon at War Expansion
 Ney vs. Wellington
 North Africa Quad
 Oil War
 Operation Olympic
 Panzer '44
 Patrol
 Phalanx
 Plot to Assassinate Hitler
 Punic Wars
 Renaissance of Infantry
 Revolt in the East
 Rifle & Saber
 Road to Richmond
 Russian Civil War
 Seelowe
 Solomon's Campaign
 Sorcerer
 Starforce Trilogy
 Titan Strike
 Turning Point
 Vector 3
 War in the East
 Wolfpack
 World War I

Games With No Current Available Addenda

Across Suez
 American Civil War

Arena of Death
 Barbarian Kings
 Battlefleet: Mars
 Battle for Stalingrad
 Battle of Austerlitz
 Berlin '85
 Big Red One (Bulge)
 Black Prince
 Citadel of Blood
 Cityfight
 Creature That Ate Sheboygan
 Dawn of the Dead
 Dreadnought
 Drive on Washington
 Empires of the Middle Ages
 Fast Carriers
 Fighting Sail
 Fifth Corps
 Fulda Gap
 Green Fields Beyond
 Hof Gap
 Kaiser's Battles
 Korea
 (Eric Goldberg's) Kursk
 Leningrad
 Minuteman
 Modern Battles II Quad
 NATO Division Commander
 Operation Grenade
 Patton's Third Army
 Pea Ridge
 PRESTAGS Master Pack
 Ragnarok
 Raid
 Rescue from the Hive
 Sauron
 Search & Destroy
 Sinai
 Sixth Fleet
 StarGate
 Starsoldier
 Sword & the Stars
 Tank
 Tank Expansion Kit
 Task Force
 Thirty Year's War Quad
 TimeTripper
 Tito
 Upscope
 Voyage of the Pandora
 War in the Ice
 War of the Ring
 Wellington's Victory
 Wilson's Creek
 Wreck of the Pandora

FO.

by Eric Goldberg

Guaranteed to Please Masochistic Frenchmen

Continuity is not a virtue commonly associated with the majority of game lines. Winter's sensation quickly becomes moribund and is supplanted by summer's hot new trend, with only the most tenuous of links connecting the subject matter of the two. A company's marketing strategy usually flits on its particular vision of the winds of change with the direction of a tipsy butterfly. The gamer displeased by the current offerings has only to remember Mark Twain's proverbial advice about New England weather: if you don't like it, wait a minute.

A line which builds upon itself is not necessarily an aberration; not, that is, unless the decision to stay with a given topic is for other than financial reasons. No firm directed by sane minds — pause for the obligatory derisive comments — would not seek to follow up the tremendous success of *Dungeons & Dragons* with as many spin-offs as the consuming public will swallow. However, life prolonged by black ink is always threatened with quite abrupt termination in red.

All of which makes GDW's Europa series a most impressive achievement. The publication of *The Fall of France* ushers in the tenth year of the ongoing project, which has never lain dormant for more than a few months. (Indeed, there is even a Europa newsletter.) The first releases, *Drang Nach Osten* and *Unentschieden*, helped greatly to build GDW's reputation and size, a role which has recently been usurped by the success of the *Traveller* line. This transpiration of events would have allowed the Europa series to be put to pasture. Instead, GDW proved a company of its printed word, and in the process maintained its strongest tie to the halcyon days of the nascent monster games and simulations of the Ten Most Obscure Wars. God and profit margin willing, *War in Europe* will be only the second largest ETO game in the next few years.

A problem inherent to a design which requires over a decade of development and at least ten separate component games and supplements is unplanned obsolescence. The original *DNO* system, which is still fun to play, is certainly far behind current design technology. Pressed inexorably by needs to conform to the base design and to adapt to new design approaches, Europa could very well have gone to the Great Game Graveyard. Because of the flexibility of the design team and unusually capable set of researchers, recent Europa releases have, if anything, made the series more interesting.

The campaigns which have served as centerpieces for the last three games in the series have not exactly sparked interest in

Europa because of particular playability as historical simulations. The 1940 Balkans campaign gives the Allied player just about enough time to set up before the Wehrmacht and Luftwaffe steamroll through Yugoslavia and Greece. For consolation, the Albanians shadow-box with the occasionally inept Italians in one of the more remote corners of the Continent (and of the board), until the Germans show their allies how to sweep clear a small country without really trying. *Case White*, the game previous to *The Fall of France*, recreates one of the all-time lost causes, the invasion of Poland. The first French campaign holds more historical interest than the latter two, but it is still a study in unpreparedness and staff-level indecision.

The game does not directly demonstrate some of the operational reasons for France's collapse, because it, like its predecessors, has been designed for effect. The Germans were masters at rolling up the "seam" between French armies, but, in the game, can only exploit the corresponding weak point between Allied nationalities. The French had a fair portion of B reserve units, composed largely of 35 to 55 year olds at the end of their military service, which garrisoned, among other locations, the crucial approach from the Ardennes. Historically, the French would have done well to hide the reservists, who proved shockingly vulnerable to armor and air operations. In the game, these units are weak in strength, but are acceptable as plug-gers of gaps. The failing of the French Army which best explains the swift collapse of that country was the lack of operational mobility. The army commands were not usually capable of rapid troop redeployments and, on the rare occasions when a unit would cover a great deal of ground before going into battle, it would invariably fall apart. (This problem stems directly from French strategic planning during the late 1920's and through the 1930's: almost without exception, the men of the government were planning for a jazzed-up version of the First World War.) The German success occasioned by these weaknesses should occur, but not for the stated reasons.

The design approach for Europa is not, however, atypical. Most historical simulations are designed for the end result, rather than the means. If, at the end of the game, the reasoning goes, the players see the historical result, the game satisfactorily recreates history. To give GDW its due, the design staff for *The Fall of France* does not fall into the trap of undervaluing the French units to achieve the desired effect. Moreover, the research included in the package is nothing short of magnificent.

The game system contains many traditional elements blended with effective and innovative modifications. The basics of the movement and combat rules can be repeated by veteran gamers by rote. Surprises include the determination of a unit's rail movement rate by its movement allowance, rather than by a standardized schedule. Armor units are not only those with the highest combat value; their shock value is factored into the combat

calculation. Each unit type is rated for its offensive and defensive armor capabilities, and for its anti-tank component. This mechanic relies heavily on fractional computations, generally *verboten* in simulation games, but easy to use once the procedure is grasped. The support component for each unit is integral to combat, which is a rule that should find its way into every division/brigade-level World War II game.

The designer wonders in his notes whether the air system is too complex for the remainder of the design. It is. However, those rules are by far the best single facet of the game. The meshing of an air campaign with ground operations has always been a design stumbling block, because the scales at which each of the two are conducted are so vastly disparate. *The Fall of France* does not solve this problem for all time, but the sophistication of the approach to air warfare definitely advances the state of the art.

Players are given the usual variety of air missions from which to choose. The air units are organized into an escort and a bombing screen. The enemy player will try to intercept the air mission when it comes into his operational air range and, if he succeeds, break through the escorts to the bombers. Once the bombing mission reaches the target, it is subject to anti-aircraft fire. If the bombs are dropped in the general area of the target, the attacking player rolls to see how accurate his pilots were. If the bombers are thwarted before reaching their objective, they can be turned back, aborted or destroyed. Aborted planes become unoperational, and must be refitted before they can be sent on air missions again. The player must also decide how to use the holding capacity of each airfield; refitting unoperational aircraft at the fields near the front allows them to get back into action upon repair, but causes turns during which the enemy rear is safe from air operations. (I'm still not certain how night aircraft, the effects of which are carefully explained, fit into a game with week-long turns.) Any of these rules considered individually is unspectacular and non-time-consuming; the overall effect is absorbing and elegantly sophisticated.

Not so with the game. A little over one-half of the 2,000+ counters see action during play, and that is too many for even a moderately-paced game. Some of the congestion is alleviated by substitution markers, so the more offensive — and large — stacks can be placed on a display. What dissuades the Germans from attacking Switzerland more than anything else (including the famed Alps) are the Allied player's impassioned pleas not to be burdened with yet more units to move each turn.

Reproduction of the historical blitzkrieg hinges on two rather distasteful rules and the deployment. The first turn becomes three in a bit of design abracadabra and Allied units fold, spindle and mutilate for the first two turns whenever they see a Wehrmacht unit. Granted, the warfare of the first week or two of the campaign was different than for the ensuing part, but rules like this should be as

unobtrusive as possible. The Allied deployment allows the Germans to roll up the Dutch with about half an army, though the rest of the front seems to work historically. These are so-called "offensive player on speed and defensive player doped to the eyes" rules; the drawback is, of course, that the defensive player will either be bored or thoroughly frustrated.

Whether the Germans can fulfill their victory conditions depends almost entirely on how extensively they exploit these special rules. Based on the limited sample of games I've seen played to the finish (and it is very limited), the result of the game is determined by the end of the third turn. If the Germans have achieved a substantial breakthrough, the Allied player will never have more than little control of his units, because he will be desperately patching up an ever-crumbling line. Most games which have enormous numbers of units, crowded playing conditions and rigid rules to artificially recreate the destruction or paralyzation of an entire army can be dismissed out of hand. *The Fall of France*, however, has enough play value and worth as a historical interpretation to keep the Allied player interested until the end.

The Europa connoisseur does not need any added incentive to appreciate *The Fall of France*. This package embodies all that GDW has sought to make of Europa: meticulous research, comprehensive display of information and functional design. The overall map is verging on completion, with only northern Africa and parts of southern Europe still missing. The project is still far from finished, as GDW still has the monstrous task of linkage facing them. Remember, only the Eastern Front is playable as yet past 1942, and that original part of the series is due for revision.

The Fall of France marks John Astell as a designer to watch. Fans of the early GDW, who despair of Mark Miller's defection to *Traveller*, have found a new champion. Astell knows his subject thoroughly, and the care he took with his design is evident. This combination bodes well for the first Astell design which will not be constrained by an existing system.

What do *The Fall of France* and *The Guns of August* have in common aside from the nationality of several of the belligerents? Rodger MacGowan cover illustrations. MacGowan's work has appeared on the packaging of many companies and for good reason. His illustrations are attractive and, more importantly for the field, the work of a professional. There are still far too many wretched covers offending consumers from the safety of the shelves of local game stores. As the percentage of tastefully rendered covers increases, more fiscal pressure will discourage the purveyors of schlock and crud art.

That is where the resemblance of GDW's game to Avalon Hill's ends. *The Guns of August* is a variation on the traditional AH beer-and-pretzels system; only the participants have been changed to protect the designer. If you look closely enough, you can see the contest planned for inclusion in the *General*.

What Rob Beyma and Frank Davis forgot is the adage that First World War games are boring because of the situation. The design deliberately has little to do with history, except in end result, and the play is a yawn.

First, because AH has often been unjustly accused of producing unending numbers of ahistorical games, it must be established how historically valid *Guns* is. For starters, entrenchments do not appear in the basic game. As I recall, the Central Powers and the Entente found time for a little spadework during the five years of the war. When entrenchments do make their way into the advanced game, they modify the die-roll for combat slightly and can be dug from the start of the game. The tactic did not come into use until well after the Marne.

The front lines are kept relatively static for many wrong reasons and few right ones. The Western Front varies between 13 and 19 hexes, and each side has at least 24 corps at its disposal. Thus, each hex is covered. To achieve breakthrough, an attacker must punch open a three-hex wide hole, because Zones of Control extend into the hex of an enemy unit. Because each army had all the operational mobility of an arthritic elephant, no breakthroughs of more than several miles occurred unless the enemy took a month's vacation.

The Eastern Front is much stranger. At many times, neither side can cover the entire front. Because a unit can move from ZOC to ZOC at a cost of additional Movement Points, it is possible to surround enemy positions (with the aid of a few judicious attacks) before the infiltrating units are removed for lack of supply. (*Stosstruppen*, renowned as infiltration troops, do *not* get any reduced movement cost when infiltrating, only a combat advantage.) The units on the Eastern Front are too weak to stage an all-out offensive. The Middle East is absent. Pity.

The Central Powers and the Entente have fairly constant replacement rates, which are reduced by the loss of key cities and as a result of poor national morale starting in 1916. Morale certainly did adversely effect every Continental nation at one time or another, but it was only one part of the problem. A country was constrained by a finite manpower pool. France, for instance, would have been bled dry if the US had not entered the war and if the British, who were not in good shape themselves, had not shouldered the brunt of several attacks. (A possibly apocryphal — but illustrative — story has it that the men of a newly-recruited French division made "baa-ing" noises as they left town, because they felt they would be led like sheep to the slaughter.)

There are many other debatable design decisions, but I think the point is made. All of these are outright historical errors, and not something like abstracting command-level incompetence to the vanishing point. Furthermore, all the closet Germanophiles who are supposed to be lurking throughout this hobby will be terribly upset that *stosstruppen* is consistently misspelled.

The carnage of the First World War is recreated by a combat results table heavily weighted for attacker casualties. Essentially, if a player restrains himself from attacking all over the place, his replacement rate will be sufficient to keep his front line hale and hearty. Movement of the front line in the West is predictably sluggish and sometimes lacking. The Central Powers player occasionally shuttles units between the two fronts, but usually only when one front is completely bogged down and there are possibilities for action on the other. And so it goes, until 1918, the demise of the Germans, and the swarming American corps.

There are several nice rules. Captured enemy cities must be garrisoned, a point which is often ignored during strategic games of particularly nationalistic wars. A player can conduct "big push" attacks starting in 1916, in which he continues combat until he receives a result unfavorable only to the attacker (but why not during 1915?). During the campaign game, superior corps can be degraded to get more inferior corps. Unfortunately, these touches do not prevent *Guns* from suffering of terminal dreariness.

The map is another unexciting job, which puzzles me, since AH has demonstrated that it can produce beautiful map art. The company seems to have regressed to the late 1960's in the past year. The counters are functional, though lacking historical designations (except for a few siege artillery units; either that, or my copy is missing 400-odd counters). The absence of historical corps designations is acceptable, because of the abundance of changes in OB's, though the most active corps could have been represented. The rules are written concisely to give the players no problems with the basics of the system, but have a maddening number of important special rules hidden in obscure places. (Rich Berg, in his review, wasn't able to figure out what the beach hexes were, and saved me from making a major mistake by calling my attention to a rule disguised as a note to a chart sheet.) Worse yet, these are rules which provoke rules lawyers into action.

The Guns of August is in all ways a disappointment. The game system has some redeeming features which could have graced another game, but are buried alive here. SPI's *World War I* is the best game on this subject, and West End Games' *The Great War* demonstrates the changing technologies and situations of the war. All this clunker has which the others don't is the AH logo. Near beer, soggy pretzels, and torts. ■ ■

The Fall of France, from Game Designer's Workshop, 203 North Street, Normal, IL 61761.

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

Two 20.5" x 27.5" maps, 2040 counters, 58 pages of rules and OB's, 10 chart sheets, die, box. \$19.98.

The Guns of August, from Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214.

Design: Robert Beyma; **Development:** Frank Davis
22" x 32" map (in four sections), 1040 counters (15% blank), 12 pages of rules, 2 chart sheets, 2 dice, box. \$16.00.

Designer's Notes

Who Was That Game Company I Saw You With Last Night?

Sometime in the near future, you may be bemused by the sight of a new Avalon Hill game called *Panzergruppe Guderian* or *Freedom in the Galaxy* or even *Frederick the Great*. Didn't SPI do those, you might say to yourself. Well, of course we did. But we recently sold the rights to five existing SPI games (the three mentioned plus *Panzerarmee Afrika* and *Conquistador*), to Avalon Hill. This may shock some of you who are relatively recent fans of SPI, but it's really nothing so new.

Several years ago we did *PanzerBlitz* for Avalon Hill (their bestselling wargame) and subsequently sold them *France 40* (which appeared first in *S&T*). Avalon Hill can repackage, and sell successfully, SPI games simply because Avalon Hill has a broader distribution net than SPI and can expose the games to many buyers that would otherwise not see them.

So far as the particulars of the arrangement, both AH and SPI are happy with the arms-length deal they concluded and continue as friendly business rivals. SPI is especially happy because a number of the games sold are good candidates for the wider exposure they'll get (particularly *Freedom in the Galaxy*). Since the relationship is an author (SPI)/publisher (AH) sort of arrangement both parties have a mutual interest in seeing that the games do well in their release.

Redmond

Antietam

Back in September of 1979, SPI released Richard Berg's game *Bloody April*. Richard was ready to follow the release of that game with yet another TSS-system game on the battle of Antietam. The *Antietam* design was shelved for the indefinite future because SPI decided to produce small games in one-inch boxes. Part of this switch in direction led to the creation of the Great Battles of the American Civil War series which would allow for standardization of the TSS system and creation of a set of smaller, more playable games.

Antietam was briefly resurrected in the summer of 1980 so that a study could be made of what change was necessary in order to bring it into line with the Great Battles Standard Rules. The prognosis: massive redesign. *Antietam* was shelved for a second time. A year has passed, but now the game is well on its way to being published.

In the fall of 1980, I was in the process of choosing which three games to publish in the Great Battles system for Origins 81. Part of the reason I was so enthusiastic about Richard Berg's *Corinth* design was that I knew that it was very similar to *Antietam* in design. Thus

by developing the smaller *Corinth* design, I would be able to gain a big start on *Antietam*.

Currently I am beginning the development of *Antietam*. I will be using the melee initiation mechanics originally designed for *Antietam*, which appeared first in *Corinth*, as well as the *Corinth* BCE, rapid-fire, and cavalry rules. *Antietam* originally had the old *Bloody April* fatigue system which I had so hated as a tester of the game. Richard and I both agree that the *Corinth* BCE rule is a better solution than fatigue.

I must personally disagree with Eric Goldberg in his Forward Observer column last issue; I find the newer Great Battles system more playable and more fun than the original TSS game system. To insure this I am streamlining all the cumbersome command mechanics of the initial *Antietam* design to bring them into line with the Great Battles command rules. In addition, I am making several dirty rules optional, and most importantly, I am revising the artillery ammunition rules. No longer will players have to comb their OB's in search of a battery to mark off one ammo box. I am designing a simple system that still allows batteries to run out of ammo but the players do not keep track of each round fired. I am also using homogeneous gun types in each battery. The rules will list the exact gun types in each battery for those players who want absolute accuracy and are willing to spend the time to figure out the fire strength of mixed batteries.

Antietam will consist of two full-size maps, 800 combat counters, a 32-page exclusive rules book (with lots of illustrations), a standard rules book, and a 4-inch box with two counter trays. The exclusive rules will most likely contain a center pull-out section with scenario set-ups in it.

The game will feature several scenarios. *Antietam* is a battle that doesn't make for easy scenario formulation because of the way the battle was fought. I hope to have a small scenario using only a part of one map so that players can learn the game system without spending hours setting the game up. Also included will be as many scenarios as my blind-test groups and I can devise. I foresee at least four scenarios in addition to the full campaign game. The campaign game will be broken down into three versions, as was done in *Corinth*. The first version will be the historical game which covers the historical Union corps commitments. Historically, the Union attacked piecemeal, one corps after another. Had they attacked all at once, the entire Confederate Army would have been destroyed (they were outnumbered two-to-one). However, George McClellan was in command and Lee knew he would not press the battle in the right way — that is, all out. Had there been another Union commander, there would not have been an *Antietam*, simply because Lee wouldn't have stopped to engage in battle.

Version two will allow variation in the historical corps commitment so that neither player knows the exact Game-Turn a corps will be activated. Finally, there will be a version in which the Union commander will be

able to attempt to commit his corps as he sees fit by expending McClellan's Commitment Points. Commitment is still not automatic but this will allow the Union player to try strategies very different from those used historically.

We are currently testing the Union corps commitment rules, using the original Blue and Gray system *Antietam* game. Instead of using the unit movement restrictions in that game, we are using the new *Antietam* corps commitment rules. Thus, it is possible to test these rules over and over in only a fraction of the time it takes to play *Antietam* with its 800 counters!

I would like to thank several people who have been a great help over the past six months in getting *Corinth*, *Cedar Mountain*, and *Jackson at the Crossroads* into print. First, I would like to thank Jim Bowman and Dr. David Martin for their amazingly thorough research on *Antietam*, *Jackson*, and *Corinth*. Further I would like to thank all the blindtesters with special thanks to: William Spitz, Gerald Lientz, John McBride and Richard Dorr for help on *Corinth*; Bruce Shelly and Anthony Williams for help on *Jackson*; and Doug Barton for help on *Cedar Mountain*. Special thanks to Andy Eiler for his constant help in the testing done here at SPI on all three games.

In the last issue of *MOVES*, there was an article by Pete Bartam on the Great Battles series. I would like to reply to some of the points he made.

I agree with Pete's opinions in the quality of the game maps. *Pea Ridge* does have the best, but the new *Jackson* and *Corinth* maps should be tied for second place. The exclusive rules of the games printed so far do have a remarkable range of new ideas. However, unlike Pete, I think this is a plus. The system has not really been standardized across the board because people keep coming up with ideas which are superior to the ones that have gone before. Therefore, the exclusive rules will continue to exhibit new concepts. Actually, Pete recommends several new rules of his own; so far the Great Battles series has been an excellent forum for the debate of such ideas. For example, in *Cedar Mountain*, *Corinth* and *Jackson* the range effects chart has been completely restructured for rifled artillery. The values of these guns have changed all across the board. I am still in the process of rethinking the artillery strengths for use in *Antietam*. It is quite possible that other weapons values will be altered in that game.

Pete begs for some sort of advance after combat mechanic for units whose fire causes a regiment to rout. This is a perfect example of a great new idea which, believe it or not, has never been brought to my attention. I would like to request *MOVES* readers to help me evaluate this idea. Following is a rule I am considering adding to *Antietam*; use it while playing any of the Great Battles games and let me know its effects and whether or not you think it is a valid rule. Please cite specific incidents where the rule came into effect; include a self-addressed envelope if you want

me to reply and always indicate the game in which you used the rule. The preliminary rule may or may not be the final version depending on the blindtesting results *MOVES* readers send in.

Great Battles of the ACW Standard Rules Addenda

[9.9] ADVANCE AFTER FIRE COMBAT

A unit which causes an adjacent enemy unit to rout during the friendly Offensive Fire Phase may advance into that hex in the friendly Melee Phase if the hex is vacant. This rule and 12.85 explain the only methods of entering a vacant hex in the friendly Melee Phase.

[9.91] A unit may never advance after defensive fire.

[9.92] More than one friendly unit may advance into the same hex provided all the units fired at the enemy unit which retreated from that hex.

[9.93] Batteries and supply wagons may never advance after fire combat.

A number of other points Pete made have actually been included in the recent Great Battles games, independent of his article. Thus, the Brigade Retreat and Rally on a die-roll for units losing BCE will appear in *Corinth*. I disagree with his idea that routed dismounted cavalry should automatically lose their horses. This simply didn't happen; they had horse holders to prevent it. At *Wilson's Creek* there was a surprise attack situation, and so the rule was needed to recreate the historical actuality. Speaking of horse-holders, they will make a reappearance in *Antietam*; though the rule works, it is a pain to use at times and so will be optional.

I encourage anyone with an opinion on these games to send me a letter. I may or may not be able to reply, but I read all the mail I receive and your idea might just find its way into *Antietam*.

Eric Lee Smith

Universe GM Pack and Alien Supplement

Our science fiction role-playing game is at the printers as of this writing, and now our attention has turned to the first two follow-on products.

The *Gamesmaster's Pack* will consist of the following items, all shrink-wrapped:

- A four-color illustrated 34" x 11" gamesmaster's screen will feature all the commonly used charts and tables from the *Universe* rules as well as a few new summaries for Experience Point gain and action procedures.
- Five copies of each of the ten world logs.
- 20 copies of the environ hex display.
- 20 copies of the character record.
- Ten copies of the star system log.

The above four items will be produced on high-quality paper stock (ideal for drawing and coloring on) and will be bound into two pads. The *GM Pack* is planned for release in late July (in time for Gen Con East).

The *Alien Supplement* will feature three entirely different alien races, each designed and detailed by a different creative individual here at SPI. I will be in charge of making sure they all mesh together into the *Universe* for-

mat. Systems for generating characters from these races will be included. The supplement will also contain a complete "first contact" adventure and additional material that will be used with the alien races and adventures (and may also be used with any other *Universe* campaigns). The alien supplement will be a 64-page book and should be released in the fall.

John H. Butterfield

Return of the Stainless Steel Rat

Upcoming in *Ares* #10 will be a new Stainless Steel Rat story by Harry Harrison, and a companion game which I am designing. The game will be a sort of mad combination of *Voyage of the Pandora* and *Clue*; Slippery Jim diGriz, the hero of the story, must penetrate a space station and deactivate the controlling computer, which has gone berserk. In the process, he must survive the various traps and enemies in his path. Simultaneously, he must try to figure out whodunnit; computers don't go berserk spontaneously, and so a member of the station crew must have reprogrammed it for his/her own malevolent reasons. A rather innovative system is used for generating the identity of the villain before the game begins, without letting the (solitaire) player figure out who it is. The task facing our pudgy and balding hero is of immense difficulty, but, laser pistol in one hand and cigar in the other, he is up to the challenge.

Greg Costikyan

DragonQuest Supplements

Since I recently became the spiritual guide for the continually growing line of *DragonQuest* products, two items have fallen into my lap — Steve Jackson's *World Generation* supplement and Paul Jacquay's *Enchanted Wood* adventure. These products look to be amongst the best of their type in all fantasy gaming. It will be my job to edit and organize them and prepare them for transfer to the Art Department for typesetting, illustrations, etc.

The *World Generation* system is a unique product, designed with the *DragonQuest* owner in mind but effortlessly adaptable to any other FRP game system. Steve has covered everything from flora and fauna to Houses of Magic to Guilds to governments to geography and manography (the mapping of *mana* areas). This supplement is going to be an invaluable inspiration to any GM, and may (with a lot of luck) be released by Gen-Con in late August.

The *Enchanted Wood* is not really a single adventure but a mini-campaign in and of itself. Characters finding themselves involved in this module are in for a great treat as they slowly are drawn into the Wood and meet the various citizens therein. The concepts and story line are so interesting, GM's will have no problem getting players to return to the Wood again and again; it will peak their curiosity like a well written novel.

An abridged version of *Enchanted Wood* is being played at a few of this summer's conventions, so *DragonQuest* players attending those Cons will be getting a sneak preview. The adventure will be released sometime this fall.

Gerry Klug

Desert Fox

At the time of this writing (May 27), *Desert Fox* has just been handed in to the Art Department. All the game's major systems have been nailed down, and the emphasis of the game's playtests has shifted towards a final debugging and maintaining historical balance. I'm also polishing frill rules, such as rapid marches and the detachment of small delaying forces from major units. I'm happy to say that the game works well; the campaign is enormously interesting to begin with, and Rich Berg's system does the situation justice.

Matisse Enzer, a longtime playtester on *Campaign for North Africa*, is working with me on the game. Matisse was cited for excessive cruelty to prisoners of war in the CNA design credits (he located P.O.W. camps in dry steambeds in anticipation of rainstorms); despite his barbarity and a psychopathic abhorrence of supply rules, Matisse's suggestions, particularly in the way of players' aids and simplifications to the system, have been extremely helpful.

Combat in the North African Theatre was historically highly mobile, and games on the subject have traditionally tried to duplicate this fluidity. *Desert Fox's* movement system is particularly suited to simulating the mobility of desert warfare and the interplay of opposing forces on the field. Each turn, motorized units can move up to four times, twice during the enemy player's turn. Units in *Desert Fox* do have high Movement Allowances, but the emphasis of the movement system is on finesse in out-maneuvering the enemy, as opposed to letting units move all over the map without careful planning.

The effects of artillery and air bombardment are also handled in an interesting way; instead of cancelling each other out, opposing artillery increases casualties on both sides. Artillery is a powerful weapon in the game, but especially for the Axis, its potential is reduced by its enormous rate of supply consumption. The players will generally have strong artillery formations available; the question is whether or not they will have the shells to fire.

Supply considerations in general are naturally of great importance to the game. The players, however, have a number of options as to how they will deal with their logistical problems. For example, they have to choose what degree their forces will depend on forward-deployed dumps as opposed to supplies drawn directly from their supply network. Supplies are rarely in abundance, and this scarcity forces the players to gear up for an offensive, with the result that lulls similar to those which occurred historically develop during which the opposing armies sit and glare at each other.

Nick Karp

NATO

NATO is going to be a thorough reworking of SPI's original *NATO*, which was published in 1973. The terrain analysis on the map, the game system, and the order of battle will be developed from scratch. What will not be changed, however, is the simplicity

and playability of the original (which was a great game for a lazy Saturday morning). The key design parameter is that the game be playable in a single sitting of five hours or less. Where *Next War* was a major symphony, *NATO* is going to be a brief bit of lyrical jazz.

NATO will retain the physical scales of the old game. Each hex will be 16 kilometers across. Each game-turn will represent two days. Both sides will deploy divisions with brigade breakdown for US and West German units. Unlike the old game, *NATO* will also include a simple air game covering such ground attack missions as ground support, interdiction, and airfield attack. Air power is such an essential element of modern ground operations that its inclusion is a must.

Operational details (modes, unit status, etc.) will be kept to a minimum. Rather, the strategic aspects of waging a war will be emphasized. *NATO's* game system will concentrate on four critical questions: 1) *where* will the main Warsaw Pact offensive fall on each front, 2) *when* should NATO reserves be committed, 3) *how* should air power be used, and 4) *who* gets the limited amount of supply that each player receives. The implementation of player decisions on these questions will be kept laughably simple in terms of game mechanics. However, the consequences of such decisions will have a profound impact in such a spartan game system: blunder and brilliance will have no chrome to hide behind.

The principle which I wish to follow is that each player's major strategic decisions will remain unknown to his opponent until the moment of truth. This will recreate a lot of the uncertainty of real war and partially counter the distortion introduced by playing with all units in plain sight. The units on the board will be only representing a part of the enemy's capabilities. Hence, the key to winning the game will truly lie in outwitting one's opponent and not in showing a better tactical mastery of the game mechanics. I hope that *NATO* will be a thinking man's game.

Bruce Maxwell

British Army of the Rhine (BAOR)

BAOR is the third game in the Central Front series, and covers the action in the British and Belgian operational sectors (map#4). This game will appear in *S&T* 88, complete with an unprecedented 400 counters (in the future more *S&T* games will be published with 400 counters, as we wish to expand the scope of *S&T* games and can now absorb the extra cost). Three scenarios are included. *Race to the Weser* is a short, snappy simulation of the first two days of a Soviet advance to the Weser River. This scenario is ideal for playing in a single sitting, yet uses the whole map and includes plenty of action. *The Thin Red Line* simulates the first five days of combat and includes a large number of units for a true slugfest. *The Mittelland Thrust* allows players to combine the *BAOR* map with the *Fifth Corps* map to cover the whole invasion of central West Germany.

BAOR will introduce several new features to the Central Front system. One of the

new elements is a simple form of air interdiction which will allow a player with air superiority to effectively deny key hexes (crossroads, bridges, etc.) to the enemy. A second new element is the capability to repair bridges with engineer units, and an expanded set of bridge demolition rules. Engineers have become quite important units, and justly so. A third new element is a redefinition of the method of tracing a line of supply which applies much more realistic criteria to this aspect of battle. I am particularly pleased with the results of this rule. *NATO* "stay behind" forces can have a real impact in the later stages of the game. Conversely, a well planned Warsaw Pact paratroop can temporarily cut a whole NATO corps off from supply — supply is, after all, the Achilles' heel of a modern army.

Bruce Maxwell

Hot Spots

Hot Spots will be SPI's next release in its series of modern armored tactical games. It covers a broad range of conflicts in the Middle East, some past history and others (thank God) still hypothetical. The historical scenarios include actions from the Iraqi-Iranian war, an ambush of an Ethiopian column by Eritrean rebels, an ambush of a Soviet column by Afghan rebels (the world is a dangerous place), and an Ethiopian counterattack against the Somali forces which invaded Ogaden.

The hypothetical scenarios are similarly exotic. These scenarios include a meeting engagement between Syrian and Israeli columns, a similar engagement between Iraqi and Israeli columns, a Soviet attack on Iranian forces, a meeting engagement between US RDF troops and Soviet troops, and even a scenario involving camel-mounted Omani police against tribal rebels. The variety of units and situations make this a very colorful game.

The game system is a Mark Herman design and a real gem. The range effects chart and the combat results table have been synthesized into a single matrix which makes combat extremely simple at no sacrifice to realism. Fire and movement has been handled in an equally simple fashion and very little chrome burdens playability. This is a "shoot and scoot" game at a similar level of complexity to *October War*. In short, it is a lot of fun.

The game is not simplistic, however. The heart of the game system is a brief set of command control rules whose implications are enormous. Mark has found a way of simulating the behavior of a whole formation at a tactical level, which works extremely well. Each formation is assigned a road as its center of gravity. The players begin in various modes which determine how far from their roads they may deploy their units. As play develops, players may change command modes in an offensive or defensive direction. The ability to change modes allows all sorts of advantages, but is critically dependent upon command competence and reconnaissance (a commander whose front line units can see a lot of enemy units is likely to reconsider what he is doing).

All in all, this system successfully captures several major elements of modern tactical combat which have never been adequately simulated before, and in doing so still manages to be elegantly simple. A player's role as commander in this game feels closer to the real thing than anything I have ever seen.

Bruce Maxwell

Opening MOVES [continued from page 2]

...a still-frame video disc based adventure.

...a sophisticated, but simple, free-map wargame not requiring a controller.

I'm sure you can think of at least as many. The fact that I can confidently indulge in that generality about each of you is one of the great and lasting strengths of our shared hobby.

All the Best,
Redmond

Cedar Mountain [continued from page 22]

the cornfield. Greene is no match for either Forno or Trimble but at least it makes the Confederate pay for possession of the Victory Point hex.

Bayard's cavalry is used to take Victory Point hex 1323. I usually keep at least one of the regiments mounted at all times. Thus, it can make use of the tactical advantages made possible by its high movement allowance. Once the VP hex is taken, the use of *Bayard* is very free. I try never to lose BCE with this unit because it is worth so many VP's per Strength Point in addition to its 10 VP's for BCE loss.

Thus I have developed my operational strategy for *Cedar Mountain*, though all TSS/Great Battles players should develop their own tactics as they play the games. This system encourages care in deployment. Chance is another factor I have not touched upon. A single leader loss, on either side, can often mean the difference between victory and defeat. *Cedar Mountain* rewards a Union player who is daring without being rash, careful without being cautious, and clever without depending on luck. ■■

CEDAR MOUNTAIN ADDENDA

Counters: Players should note that the strengths for some batteries are different in the game than in the *S&T* article. This is not a mistake; rather it is a difference of research between the designers and the writer.

Map: All streams and runs follow hexsides although some actually occupy hexes rather than hexsides. The ambiguous hexsides should be read as follows:

The South Fork runs along the hexsides on the Cedar Mountain side of the ambiguous hexes, and all streams follow the nearest hexside. Hexside 3124/3125 is a stream hexside. Hexside 0712/0811 is a run hexside. Hexsides 3108/3018 and 3121/3220 are run hexsides, not lake hexsides. The only lake hexsides border hexes 3119 and 3120.

(21.32) (change) The second sentence should read: "Units which occupy crest hexes are *always* considered to be occupying the lower of the two elevations."

(27.1) (addition) For competitive play the players should consider a Draw to be a slight Union Victory. ■■

**Take your place
upon the ramparts
shoulder to shoulder
with the real life
heroes of...**

The Alamo comes complete with:

- ★ One 22" × 34" map with an oblique overhead view of the mission and immediate surroundings
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183 grim-faced Texans volunteer for certain death to delay and decimate a besieging force of 2,000 highly trained Mexican regular infantry under the command of the ferocious Santa Anna at...

The ALAMO

March 6, 1836
Victory in Death



SPI
3290

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of the 1836 siege of the Alamo mission. T.M. applied for.
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GAME DESIGN/DEVELOPMENT: Eric Lee Smith
GRAPHIC DESIGN: Redmond A. Simonsen

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

Available for \$12 through retail outlets nationwide!

MOVES Canada [continued from page 26]

Despite the titles, the abilities have real effects on the character's play and differentiate the character's player from the "joes" who accompany him.

Once up into the "Major Novel" hero class (two ranks above TV hero) he may choose to use the Miraculous Escape Matrix once per mission, immediately after learning the results of a combat. The player rolls two dice and cross-references the results on the matrix to obtain an escape — a predictably tongue-in-cheek result such as "meteorite strikes enemy man," "enemy man falls for the old 'Look, It's Halley's Comet Trick,'" "sentry trips over untied shoelace" and "bullet strikes commando's lucky charm." But no matter what it reads, the results are the same: miraculous escape from imminent doom (unless of course the unlucky sod rolls 1,1 or 6,6 in which case he takes the wound points due). It comes as a bit of surprise that the thin humor does not detract from the game but rather adds to it...perhaps because so little flavor otherwise colors the role-playing section.

Another desolate area in the rules is the between-mission status of the commando and his team. While a character may heal wounds, increase certain characteristics, and practice skills, the process is boringly mechanical and without any role-playing flavor. The same may be said of the rules for the perpetuation of the fire-team (assuming you have a team you want to keep together... but what would happen if Sgt. Fury changed cronies each comic?) along with the rules on aging and retirement. The designer seems to have stopped short in his efforts, providing us with a fairly complete game for simulating missions but not providing us with a system by which to give life to the characters performing those missions. It becomes incumbent on the players to fill in the blanks in order to complete the game in the manner we have come to expect in role-playing games.

Again, for reasons known only to the designer, command control has been left out of the rules (although covered in part in the section on rank and promotion). Perhaps they were considered too "dirty" for the system to be included.

Basically, one must consider the role-playing segment an open-ended system: a framework to allow players to develop their own more elaborate structures. Obviously to prevent *Commando* from being a mere one-shot game, players will want to establish a continuity-fiction such as bind fantasy role-playing games between expeditions. An interested gamesmaster will be able to research and add into the game structure a wealth of current information and militaria to give added chrome to the game. Players should consider required reading Forsythe's *Dogs of War* (the book; not the movie which offers a rather flat presentation of the characters). This should help to create an atmosphere for players to design their own characters.

Unlike far too many role-playing games, characters in *Commando* have real game-

purposes and do not exist merely to accumulate treasures, slay enemies or improve their skills at dice-rolling. *Commando* characters have well-defined goals and their success or failure as a character is keyed into their performance of their missions.

Commando as a role-playing game is far from as complete or detailed as many role-playing games are today. No provisions are made for many of the minutiae which flavor (or weight, depending on your viewpoint) these games: carried weight isn't considered; intelligence isn't a factor, nor is charisma; modern electronic technology, communications systems, and high-tech weaponry aren't considered. There are more details missing than included. But players shouldn't consider that it detracts from the game; instead they should consider *Commando* as a base from which to further develop. It's a good game, a remarkably smooth system which has accepted the compromise of a lightweight framework in exchange for a well designed, complete tactical system — something few, if any of the swords-and-sorcery can boast.

The Morrow Project

A footnote to any mention of modern role-playing games should include reference to Timeline's *The Morrow Project*: a pseudo-SF game which supposes sometime in the present that a concerned group of philanthropists will make exacting preparations for the continuation of civilization after a nuclear holocaust. In order to do so, modern day soldiers and specialists in "hibernation" are sealed into protected bases to be awakened after the next war has devastated a good portion of the planet. The premise isn't exactly new, nor are the rules particularly different from a host of others around. What is of interest is the amazing amount of data the one book provides — hard data about weapons, ammunition, grenades, radiation shielding, travel times, vehicles and nuclear weapons. While the authors were overly-conservative in predicting the development of future weaponry, they have provided an extensively detailed survey of current military hardware. A typical entry for a particular weapon would include name, caliber, weight, effective and maximum ranges, type and rate of fire, feed device and feed device weight, basic load carried, load and total weights, plus comments. For this information alone, players of modern games should get the booklet. It also proves fairly easy to interface with *Commando*.

Morrow has unique properties all of its own, however, and players might care to try playing the game itself, although the combat is neither as exciting nor as complex as *Commando*. It is unfair to compare the two games since they represent two divergent paths in game design: *Morrow* is far more the traditional role-playing game while *Commando* is an attempt to meld together two systems. But *Morrow* has some useful and interesting material in it and that is rare enough in current games. You can't criticize it for trying so hard. ■■

Expanded Simplicity [continued from page 18]

Effects of Demoralization.

When an attack is made against a unit of a demoralized army, the attacker subtracts one from the die-roll; cross-index this modified die-roll with the appropriate column on the Combat Results Table.

When an attack is made by a unit of a demoralized army, the attacker adds one to the die-roll; cross-index this modified die-roll with the appropriate column of the Combat Results Table. When an attack made by units of a demoralized force clears a hex of defending units, the demoralized attackers may not advance into the vacated hex.

[24.0] DEMORALIZATION TABLE

GAME-TURN	FRENCH LOSSES (in Strength Points)	RUSSIAN LOSSES (in Strength Points)
4	30	25
5	40	30
6	45	35
7	50	45
8	55	50
9	60	55
10	70	60
11	75	65
12	80	70

An army that loses enough Strength Points during a Game-Turn to top the figures in the table becomes demoralized. Assuming the army does not gain too many extra losses, it may regain morale in subsequent turns if its losses fall below the numbers listed on the table.

[25.0] STARTING THE GAME

In this version of the game, play begins with Game-Turn 4.

One of the overall effects of these rules is to make the cavalry much more mobile. Now, players will have an easier time recreating Murat's famous charge at Eylau in which several stunned Russian brigades were hacked to pieces. Curiously, however, cavalry is also far more fragile than they are in the original rules. Simply put, cavalry simply cannot stay in the battle line against a concerted infantry and artillery counterattack. Improperly used, the cavalry will melt away fairly quickly. Again this result might seem right. Historically, Napoleonic cavalry was the most difficult of the three arms to control. Similarly, the infantry are likely to find themselves locked in attritional but relatively indecisive fire fights up and down the line. In a simplistic way, the variant seems to reproduce the slaughter on the Napoleonic battlefield, with units wearing each other down until finally one side or another cracks altogether.

The game seems to be well balanced. In half of the games played, the French were in possession of both Eylau hexes; in the other games, the Allies held the town. On the average the French lose an average of 17 totally eliminated units for a total of 70 points. Total combat strength losses run about 86 points for the French. The Allies lose about 18 units on the average totalling about 75 points.

I think the modification represents an intriguing alternative to the standard system, one that can be enjoyed by both novice and experienced gamer alike. ■■

ROARK'S DRIET

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THE BATTLE OF CORINTH

Playtester's Notes by Gerald R. Lientz

SPI's *The Battle of Corinth*, combined with *Jackson at the Crossroads* in the latest release in the Great Battles of the Civil War series, simulates a fierce battle for that Mississippi city, fought as part of the Confederate effort to divert Union attention and troops away from Braxton Bragg's invasion of Kentucky in late 1862. The battle, fought on 3-4 October, matched forces of about 20,000 to a side in a closely balanced contest. This historic balance helps make *Corinth* distinctly a player's game. Since the game deals with a little known battle, players are not hindered by the preconceptions that appear when playing out more famous actions. The armies are big enough to allow the commanders flexibility but small enough to be manageable. Free Union set-up and variable Confederate entry provide variety even in repeated plays. Only a playing time that can reach ten to twelve hours if the battle goes two days inhibits playability.

While the players have room to freely choose their own plans and tactics, certain rules and design decisions fit the players into the roles of the historic commanders at the battle. However, this is done with much more finesse than is typical of the "bucket of cement" rules that restrict options in many Civil War games, notably the *Blue and Gray Quads*.

Special Rules

A number of special rules add flavor to *Corinth*, without drastically altering the basic Great Battles system. Both sides have green units, which must risk the "Seeing the Elephant Table" to determine their morale. Both sides have sharpshooter units, which receive a bonus of one added to their fire combat die-rolls. Dismounted cavalry, due to their lack of training, are not as effective as regular infantry, and suffer a morale reduction while dismounted. Early in the game Confederate cavalry can be held off the board to rally routed units. Low BCE levels make it unwise to use cavalry for drawn-out fighting on the line. Their historical role of mobility and quick strikes is more or less forced upon them. Artillery also has some special rules. Several heavy Union batteries are almost immobile and have smaller than average crews. Smoothbore guns have the option of rapid-fire at enemy troops, hitting harder but using extra ammunition and risking jammed guns. The player who pays attention to the special qualities of different types of units and uses them accordingly will be well-rewarded.

Command rules in *Corinth* are not as restrictive as in most games of the series. All brigades act independently of higher officers without penalty. Higher officers can augment a subordinate's command radius, rally troops, add to melee strength and cost VP's if they are shot. Most CSA and about half the US batteries are subject to command and therefore must be handled with some care.

Defensive works play an important part

in determining the Union set-up and the early course of the battle. Earthworks near the northern and eastern mapedge give the Union some help against the South's brutal early attack. These works are not invincible, however, and Union troops that cling to them too long will be overwhelmed. More important than the outer works are a number of redans, all of them worth Victory Points to the South. Three near the western mapedge form the framework for the Union line in that sector while a circle of batteries around Corinth defines the Union inner defenses. Redans give good protection against enemy fire while their garrisons have strong advantages against melee attacks. The cost the Confederates pay to overrun the enemy works will play a crucial part in determining the winning side.

The Brigade Combat Effectiveness (BCE) rules are crucial in *Corinth*. As usual, a brigade that has lost BCE cannot melee attack, shoots less effectively and has reduced morale. In addition, such units have a harder time recovering stragglers. Most importantly, the Brigade Retreat rule introduced in *Pea Ridge* reappears in *Corinth*. If a brigade that has lost BCE continues in the front line, every casualty carries the risk of the entire brigade retreating or even routing. The effect of such a rout in a key sector of the line must be balanced against the danger of withdrawing the damaged brigade. In another important morale rule, Union troops routed in the early turns do not rally automatically due to the actions of a leader, but instead must pass a morale die-roll. This rule simulates the fierceness of the first Confederate attack and improves the Southern player's chances of breaking the first Union line.

Melee is limited in a manner similar to the restrictions on the CSA in *Pea Ridge*. Units not stacked with a leader have to make a morale check both to retreat before melee and to melee attack. The Confederate player gets an advantage in these rolls for the early turns. This rule adds a nice element of uncertainty to the game. Players cannot be certain that their units will do what their commanders wish.

An optional rule dealing with the weather can also limit the player's knowledge. Unseasonable 90° plus temperatures both days of the battle tested the armies' endurance. The players are no longer certain just how long they have to carry out their attacks, or how many turns they have to hold a key position. A simple rule that limits players' omnipotence is a highly desirable addition to the realism of the game.

The Armies

The armies in *Corinth* are as closely balanced as in any historical battle. Comparing the two forces, the Confederates have more infantry, hindered by having more green units, while the Union has more guns. Probably the biggest advantage for the South comes from brigade size. Confederate

brigades are larger, and as a result have higher BCE's, permitting them to stand up longer in toe-to-toe fighting. The Confederate advantages will help them survive the extra casualties rising from their continued offensive. The extra Union batteries are of obvious value to the defense, giving extra weight to key points in the line. Ultimately the two armies are evenly matched, with their special advantages fitting their general goal.

In any game, once a player knows the rules and is ready to play, the first concern should be what he must do or prevent in order to win. The worst sensation in gaming is the realization that brilliant tactics or magnificent luck have been wasted on the wrong targets. The actions that produce VP's in *Corinth* should definitely regulate the strategy of both armies.

The Confederate player has to obtain an advantage in VP's to win, and therefore has to be aggressive. He receives points for both enemy losses and territorial goals, while losing them for his own losses. Capture of each secondary redan along the west mapedge gives one Victory Point, while the primary redans near town are each worth three. Each occupied city hex is worth 1/2 VP, the key railroad junction near town is worth 5 VP's and key hexes further down each railroad are worth additional points. Of these territorial objectives, it is crucial to take the secondary redans and some of the primary ones, in order to have a solid chance of winning. Possession of the other VP hexes usually follows in an overwhelming victory.

The Union player must be sure that he does not lose the town or railroad hexes by carelessness. The primary redans must be held and supported for as long as possible. If captured, they must be counterattacked whenever there is a decent chance of success. The secondary redans should be manned only for as long as potential losses for holding them are kept within reason. All other territory, including the outer works, should be defended only if it is advantageous to do so, the position is secure, or the position is needed to cover other units.

Both armies benefit from enemy loss of BCE, guns and leaders. The Southern player should gain several points for captured Federal guns as he forces the enemy back towards Corinth. Any major gains from BCE or leaders definitely indicates that the winning side is in excellent shape. The Confederate player also gets a Victory Point for every five factor advantage he has in Union losses over Confederate losses. A Confederate player who gains these points should have a solid lead in points for BCE, guns and territory.

The battle can last one or two days. To get sufficient points to win on the first day, the Confederates must overwhelm the defense, breaking the Union army and capturing at least some of the inner rings of redans. A Union first day victory requires that the Yankees stop the enemy attack in its tracks. Second day victory conditions are more moderate, of course. In order to win the Confederate player must gain an overall advantage, but only a moderate one. If the Southern player does a little better than Van Dorn, he will win. With even play, the winner

should be in doubt until the final turns.

Union Strategy

The first major decision for both players is deciding how to begin the game. The Confederate player tells the Union player through which of the five northern entrance zones he will enter his first turn division. He then writes down the entry zones and game-turns for his other two divisions.

The Union player sets up his units, using the information provided by the Confederate player. Three brigades and four batteries are in reserve in or near the town and are unable to move during the early part of the game. Four to seven brigades may be set up within ten hexes of the Southern entry zones, leaving one brigade that may be set up anywhere.

In placing these brigades, the Union player must guess where the other Confederate divisions will enter. There are two main areas of concern for him in planning his defense — the outer works facing the five northern entrance areas, and the area around the secondary redans facing the western mapedge. There are two CSA entry zones in this area, one useable on game-turn three and the other (the southernmost) available on game-turn five. This western area must be solidly held, probably with three or four brigades. Since these areas are nearer Corinth than the northern zones and because they have only a narrow band of woods behind the secondary redans, this front line must be strong enough to hold off a determined attack for several turns without being overwhelmed.

Coverage of the west front will leave three or four brigades to cover the north. Two brigades should cover the Confederates' announced entry zone, with the rest of the force placed to react to any entry into the northern zones. Mizner's cavalry brigade should be placed in reserve at a road junction that will enable it to send support to the most critical points on the field.

In defending the northern part of the map, the Union player must remember that the outer works have no intrinsic value. Built along the edge of a wide woods, they form a good starting defensive position. Troops should not be thrown away just to hold this line. When the Confederate attack threatens to overwhelm or encircle units, it is time to pull back. There are only two good reasons for casualties in this area — as payment for higher enemy losses or as a sacrifice to protect the retreat of other units. Batteries along this line suffer a good chance of being captured, but are necessary to give teeth to the defense. Using less valuable batteries on those spots with the poorest lines of retreat and employing rapid-fire whenever it can profitably be used will get the maximum gain from these doomed guns; there is little point in having guns that face early capture save ammunition for later use. On the northern front the Union player must trade space for time, trying to bleed the enemy without taking destructive losses in return.

On the western front the Yankees face a different problem. They have only a little defensive terrain and a limited amount of room to retreat before they reach key ground. They need a strong line with a solid nearby reserve. Eventually they will give

ground, but before they retreat they must wear down the attackers. They should hold as long as possible without being destroyed. Their position can be vital both to the defense of the inner redans and to the successful retreat of the northern forces. The Union commander must handle his troops with great care to accomplish these goals without taking disastrous losses.

The key problem for the Union player will be strong local advantages for the Confederates in troop strength and in the number of units. The Southern player will have the force to pound through or to stretch a line to the breaking point. Saving pinned units and unlimbered guns is nearly impossible for the retreating Federals in this game. Such trapped units should be supported within reason, but obviously a brigade should not be risked for a regiment. The Union must take the losses that have to be taken, save what can finally be extricated, and at all costs, avoid fighting for valueless terrain. Any terrain that must be held for a while requires a large enough force to permit well-chosen counterattacks. If the whole force is committed to the front line, it inevitably will be broken down and driven back. In this system, an enemy unit broken or driven back by a counterattack during a friendly player-phase will be of little use in its own player-phase, thus slowing the overall attack.

Keeping all these considerations in mind, the Union player must use his reserves with care and with force. He has three brigades that cannot move until four turns after the Confederates are seen by other Union troops. In addition, he should keep Mizner's cavalry in reserve, as well as one or two brigades facing zones that the South did not attack. Infantry reserves should be put into column as soon as possible so that they can be rushed to danger points. In spite of this early readiness, they must be used in extremely miserly fashion, not being committed until they are absolutely needed. At the same time the Union commander must anticipate their need so that the reserves reach the danger point in time to do some good.

The reserves should be used in three basic situations. They should be sent to back units in danger of destruction or to plug holes in the line that endanger significant enough forces to justify risking reserves. Secondly, they may be needed to support an area where the Confederates are moving forward too rapidly. Of course, this use might well be combined with the salvage of threatened units. Finally, the reserves are absolutely vital to the defense of the city and inner redans, and are needed for the counterattacks necessary to recapture lost territory.

Confederate Strategy

The Southern commander does not face the desperate problems of timing and positioning that test his opponent, but he has a much more basic problem. Because of the recklessness of his historical counterpart, Earl Van Dorn, the CSA commander will have to best an army as big as his own in spite of that enemy's solid defensive position. The amount of land that must be overrun can put the Confederates in a tight time cramp. There's plenty of time to reach his goals, but there certainly is no time to waste.

First, the Confederate must choose his entry zones and times with care. As long as at least one division has not entered, some Union forces should be frozen, covering possible targets. Delayed entrance by the South, however, sacrifices some of the morale advantages that the Southerners have early in the game.

The South has to reveal the entry zone for one division that will enter on game-turn one. The Southern player must be certain that the zone is wide enough for the division to enter quickly and deploy effectively. At least one division should be sent in via the two western zones, or should be sent to threaten those areas and the secondary redans as soon as possible. The third division should support one or both of these other attacks. The Confederate player should force the Union player to spread his line out, weakening it and cutting the enemy's flexibility.

The Confederate player must put enough weight into his attacks to give himself a good chance of wrecking the immediate opposition. The Union player should be kept in a frenzy of patching holes and conducting strategic retreats to save pieces of his army. He should not be given time to put together a solid defense or to organize a crushing counterattack. The South must keep on top of the enemy and keep hitting.

This overall plan will require both aggressive and careful troop handling in order to win. The Confederates must hit and keep on hitting throughout the battle, but they must do so with weight and force. If 80 or 90 percent of a division attacks simultaneously, the result should prove satisfactory. Early in the battle especially, the Confederates will have strong local advantages in strength and units. Stretching the enemy line and then crushing it will be the tactics. As many enemy units as possible should be tied up with close contact. Pinned elements of retreated units and cut off batteries should be overwhelmed. Pressure must be maintained. Units of a brigade must be held together within the leader's command range. Attacks must be solid, not piecemeal. If the South employs sound tactics and manages to outguess the enemy, the South will win a great victory. Poor troop handling, even more than a poor overall plan, will doom the Confederates to an embarrassing defeat.

Until the action reaches the inner redans, the Confederates will get little use out of their artillery. If the CSA guns can safely unlimber in effective range of enemy troops, they will most likely force them to fall back immediately. The CSA player must not let his guns' inaction frustrate him. Loss of batteries by carelessness or rashness will give away vital VP's the South should not lose.

Corinth should prove a highly rated addition to the Great Battles of the Civil War series of games. Both players have to combine a well-conceived plan with solid tactics. The special rules add a good feel for the particular conditions of the battle without cluttering the basic game system. With evenly matched forces and well-balanced victory conditions, player skill should prove the crucial factor in determining the winner. ■■

Feedback

MOVES 57, June/July 1981

How to use the Feedback Response Card:

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

What the Numbers Mean:

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

SECTION A

1-3. No question. (leave blank).

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

4. Super TaskForce
5. Games That Train
6. Expanded Simplicity
7. *MOVES* Canada
8. Cedar Mountain
9. Battle of Corinth Game
10. SPI Complete Addenda
11. SPiBUS
12. Designer's Notes
13. Forward Observer
14. Opening *MOVES*
15. This issue overall
16. Was this issue better than the last one?
- 17.-24. No question.

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

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

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

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

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

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

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

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

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

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

35. Pick the *one* area about which you would like to see games and articles done. 1 = Ancient (Roman, Greek, Biblical, 3000BC-600AD); 2 = Dark Ages and Renaissance (600AD-1600AD); 3 = 30 Years War and pre-Napoleonic

(1600-1790); 4 = Napoleonic (1790-1830); 5 = Civil War and 19th Century (1830-1900); 6 = World War One (1900-1930); 7 = World War II (1930-1945); 8 = Post-World War II (1945-present); 9 = Science Fiction and Fantasy.

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

37. How many people (including yourself) will read this copy of *MOVES*? 1 = 1 (yourself only); 2 = 2; 3 = 3; ... 9 = 9 or more.

38. Do you own or plan to buy one of the following microcomputer systems? 0 = I have no interest in microcomputers or microcomputer gaming; 1 = I own an Apple II; 2 = plan to buy an Apple II; 3 = own a Radio Shack TRS-80; 4 = plan to buy a TRS-80; 5 = own an Atari 800; 6 = plan to buy an Atari 800; 7 = own some other microcomputer; 8 = plan to buy some other microcomputer; 9 = have no plans to buy a microcomputer because I already have access to a microcomputer.

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

39. **Cannon and Sail.** Ship-to-ship combat in the age of fighting sail. *Cannon and Sail* would be a vastly-expanded version of the *S&T* 85 game, *Fighting Sail*, and would include 50 to 60 scenarios in addition to those provided in the original game plus one or more additional maps (including "terrain" maps) and counters representing virtually every ship which participated in a major engagement during the Wars of the Revolution (and some previous wars). Scenarios would include: the "Moonlight Battle," the Battle of the Chesapeake Capes, Battle of the Virginia Capes, the five battles of the Saffren's Indian Ocean campaign, the Battles of the Saintes, the Glorious First of June, Cape St. Vincent, Camperdown, the Nile, Copenhagen, Trafalgar and more. Special rules for sounding, narrow passage, shore defenses, fire ships, anchoring and other elements not covered in the original would be included. The complete game would consist of 400+ one-inch by half-inch counters, 400 half-inch counters, two to five 22" x 34" mapsheets, and 48+ pages of rules, scenarios and support material; it would come packaged in a 4" box with trays for \$40.

40. **Blue and Gray Deluxe Library of Games.** A beer and pretzels monstergame consisting of 12 to 15 Civil War battles, each using an updated version of our Standard Rules for the Blue and Gray system and consisting of a 17" x 22" folio mapsheet, 100-200 backprinted die-cut counters and 4 to 8 pages of Exclusive Rules. Though many of the games included would be already existing titles, each would be rebalanced (and, in at least two cases, entirely redesigned) for inclusion in this package. In addition, 3 to 6 entirely new games (never before published) would be included in the package. Games included in the package would be chosen from among the following battles: Antietam, Gettysburg, Chickamauga, Shiloh, Chattanooga, Fredericksburg, Chancellorsville, The Seven Days, Battles of Bull Run, The Wilderness, Murrensboro, Corinth, Perryville, Champion's Hill, Spotsylvania and Cold Harbor. The entire package would consist of 12 to 15 17" x 22" mapsheets, 1600-1800 counters, and 48+ pages of rules, scenarios and support material; it would come in a 4" box with tray for \$40.

41. **The Central Front.** A single package drawing together all of the games of the Central Front series either in print or planned (*Hof Gap*, *Fifth Gap*, *BAOR*, and *North German Plain*) together with the six additional maps of the front, additional markers, counters for the units not portrayed in the existing games which would participate in an extended battle (more Class II Soviet divisions, Reforger units, French troops, etc.), and a book of scenarios, with additional rules for special situations and naval and air rules (counters for which would also be provided). Changes in the counters, maps, set-ups, etc., in the existing games (to reflect better information or changes in TO&E or doctrine) would also be made as necessary. The finished product would include ten 22" x 34" maps of the Central Front, 2400 counters, 32 pages of Standard Rules and 48 pages of Exclusive Rules, scenarios and support material for two dozen scenarios and a Campaign Game. Packaged in a 4" box with trays for \$50.

42. **Laser Pilot.** The red alert has been sounded. Long-range sensors indicate the alien fleet is closing quickly on the terrestrial task force. The human pilots take their places and quickly connect the computer-brain interface. Then squad after squad blasts off to intercept the enemy. The battle takes place within the wink of an eye — at near-

light speeds the two fleets pass each other and pilots have only microseconds to react and fight. Shrapnel bomblets must be scattered, the laser-burst battery must be aimed at where the enemy is expected to pass, and evasive maneuvers must be undertaken. The game would contain four 8 1/2" x 11" sheets; two would be tactical combat displays (one per player) and two would represent the panels of the ship's interior. There would be 100 cardboard markers used to keep track of a ship's instrument readings and its position on the tactical display. Extensive rules would cover computer interphase, time dilation effects, weaponry, plotting the enemy's flight path, and fuel and energy consumptions. A possible *Ares* game to sell for \$10.

43. **Invasion America Quadrigame.** Four battles from the future war for the North American continent. *IAQ* would simulate each battle at the battalion/regimental level using a derivation of our *Fulda Gap* system for the Standard Rules which would be common to all four games in the package. Possible titles would be chosen from among: *The Battle of Three Rivers*, portraying the surprise winter counterattack of the American Third Army against the ESC forces occupying the strategic riverport of Pittsburgh during the second year of the North American Campaign; *Drive on Reno*, the PAL Rocky Mountain Front's fatal autumn campaign in Nevada and the ensuing US-Canadian counterattack which cost the PAL 150,000 men and ended the threat to the northern plains; *Rio Grande*, the SAU Second Army Group's invasion of Southwest Texas runs head-on into General Fiske's reinforced Eighth Army in one of the largest tank battles of the war; *Thunder on the Mississippi*, the abortive attempt to rescue the surrounded US VI and XVII Corps from the Vicksburg Pocket; *Operation Autumn Wind*, the ESC march down the St. Lawrence results in the capture of Montreal despite the valiant efforts of the Canadian First Army supported by elements of the New York National Guard; *March on Atlanta*, combined ESC and SAU forces are stopped within miles of the city by two corps of the US Ninth Army aided by Georgia and South Carolina militia. The game would include four 17" x 22" maps, 800 counters and 32 pages of Standard and Exclusive Rules. Available boxed for \$20-25.

44. **Ophiuchi Rush.** The Terran Trade Commission has opened the Ophiuchi star-system for commercial exploitation. Four independent development companies send scout teams to report on the five planets in the system which show the most promise for economic development. Soon the companies are struggling to establish bases on the planets in order to discover, gather and export the available resources. *Ophiuchi Rush* would be a colorful 2 to 4 player simulation of the exploration and commercialization of a star system. Each player would control one company and its exploration ships, intrepid pioneers, scientists and contract goons, building and manufacturing supplies and a bank of capital with which to purchase unexpected necessities (weapons, spies, saboteurs, etc.). The game would include a 22" x 34" map of the system (including planetary sub-displays), 200 counters representing agents, settlements, installations and ships, and 16 pages of rules and paragraphs for use in randomly generating the planets of the system anew each game. *Ophiuchi Rush* would sell boxed for \$12. A possible *Ares* game.

Second Edition Games. Over the years SPI has produced a large number of excellent simulations which have been pushed into the background by newer, flashier games. A "face lift" involving research revision, state-of-the-art game mechanics, improved rules composition, and more attractive and utilitarian graphics could turn these classics into the latest word on their respective subjects. Each game would remain close to the original in design intent, complexity level, and component value. We are considering the following titles (numbers 45 through 52) for this treatment. Please rate each one separately.

45. **Patrol.** Man-to-man combat in the 20th Century. The 6 existing map panels would be replaced by 6 separate folio maps which would be mated together to represent realistically the various terrain configurations that are portrayed abstractly in the first edition of the game. A non-simultaneous method of playing the game would be provided, and the existing errata would be input in the game, and the rules would be rewritten for ease of comprehension. One countersheet containing additional special weapons and markers might also be added. The finished product would include six 17" x 22" maps, 400-600 counters and a 32-page rules booklet. It would come boxed in a 2" box with tray for \$20.

46. **Dreadnought.** Ship-to-ship combat in the age of the armored battleship. The 6 existing geomorphic maps

would be replaced by two full-sized 22" x 34" maps. The counters would be backprinted and 200 new counters would be added to increase the number of ships available and to provide new markers for fogbanks and similar elements. The existing errata would be added to the game and the large body of extra scenarios, optional rules and suggested revisions which have appeared in *MOVES* or which have been generated by the game's aficionados would also be included. *Dreadnought Second Edition* would come complete with maps, 600 counters and a 32-page rules booklet in a 2" box with tray for \$20.

47. Global War. The entire Second World War at the grand strategic level. A complete redesign of the existing title with 2 or 3 full-size maps, 1200 backprinted counters and 32 pages of rules in a 4" box with two plastic trays for \$30.

48. World War II. The European Theatre of Operations. A grand strategic level game of the ETO greatly expanded over the original. The present folio-sized playing surface would be expanded to cover an entire 22" x 34" mapsheet and the counter mix would be roughly doubled (and backprinted). The existing system would be greatly revised to allow for additional play options (including multi-player games, naval forces and more interesting and realistic treatment of strategic bombing, submarine warfare and partisans, among others). The complete package would include a 22" x 34" map, 800 backprinted counters and 32 pages of rules packaged in a 2" box with tray for \$18-20.

49. Invasion America. The conquest of the US and Canada by Asian, European and South American regional alliances. The existing map and counters would be practically untouched, but 200 counters would be added to the game (for use with new scenarios), and the rules would be entirely rewritten to eliminate confusion and make various subsystems (notably the air system) work properly. The existing scenarios would be rewritten and rebalanced (especially the Campaign Game) and several new scenarios would be added. *Invasion America Second Edition* would include two 22" x 34" maps, 600 backprinted die-cut counters and 32+ pages of rules and support material and would come packaged in a two-inch box with tray for \$25-30.

50. USN. The war in the Pacific from 1941 to 1945 on one map. The Second Edition would involve a substantial redesign of the old game to bring the rules system up to the state of the art and to take the game into the latter phases of the war not covered in the original. In addition, completely new artwork would be required and some additional OB work and terrain analysis would be necessary. *USN Second Edition* would include a 22" x 34" map, 600-800 backprinted counters and 32 pages of rules and background material, and would come packaged in a 2" box with tray for \$18-20.

51. Constantinople. Our game of the great siege that ended the Roman Empire in the East was seriously flawed by the necessity of fitting it into the rigid *S&T* format of the period. The second edition of the game would correct these shortcomings by expanding both the rules and counter mix to incorporate the naval rules missing from the original game and the necessary naval counters plus markers for filled in ditches and additional breach markers. The complete package would include a 22" x 34" mapsheet, 400 counters and 32 pages of rules and support material in a 2" box with tray for \$15.

52. No question.

53. Do you wish to see *any* fantasy/science fiction game articles in *MOVES* or would you rather *MOVES* be devoted entirely and exclusively to historical games? 0=no opinion; 1=I'd like to see some sf/f material in every issue; 2=I'd like to see sf/f material only once in a while (no more frequently than every other issue); 3=I would definitely like to see the entire issue of every *MOVES* devoted exclusively to historical games.

54. If you do wish to see sf/f material occasionally or frequently in *MOVES*, what sorts of material would be of primary interest to you? 0=no opinion; 1=I would like to see material on *Ares* issue games; 2=I would like to see material on fantasy role-playing games; 3=I would like to see material on science fiction role-playing games; 4=I would like to see material on both board and role-playing games.

55. Are you a subscriber or regular buyer of *Ares*?

56. If you do not now subscribe or regularly read *Ares*, would you do so if it published *MOVES*-like articles on science fiction and fantasy games? 0=I do regularly read or have a subscription to *Ares*; 1=yes; 2=no.

57. Would you like to see *MOVES* expanded by 4 to 8 pages and see that space used to cover more extensively

microcomputers game hardware and software? 1=yes; 2=no.

Questions 58 and 59 ask about your income. Since feedback cards are anonymous, we hope you'll be willing to help us develop statistical information to help us attract advertisers; if you'd rather not, simply respond "0" for both questions. Thanks.

58. Your individual personal income: 1=less than \$5000; 2=between \$5000-10,000; 3=between \$10,000-12,500; 4=\$12,500-15,000; 5=\$15-17,500; 6=\$17,500-20,000; 7=\$20-22,500; 8=\$22,500-25,000; 9=over \$25,000.

59. Your total household income: 1=less than \$10,000; 2=between \$10-15,000; 3=\$15-17,500; 4=\$17,500-20,000; 5=\$20-22,500; 6=\$22,500-25,000; 7=\$25-30,000; 8=\$30-40,000; 9=over \$40,000.

Questions 60 through 69 refer to general games and your desire to see such games covered in MOVES. 1=I do not play this game; 2=I regularly play this game and would like to see articles on it appear in MOVES; 3=I regularly play this game but I do not want to see articles on it appear in MOVES.

60. Risk

61. Monopoly

62. Clue

63. Stratego

64. 221-B Baker Street

65. Mastermind

66. Go

67. Chess

68. Othello

69. Scrabble

Questions 70 through 94 concern other magazines. Pick the one statement that is most true about each magazine. 1=I have never seen an issue; 2=I occasionally buy a copy from a newsstand/hobby shop; 3=I frequently buy most issues from a newsstand/hobby shop; 4=I did have a subscription to this magazine in the past, but I do not read it anymore; 5=I did have a subscription in the past, but I only buy copies through newsstands/hobby shops; 6=I have had a subscription for a year or less; 7=I have subscribed to this magazine for 1 to 2 years; 8=I have subscribed to this magazine for 2 to 4 years; 9=I have subscribed to this magazine for over 4 years.

70. Strategy & Tactics

71. MOVES

72. Ares

73. The General

74. The Dragon

75. Space Gamer

76. Sorcerer's Apprentice

77. Different Worlds

78. Gryphon

79. Journal of Traveller's Aid Society

80. Analog

81. Magazine of Fantasy & Science Fiction

82. Isaac Asimov SF Magazine

83. Omni

84. Starlog

85. Games

86. Campaign

87. Campaigns

88. Military Modeler

89. Fantasy Modeling

90. Fire & Movement

91. Playboy

92. Newsweek

93. Byte

94. Scientific American

95-96. No question

SECTION B

The results of the following survey are used in our Playback system. This system reviews games by showing the response of the people who play the games. Questions 104-188 are part of Playback. After each game title there are fourteen questions, lettered A through O. Questions A through M are answered with a 1 (poor) through 9 (excellent) rating. Questions N and O are answered 1 (yes) or 2 (no).

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

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

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

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

E. What did you think of the completeness of the rules (was everything thoroughly explained)?

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

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

H. What did you think of the amount of time required to set up the game before beginning to play?

J. What did you think of the appropriateness of the game's complexity?

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

L. What did you think of the game overall?

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

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

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

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

FIGHTING SAIL

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

RESCUE FROM THE HIVE

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

TASK FORCE

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

DAWN OF THE DEAD

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

THE SWORD & THE STARS

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

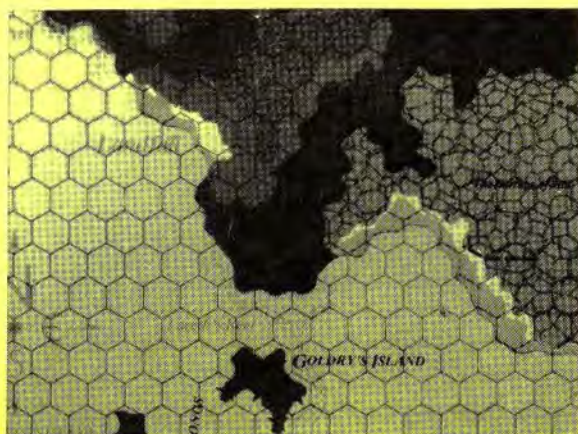
THE LONGEST DAY (AH)

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

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CONVENTIONS Up and Coming

The following is a list of conventions scheduled to be held in the upcoming months, including place, name of convention, and whom to contact for further information. Much of the material in this feature is derived from the *Midwest Gaming Association Boardletter*.

July 11-12

MINNESOTA CAMPAIGNS, Rochester, Minnesota. *Contact:* Fred Funk, 343 N. 19th St., Minneapolis, MN.

July 17-19

CWACON 81, Chicago, Illinois. *Contact:* Chicago Wargamers Assn., 1 E. Schiller #18B, Chicago, IL 60610

ODYSSEY 81, Durham, New Hampshire. *Contact:* R. Brad Chase, UNH Simulation Club, Memorial Bldg., UNH, Durham, NH 03284.

July 23-26

GENCON EAST, Cherry Hill, New Jersey. *Contact:* GenConEast, PO Box 139, Middletown, NJ 07748.

July 24-26

MAINECON, Bath, Maine. *Contact:* Maine-Con, 102 Front St., Bath, ME 04530.

July 30-August 2

NANCON, Houston, Texas. *Contact:* Nan's Toys & Games, 1385 Galleria Mall, 5015 Westheimer, Houston, TX 77056.

August 6-8

AUGUSTCON, Windsor, Ontario. *Contact:* Mike Girard, RR#1, South Woodslee, Ontario, Canada NOR IVO.

August 14-16

NAPOLEONIC SYMPOSIUM with David Chardler, Columbus, Ohio. *Contact:* Jim Getz, 546 Colonial Ave., Worthington, OH 43085.

August 20-23

GENCON 14, Kenosha, Wisconsin. *Contact:* GenCon, PO Box 756, Lake Geneva, WI 53147.

September 4-6

DUNDRACLONE, Oakland, California. *Contact:* DunDraClone Inc., 386 Alcatraz Ave., Oakland, CA 94618.

September 11-13

DRAGONFLIGHT, Seattle, Washington. *Contact:* Brass Dragon Soc., PO Box 33872, Weattle, WA 98133.