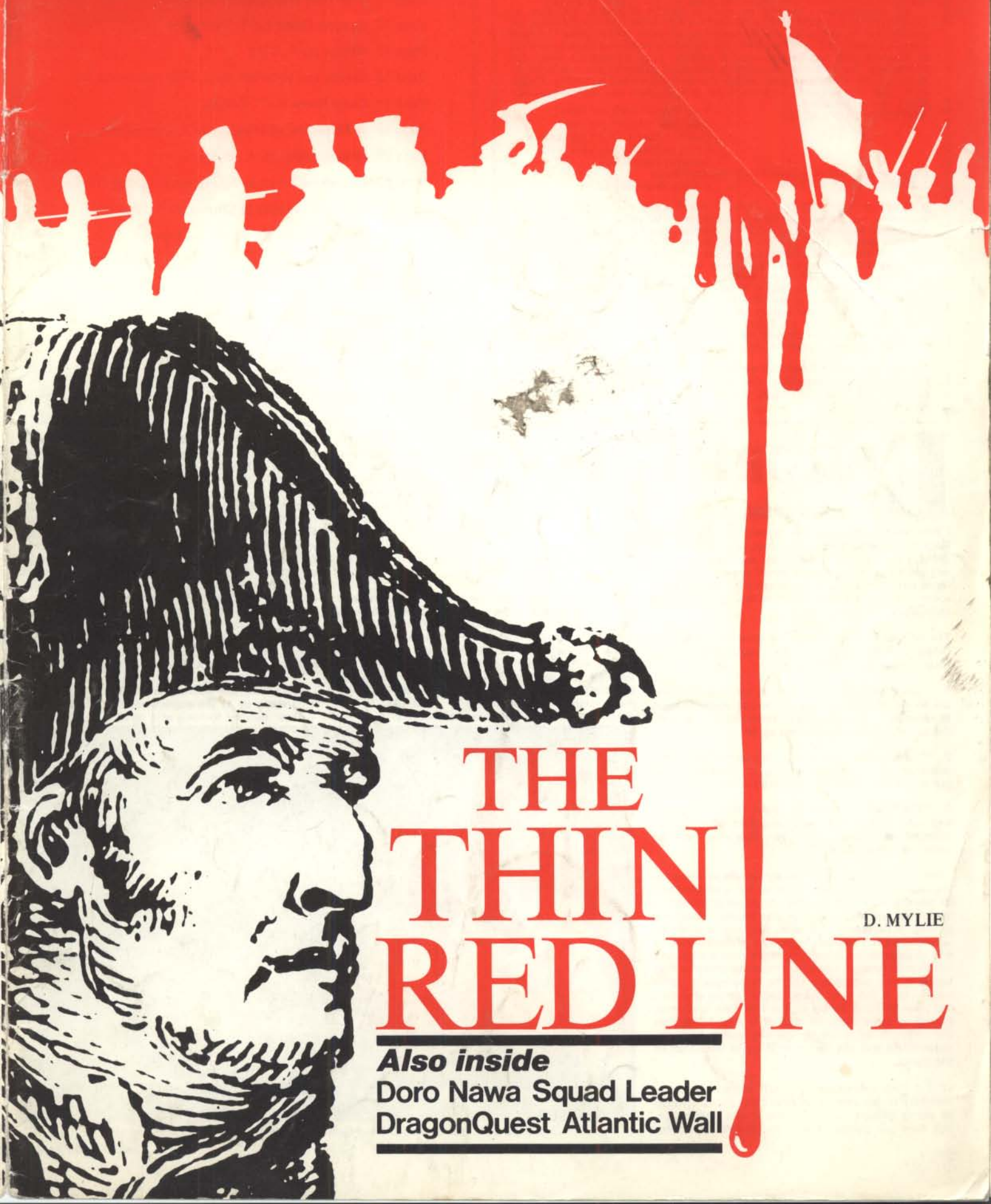


PHOENIX

A BRITISH
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THE THIN RED LINE

D. MYLIE

Also inside

Doro Nawa Squad Leader
DragonQuest Atlantic Wall

PHOENIX

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All contributions should be sent to JOHN SPENCE, P.O.Box 1, GOREBRIDGE, MIDLOTHIAN EH23 4XR, SCOTLAND. Articles for publication in this magazine become the property of Simpubs Ltd, and cannot be returned to the contributor. Articles and illustrations appearing in Phoenix may not be reproduced without prior permission from the Publishers. Contributors submitting historical material are requested to include a list of sources from which the article has been compiled. Please note that the opinions expressed by contributors are not necessarily those of the publisher.

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Readers on the N.American continent and Canada should contact the following address regarding any queries or articles relating to Phoenix: **FIREFIGHT ENTERPRISES, 41/15 223rd Street, Bayside, N.Y. 11361 New York, U.S.A.**

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EDITORIAL

JOHN SPENCE

I have always had a certain respect for the Charles Roberts Awards and the games/people that get them. I have believed that they are the closest we will get to an international award system for excellence within the hobby by those who should have most say — the gamers themselves. That has changed.

The official Origins Awards booklet that was published in 1980 to go with last years ballot forms clearly made the following points:

1. "The Charles Roberts Awards for board gaming are an international series of popular awards aimed at recognising outstanding achievements in adventure gaming." Total agreement so far.
2. "Nominations are sought by an at large distribution of a nominating ballot that are filled out and mailed back by interested parties."
3. "The final nominees are taken from this ballot and used to make up the final ballot which is distributed at Origins, one per attendee, and to certain absentee voters."

Thus we have a two-tier voting system — the gaming population as a whole voting for a small group of nominations that are then voted on at Origins — again by gamers. I would not suggest that this system is perfect — I cannot see why a two tier voting system is needed, especially since the second voting population is nothing more than a subset of the first in theory! I can only suppose that the first ballot is not acceptable to the organisers in some way — be it the size, the spread of games and thus the poor differentiation or the fact that it may be biased in some way. Be that as it may I feel that the strength of it lay in its expression of internationalism and the fact that it lay in the hands of the gamer.

It did have weaknesses for UK would-be voters. Needless to say few of us have been lucky enough to get to Origins, let alone vote in the final ballot, but even our ability to vote in the first round has

been limited in the past. This has been due to the ballots being poorly advertised in such magazines as Phoenix! I understand from the UK agent that the annual ballot forms (that change each year) come out so late from the American organisers that magazines that have a longish print schedule never get them in time for inclusion before the end of March deadline! However it looked, towards the end of last year, that even this was to be corrected and we all looked forward to voting in the first round.

Are you kidding? That soon changed! The last year has seen a change in the American gaming industry in order to make board gaming more acceptable to the general public and more efficient to boot. A Game Manufacturer's Association was set up which, amongst other duties, got involved in the backing and organisation of Origins. I am all for associations which may make the manufacturer more stable and organised — hopefully it will enable them to concentrate more on giving me the

games I want rather than on just their survival. However they have also got involved in the Origins Awards and here I *am not* impressed — quite the converse in fact.

The format has now been "revamped". Whilst the first nominations will still come from the gamer after advertising in the hobby press, the final votes will only be open to members of a newly formed Academy of Adventure Gaming — shades of Hollywood and the Oscars??? To become a member of this Academy — that exists only to allow this voting in the final Ballot — you must be associated in some close way with the gaming industry — designer, gaming firm employee, publisher, editor, author, convention organiser or whatever — and pay a fee of two dollars!! Even the concept of international cover is suddenly in doubt.

I don't like the concept of an elite making the final decision at the expense of the normal gamer — their way of looking at a game will, in general,



Christmas Quiz winner Rob Gibson discusses his prize with Editor John Spence.



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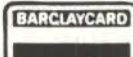
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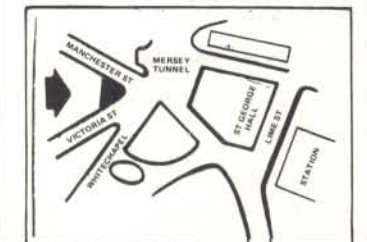
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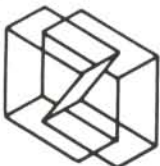
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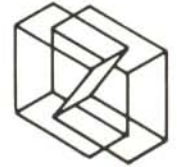
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THE THIN RED LINE

D. MYLIE



The Thin Red Line is Yaquinto's tactical treatment of the battle of Waterloo in 1815. The unmounted map measures 21½" x 27½" and is pleasantly presented in shades of green and brown. The map features extra large hexes and these, together with the large counters, contribute greatly to the game's appeal. The scale is 300 yards to the hex and the terrain depicted includes hill, forest and village hexes as well as hedge and river hexsides. The counters are impressive and are printed in red for the Anglo-Allies, blue for the French and green for the Prussians. They are cut in three sizes ¾" square, ¾" x ½" and the more usual ½" square. Infantry units are illustrated with the national flag of the component troops, cavalry with a crossed sabres motif and artillery with the conventional symbol. The counters are brigade and divisional sized and are back printed to show the unit in a different formation. A twenty four page rule book, a pad for keeping track of combat losses, two cards which contain the various charts and tables needed to play and a counter storage tray complete the package which is boxed and is priced at £12.95 at the time of writing.

There are three scenarios provided, the first deletes the Prussians and the French troops that historically faced them, victory conditions being assessed at the point when the Prussians would begin to arrive, the assumption being that if the French have not won at that point they would lose anyway. The second scenario is the historical one and all the units that were involved in the battle are used. The third scenario postulates that the French begin their assault earlier than they actually did. There are two variants which can be used with any of the above scenarios, the first assumes that the Prussians will not arrive on the field and that the French are able to use all their forces against the Anglo-Allies and the other provides for the free set up of the opposing armies.

Each turn represents thirty minutes of actual time and consists of a French portion followed by an Allied one. The phasing player starts his turn by resolving all charges that he wishes to make, a charge is a form of movement which ends in melee combat and begins with a morale check of the attacking unit or units. The basic morale value of the unit is shown on the combat loss pad and may be modified for various reasons, for example the presence of a leader which is mandatory for a charge may result in an increase in morale depending on the quality of the leader, cavalry charging unprotected infantry will have their morale increased and so on. If the unit fails its morale check it remains in place and may not move in the following movement phase, if it passes, however, the unit receiving the charge must also suffer a morale check, again taking into account any relevant modifiers. During these morale checks the best involved charging and defending units are compared and the difference between them subtracted from all units on the lower side. The morale of the two units is compared after all other modifiers have been taken into consideration. If any of the defending units fail their check they are immediately routed their full movement allowance and take a combat loss. Providing there are attacking and defending units remaining the charge is executed and the resultant melee resolved during the melee phase of the turn.

Charge movement is followed by regular movement, units which use charge movement may not move at this time. In order to take advantage of its full movement allowance a unit must be accompanied by a leader for the duration of the move; if this is not possible the allowance is halved. Following movement, routed units may be rallied if present in the same hex as a commanding leader. Fire combat then takes place with the non-phasing player firing all of his units that can fire followed by the units of the phasing player. Infantry have a range of one hex and artillery a range of from one to three hexes. Fire combat may be modified by factors such as the formation of the target unit, the terrain that the target is in or behind and the direction from which the fire strikes the target unit. For example a unit with a fire factor of six fires at an infantry column through that unit's flank hexside and receives a modification of two, one for the column and one for the flank. The factor obtained, which in this case is eight, determines the combat table to be used. The strength of the unit is cross indexed with the die roll to obtain a result. There are nine tables provided (see page 9). Any hits which

result are marked on the combat loss pad and the unit takes a morale check. This is handled in the same way as in the charge phase but with a different set of modifiers. Any charging units which have not been fired at or have not routed as a result of taking a hit during the fire phase then implement melee, any losses that the defending units incur are marked off and then the non-phasing player melees all of his units involved in the melee. Once again there are various modifiers involved in melee resolution. At the conclusion of the melee phase all involved units are required to make a morale check starting with the troops with the lowest modified morale value and working up to the unit with the best modified morale value. If units on both sides pass their morale checks the morale values of the best surviving units are compared, if the charging unit's morale is higher the defenders must retreat one hex and the attacker must advance into the vacated space. However, if the morale of the defender is greater than or equal to the morale of the charging units the attacker must retire one hex and the defender has the option to advance.

Combat units must be aligned within a hex so that they face a particular hexside and they may only fire in that direction. The hex immediately in front of a unit constitutes that unit's zone of control which stops the movement of any enemy unit that enters. No more than two large combat units may be placed in the same hex and if both are to fire they must face in different directions, two small combat units equal one large unit for this purpose. The large units are mostly infantry and cavalry brigades or divisions with some artillery, whilst the small units represent the remaining artillery. Facing is therefore very important as a unit which is charged through a hexside it does not face cannot fire at the charging unit before the melee takes place. Players must construct their defensive positions with care making sure every hex is covered by the field of fire of a friendly unit. For melee combat all defending units in a hex may melee with charging units regardless of the direction in which they face.

Players must decide what formations their units will adopt as each has its own advantages and disadvantages. Artillery may be limbered, in which case they may move, or unlimbered enabling them to fire, although they may change facing within a hex when in this formation. Line formation may be used by infantry or cavalry units and is the best formation for infantry fire combat or for cavalry charges. However movement capabilities are drastically curtailed, for example infantry with a movement allowance of four pay two movement points to move forward across a hedge hexside when in column and four movement points when in line. As units need leaders in order to use their full movement allowance the above move in line would not be possible without a leader being present, the unit would first have to change into column and then move forward in the next turn. Units need to be in column in order to move rapidly, however this makes them better targets for enemy fire due to the density of the formation compared with the unit in line. Column is also the best formation for infantry charges as it gains the benefit of a plus two modifier in a melee situation. Infantry in column or line are vulnerable to attack by cavalry, and have little chance of holding a position against a mounted unit unless they are in square formation, cavalry suffer a minus four modifier in melee combat against a square as well as a morale disadvantage. Units in square fire using their column fire strength and are virtually incapable of movement as well as presenting an easier target for enemy fire. They do possess a zone of control into all adjacent hexes, however, which means they can be used to prevent an enemy breakthrough in a crisis. Troops in a village hex or one of the fortified hexes (Hougomont and La Haye Sainte) may form an all round defense formation which gives them the firepower of a line with the stability of a square and no adverse fire modifiers. It can be seen that there is no easy method to decide what formation a unit should adopt, players will be constantly changing from column to line when threatened with an infantry charge, from line to square when threatened by cavalry and then back to column when movement is desired. Cavalry may be used to support infantry in the defense, either directly by placing them in the same hex and thus negating the effects of the infantry being unprotected against enemy cavalry

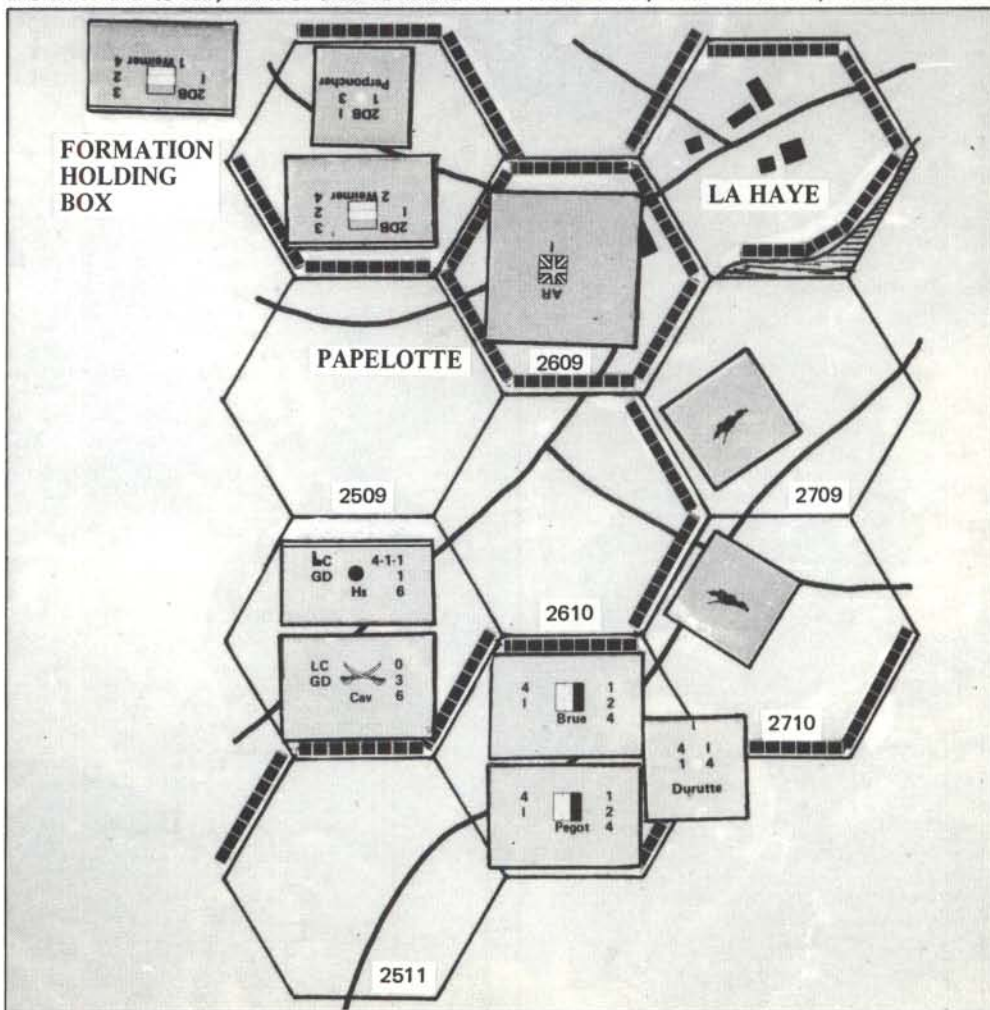
in line, or indirectly by being placed in such a way as to threaten an enemy charge with a counter charge. Artillery may join in an infantry square and may fire from that position giving the square much needed firepower (they are considered to be outside the square when they fire, the gunners sheltering in the infantry formation when a melee is imminent). In these ways the game captures the feel of combined arms tactics at this time and forces players to think in 'Napoleonic' terms rather than just pushing units about.

Probably the most important concept in the game is that of morale. As already mentioned, morale is checked before a charge and after fire and melee combat. As a unit takes combat losses its morale declines, for example Pack's brigade of Picton's division in the Anglo-Allied Army starts with a strength of six and a morale of nine. After the first loss its morale drops to eight and with two more losses to seven. Although units may be rallied and brought back into line a point is reached where to do this merely invites another rout, for example if Bylandt's brigade is reduced to a strength of four its morale is also four and the unit becomes a liability as its chances of passing a morale check are virtually nil. In order to check morale two dice are rolled and the result compared with the modified morale value of the unit, the unit passes if the die roll is equal to or less than the value of the unit. Players must therefore decide if routed units are worth bringing back or not. The units of the French Army have an initial morale rating between eight and eleven while the armies of Wellington and Blucher range from six to eleven. If a unit routs it must retreat and if this retreat takes the unit through other friendly units they too must make a morale check. It is imperative therefore to leave a path of retreat available when an attack is launched that avoids contact with other uninvolved troops.

Leaders down to divisional level are provided and benefit troops that they historically commanded. For example Reille the French II Corps commander may command any of the nine units that make up that corps. Leaders are used to bolster morale, to move troops at their full movement allowance and to rally units of their command in

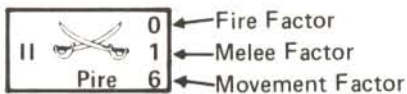
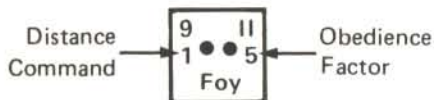
the event of rout. The availability of leaders is of great importance during the play of the game. The French have a decided advantage in this respect as all of their divisions are provided with leaders, the infantry divisions of the Guard having two commanders per division. This gives the French an edge in mobility which represents their greatest asset. The Prussians have an adequate number of leaders but of rather dubious quality. The Anglo-Allied Army suffers from a lack of commanders, several divisional and corps leaders being absent from the battle. The importance of Wellington to the Allies is well illustrated and he is needed all along the line as one crisis follows another. This reliance on Wellington makes the Anglo-Allied force slow to react and difficult to manoeuvre.

Taking an example from the start of the historical scenario we can illustrate the interaction of the various arms in Thin Red Line. The French player has brought up the Light Cavalry division of the Guard and the 4th Infantry division to assault Perponcher's 2nd Dutch/Belgian division which is stationed in and around Papelotte (see diagram). 1st Weimer brigade is deployed in the village itself in all round formation (the actual unit counter is in the formation holding box at the side of the map-sheet with its line side uppermost and has been replaced on the map with one of the large all round defense counters). 2nd Weimer brigade is in line formation in the adjacent hex. The divisional commander is placed with 2nd Weimer. Note the presence of hedges where marked as these confer a defensive benefit to units placed behind them. At the close of the French first turn the infantry division is deployed in column and poised to charge the village on the following turn, infantry units in column receive a melee modifier of two when charging but must relinquish their ability to fire. Durutte, the divisional commander, is present and must accompany the charging troops. In the adjacent hex the horse artillery has unlimbered even though the presence of the hedge will make their fire from a two hex range ineffective, while the cavalry unit is in column formation threatening to charge in the following turn. Cavalry in line is a more effective formation for a charge but if the French cavalry were in line they would be unable



to reach 2nd Weimer because of the intervening hedge hexside which costs plus three movement points to cross in line but only two in column. Faced with these threats the Allied player decides to detach skirmish units from 1st Weimer and positions them as shown, these will give him two additional fire attacks against the incoming French infantry. He also decides to form 2nd Weimer into square even though this will allow the French horse artillery to fire with a chance of inflicting casualties, he rightly realises that his brigade will probably not stand against a French cavalry charge. An appraisal of the charge modifiers will show that this is the correct decision. The French cavalry units morale against enemy infantry in line is twelve (basic morale of eleven plus one for Desnoettes the divisional commander) whereas the morale of 2nd Weimer would be six (basic morale of eight plus one for Perponcher minus three being the difference between the morale of the two units). By deploying in square however 2nd Weimer's morale is ten (basic morale of eight plus one for Perponcher plus two for the square minus one being the difference between the two units). The morale of the French cavalry remains the same. It should be noted that the 2nd Weimer unit is now in the formation holding box with its column side uppermost thereby making it less effective in fire combat. The French player however declines to launch a charge with his cavalry and instead moves the unit forward into hex 2509 and deploys into line, he also limbers up his horse artillery and pushes them forward as well unlimbering to enable them to fire at a range of one hex at the Dutch/Belgian square. He decides to press ahead with his infantry assault on Papelotte and, checking charge morale, we find that the morale of the French infantry is nine (basic eight plus one for Durutte) against seven for the Allied unit (basic eight minus one being the difference between the two sides). Unfortunately for the French only Brue's brigade passes the morale check, Pegot's brigade fails and must remain in its present position unable to move in the following movement phase. This seriously affects the French chances of taking Papelotte but once a charge is announced it must be implemented and Brue's troops are moved into hex 2610 accompanied by Durutte. 1st Weimer passed its morale check and will receive the charge. A melee marker is placed on Brue's brigade to indicate that a melee will take place in the following melee phase.

As the non-phasing player the Allies will fire first. 2nd Weimer is obliged to fire at the French horse artillery which is placed in front of the French cavalry and is therefore the closest unit to the Allied brigade. Fire combat must always be directed against the closest enemy unit in the target hex. Note that the hedge does not confer any defensive benefit on the French unit as only the Allied troops are considered to be behind it, hedges are clearly defined as being within certain hexes.



MORALE MODIFIERS	
-4M	: Cav vs SQ or AR.
-2CM	: Unprot vs Cav Line.
-2CMF	: From Flank or Rear.
+2CMF	: In AR in Fortified Hex.
+2M	: Cav Line vs Unprot.
+2CM	: In SQ or AR vs Cav Only.
+1MF	: Def Behind Hedge.
+CMF	: Leader Morale Mod.
-C	: Lower Best Morale Diff.
-4F	: Recall AA Cav (OP).
-1CMF	: Each Cohesion Hit (OP).
-1CMF	: Army Morale (OP).

There are no applicable fire combat modifiers in this case. 1st Weimer fires at Brue's brigade gaining a plus one modifier because the French are in column. The two skirmish units also fire at Brue's troops, the unit in hex 2709 having a net modifier of nil (plus one for the column and minus one for the hedge) while the unit in 2710 has a modifier of two (one for the column and one for the fact that the fire is striking Brue through the brigades flank hexside). Of the four fire attacks both 1st Weimer and the skirmisher in 2710 score hits on Brue causing the French brigade to take two combat losses. These losses lower Brue's morale from a basic eight to seven, the allied players deployment of the skirmish units has paid dividends. The French artillery may now fire at 2nd Weimer with a modifier of nil (plus one for the square minus one for the hedge) scoring one hit on the allied unit. Both units that have taken losses now roll for morale. 2nd Weimer's morale is ten (basic eight plus one for the hedge plus one for Perponcher) and the unit passes easily with a roll of four on two dice, although the combat loss recorded against the unit has lowered its strength from seven to six its basic morale is the same with a strength of six or seven. Brue's brigade however has a morale of six (basic seven plus one for Durutte minus two because the unit took a hit through a flank hexside) a die roll of six sees them through, just. Melee is now resolved between Brue and 1st Weimer with the French as the phasing player attacking first. Brue's brigade has a melee modifier of two for being in column and manages to inflict a loss on 1st Weimer. The Allied brigade then melees the French unit but fails to inflict any casualties, there are no modifiers in this case. A melee morale check is now required for all surviving units involved in the melee whether they took a hit or not starting with the unit with the lowest morale and working upward. Brue's morale is the lower of the two units (basic seven plus one for Durutte) while 1st Weimer's morale is nine (basic eight plus one for the hedge) and both units pass their morale checks. Note that if Brue's brigade had failed its morale check 1st Weimer would have automatically passed. If as occurs here both sides pass their melee morale checks the best units on either side are compared and the side with the lower morale is required to make a retirement move, in this case the French. Therefore Brue's men retreat back into hex 2611, no doubt to remonstrate with their colleagues in Pegot's brigade. The Allied position is secure for the moment. This example illustrates one of the uses that skirmishers can be put to, they may also be used to block the line of sight of artillery units and although they are presented as an optional rule they enhance the tactical options available. Note that if the French had deployed a skirmish unit of their own in hex 2710 this would have prevented the Allied player from doing so. Skirmishers may be detached only from certain infantry brigades during the friendly movement phase; they face and may fire in any direction with a strength of one and a fire factor of four. They do not possess a zone of control and may not be involved in melee combat, they simply make a retirement move when an enemy unit enters the hex they occupy. The detachment of skirmishers obviously affects the strength of the parent unit but does not affect its morale.

The bulk of Wellington's army was situated to the right centre of his line, so too in the game there is a great disparity in forces between the two wings of the Mont St Jean position. Bisecting the centre of the line is the Brussels road, to the left of this Wellington deployed only two of his ten British and Kings German Legion brigades those of

Picton's division (Pack and Kempt). Historically this deployment was based on the fact that Wellington was disturbed by the prospect of a French turning manoeuvre on his right flank. It would seem that Wellington considered he did not possess enough quality troops to man the entire line with a more balanced deployment. This being so he had to decide the points to which priority must be given. That Wellington was not concerned about his left flank was due to the imminent arrival of the Prussians. If the French broke Wellington's left or centre his right would remain powerful enough to act as a grip in the closing Prussian vice. This is likely to happen in the game if the French attack the Allied left, Wellington will pivot and face east instead of south as the Prussians close in. The Allied right is dominated by the chateau of Hougoumont which is garrisoned by Byng's brigade of Guards. It is not necessary to leave the entire brigade there however, a unit that is routed while in all round formation in a fortified hex will be eliminated because it will be unable to cross the fortified hexside in line formation. Therefore it is perhaps advisable to detach three or four skirmishers from Byng's brigade and place them with the main body of the army in hexes 1211 or 1310. This will not affect Byng's ability to hold Hougoumont as his morale will remain at eleven plus two for the fortified hex. It will however affect the brigade's ability to inflict casualties on any attackers. The important thing to remember is that an attack will cause a morale check as long as the target unit takes a loss, any loss it doesn't matter how many, and it is the breaking of morale that is the crucial factor in any assault. If, as in the previous example, both sides have troops remaining after the melee morale checks, the side with the lower morale must make a retirement move. Byng's men cannot be ejected from Hougoumont while their morale is higher than that of any would be attackers. The detached skirmishers may be used to reinforce Byng if the latter takes any losses during the game and if Byng should break and be eliminated the Allied player will still have the remaining skirmishers available for use. The above can also be applied to the dominant feature of the centre of the line - La Haye Saint. This position is less tenable than Hougoumont lying, as it does, in a depression, so any melee attackers will have a modifier for a downhill attack. Ompteda's K.G.L. brigade has a morale of nine plus two for the fortified hex. Thought should be given to placing Alten the divisional commander in La Haye as his morale bonus of one will be of great value. If the brigade is lost Alten will still be able to retreat to safety and join the rest of his division on the ridge. The left of Wellington's line is anchored in the village of Papelotte which is held by the men of Perponcher's division. Their flank is secured by the impassable Lasny stream. Streams in Thin Red Line can only be crossed by troops in road column moving along a road. This may seem strange but Wellington in his despatch wrote 'The front of the ridge is most marked at the left, eastern, end and in front there is a scatter of farms, Papelotte, Le Haye, Frischermont and the hamlet of Smohain, astride a small stream running in a valley which, while not impassable, was not easy to cross for formed bodies of troops.' The torrential rain of the previous day and night had turned this stream from a minor hindrance to a major obstacle. Nevertheless Smohain can be entered from hex 2809 via the road and the line outflanked. In view of Wellington's remarks it may be advisable to allow skirmishers to cross the streams, although this is not allowed by the rules, it does seem reasonable. Napoleon of course was not aware that the Prussians were massing on his right flank and decided to attack the weaker part of Wellington's

COMBAT TABLE NO. 1		COMBAT TABLE NO. 2		COMBAT TABLE NO. 3		COMBAT TABLE NO. 4		COMBAT TABLE NO. 5		COMBAT TABLE NO. 6		COMBAT TABLE NO. 7		COMBAT TABLE NO. 8		COMBAT TABLE NO. 9	
D	E	D	E	D	E	D	E	D	E	D	E	D	E	D	E	D	E
1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
2	0	2	0	2	0	2	0	2	0	2	0	2	0	2	0	2	0
3	0	3	0	3	0	3	0	3	0	3	0	3	0	3	0	3	0
4	0	4	0	4	0	4	0	4	0	4	0	4	0	4	0	4	0
5	0	5	0	5	0	5	0	5	0	5	0	5	0	5	0	5	0
6	0	6	0	6	0	6	0	6	0	6	0	6	0	6	0	6	0
7	1	7	1	7	1	7	1	7	1	7	1	7	1	7	1	7	1
8	2	8	2	8	2	8	2	8	2	8	2	8	2	8	2	8	2
9	3	9	3	9	3	9	3	9	3	9	3	9	3	9	3	9	3
10	4	10	4	10	4	10	4	10	4	10	4	10	4	10	4	10	4
11	5	11	5	11	5	11	5	11	5	11	5	11	5	11	5	11	5
12	6	12	6	12	6	12	6	12	6	12	6	12	6	12	6	12	6

line, the left. An attack on the other wing of the Allied army is not a very attractive proposition in Thin Red Line for several reasons. Apart from the number and quality of the Allied troops stationed there, the capture of Hougoumont is essential to success as it commands the approach to the units beyond. The cost to the French player of capturing the chateau is likely to be immense if it happens at all. A wider flanking attack cannot be attempted due to the size of the map. The choice for the French would seem to be between an attack on the centre or left of Wellington's position. The unbalanced nature of the Allied deployment together with the greater mobility of the French army provide a clue to victory for Napoleon. By shifting the French army to the right and drawing the left wing back away from Hougoumont and possible entanglement with the enemy troops on that flank enough units can be found to break Wellington's left. Firstly Perponcher's division should be thrown back from Papelotte in order to unhinge the flank and force a path of hexes to open up between the Allied line and the Lasny stream through which French units can move. Once this is achieved French cavalry in particular can exploit the breach and begin the process of rolling up the Allied line. This sequence must be started as soon as play begins as the Allied player is likely to balance his deployment as soon as he can. The Allied army is slower than the French but individual units with the correct leaders can still move quickly. A glance at the victory conditions indicates that the French need a lead of sixty points to win the game prior to turn thirteen (effectively turn nine in the historical scenario as the game commences with turn five), this rises to a lead of eighty points from turn fourteen on and if the French do not win, the game is termed an Allied victory. Hougoumont and La Haye Saint are worth twenty five victory points between them and if Hougoumont is avoided La Haye must be taken. The capture of the farm will provide a useful anchor for the French left as well as opening up the possibility of a drive down the

Brussels road later in the game. The French flank attack should be aimed at the road hexes 2101 and 2201 which provide five victory points per turn of capture by French infantry. The bulk of victory points required however will come from the rout of Allied units (two points per rout). A routed unit will automatically fail any morale check and should be hit remorselessly whenever possible. The rules state that a routed unit may be moved during rout movement in any direction desired by the owning player subject to certain limitations, may not cross prohibited hexsides, may not pass through hexes occupied by the enemy, should where possible avoid passing adjacent or through zones of control of enemy units. These rules can produce some strange situations, for example a routing Allied cavalry brigade moves to the rear of the French army! Common sense dictates however that this might not be the best place for an Allied cavalry brigade in a state of rout and their continuing involvement in the game is likely to be of short duration. The game is difficult to win as the French but an attack on the Allied left will indeed produce a near run thing. The arrival of the Prussians is likely to be the decisive event of the game and deciding what strength to divert to face Blucher is a crucial decision for the French player. The Prussians suffer from low morale but sheer weight of numbers will gain them ground. The French must be in a winning position before the Prussians make their presence felt.

There are a host of optional rules available, some of which increase the tactical options available with little or no increase in complexity. The rules for cavalry reaction charges for example; if the enemy attempt a charge friendly cavalry troops may intercept the charging units with a charge of their own during the enemy player turn thereby preventing the enemy charge from striking its intended target. This rule together with that for charge recall, which simulates the ability of cavalry to charge and then pull back to extricate them-

selves from a dangerous situation, has a positive effect on the play of the game. There are other optional rules for shifting initiative, command control, limited intelligence and additional formations (road column and ordre mixte) as well as morale options to represent battle fatigue, army morale and the loss of key officers and NCO's. Some of these rules will change the nature of the game drastically, command control for example. Players may of course choose which optional rules they prefer although some of them slow the pace of the game considerably.

Thin Red Line is a most enjoyable game to play and lives up to the designer's intention to provide a manageable Waterloo simulation which illustrates the nature of Napoleonic tactics and rewards their employment during play.



EDITORIAL CONTINUED

be very different to the player gamer. The Game Designers Guild represents those people mentioned above and their annual awards are nothing like the Origins ones, which supports my contention. Then to ask one to pay for the privilege to vote adds insult to injury, it should be a right, not a privilege.

The hopes that voting forms would appear over here before the end of last year and allow us to get them into our publication schedule came to nought — they landed on my desk in mid-February, too late to get into Phoenix and thus to you, the reader, before the March deadline. They arrived at the UK organiser at the same time without any prior warning of the changes — he too is *not impressed*.

Now I admit that I am not privy to the decisions that went into this new format and don't know whether they relate to the character of the Game Manufacturer's Association or whether the trouble entailed in the previous systems made change necessary. Whatever they are I believe that the changes are a disservice to both the award and the gamer — a rethink is called for in my opinion. I am not at all sure why a single vote system has not been tried — a greater 'crowd puller' at Origins if votes are actually cast there or because it originated with the convention I suspect — but now is the time for such an alternative to be explored. Whilst I accept that one is likely to get a wide spread of games represented, good advertising and widespread availability of the voting forms should allow a large enough sample to be taken to ensure a clear winner in each category — the award has such a name now that many gamers would welcome the chance of voting (and it would make overseas voting that much easier to incorporate as well).

Enough of this particular hobby-horse ... on to a couple of mundane points to end with. I am having to hold over the Feedback this time — a number of unrelated factors has made access to my computer impossible over the last couple of weeks! I also hope to incorporate into this editorial a photograph of the winner of the Christmas Quiz with his prize (kindly donated by Arms and Armour Press) that he received at the Spring Orgy!

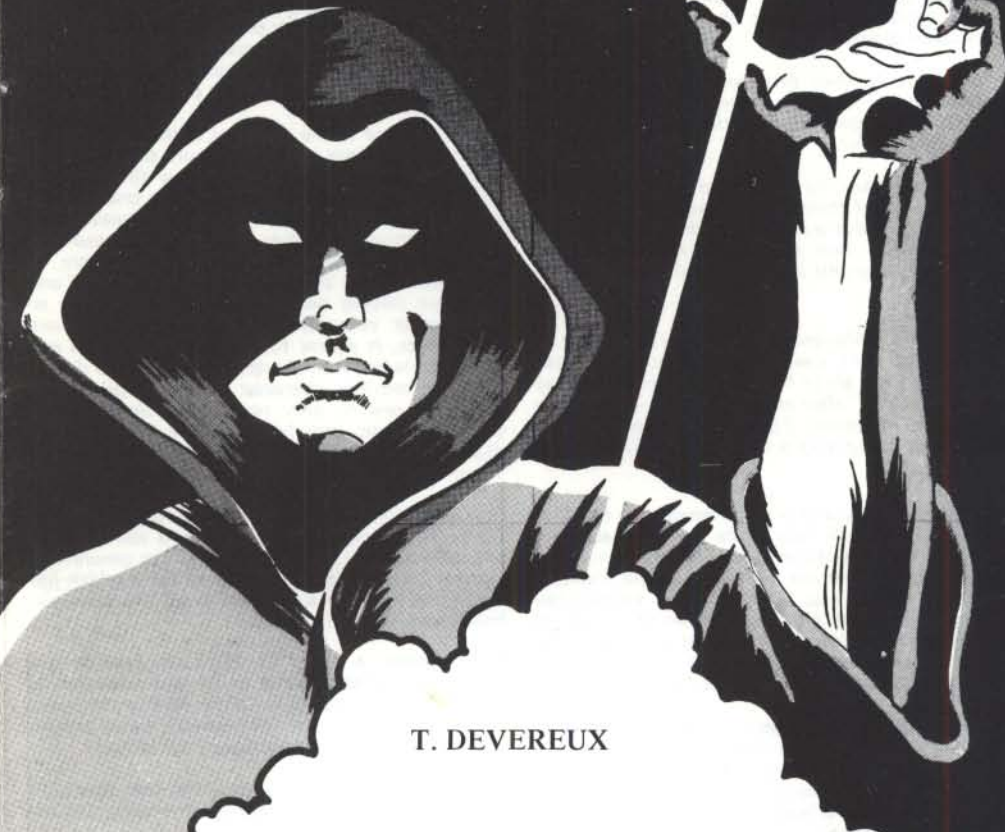
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Dragon Quest



T. DEVEREUX

Despite all reports to the contrary this is NOT a game — it's more a way of life!

DragonQuest is purported to be SPI's answer to D&D or even AD&D. It comes in a colourful box and consists of three rule books and nothing else of interest. There are no dice (due to the petrochemical shortage!) and no sheets of thousands of units so beloved by the more conventional board wargamer. Oh, yes! There are a few tiddley 'punch out of the card' pieces that represent furniture for an Inn and discarded weapons, etc. But who really needs these — this is a fantasy role playing game, isn't it?

It's at this point that I must regretfully digress slightly to present you with a little background about the author — otherwise you would not be blamed for ceasing to read any further.

I have only once been involved in any role playing game, some years ago when I ran a number of adventures in En Garde. I felt that if there should be any comparisons drawn between DragonQuest and AD&D I really ought to be able to say that I had participated in both. That's one of the many reasons why this article has taken me over two months in preparation. At present I have twelve D&D Characters who spend three evenings a month discovering the many dangers and rewards concealed in the four Dungeons of which I am a member.

DragonQuest needs to be purchased by the enthusiastic role player who has a great deal of

imagination. This will become more apparent as you plod through this missive.

DragonQuest has been driving me beserk! I have started having severe withdrawal symptoms. Soon, my doctor is going to let me have a try at playing board wargames again — if only I can avoid the tremendous involvement which I must assume affects all potential fantasy role players in games of this nature. Now I know how you all feel. Enough of the background — let's have a look at Dragon-Quest I.

The First Book of DragonQuest

The First Book of DragonQuest is a fully comprehensive 32 page volume which covers all aspects of Character Generation and Combat. The printing, layout and design, together with the overall physical quality is fairly adequate. There is a nice scattering of illustrations, (not your rubbishy American cartoons, this time!) diagrams and game charts and tables.

It would have been nice to have had stronger covers — perhaps of a stiffer paper — because constant use has already made the covers very dirty and caused them to become separated from the staples. However, the books are all of the self-same standard and are all superbly indexed.

Book one covers a multitude of items including:—

- General course of play
- Description of Characters
- Character Generation
- Combat Terminology
- Combat Equipment
- Basic Tactical Procedure
- Inflicting Damage
- Grevous Injury
- Weapons, etc.

According to the 'Parts Inventory' you do receive:—

1. A 17"x 22" game map (Tactical Display)
2. A die-cut sheet of 100 counters
3. 20 randomizer chits
4. 3 Rule Books

In case I am accused of glossing over these items by referring to 'and nothing else', at the start of this review, I would like to point out that I have already participated in five DragonQuests and hope to be the DQM in an adventure series held at a local Games Club.

Alright, I'll admit that I did gloss over those items. In all the games I've participated in we have only used the 17"x 22" Tactical Display twice — in cases to practice combat.

Anyone who is remotely interested in fantasy role playing normally has a fine collection of hand-painted miniature figures and can be relied upon to produce room layouts, corridors and map sheets at the drop of a portcullis.

Also, I must now proceed to my direct quotes from Rules 77.1 and 77.3 of the Third Book of DragonQuest.

"77.3

A Games Master (what about DQM?) who wishes to develop a sophisticated world design will draw a map of the continent in which most of his adventures occur. The scale of this map can vary between 50 and 350 miles to the inch"

and

"77.1

The Games Master plots the direction in which he wishes the adventure to proceed and then plots the rationale"

So now you know why there are no fantastic four colour maps covering acres of ground — you have to produce the maps. These three books of very comprehensive rules are the base from which you produce the adventure sequences.

Also, it's at this point that I must gratefully acknowledge all the help and assistance provided by the following:—

Stephen Beer,
Lance Devereux,
Charlie Forbes,
Richard Szall and
Brian Thornton

and finally to Quidnunc who kindly produced the maps of the continent

..... *The Land of Bulbis Tartar was first chronicled by the sage Sypher Octo-Octe in the Year of the Fiends 153.*

The main land masses are bounded on the four quarters of the compass by the vastness of three mighty seas: The Ocean of Darkness, The Sea of Mists and the Sea of Argentium.

The islands and continents speak in many tongues and abound in Merchants, Pirates, Brigands, Adventurers and

..... *in the chill North West of Bulbis Tartar, beyond the choking column of sulphurous smoke forever climbing to the sky from Mount Yuppe, lies the large island known as Spelder Land, neatly divided into East and West divisions by the stabbing thrust of The Cleat. Within the fair village of Spur, the Inn of the Crooked Goose resounds far into the night with the merry cacophony of drunken revelry.*

It is here that the Withered and Deformed Hand of Fate descends upon our five unwary travellers.

Milquetoast Burnheart, born a human in the Year of the Animals, Month of the Indri, 143, was rather foolhardy by nature and his huge friend — a Frost Giant by the name of Morraine Slushfoot — was physically very strong but more of a nutcase. In other words, a well matched couple! These two, met their ertswile companions in the Inn and had a fine evening of drinking, wenching and murder. Their friends consisted of the following:— Wun Isiya Dandyuffa (An Elf, from the village of Hayd by the Ruins of Alvan) and his female companion, also an Elf, Miss Wendy Bowt-cumsin. This motley crew were soon joined by

a Dwarf Troubador by the name of Jaric, who kindly added the music to their long repartee of bawdy songs.

The Soldiers of Spelder Grignog the Usurper must have been well into their cups. There really was no reason to be so rude about Jaric's long nose.

Alas, in the subsequent brawl our five adventurers were forcibly ejected through the many orifices of The Crooked Goose leaving, behind them, sprawled in an ungainly fashion across the fire-irons, a very dead soldier. Our somewhat bedraggled and bemused adventurers, in the boldness which is often inspired by an excess of wine, decided to depart towards the South in exceeding haste, just in case someone decided to blame them for this most unfortunate accident.

They were only three hours upon the road towards Aps when they espied a tall, black-cloaked figure approaching from that very direction, accompanied by two solemn, black-robed servants.

Of course, not wanting to appear suspicious in any way, our friends immediately started to become extremely hostile towards these three innocent travellers. It was the merry burble from the blood-stained beard of Morraine Sludgefoot which made them hesitate. "..... there's a Troop of about twelve horsemen approaching from the direction of Spur!"

Immediately everyone rushed about trying to find a large hole in which to thrust their heads.

In fact, when the Captain of the Militia asked Milquetoast to account for the strange actions of the party, adding as an aside, that he was attempting to investigate the murder of a Trooper at the Inn of the Crooked Goose in Spur, Milquetoast frothed slightly at the mouth and fell flat on his back with quite a creditable imitation of a dying fly. Eventually, after Morraine had tried unsuccessfully to unseat one of the Troopers the entire group were overpowered and escorted back to Spur, where they were incarcerated in the local Clink.

At two o'clock that morning, the tall cloaked figure presented the group with an ultimatum:-

1) Face the Magistrates in the morning and answer a large number of charges which started with: resisting arrest, attempted murder of a Trooper of the Militia, and the Murder of a Trooper at the Inn on the previous evening

or

2) Accept a Contract to attempt to find the Merchant Jeremiah Ebenezer Goldstein - who it was believed was being held captive by a group of Orcs in the distant desert.

Milquetoast conferred with his companions and agreed to accept the lesser of two evils.

At four in that morning, Morraine was struck on the back of the head by a cloth wrapped bundle which revealed a lump of stone, a cloth and the key to their cell. At first light our friends were well to the West of the village where they discovered pack horses, weapons and equipment left for them by their black-cloaked sponsor.

On route to their final conflict with the Orcs, there were one or two successful confrontations and a well conducted battle with six Orcs on the desert road.

However, due no doubt to the relative inexperience of their elected leader the last battle between 6 Orcs was unsuccessful in that Wendy Bowtumsin was killed, the remainder were severely wounded and were overcome and captured.

Indirectly, Milquetoast was rather pleased as he lay on his back waving his legs and arms about feebly in the air in his fourth attempt at doing 'the dying fly' after all, they did get to meet the famous Merchant Ebenezer Goldstein, who was also being held prisoner by the same group of Orcs.

The above is only a shortened version of our first DragonQuest which took place over two separate meetings. Before starting these adventures we held two complete sessions of learning the Combat System. I would also like to further express my thanks to Richard Szall who acted as our DQM throughout this first attempt and will leave the reader to try to add the characters names to fit the correct player. (All will be revealed at the end!)

I feel that the Combat System deserves more than a passing comment. I consider that the DQ system is very slightly better than that used in D&D and AD&D. I must emphasise that in all the fights I've participated in, be it against Orc, Harpy or Carrion Crawler, the movements and actions of each character seem to be accomplished mainly by the person who can shout loudest and longest at the DM. Also, these actions or reactions are sometimes executed in an indifferent, arbitrary fashion, frequently to the detriment of the game itself.

Combat in DragonQuest relies on you using your Action Point Allowance (APA) to your best advantage. If you haven't the ability to move fast, then you have to be brave and stand and take your punishment - but you don't need to be the first to attract the attention of the DM before you work out what you want to do and then, in proper sequence one would hope, leap forward and accomplish it. Praise for the system is all very fine. Now for the snags. If you are not well versed in the Combat System it can seem to be a very long time before anyone gets around to you and your method of killing the nasty beastie - especially if you are the sixth or seventh in a long line of adventurous characters. This long wait gave me the experience of having 5 out of 6 characters wander off and start doing their own thing - from playing very badly on an ancient piano to watching other games being played. Only returning to resolve their own combat when called for by the DQM.

Of course, one of the solutions to this problem immediately presents itself. Make sure that the party of adventurers attending their very first DragonQuest is attacked by more than one creature. (A pack of wolves is a useful 'weapon' to ensure constant attention.) Another solution is to make sure that each character fights as part of a team. If there are two or three of you being attacked and each one relying on the presence and ability of every other character to help and assist where appropriate, it makes for much closer liaison and camaraderie between players. This ability to dive in and help another character is not 'impaired' by expecting one to only react 'according to what your alignment may be.' You will find that this slightly different approach works - and your characters will soon form their own 'fighting teams.'

Character Generation again has a slight edge on D&D. The 'randomness' (while it is still present) has been mostly negated. Each player generates a number on the Point Generation Table which immediately provides a value of Total Characteristic Points and a Group Letter.

For example, a figure of 13 would provide you with Characteristic Points of 91 and place you in Group D. These points, within limitations imposed by further rules, must then be distributed among your six basic characteristics, at your choice.

The main characteristics are:- Physical Strength, Agility, Magic Ability, Manual Dexterity, Endurance and Willpower.

If you want a 'butch' fighter, lump a lot into Physical Strength and Manual Dexterity - if you want a magic user fill out the Magic Ability Characteristic. You have to be careful - because it's quite possible to generate a physically strong Giant who has a very low Manual Dexterity and you will find to your horror that he would be incapable of picking up a knife and using it.

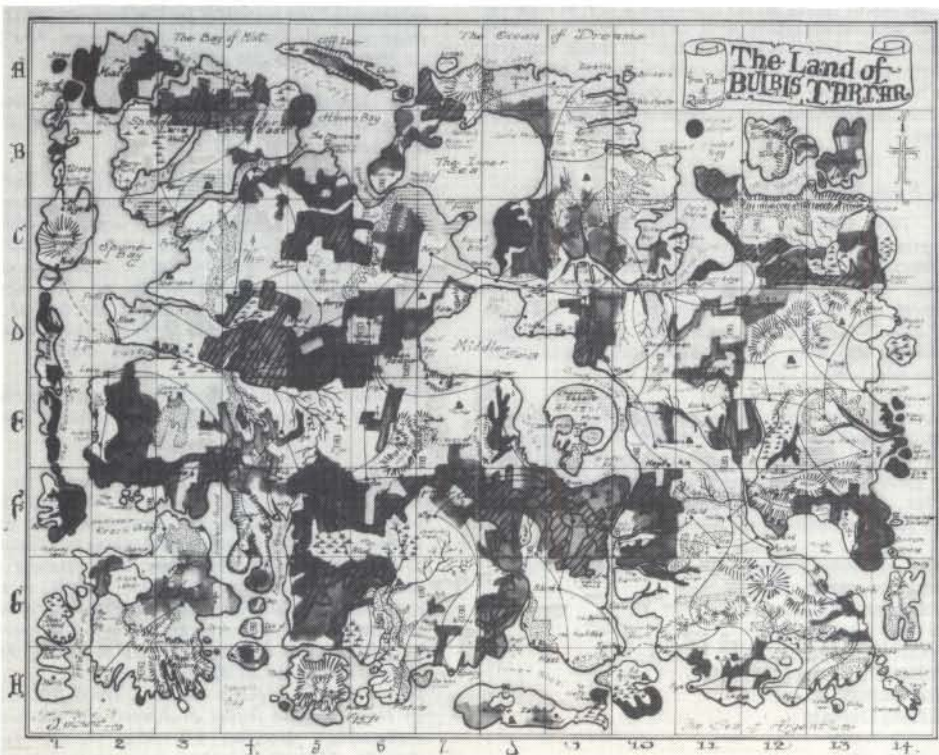
In your first DragonQuest it's an idea to allow each character just a little leeway and provide for some minimal adjustment to a few of their capabilities after they have discovered the weapons that they can't use.

Opportunities are also provided for each character to be of another race, including Elf, Dwarf, Giant, Halfling, Orc and Shape Changer. This combines with further charts which generate each character's heritage, social status and parentage. The final chart in this section supplies each one with Experience Points and enough Silver Pennies to commence their first adventure.

The First Book then details, over a further twenty pages, the Combat System which I have already briefly touched upon. This covers:- Action, Facing, Strike Zone, Fire Zone, Attack Zone, Strike, Hit, Damage, Grievous Injury, Ranged, Melee and Close Combat. This is followed by the choice of weapons that you are able to use.

Regretfully, I could continue to list all the paragraph headings and leave the contents therein to your imagination - I can only really recommend that you actually try the Combat System - as no amount of words could effectively describe your success (or indeed, failure) at killing a really nasty vile Monster.

I will now proceed to quote at length (with some minor amendments) from:



"12 Basic Tactical Procedure.

This is divided into 10-second blocks of time which are designated *Rounds*. Each of these consists of a number of *Pulses* of unspecified duration.

Each character possesses an *Action Point Allowance* (APA) consisting of individual *Action Points* (AP's) which represent a basic ability to manoeuvre and fight during the *Round*. The characters take turns expending AP's in order to perform Actions at the rate of one Action per Pulse.

At the beginning of each Round the DQM determines the order in which characters may initiate *Action* during the Round according to which has the highest modified *Agility*.

This order is strictly adhered to for the remainder of the Round. The first character permitted to perform an Action must then announce what Action he/she is undertaking. Each Action performed requires the expenditure of one or more Action Points from that character's Action Point Allowance. When the first character has performed an Action, the next in order continues until all have completed. (Note: This sequence would also include Actions by any attacking characters or monsters — if the wolves attacking your party have the greater *Agility* — you'll get bitten first!)"

This procedure is continued until the only characters remaining are dead, captured or friendly.

I can only repeat that one needs to participate in Combat rather than read my rough description about it. The game 'Arena of Death' from Ares No 4 is a complete 'rip-off' of the Combat system and is a bit of a cheat from the publishers — but one sure method of getting at the game mechanics rather cheaply.

The remainder of these Rules cover Unarmed Combat, Infection and Multi-Hex Monsters. The last five pages containing charts and tables for the application of Combat, the Armour and Shield Tables, and the Weapons used.

Each weapon has the ability of being *Ranked*. As you progress through the game you are allowed to expend your Experience Points in two main ways.

1. You can improve your ability at the use of a specific weapon, or
2. You can improve your ability at a number of skills.

When you successfully exit from a Dungeon with your arms laden down with loot and the DQM states the total amount of *Experience Points* that he's awarding to each character you will know precisely what to do with them.

Unlike D&D there is no requirement to hoard your EP's until you have a huge amount which has the ability of raising you 'one level'. Here you can immediately spend them on improving your capabilities with weapons or enhancing your abilities at any of the listed Skills.

"Almost like life ..." I can hear someone saying. At least you know that an improvement in your *Ranking* in either Skills or Combat Ability provides you with a base increase of 3% per Rank.

This means that if you are quite capable of using a Battle Axe at a Base Chance of 60% of hitting a hostile character, by becoming Ranked 3 in this weapon you have increased your BC by a total of 9% — taking you, by simple addition, to a Base Chance of 69%. This *Ranking* also applies to the uses of MAGIC, so the higher you are *Ranked* in a

particular Spell, the greater percentage chance there is of it doing its job.

Therefore, by implication, in the game of Dragon-Quest you have a greater control of what you want your character to accomplish. If you want to have a super fighter, keep improving his weapon proficiency by increasing his *Ranking*. If you want an all-powerful wizard — get him to use his Magic ability and improve his *Ranking* at utilising Spells.

The Second Book of DragonQuest.

This is wholly (Holy?) concerned with Magic and its applications.

For the quality of the printing, layout and design please refer to my comments relating to the First Book. (At the moment I'm looking forward most eagerly to the hard-backed versions!)

The Index contains some twenty-three items including:- Definition of Magic Terms, How Magic Works, How to Cast Spells, The Effect of Spells, Restrictions, Backfire, Counterspells, etc.

Quoting in full (almost) the first paragraph states:- 'Magic represents the effects exerted on the abilities of individuals by contact between this dimension and other dimensions. Where two or more dimensions or planes coincide, there is a leakage of energy from one to the other. Those who have the talent and knowledge can tap these and shape them for use in this plane. Such men are called magic users or Adepts.'

There are three types of magic: Talent Magic operates more or less automatically, while Ritual and Spell Magic require a period of preparation before they become operational. Generally, the more difficult the task the longer the period of preparation required. Spells may be prepared within minutes, but Rituals can take hours (and even days) to perform.'

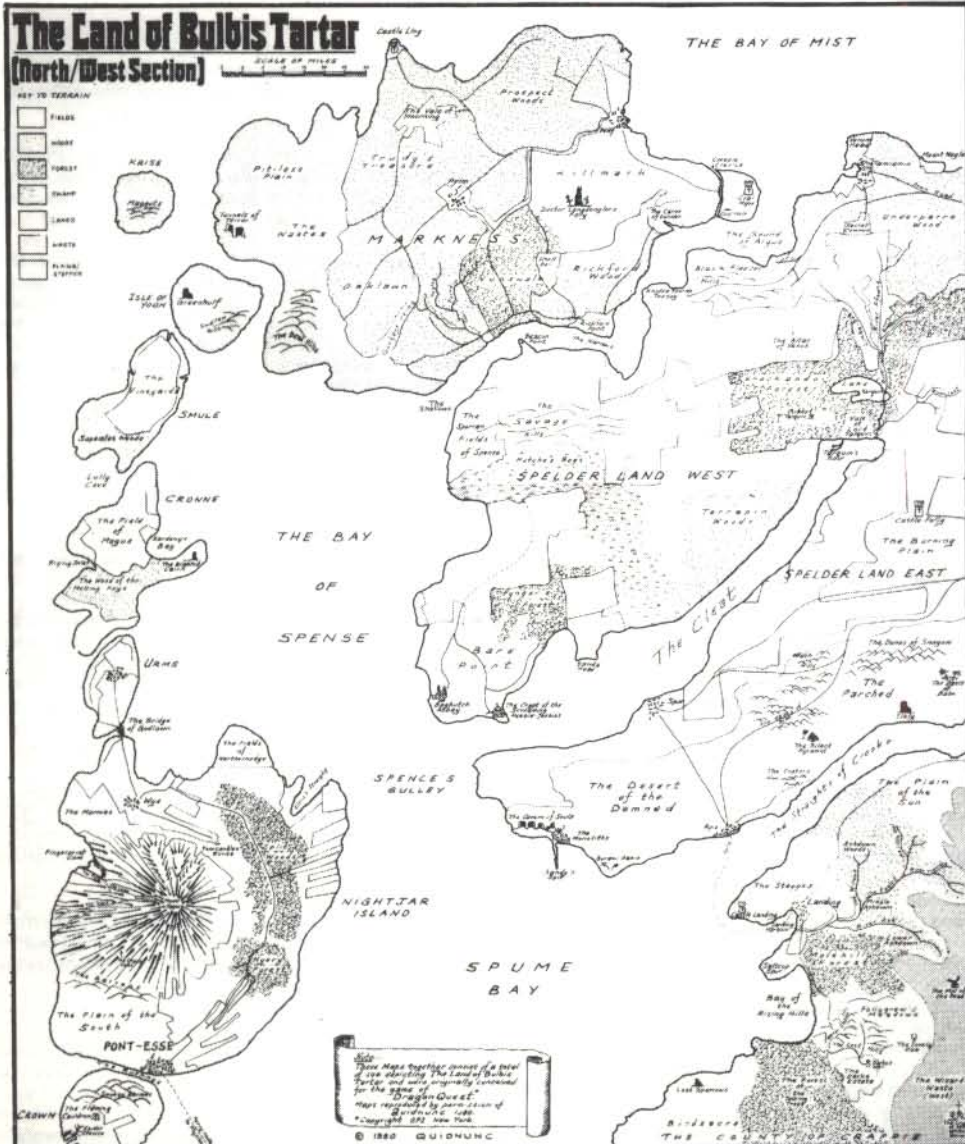
The following steps are then described in full:-

1. Spell or Ritual preparation.
2. The Spell is released, or the Ritual is completed. Followed by the Cast Check. This can result in the Spell or Ritual
 - a) Failing,
 - b) Dissipating,
 - c) Impacting for the desired effect,
 - d) Impacting for double or triple effect,
 - e) Backfiring in one of a variety of ways.
3. A 'Resistance Check' is made if the entity of Monster has a potential 'Magic Resistance'.
4. The Spell or Ritual takes effect.

Once again, I must make some comparisons with D&D and the conventions I have encountered with respect to the uses of Magic. In accordance with your generated character in D&D you are allocated a specific number of Spells before proceeding off into the deep dark dank depths of a Dungeon. Should your character in D&D take four Spells with him and use all four in the course of an adventure, he would have to wait until he exited from the Dungeon before these Spells could be replenished. He would tend to do this prior to proceeding down any other Dungeons, or indeed, returning to the one he had previously visited.

In DragonQuest, you have as many Spells in Talent, General Knowledge and General Knowledge Rituals as you have numerical value in your Magic Ability. Therefore, the higher your Magic Ability the greater your knowledge and ability at Magic. Here, Magic has been treated as if it were a lesson with the capability of being learnt and retained for the future. The convention in D&D Magic use implies that the 'general knowledge' is implanted in your short term memory prior to proceeding on an Adventure and once used it is temporarily forgotten.

This is not saying that all Magic users are exceptionally strong and go around shooting huge sparks out of the end of their fingers. The catch that has been built into the system is that the Base Chance of being successful in casting a Spell is balanced by the possibility of the entire Spell Backfiring upon



you and your companions. Also, in some of the cases, the Base Chance is very difficult to obtain on D100.

Classes of Magic are distributed throughout Colleges of Magic, which include:-

The College of Ensoelments and Enchantments
The College of Sorceries of the Mind
The College of Illusions
The College of Naming Incantations
The College of Air Magics
The College of Fire Magics
The College of Earth Magics
The College of Celestial Magics
The College of Black Magics
The College of Necromantic Conjurations
The College of Greater Summonings.

The book itself, covers some 53 pages of the Rules and Modifiers used in Magic and it would not be feasible, or practical to discuss every single aspect through the pages of this article.

It is suffice to say that the Magic does work and that Paul Daniels will have to look to his laurels in the future.

The final sections of the Second Book concern the Ritual Summoning (of) Demonic Dukes, Ritual Summoning of Demonic Princes, and so on, through Presidents, Earls, Marquis and Kings. The Rituals and the Descriptions of each demonic character make fascinating reading in themselves and those who did all the research should be complimented.

I already have a character in one of my Campaigns who is being successful at Summoning Demonic Earls — and I expect him to really go places in the future.

The Third Book of DragonQuest.

The quality and design are as previously mentioned. This book contains Skills, Monsters and Adventure. The first section deals with the skills and abilities of your character. These range through: Special Skills: Spoken and Written Languages: Alchemist: Assassin: Astrologer: Beast Master: Courtesan: Healer: Mechanician: Merchant: Military Scientist: Navigator: Ranger: Spy & Thief: and Troubador.

Let's look briefly at the skills involved with just one of these. While this will not assist in explaining the details appropriate to all the other skills referred to, it will describe the range of attributes covered together with the exactness of detail. We will have a look at

50 ALCHEMIST

Again, it's not really feasible to quote verbatim from the 1½ pages of the Rulebook which covers Alchemist, so we shall browse slowly through it and give you a few pointers.

50 ALCHEMIST

There are five areas of study:-
Chemical analysis and
The effects of ingestion or application of a liquid
Standard Chemicals
Medicines & Antidotes
Poisons & Venoms
Potions

As a character gains experience in the field he will increase the efficiency of any mixtures he produces. An Alchemist must know how to read and write in one language if he wishes to advance beyond Rank 0.

He has the ability of being able to analyze chemicals at Rank 0.
He can be injured while working with dangerous chemicals.
He can work better using the proper equipment.
Includes:
Cost of equipment
Cost of building your own laboratory
Cost of maintenance
Cost of renting a laboratory

An Alchemist must purchase the components
Includes:
Cost of Medicine
" " Antidote

" " Poison
" " Potion

and scale of charges appropriate for other similar items.

Mixtures which can be produced from standard chemicals:

Oil
Vinegar
Water
Greek Fire
Methane, etc.,
Including the Cost in Silver Pennies and in Time to produce all of these.
Medicines and Antidotes, including:-
Bactericide
Antipyretic
Salve
together with the procedure for arriving at the Base Chance of these being able to work satisfactorily.

The two final chapters describe in full the effect of introducing poisons into the bloodstream, all the costs in time and money to utilise and the resulting formulas to use to discover the Damage to a Character from the results of poison.

The final short chapter provides the base formula for an Alchemist to produce a special Potion.

Each of the Skills mentioned has its own nice little touch. The Alchemist, for example, is not able to advance in Rank until he has the extra skill of reading and writing in one language. As another example worthy of quote, the Spy & Thief Skills.

"The abilities of the thief and spy are similar, but the two are separate skills. A thief must be able to read and write in one language at Rank 3 if he wishes to advance beyond Rank 3; a spy must be able to read and write in one language at Rank 4 if he wishes to advance beyond Rank 2."

These 'nice touches' provide a good base upon which one can create a 'believable character' and also for the purposes of the game provide skills which are all interlinked with each other.

Chapter VIII is concerned with Monsters. Once again there is a tremendous wealth of material and I hope that I can be forgiven for once again just listing some of the main paragraph headings and leaving the remainder to your imagination.

These thirty-two pages commence with:
Encountering Monsters and Non-Playing Characters
Reactions and Encounters
How to Read the Monster Descriptions
Common Land Mammals

This section starts at *Baboon* and describes a complete mix of creatures through to *Wild Cat*.

Great Land Mammals starts with *Bear* and proceeds towards *Woolly Mammoth*
Small Land Mammals describes *Dingo* and finishes on *Wolf* and this whole section continues:-
67 Avians
67.2 Fantastical Avians
68 Aquatics
68.1 Fish
68.2 Aquatic Mammals
68.3 Others
69 Lizards, Snakes & Insects
70 Giants, Fairies and Earth Dwellers
71 Fantastical Monsters
72 Creatures of Nights & Shadow
73 Summonables
75 Dragons
76 Riding Animals.

Each description covers
Natural Habitat Frequency (of appearance)
Number
Description:
Talents, Skills and Magic:
Movement Rates:
Their full characteristics with a range through which they may be generated.
Weapons and
Comments:

The following Chapter is IX ADVENTURE, and completely covers the Games Masters preparations prior to proceeding with a group off onto an adventure.

77. Preparation for Adventure

includes:
A 'justification' for the proposed scenario
The 'vital statistics' of all non-player characters and monsters
A map of the area to be explored together with details of any construction which may be part of the scenario and a notification supplied to the GM (I still like DQM) of any changes in character status.

78. Game Conventions

Contains:
A time scale for any campaign game
How to adjust time throughout the game
Combat resolutions on a time base, etc.

Once again there is the introduction of some nice 'touches' in

79. Organizing a Party

in which one is able to fall back on the 'Standard Adventurer's Guild Contract' before proceeding off on some wild adventure. I'm afraid that a number of its Clauses are open to rather a loose interpretation but it might be best left to how you see it, anyway. Personally I quite like Clause 5 which states:-

"If a party member is killed or rendered incapable, the surviving party members are obliged to return his body (or what remains of it) to the place from which they started, unless forced to abandon the body because its recovery would imperil others in the party."

Unfortunately, my DQM always reads this Clause in the wrong way and would force the remaining survivors in a party to return the corpse to the place where he was born, somewhere in the Land of Bulbis Tartar. This mis-interpretation, making it easy for a party of adventurers to end up on a worthless(?) Geas.

80. The Adventure Sequence

Needs a more comprehensive quote because this is the initial basis of organising and running a Dragon-Quest.

"Three different time scales can be used during an adventure. The GM switches between these scales as the pace at which action occurs changes with each new situation. The choices are as follows:

"1. The Trek/Wait Stage: The GM resolves the actions of several minutes, hours or days in a short space of real time, because the players have chosen an activity which need not be monitored closely (such as laying in wait until night falls). The GM allows time to pass, until one of the conditions described in Case 78.2 occurs."

"2a. The Encounter Stage: The GM operates on an equal real time to game time correspondence, because the player characters are interacting with NPC's or monsters (i.e. beings controlled by the GM) in a more or less peaceful fashion."

"2b. The Chase Stage: Either the characters controlled by the players or the creatures controlled by the GM are pursuing the other. The action is resolved in segments of one minute of game time, though it may become necessary to merge with the Tactical Procedure as the two groups come into proximity with each other. Magic and Ranged Combat are possible during the Chase Stage; the GM is responsible for informing the players of the rough distance between them and their foe(s)."

"3. The Tactical Stage: The GM resolves combat in accordance with the Tactical Procedure in V. The player characters and the GM-controlled creatures are placed in position by the GM on the Tactical Display."

"The GM need not inform the players of the interchange between stages, because it will become obvious as he adjusts his moderating manner to the different time scales."

The remainder of the sub-headings are concerned with Monetary Matters, in which an 'average earning rate for each Dungeon' is supplied. (If you don't stick to it you will cause inflation and have to raise your commodity prices to compensate!) Fatigue Loss and Recovery, which is a comprehen-

sive description of how your Characters can regain Fatigue, the limits to exercise, addition of Fatigue Points by resting or eating a meal and the reductions in a character's Agility by carrying too much weight.

The rest of the charts and tables at the end of this volume include the Encounter Table, which enables the GM to populate the surface areas of his fantasy world, the Danger Table — which generates encounters in these areas and whether they will be friendly or hostile — and the Basic Goods Cost List, which supplies the list of supplies and costs for adventuring.

The two final tables are the Fatigue and Encumbrance Table and the Experience Point Cost Chart.

In conclusion, I consider that the game of DragonQuest is a way of life which requires almost total involvement. It would be of great interest to discover the views of any eminent psychiatrist regarding the release from the dull everyday world into these fantasy worlds, where it is possible to accomplish unheard of feats of strength and endurance, to discover vast hoards of treasure, and to 'physically' destroy monsters in battle.

During the period of this review I have lived and breathed 'life' into four characters and have become a part of the legend that is now contained in the continents and islands of the Land of Bulbis Tartar.

I have become 'hooked'. In 1981 I shall be attending four Dungeons every month and three Campaign games of DragonQuest — the fourth campaign game will be 'DragonQuest' mastered by me!

The enthusiastic fantasy role player will find immense satisfaction from devising huge continents to be conquered, hordes of creatures to populate them and numerous parties of Adventurers to travel the length and breadth of the land seeking treasure and experience.

For your information only, these were the players and their characters in DragonQuest I.

Miss Wendy Bowtcumsin	— Stephen Beer
Wun Isiya Dandyuffa	— Lance Devereux
Morraine Slushfoot	— Charlie Forbes
Jaric, the Dwarf Troubadour	— Brian Thornton
The 'Leader' Milquetoast Burnheart	— Terry Devereux
and GM (or DQM)	— Richard Szall

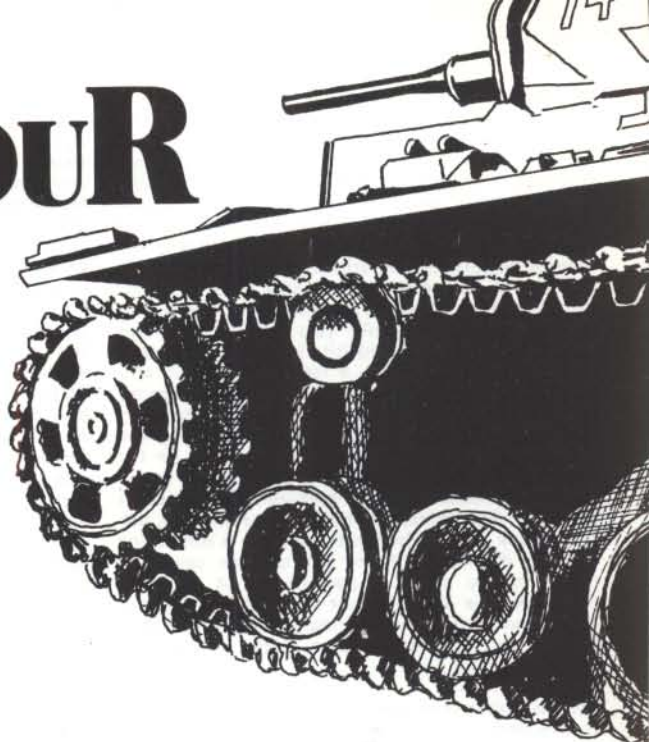
Once again I would like to express my appreciation for all their comments and assistance — without their help there would never have been the Land of Bulbis Tartar.



ARMOUR

Tanks in Europe 1944-45

P. KING



Like many other people reading this magazine I entered the hobby by way of model kit building. With a pal of mine I discussed model tanks — we both had them so why not do something with them. Slowly we built up our own simple rules, and argued at every meeting. To save our friendship we turned to 1:300 scale white metal tanks and purchased various sets of rules. Now problems of a different type beset us. Producing terrain to scale proved difficult, totally flat surfaces were boring; infantry never looked realistic or played any part in a battle. Perhaps more importantly, tank hits were still hazily defined — was your shot at the front or side, the lower hull or the gun mantle? One point which bothered me was turret turning, one minute you were firing from one side and a turn later from the other. Naturally I invested in some models complete with rotating turrets, exquisitely detailed, but I was still not satisfied.

By this time I was trying out boardgames, so I bought SPI's Tank, closely followed by Avalon Hill's Panzerblitz. Now I do not intend going into the relative merits of these games, all I want to get at is one point, terrain. Tank suffers the most, while Panzerblitz's board has the advantage of being geomorphic, which at least gives a little variation in the ground you fight over. One of SPI's latest offerings, Panzer Battles, uses their colourful gradient system, but it means playing on the same ground time and again. Of course we also have the trend to modern armoured warfare perhaps best typified by Mech War 2, so what do the WWII 'tankies' do now? Before I start moralising on the virtues of returning to building model tanks, there is a ray of sunshine just over the horizon, in America to be exact.

Yaquinto have produced a three game set on tactical armoured combat during the Second World War. The first, Panzer, was released during their initial entry to the market and covers the Eastern Front. Using the same game system they have produced 88, naturally dealing with the North African Desert, and finally we have Armor covering Western Europe during 1944 and 45. Armor is what this review is all about, but the other two games use the same system, so what I say here is equally valid in relation to Panzer and 88.

One thing which immediately strikes you about any Yaquinto game is the components. Not only are they of a high quality, they are staggering in their quantity. Even with the counters punched out and stored in the plastic tray, the lid barely manages to sit firmly on the box! There are three strip maps (each measuring 21" by 9") which are geomorphic. Following no doubt in the path of Avalon Hill's Panzerblitz, they can be arranged in a myriad of positions: straight, staggered, bending, all ways — now that's what I call geomorphic! The only terrain shown includes streams, crests, depressions, soft ground and roads/trails. The real

booster to the system is terrain in the form of hexagon, or multi-hexagon counter shapes. Hills, woods, hedges (bocage), buildings, alleys, rivers and span bridges are all put in position by the players. This terrain can be built up in any way you like. Also the pieces can be put in stacks — fancy an island on a river complete with hills, woods and a farm, then you have got it. The whole crux of the matter is that terrain is no longer a restriction, linked with the geomorphic map system you can have an infinite variety of ground to play over, no two games can ever be the same. The unit counters are double thickness and vary in shape. While a few counters are large or small squares, the majority of vehicles are oblong in shape being hexside wide and a hexagon width long. Each has a plan view of the particular vehicle plus a name and serial number for recognition. All information relating to a particular vehicle is listed on a Data Card, of which there are 49 for British, American and German units. Mind you, there are more than 49 different units, some carry information for perhaps six different units. Other accessories and playing aids include target wheels, airborne unit scatter platter, three range strips, a pad of order sheets, two double sided game chart sheets, a set of plastic decimal dice and a forty odd page rule booklet. As I said, the sheer quantity of components is impressive, the counters fill every compartment of the tray — there is no room for the terrain, it is laid on the bottom of the box with the counter tray on top to hold it all down.

Naturally the whole rules booklet is not digested in one gulp. After reading the first 17 pages you can play the basic game which only uses vehicles. Actually only six and a half pages of that tells you how to play, the rest is about counters, reading data cards, etc. Each game turn is based on simultaneous order plotting and the turn sequence involves finding lines of sight, writing orders, committing direct fire, movement and opportunity fire then a final facing segment. The scales are 50 metre hexes and 20-90 seconds of "real time" per move. Apart from the vehicle counters, each unit has a tiny round turret counter which, like the vehicle is always facing a hexside. Not only do we now have turrets which can only turn so far round each game turn, there are two counter types; one for open mode and one for buttoned up. Sighting ranges naturally vary with the type of turret counter in operation at that time.

Firing at someone is dependant upon weapon and range. The firing unit has a Gunnery Table on its data card and this will give an armour piercing factor related to range. The factor is found on the Hit Chart and indexed with a modifier number to give a percentage chance of inflicting a hit. Various modifiers are used, such as vehicle movement, target terrain, target size, side shot and so on. All are added and subtracted from a base of twenty. Linked with the chance of a hit is the possibility of more than one hit, since some vehicles had a high

rate of fire. Well, suppose you have hit a tank, the procedure is far from complete. Next it must be decided exactly where the hit occurred, and the target wheel is placed over the unit giving a target position in relation to the attacker, an example would be a 60° hit on the side and rear. The back of each data card carries another table to tell us where the hit occurred. Factored into this is the relative position of the attacker and defender — is it a level shot, uphill or down hill? Once again the decimal dice are thrown and the exact position of the hit is found. Would you believe there are twelve possible places to hit listed! So what you may say. Well there is a reason behind it all: armour thickness. Tanks are not uniformly armoured, some places are weaker and some stronger. When the hit is registered, a number giving the relative thickness of armour is next to it; on the attackers' Gunnery Table is the penetration factor for the particular range in question. If penetration is greater than thickness then you are winning, hitting a tank is easy, but penetrating it is something entirely different. Finally the damage caused is rolled for by a set of percentages. A compartment may be knocked out e.g. the hull hit will stop movement but not firing ability, or the tank may be brewed up, or even worse — the shell might be a dud!

All the above may seem complicated, but it isn't. In practice it only takes about twenty seconds or less to work through. After all you are only throwing the dice three times. The basic game alone can provide hours of fun. Due to the intensiveness of the terrain, combat is usually at very short ranges. In clear weather visibility might be up to sixty hexes, but in this game some terrain is bound to get in the way. Using the terrain to advantage is important as is turret positioning. It's no fun to have a tank destroyer suddenly crash through some undergrowth able to hit the side of your favourite Tiger I, only to discover the turret cannot turn quickly enough!

The Advanced Game rules build on the straight forward tank confrontations by introducing infantry and various support units. Trucks are available for towing anti-tank guns and transporting infantry, and the rules tell us just what combination of moves can be done in any one turn. Infantry play an important part in *Armor*. Armed with bazookas they can knock out a tank, or, if they are close enough, a close assault phase allows them to attack vehicles, bunkers and pillboxes directly. Vehicles can of course fight back, for an over-run phase is now included to allow vehicles to mess up the infantry and anti-tank guns. Since the weaponry is now much more varied another type of fire is available; high explosive or general purpose fire as the rules call it. Working out the results of this is much simpler than the armour piercing sequence. The data cards are used once more to give unit attack and defense factors. However, movement of both attacker and defender is taken into consideration on the cards, as is terrain in the case of infantry. The factors are cross referenced on a Hit Table and a set of percentage dice results gives no effect, suppression and kill results. Since infantry are now involved the men in the tanks are not forgotten, so they can bail out if required and function as infantry. To top off the rules we have a whole range of field defences, including wire, ditches, dragon's teeth and bunkers.

Without a doubt the advanced rules make *Armor* a much fuller game. While vehicles cannot cross the hedges, infantry can. Sending a pure armoured force against field defenses, anti-tank guns and infantry is suicidal. The infantry are important and the turn sequence extension of close assault and overrun is very realistic.

Finally there is a whole compendium of assorted optional rules. These fill in gaps, mostly in realism, at the same time they do not make the game any more complex. Perhaps the most important rules in this section are those on artillery, both on and off

map fire. Another useful touch concerns aircraft. All sorts of ground attack planes are available for bombing, strafing or rocket attacks. Planes can also be used as artillery spotters, but can be caught in anti-aircraft fire. The optional rules can be used at the players discretion, so if you fancy taking into consideration the weather, command control, radios, morale or panic, then feel free to do so. Even included are rules for the Crab minesweeper, Churchill AVRE, Bridge layer and Crocodile. The hedges need present no problem to tanks now, all you do is fit a Culin Hedgerow Device. Finally there is a section on airborne operations including gliders, paratroops and the effects of a poor landing.

With such a comprehensive game there are scenarios to match. There are four types available; meeting engagements; delaying actions; defensive battles and surprise. As to what troops are available, well, this depends on a points system and the particular time period involved. Choosing a balanced side can be a headache, especially if the optional rules are used. Do you buy planes, or anti-aircraft units? Will German planes even arrive with allied air supremacy in force? Of course you can always build your own scenarios, and thus the game does have great variety.

Playing *Armor* is like playing a figure game in many ways. The use of decimal dice and range scales certainly see to that. At the same time it is a very satisfying board game to play, the best of both worlds seem to have been married together. There is no friction, no arguments and no loose edges. *Armor* is totally comprehensive and excellent value for money, so go on, splash out, spend £12 and get yourself a game worthy of anyone's collection.

ERRATA

to Marshall Enterprises' Les Batailles Dans L'Age L'Empereur Napoleon 1er



This is a general addendum to the rule booklet. All rules herein modified or added can be applied to all prior releases.

VOLTIGEURS AND JAGERS

All combat formations which are given a fire multiple on the fire effects chart, are permitted to enter tirailleur order. When a combat formation is in tirailleur order the melee value of the combat formation is ½ of the printed melee value, after adjustment for losses.

COMBAT A LA FEU

Anytime a target hex of a fire attack has more than nine increments, there is an addition to the fire attack die roll of the number of increments over nine. Thus a hex with fifteen increments would have a plus six to the die roll.

The fire defense of a line formation is five when the fire attack is made through the flank hexside of the defending combat formation.

ASSAULT A MELEE

All infantry combat formations which have a basic printed morale value of 11-16 never have a modification to their moral for odds during the pre-melee morale check.

AIDE DE CAMP

The aide de camp counters provided in the game are to be treated as leaders in every respect. They may rally troops, lead assaults, etc.

In a multi-commander game the aides should be used basically to carry notes between players of the common side. This should be the only connection permitted between players of a tactical or grand tactical nature. No verbal discussion of the general progress of the game is to be allowed.

To pass a note from one player to another, simply write the note during your movement sequence, and move an aide from the location of your personality counter to the personality counter of the second player. If this is over a long distance a number of turns may be required. When the note is received the player rolls one die, if a six is rolled the message is considered to have been lost in transit, and may not be read. If the aide is captured en route the message may be read by the leader of the capturing troops, if the die roll is successful.

Here are a few selected questions which have been sent to us, we hope the answers provided will assist you.

1 Do infantry combat formations pay a movement point cost to change facing? No.

2. Can a combat formation only melee an enemy combat formation which it fired upon? Yes, if an attacker fires on an enemy combat formation, the attacker may only attempt to melee the enemy fired upon.

3. If cavalry combat formation charges, must it melee an enemy formation? No, the cavalry may just ride away from the enemy as it sees fit.

4. Do skirmishers melee at full strength? No, infantry in skirmish formation has its melee value halved.

5. Are morale checks for losses cumulative? No, if a single combat loses more than say three increments in a single fire attack there is only one check.

6. May a combat formation with only four increments form line into two hexes? Yes, a combat formation may form line with up to eighteen increments in a hex or as little as one increment in a hex.

7. What is the ground scale of the maps? Approx. 120 meters per hex.

8. Is line of sight blocked by combat formations? Yes except when the combat formation is routed (plus grand disorder).

9. What is the rationale used to design and colour the unit counters? Basically the general colour of the unit's coat, trousers, and facings are used. Sometimes due to various reasons we must adjust one or the other.

10. Am I correct in assuming when a combat formation is in line, the fire value of the unit is equal to; the number of increments times the line fire multiple? Yes, that is correct. But remember only four increments may ever fire from a single hex, while in line.

Remember the rules are a guideline which you are to follow. They will provide you with a perimeter of play, but not an answer to every possible action which may come up.

DORO NAWA

P. BOLTON

Doro Nawa is a Battalion/Company sized tactical game covering the Amphibious Invasion of Malaya in December 1941, by the Japanese Imperial Army culminating with the surrender of British and Commonwealth Troops at Singapore in February 1942. The invasion of Malaya followed the attack on Pearl Harbour by a matter of hours, giving the inhabitants of the Federated Malay States the dubious honour of being the first people to receive the benefits of the Asian New Order. The surrender at Singapore a mere ten weeks later, was not only one of the worst defeats ever suffered by a British Army, but the "loss of face" by the White man affected Political thinking in the Far East during the next two decades.

Doro Nawa is published by Paper Wars of Isla Vista, California, the guiding light being Jim Bumpas. An earlier work of Jim Bumpas is the highly attractive Schutztruppe. On this occasion, as with Schutztruppe, innovations are included which not only make for an interesting game but give the correct feel of the period, i.e. Demoralisation and near decadence being ripped apart by ruthless Oriental efficiency.

In Doro Nawa, the designer has left the graphics to Rick Spence, who has produced a very attractive map of the Federated States and Singapore using six Bright Colours.

Doro Nawa was the name given to the campaign by Japanese Staff Officers — the English translation comes out as Shoe-String, but without a Private Eye. Some parts of the package give the impression that Paper Wars have taken the translation far too literally — the Rules, Order of Battle and general printing of game aides could stand some improvement. This criticism, in part, applied to Schutztruppe and the employment by Paper Wars of Marketing Personnel seems to be called for. But, as a creator of War Games, Jim Bumpas' work is first class so, if it becomes necessary to accept the 'Good' with the 'Not so Good' so be it.

In the actual Campaign, the Japanese forces were considerably fewer in number than their opponents — hence the nickname of Doro Nawa. The game reflects this but also takes note of the difference in quality of the units involved and the leaders (which are built in). In many cases, Japanese Ground Units are practically twice as good as U.K. and Commonwealth Troops. The Royal Navy is much stronger in numbers and quality — however, the paucity of the R.A.F. ensures Japanese Air superiority and completely negates the value of the Royal Navy. Putting to sea with Repulse and Prince of Wales, particularly in the early stages will ensure that, as historically occurred, a quick trip to the bottom of the ocean.

Designing a tactical game of this quickly completed Campaign including all three arms of the Services, must automatically run into several problems. Thus, a ten week start to finish period in an area approximately 500 miles in length and 200 miles at its widest is nothing difficult to cover on America's prairie — but in 1940 Malaya was 75% jungle with

few roads and rail lines, even clear terrain was impassable to Armour. Morale in the Japanese Army was extremely high, just the reverse for the Allies, especially Indian Army Units. Naval Units and Aircraft having unrestricted ability to move long long distances in comparison with soldiers hacking their way through dense jungle.

All these factors required to be melded in to impart a correct feel to Doro Nawa and this has been done skilfully, successfully, and very simply by incorporating two methods.

The ten week campaign is divided, obviously, into ten turns; each turn is then sub-divided into a minimum of ten turns or impulses. These impulses are open ended in that players are given the option of extending the number of impulses to eleven, twelve, thirteen etc. and a full turn is only completed when one side rejects the option to continue.

Because of the open ended idea, the full game can continue indefinitely and provision is made, should players wish, to stop before conflict is fully completed. Victory points are given to both sides for eliminated units and to these totals is added a progress total. This total is obtained for the Japanese by, determining which supplied Japanese Ground Unit is nearest Singapore, taking the last two digits of the hex number, subtracting 13 from this figure and dividing this new figure by the number of completed game turns. Multiply that figure by 13 and add to previous Japanese total. A similar calculation is used for the Allies except starting with the supplied Allied Unit furthest from Singapore. A somewhat complex way of deciding who is winning a campaign but it does work and work well. The problem with all this high powered mathematics is that an impression is given that, at any moment, Emperor Hirohito will appear escorted by Messrs. Hope and Crosby doing a routine from "The Road to Singapore".

In addition to impulses, Ground Units have been given an Initiative Value which replaces movement. On any impulse, the phasing player must announce which one of three options — Movement, Combat or Replacement, is to be employed. An Initiative dice roll is then thrown and all units with Initiative Values equal to or greater than the dice point may proceed.

This system is a very interesting feature of Doro Nawa and is a far better way of highlighting the superiority of Japanese Units. Virtually all the Japanese Army has an Initiative Value of five, the rest are at six; only the Australian Army nears the Japanese standard at five. United Kingdom units have Initiative Values of four, except the 2nd Bn. Argyll and Sutherland Highlanders, who rate five. Only four Battalions of the Indian Army rate an Initiative Value of four; most rate three whilst one or two drop down to two. This is also the Initiative Value given to the home grown units of the Federated Malay States Army. British Army Battalions attached to the F.M.S.A. retain the Initiative Value of four. This system is ideal for

Doro Nawa but it might be useful to know how the Values were arrived at. For example, it is rather surprising to see how badly the 3 Gurkha Battalions rate in comparison not only with the Indian Army but also with United Kingdom Units.

Ships and ground units moving amphibiously, both Allied and Japanese, have an Initiative Value of five. Aircraft are unaffected and have a printed range allowance, dependent on the type.

The Initiative Dice Roll also determines the movement of all units other than aircraft. Infantry, Cavalry and Artillery may move, subject to terrain restrictions, MPs up to the dice roll. Ships and Armour may move twice the roll. Armour, however, may only move along roads, trails or railway lines.

Stacking of ground units is allowed in any combination provided the total strength points of all units are no greater than twice the Initiative Value of the best unit in the hex. Aircraft on missions, and Naval units, but not ground units moving amphibiously, are allowed unlimited stacking.

There are no Zones of Control in Doro Nawa, so any unit must be completely surrounded to be out of supply. A unit is in supply if that unit can trace a path, to a road trail or railway hex, of MPs equal to that unit's Initiative Value less one. The road etc. must then be unbroken to a supply source. Singapore for the Allies, any friendly port on the North or East Coast for the Japanese.

Units out of supply lose one point of their Initiative Value and +1 extra strength point loss if in Combat and lose strength points. Combat is a voluntary function, dependent upon the option being announced and the initiative dice roll allowing the option to take place, in the same way as movement. Aircraft are excepted.

There are three types of Combat — Bombardment by Ships, Aircraft and Artillery (Field or Non moving Coastal) Ground Combat and Air-to-Air/Anti-Air. All three may be used in any combat provided that Ships are no further than 2 hexes distant and Aircraft committed had not been used the previous impulse. Aircraft must receive Anti Aircraft fire and take any loss before they attack.

The Combat results are calculated on a different table for each type of Combat and the results are either no effect or defender loss. Strength counters are supplied so that ground units may take step losses. Any unit suffering loss must also retreat one hex or lose one extra strength point — the attacker then having the option to advance into a vacated hex.

Only Infantry may make Amphibious Assaults and at half strength, but if any enemy unit survives the attack, the attacking Infantry is eliminated.

Reinforcements for both sides appear on several turns as allocated. Replacements are the last of the options available and, as before, are conditional on the option being stated and the Initiative Dice Roll allowing the option to proceed.

Each unit qualifying to receive replacement must be in supply and not adjacent to an enemy unit. In addition, one eliminated unit may be replaced on a supply source with a strength of one. Again, this is dependent upon the result of the Initiative Dice Roll.

Ships are not replaceable — destroyed Aircraft are replaced two full turns later. Aircraft have an important function in Doro Nawa, particularly in the early and later stages of the game. Japanese Aircraft operating in conjunction with Warships, or ground units, or both, ensure that the amphibious invasion will succeed and that the initial defense of the Allies is brushed aside.

Once the Japanese advance is in motion, Aircraft support becomes minimal. The problem is a shortage of Airfields in Northern Malaya and the inability of existing Airfields to cope with the volume of Aircraft. The Allies are particularly weak in Aircraft, starting the game with two Fighter Squadrons and two Squadrons of Light Bombers. In the later stages of the game, two Squadrons of Hurricanes arrive as reinforcements

and very welcome they are. However, throughout the game, the Allied Player is compelled to use the R.A.F. carefully and economically, Involvement in an Air Battle will usually end in disaster.

Aircraft have the option of several missions and the only restriction, other than range, is that an Aircraft can only operate in alternate impulses. Options available are Bombardment, Ground Support in attack or defense, Interdiction and Air Combat. Wherever Aircraft attack ground units and ships, before the attack takes place, the defender is allowed Anti-Aircraft fire. Ground units use half the combat strength, Warships use full bombardment strength — but ground units moving amphibiously have an AA strength of one. If a ground unit moving amphibiously is attacked and hit by Aircraft, one hit eliminates the unit.

Once the game is begun, Doro Nawa flows very easily, and dependent upon the abilities of the

Allied Player in Dice rolling, rather quickly. The only real problem in the game is sorting out and setting up Allied Units. All the Allied Armies are shown in White on a mid blue background with UK and Australian units having combat strength and Initiative Values in Red. The standard of printing is very good especially considering the amount of information on each counter. Division, Brigade and Battalion designations are given in addition to Combat Strength and Initiative Value.

Deployment, other than Aircraft, is given by State, e.g.

Johore:— 8th Australian Division, less the 2/4 Machine Gun Bn. (3Cos).

Perlis, Kedah and Penang:— 11th Indian Division, 12th Indian Brigade, 28th Indian Brigade. 11th Division and 12th Brigade contain UK troops in addition to Indian Battalions.

The use of colour/coding system on the reverse side of the counters will cut down the time required to set up Allied Units considerably.

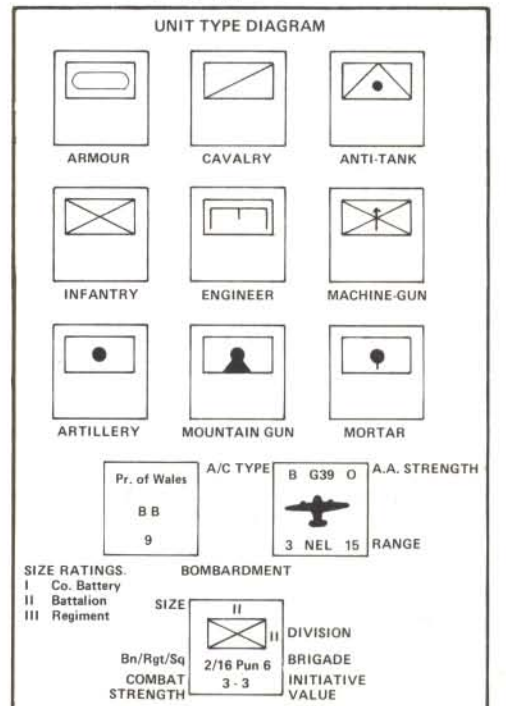
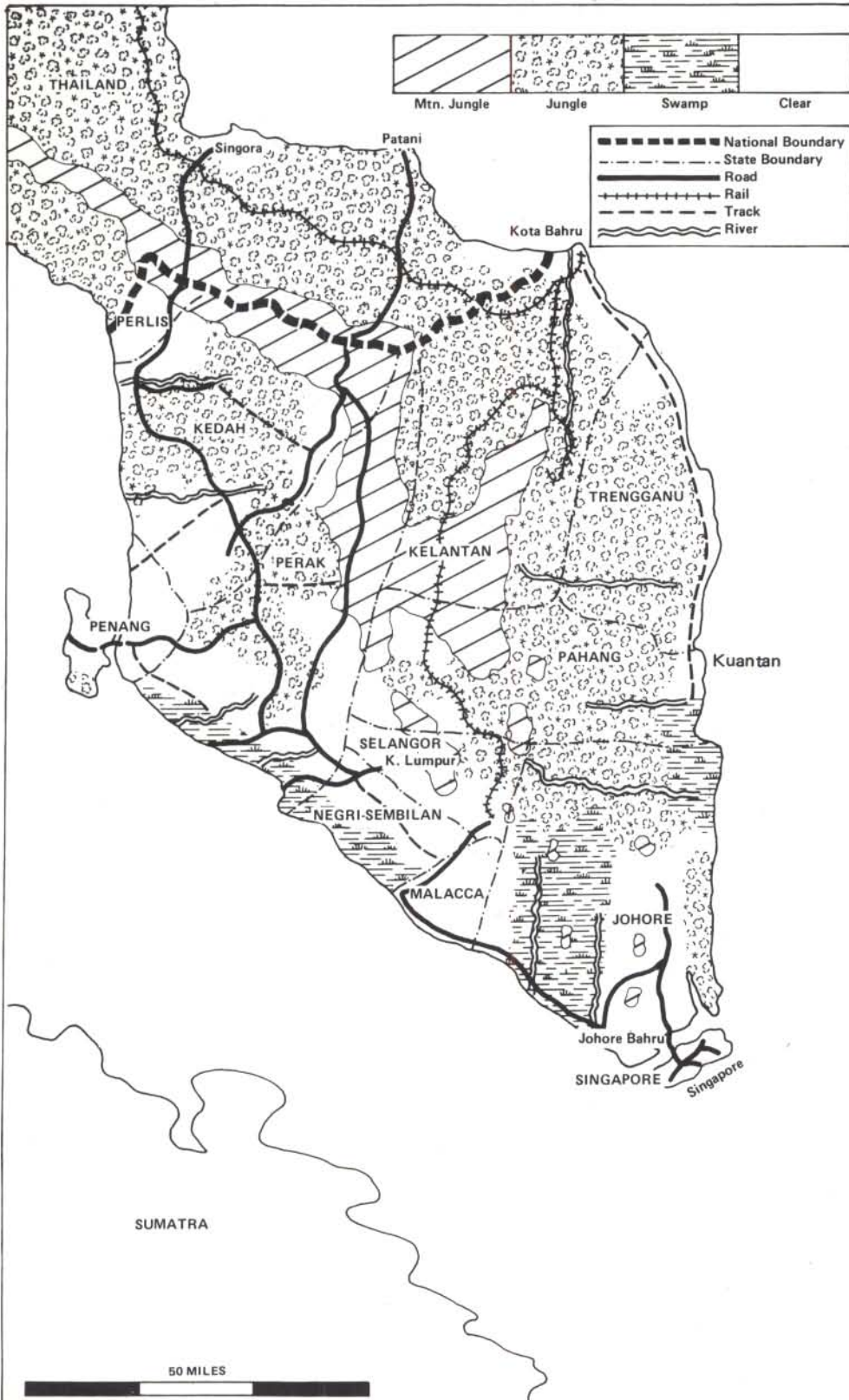
Japanese deployment in comparison is quite simple. Units other than Aircraft may be available in any partial sea hex north of any hex numbered XX13 or at Singora or Patani. Units in the two ports are considered already landed. Japanese Aircraft are available upon deployment and may begin in any hex numbered XX13 or North.

Despite the Invasion Area being very sparse in the way of roads, tracks and railway lines, plus the inevitability of having to punch a way through the mountains soon after landing, Doro Nawa is by no means a jungle bun fight. The opportunities for the Japanese Player in the main and the Allied Player to a much lesser but nevertheless noticeable degree, to employ a degree of subtlety soon becomes apparent.

The Japanese have four distinct areas from where they will advance south. The road south from Singora entering the State of Kedah and the road south from Patani, which also enters Kedah. Both these roads, whilst giving the Japanese Armour easily traversed highway, have to pass through the mountain range which is a natural frontier between Thailand and the Federated States and certain to be defended. A road south from Kota Bahru which soon peters out leaving a convoluted Railway line as the only way through dense jungle. The railway runs parallel to the mountains for a while then enters them, so route number three is the local land equivalent of a Slow Boat to China. Lastly, a track from Kota Bahru which follows the east coast of Malaya through the States of Kelantan, Trengganu and Pahang.

All four routes should be used, the main initial thrusts coming from Singora and Patani. Sufficient troops should be deployed on the first two routes to ensure that the Allied player will be obliged to defend in Kedah. A small force should head south from Kota Bahru with the intention of destroying any enemy in Kelantan State, not that there will be very much, then advancing south into Central Malaya. By so doing, the Allied player will be compelled either to sidetrack much needed reinforcements to contain the Japanese or risk his Northern defenders being cut off. Lastly, send some infantry along the coastal track to occupy the town port of Kuantan in the State of Pahang — at the same time let the Naval Units supported by Aircraft escort some amphibiously moving Turn 1 reinforcements, who can then be landed at Kuantan, once it has been occupied without having to risk an assault.

This by-passing of the Northern Battle area will not automatically ensure an easy victory but it will give the Allied player a nasty "either" or "either" problem and might just tempt Repulse and Prince of Wales out from Singapore.



AH DESAKA!!!

Because of the superior Initiative Values of Japanese Units, it is not always necessary to achieve results by combat. If the Allied player leaves a road clear for movement, push Armour, particularly the reconnaissance units, to the maximum. This gambit will frequently succeed in dislodging Allied units whereas to do it by combat could be costly if the Allied units are in a position to counter attack. Care has to be taken in combining stacks. With units having Initiative Values of five, it is easily possible to increase the total attack strength by 33½% in a three stack, given the Combined Arms Bonus and target type. Against the offensive values, however, Artillery always defends with a strength of one, whether alone or stacked.

Naturally, as the game turns progress and also as the Japanese come nearer and nearer to Singapore, Allied resistance will increase. From turn four until turn nine, the Allied receive reinforcements. Because of this, every attempt should be made by the Japanese to get behind the "up country" defenders and cut off the supply lines, so reducing both the Initiative Value of the defender and the chance of successfully retreating to Johore State and Singapore.

Much of the Allied initial deployment is in the States of Perlis, Kedah and Penang and, from the number of units available — if not the quality — a successful defense looks perfectly possible. This gives the game a wonderful feeling of historical accuracy.

For the White inhabitants of Singapore, the 'little Yellow man' seems an awfully long way away. "We don't need to panic, chaps, our fellahs are trained to scrap in the jungle and once they get to grips with those blighters, they'll find that the Japs spectacles will have steamed up with all the humidity and they won't be able to see a damn thing. Barman — Pink Gins for all the Tuans — chop chop". Unfortunately, Tuan White man, it won't be quite like that. Goodness Gracious me, no!

Any serious attempt to make a static defense behind one or more of several conveniently situated rivers will fail for two reasons. If the low initiative values don't foil the plan, the CRT will do so.

Any attack from 1-3 to 6-1 has from a 1/6 to 6/6 chance of success and with this CRT only defenders take casualties. The defender, if suffering strength loss must either retreat one hex or lose a further strength reduction. The final crunch arrives with the rule that states ALL UNITS IN A STACK MUST LOSE THE INDICATED STRENGTH LOSS!!

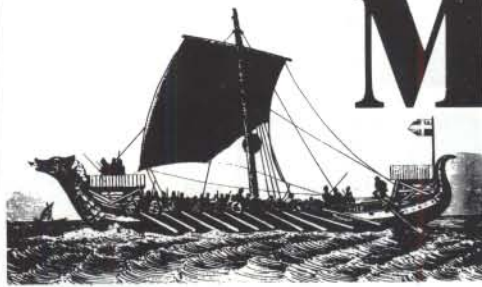
Therefore, wherever possible, Artillery and reduced strength units should not be used for defense.

This, however, is not to say that the Allied player cannot win — far from it. It does mean though that to win the Allied player must pick his battle-grounds carefully using, if the initiative dice roll allows it, a mobile defense and retreating further and further south when the local temperature becomes unbearable. Opportunities to counter-attack will occur and these will occur more frequently the nearer to Singapore the Allied player gets.

The Royal Navy, though limited in its possibilities, can help tremendously if the handling of the Japanese Navy and Airforce is done carelessly. The Royal Air Force potential is similar to the RN and its strength should be kept intact until the later stages of the game, especially if any Japanese aircraft are shot down by AA Combat so reducing the combat strength differences.

Doro Nawa has much to offer in enjoyment, playability and realism, the mechanics overcome the technical problems of Combined Warfare in appalling terrain, but a high standard of game is expected from Jim Bumpas.

Comparing Doro Nawa with Schutztruppe, Doro Nawa loses, but only because as a competitive game, Doro Nawa is not as well balanced as Schutztruppe. As a wargame sold at a very reasonable price, Doro Nawa is well worth getting.



A Metaview of History

J. LAMBSHEAD

RAM SPEED — BRONZE AGE NAVAL WARFARE

When I was asked to review a game on 'Naval Warfare in the Bronze Age' I must admit I was intrigued — after all so little is known about sea-combat in this period. For those unfamiliar with Ancient History perhaps I should set the scene. We are talking about the Minoan/Mycenaean era.

After a short struggle the Post Office managed to force the game through my letter box in a more or less recognisable condition. It proved to be a Metagaming microgame — or rather 'MicroHistory game' — in a small cardboard box. The days of the zip-lock bag are obviously over. The front cover of the aforesaid box sported an illustration of what looked vaguely like a Greek or Roman galley battle. However, I knew that this was just my imagination because this is a game about the bronze age — it says so on the box just above the picture. Besides, classical (i.e. Iron Age) warships did not fight with their masts, let alone sails, up. The back cover of the box depicts another galley with two main-masts (???), war engines (???), and five vertical banks of oars (???). Even the great galley-battleships of the Hellenistic period (i.e. post Alexander) are only thought to have had 3 such banks. I would go on at some length but I will try not to bore you too much. Have you guessed it yet? The game is actually about naval warfare of the Classical Ancient World. We are therefore left with the fascinating idea that Metagaming have seen fit to design a game on a subject that they obviously know nothing about. They are a 1,000 years out in their 'Age'. Well if you're going to make a lash up I suppose there is something to be said for doing it on a grand scale, but if you ever wonder why historians regard wargaming with complete disdain you only have to look at games like Ram Speed.

A rather interesting letter from Howard Thompson (President of Metagaming) appeared in *Fire & Movement* Nr.21. It includes the following paragraph. 'Historical content of games should be the last (or least) thing on the list to worry about. Games make it or break it [by] being a fun play. Gamers with historical interests may gripe about history. However, they buy the fun playing games, whatever the "historical" weakness.' This strikes me as a fine philosophy for an SF & Fantasy game company. After all what historical accuracy is needed for 'Star Smashers of the Crappon Empire' or whatever (although, even here, I would point out that good SF & F has an internal consistency which corresponds to historical accuracy). But it is, in my opinion, a rotten way to design a historical simulation. Of course Mr. Thompson may be right in which case why mess around; give Napoleon tanks to improve his chances at Waterloo; let the neo-Nazis in the hobby fit laser cannon to their Pz. IVs to ensure that their beloved supermen finally beat the inferior races; and don't forget the padded cell in every club room. The fact is no wargame has ever equalled Chess or Go as a GAME — so there must be something else in a wargame which holds our interest.

Back to the game. Inside the box is a rules booklet, a small one colour map — hideously disfigured by what appears to be an Ancient Coin, and a one colour piece of thin card which you have to cut up to make counters. In other words the usual microgame format. The rules are a simplified version of the familiar miniatures rules. Four types of ships are given (Penteconters, Biremes, Triremes and Quinqueremes). Ships occupy more than one hex, depending on their size, and can ram, fire missiles at, or board opponents. The sequence of play is roll for initiative, first player moves, second player moves, simultaneous missile combat, and boarding.

Movement is unoriginal. Galleys can move forward, or reverse at half speed. Turning is accomplished by swinging the tail. Galleys have a limited ability to move at double or triple speed so fatigue is covered in a simple manner. Galleys possess the incredible ability to 'sideslip' — like an aircraft. This seems to be a device to make it easier to ram and make oar-strikes (surely no one will be so crass as to mention history at this point). At the end of their movement phase players can attempt to grapple (so as to board). Rules also cover ungrappling, which takes place at the start of a player's movement phase. During their movement phase players can ram (which damages their opponent's hull) or attempt 'shearing' which destroys oar-banks reducing their opponents speed. Missile weapons can destroy other missile weapons, rowing banks, boarding parties, or damage the hull, depending on the weapon and a dice roll. Boarding parties can capture ships. No rules for crew training are given and there are no historical (that word again) scenarios or special rules for different navies. Instead the build-point system is used. Each player has so many b.p.s from which he constructs a fleet. A convoy scenario is suggested but I have reservations about this as it is anachronistic.

So how does it play? Well the first comment must be that the map is completely inadequate. The hexes are too small for the counters and the map itself is too small to allow outflanking or the use of more than a few ships per side. Admittedly the rules suggest a bigger hex-sheet would be an advantage but correctly suggesting that the supplied components are inadequate is not awfully helpful. I have similar reservations regarding the lack of a coastline or islands, etc. on the map. The rules themselves are well written, easy to understand, and work perfectly well. I am not overly happy with the alternate movement system as in practice both fleets shilly-shally attempting to stay out of range as one side can get in a devastating 1st strike (triple movement, with triple damage points when ramming). An integrated alternate movement system would be an easy and worthwhile modification (i.e. each player moves one ship at a time, alternatively, until all ships have been moved). However, I cannot help but feel that it only works in so far as it copies the miniatures people — I regret I have no faith in the Metagaming designer (Colin Keizer) on the evidence presented by *Ram Speed* (even the name seems to be nicked from Ben Hur — which might explain why Metagaming think Ancient World galleys were rowed by slaves; 'sweating muscles strain to lash'.)

I really cannot recommend this game. For half the price a miniatures rule booklet can be purchased, e.g. *Greek Naval Warfare*, London Wargames Section, Ed Smith, or *Diekplus*, Newbury Rules, Geoff Curran. The latter is an expanded version of the former. These rules are far more sophisticated and comprehensive than *Ram Speed* and are designed to be played on offset squares (i.e. a hex sheet). Ah, I hear you say, but you don't get a map or counters. Well yes, but you are going to have to get hold of another hex sheet to play *Ram Speed* properly and let's face it, Metagaming's counters are nothing to get worked up about. One could go really wild and buy some miniature galleys but no — boardgamers don't play with miniatures do they?

ATLANTIC WALL

An in-depth Study

K. WALTEN

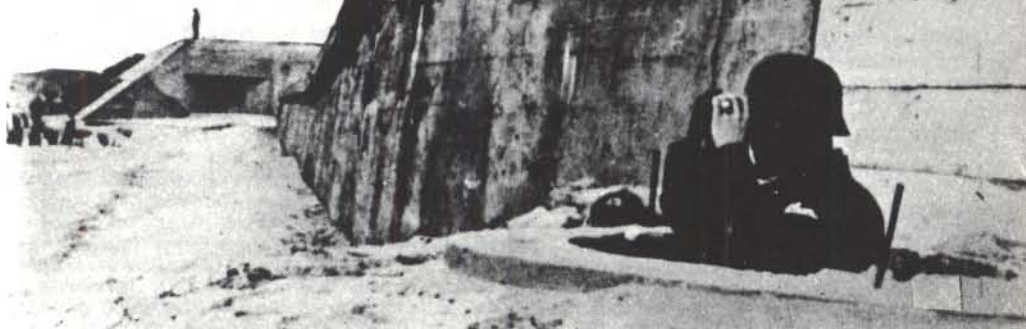
Atlantic Wall is a grand tactical game by SPI covering the invasion of Europe by the Allied armies on the morning of June 6th, to the end of that month.

The game is at the battalion-company level, with each hex representing 1 kilometre. There are also counters for air units and individual naval warships. The sequence of play is readily learnt, flows easily, and is thus highly playable, whilst still remaining a very realistic simulation. I regard the game as one of SPI's finest, and since I first purchased it over two years ago, I have played one campaign game and each scenario several times. Also, I have carried on playing each invasion scenario well beyond D-day. I highly recommend that you try this on each beach, especially if you intend to play the full campaign.

For the major part of this article I would like to study invasion tactics that can be used on the beaches, and also subsequent campaign strategies. As a concluding section, I wish to suggest some rules additions which I have found successful in bringing certain aspects of the game more in line with the historical situation.

INVASION

Commencing with the AM game turn of June 6th, the Allied player ignores weather determination, mulberry stage, and mutual artillery resupply. His first task is the air allocation. 25 pts must be placed on air superiority. After this I would suggest allocating 120 pts to interdiction, (this will be doubled to a maximum of 240). This will prevent the arrival of 12th SS Panzer division on GT3 and



slow down the movement of committed German units. The remaining air units are then available for ground support.

The next stage is the Allied paradrop. However, I will describe this in conjunction with the invasion sequence for each beach.

GOLD, JUNO, SWORD.

The best drop zones for the 6th Airborne division are, in my opinion, the historical drop zones. The historical plan called for the seizure of the Orne bridges and a securing of the Allied left flank to prevent enemy interference with the landings on D-day. The stretch of clear terrain between the Canal de Caen and the bocage is important as it allows the German player direct access to Sword beach with his strongest forces. The Orne bridgehead is important as it will allow the Allied player to advance against Caen through clear terrain, instead of a more difficult struggle through the bocage.

Now to the actual beach landings. The Allied naval units are best used, I believe, in neutralising the shore batteries. These are very numerous on map D and if left alone can seriously disrupt the troop landings. The actual shoreline defences are not too strong. Still, treat them with caution. The LCR's are very useful units, and I believe are best used in

attempting to destroy key static units on the invasion beaches. In order to facilitate an early Commando breakout from Sword beach, I would use two LCR's against each of the resistance nests in hexes 3107, 3108, and 3008. I have found the remaining 3 LCR's useful in weakening the powerful defence of hex 2327 on Gold beach.

The troop landings are very much a matter of fate and the die but losses should not be excessive. On none of the beaches would I recommend that the tanks 'swim' in. The high loss rate for swimming tanks far outweighs the advantage of them landing unpinned. The gap number will almost certainly be reached on all three beaches during GT 3. By then all beaches should be completely cleared. Gold and Juno should have been linked, and the Commandoes will be well on their way to the relief of the 6th Airborne.

The German response to the Allied landings is quite limited, more so due to the errata modifications. During the invasion stage, I would propose firing all the unpinned batteries at key landing units, e.g. Commandoes, flail tanks, and engineers. Their loss will make the allied advance more difficult and time consuming.

I will discuss the movement of ground troops in the section of the article dealing with campaign strategies, as it has more relevance there. Now let us examine the American beaches.

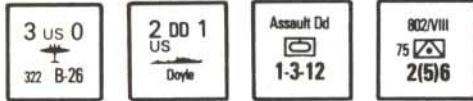
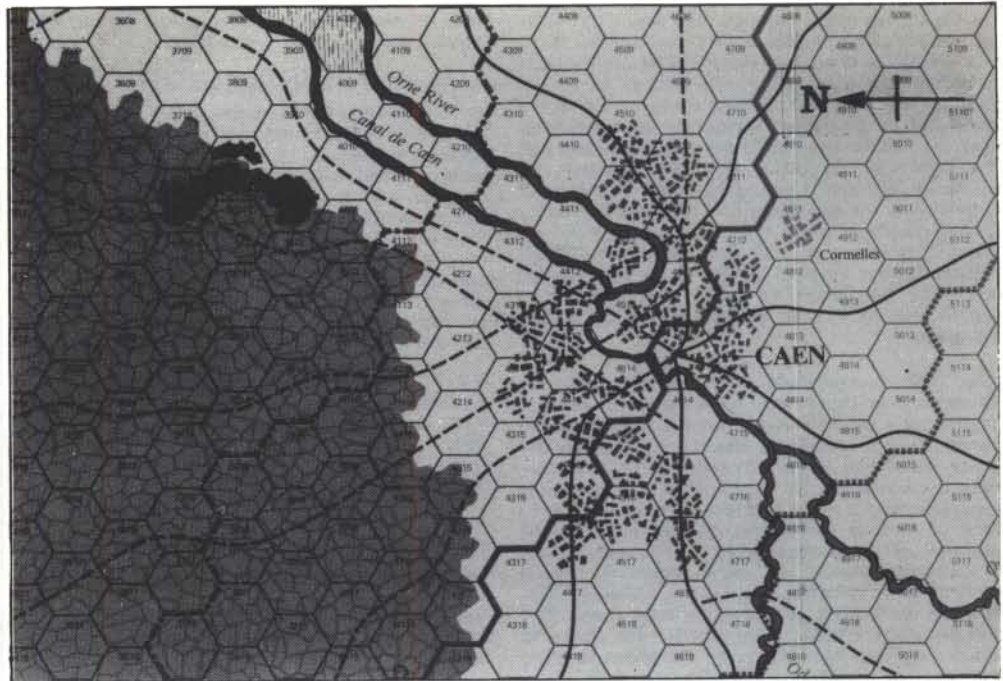


BLOODY OMAHA

The beach is aptly named, as this is the one beach where the Allies can encounter all kinds of devastating problems. Although the beach is strongly defended, it is by no means impossible to assault. Having spent many an hour playing the invasion scenario solo, I believe the best way to crack open the defence line is to start at the centre, where the defences are weakest, and then work outwards to clear the whole beach.

On the first game turn I would attempt to eliminate the two RN's on hexes 2016 and 1918 by using all available naval fire power. Success here will create two 'safe' beach hexes:— Easy Red-1 and Dog Red. When the central beach area is cleared, push outwards to form a beach-head, and onto the flanks to clear the whole beach.

It is quite possible that Omaha beach will not reach its gap number by the end of GT3. This is not a serious situation provided that assault troop losses are no greater than about 60%, and a reasonable beach-head defence has been established. The German commitment rate for units in the vicinity of Omaha beach is very low, and so no serious counterattack should be forthcoming until the middle of June 7th. By this time the gap number will be safely reached, and the beach-head adequately reinforced.



UTAH BEACH

The invasion here is supported by the drop of the two American airborne divisions. As with the 6th Airborne division, I would again advocate the historical drop zones. One airborne division drops behind the coastline swamps, with the aims of holding The Douve crossing at Carentan, and securing the causeways from the beach. The other airborne division drops with the intention of forming a defensive perimeter from the village of Pont l'Abbe to a point midway between Foucarville and Fontenay sur Mer. Together the two airborne divisions thus create an 'airhead', into which the invasion forces can easily and rapidly deploy.

As for the landing itself, the special Utah beach rules add a touch of uncertainty, but losses from drift will be zero (unless the tanks elect to swim in). Thus the probability of reaching the gap number GT1 is 28%. The beach is lightly defended, and so I would suggest using all available naval fire power against the shore batteries as they are quite powerful behind Utah beach.

The German ground forces in the Cotentin have a high commitment rate. Initial counter attacks are quite a feasible proposition. I would direct my initial attacks against isolated parachute companies (as their destruction will prevent battalion rebuilding) whilst also attempting to form a defensive line around the paratroop.

CAMPAIGN GAME

When playing the campaign game, the Allied player can choose one of the following three plans:— Historical plan; Objective Brittany; First stop: Falaise.

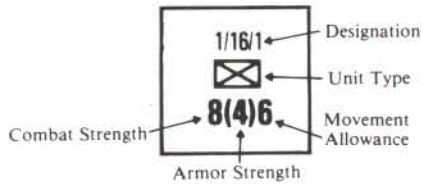
FIRST STOP: FALAISE

This plan calls for the Allies to capture certain towns, with Caen counting as three towns, and also to exit units off the southern edge of map D. The advantages of this plan are that the British originally land strongly over most of map D, and are quickly reinforced. The terrain to the east of Caen is clear, and so an advance here is easier than in the bocage. Also, this area has naval support almost to the map edge.

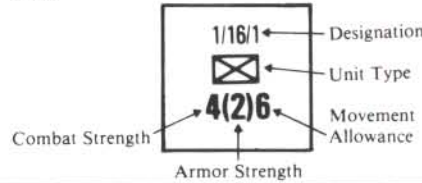
The main disadvantage of this plan is that the British very soon find themselves fighting strong German reinforcements, which include 12th SS Panzer, Panzer Lehr, as well as 21st Panzer which is already around Caen.

Infantry Battalion (U.S.)

Front

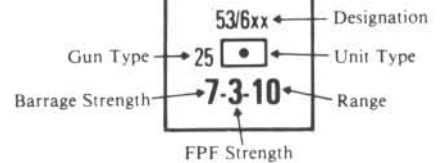


Back

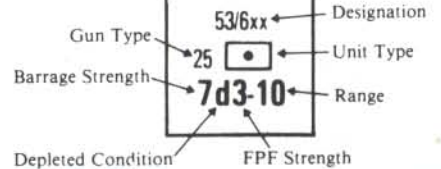


Artillery Battalion (British)

Front



Back



OBJECTIVE BRITANNY

This plan calls for the Allies to exit units from the southern edge of maps B or C. The Allies' main advantage is that the Germans in the area behind Omaha beach and the Douve river are very weak, and are not reinforced significantly until the morning of June 9th (Allied air power permitting). The disadvantages are that the Americans landing at Omaha beach build up more slowly than their British neighbours, and of course Omaha beach itself could be a tricky landing. Utah beach is a long way from the southern map edge and the Americans landing here would have to traverse difficult terrain. Also, if the Americans neglect to cut the Cotentin peninsula, the three German divisions stationed there initially will be able either to move south, or attack towards the beachhead whilst the Americans are driving south. Thus the Utah forces are compelled to negate these German forces by firstly cutting the peninsula, and then driving either north or south.

There is one added attraction in this plan. It is quite possible to drop an airborne division in the vicinity of the village of St. Clair sur l'Elle. This division could then hold open the way for the troops from Omaha beach to march directly to St. Lo. Provided that the landing at Omaha beach is not a failure, the Allies will very quickly have a route from a beach almost to the southern map.

HISTORICAL PLAN

If the Allied player chooses this plan, he will be required to exit units off the southern edge of any of the maps along with the capture of certain towns, the most important being Cherbourg. The advantages in adopting this plan are that the Allied player can choose his point of attack from any of the landing beaches, and still attain his victory conditions. The flexibility allowed with this plan will unbalance the German defender, as

he will be unable effectively to counter all three landings simultaneously.

Whichever plan is chosen, the Allied player will encounter supply problems, especially if there is a storm in the first few days. There is such a large variance of supply point availability, that any examination of the situation has limited relevance. However, in cases when there are not enough supply points for each division on the map I have found that the following guidelines are helpful in deciding who receives supply, and who goes without. a) Supply those divisions which are in critical positions, or attacking towards key objectives. b) Initially supply one division from each corps, as this will allow supply of corps artillery.

The final choice of plan is, of course, the Allied player's decision. My own personal choice (for what it is worth) would be to adopt the historical plan, but initially to be very aggressive in the British sector. This will hopefully lure the German player into thinking I have chosen the Falaise plan, and cause him to reinforce the defence on map D to such an extent that the American forces can then advance into Cherbourg, and the southern map edge, with relative ease.

GERMAN RESPONSE

The German strategy is naturally limited by the fact that he does not know which of the Allied plans has been chosen. Therefore his initial response to the landings is very crucial. The only two areas which are suitable for an immediate counterattack are the airborne bridgehead over the Orne, and the paratroop landings in the Cotentin. A rather bold move would be to use the 12th SS Panzer (if they arrive!) in conjunction with 711th Infantry, in an immediate attack against the east bank of the Orne. 21st Panzer would support this attack by pushing along the west bank of the Canal

de Caen. This move threatens the whole left flank of the Allied attack, and in bad weather conditions has a definite chance of success. The drawback of adopting this plan is that the British forces advancing through the bocage towards Carpiquet and Tilly sur Seules will encounter little resistance and the whole German front will be threatened. So, for those of you whose middle name is not Guderian, the plan I would use is the formation of a defensive line consisting of 711th (supported by 21st Panzer's armour) opposing the Orne bridgehead. 21st Panzer defends Caen itself, and 12th SS should be sent into the bocage south of Carpiquet and Tilly sur Seules, to bolster the remnants of 716th infantry in their defence against the British advance.

The high commitment rate for units in the Cotentin area should give ample time for the formation of a defensive line to contain the invading forces. Do not hesitate to attack isolated paratroop units, and if any of the airborne divisions is noticeably weakened due to a bad drop, an immediate counterattack is not a bad idea. Eventually, due to lack of armour and strong artillery support, the German will feel compelled to disengage and adopt a defensive stance. A good defensive line is Marsolines - Valognes - St. Saver, utilising 709th division on the left, 243rd in the centre, and 91st on the right (West). This controls the route to Cherbourg, and also blocks an American drive to cut the peninsula. Further German action will depend upon the movement of the Americans. Firstly, if the American drives south without cutting the peninsula, or becomes over-extended whilst driving across the peninsula, then a counter attack towards the beach should upset the Americans' plans, and throw him off balance for a while. An all out American offensive towards Cherbourg is best countered by retiring with all available forces into the Cherbourg perimeter. This, I have discovered in playing, is a better plan than attempting to defend in the bocage, because the German forces are not strong enough to cover the whole of the Cotentin area. Finally, if the American defends the beachhead heavily, and then drives south, the German should move two divisions out of the Cotentin to block the southward move, and retire one into Cherbourg, to prevent an easy capture.

Once the American forces are established at Omaha beach, the strategy I would employ is a delaying action using 352nd division and 30th Brigade. With the arrival of reinforcements, especially 3rd FJ division and 17th PG division, I would form a defensive line as near to the beaches as possible, thus forcing the Allied player into a long struggle through the bocage.

That, then is a basic summary of the strategic options open to both sides. It is by no means exhaustive, but does, I believe, mention those options which give the best chance of success, even when the weather and your die rolling are not to your satisfaction.

RULES ADDITIONS

The third section of this article consists of suggested rules additions. Each rule is followed by a note which explains the reasoning and logic behind its conception.

1. ALLIED ADVANCE

The Allied player may only use strategic movement behind his front line, as determined at the very beginning of his movement phase. Players are requested to use common sense when determining their front line.

NOTE The Allies were 'blinded' by the bocage, and their advance was naturally cautious. Strategic movement implies that the unit has adopted a marching formation and is not capable of defending itself immediately if attacked. This is obviously not the best way to advance against an unknown enemy force.

2. UNSUPPORTED UNITS

Units attached to an unsupported HQ suffer 'command paralysis', as described in the Caumont Gap scenario special rules.

NOTE A division which is receiving the barest minimum of supplies will be in no condition to

push forward and encounter enemy forces, which would lead to a costly engagement.

3. ALLIED REINFORCEMENTS

The six assault divisions are under no restrictions on landing once the gap number is reached on their respective beaches. However, all other units must adopt the following procedure. Units become available for landing as stated on the master reinforcement schedule. Then the Allied player rolls one die for each beach. This is the number of units which may land on that beach in that game turn from the pile of available units. In heavy overcast conditions, halve the die roll, rounding up fractions. On storm game turns one unit only may be landed on each beach on odd numbered game turns.

NOTE The Allies do not have the capacity to land a complete division on the beaches in one game turn, as implied by the reinforcement schedule. Hence the landings would be spread out over the better part of a day, and longer in bad weather conditions.

4. AIR SUPPLY OF AIRBORNE DIVS

The airborne divisions may either be supplied normally via the beaches, or they may be air supplied. To be air supplied, the weather must be clear or light overcast. The airborne HQ must be in a clear or bocage hex, and no adjacent hex must be enemy occupied or in an enemy ZOC. (a friendly unit will negate the ZOC). The Allied player then allocates 3 B-26 air units and a fighter unit with an air superiority strength of 2 to each airborne HQ during the AM game turn, and that HQ is considered supplied for the remainder of the day. The air units may not be used for any other missions during the day.

NOTE Air supply is an integral part of an airborne division's operation, and this was true for the Normandy campaign. The penalty to the Allies is that if he continually air supplies these divisions, his ground support capability will be reduced.

5. AMERICAN ASSAULT COMPANIES

Four American assault companies are required to build up into a battalion. The phase 3 assault units on Fox Red and Dog Red are the reconnaissance troops of the 1st and 29th divisions respectively. Back print these units with a pinned side and use them in place of the assault companies.

NOTE See the assault unit designations at the back of the scenario booklet. Each American assault battalion consists of four assault companies.

OPTIONAL RULES

Most of the optional rules are worth using, with the exception of alternate June 6th weather. I feel, though, that two of the rules need slightly modifying.

1. ENGINEERS

Both sides have a fair amount of engineer units, and if broken down into companies, can be used to give shifts to almost all attacks. In actuality, engineers were only useful in attacking fortifications or towns. Hence the column shift should only be awarded in attacks against town/villages or fortifications.

2. HIGH TIDE GAP BLOWING

Demolition engineers who had the capability to blow gaps underwater were in the minority of the engineer total. Thus, I would suggest the following table is used in conjunction with table 31.3:

No. of DPs	Die roll modification
1, 2 or 3	-4
4, 5 or 6	-3
7 or 8+	-2

Well, that about wraps it up. If anyone has any other ideas concerning the game, I would be very interested to hear from you. Also, anyone residing in the North East who would like to participate in a campaign game, please don't hesitate to contact me at:

51 DEUCHER STREET, JESMOND,
NEWCASTLE UPON TYNE, NE2 1JX
or ring Newcastle 810874.

A REVIEW OF NEWS,
GOSSIP & RUMOUR
COMPILED BY
DOUG DAVIES



Grapevine

24th April 1981

Well have I got a tremendous tale of intrigue, international skulduggery and intimate revelations to tell you avid readers this issue — no I haven't, it's the usual run of mundane rubbish, so there! I will commence this time with the latest from SPI so after mentioning its M. Freni I'm listening to this time, here goes.

SPI.

Last time I promised to try and discover exactly what SPI intended with its "remakes" project for updating some oldies but goodies, and although little has definitely been decided in this area it appears likely that two games will initially be given this treatment. Patrol will be revamped by providing two geomorphic maps which necessitates a whole new set of scenarios, and whilst the rules will remain basically the same they will be modified slightly to make the game easier to play. Then Dreadnought will be upgraded to incorporate many of the suggestions made in various articles regarding ship strengths, and additional counters may be provided. Other games which might later attract SPI's attention in this manner include NATO, World War 3, and Chickamauga.

Moving onto new projects the big thing at the moment seems to be the SF role playing game Universe scheduled for release at Origins which will later acquire the voluminous trappings these things generally generate. Around autumn will come your game masters screen, quickly followed by the character log pads, speedily followed by your initial adventure and your first supplement about encounters with aliens. The game will be available in two versions, the basic set will not have the tactical combat system (this in fact being Laserburst from Ares 9) while the full set will include it and therefore will cost more to buy. Staying on the SF front we have Legions of Space which sounds like classic Doc Smith and in Ares 16 The Human — Kzinti War on a theme typical of the genre. Mention of Ares must bring me to the point where I mention that once again Davies had it wrong — issue 13 will feature Galactic Trader not Traitor as I would have had you believe. While I'm at these true confessions I might as well reveal that the 1914 game SPI intend doing will be on a strategic level covering the whole opening moves of the campaign not just Ypres as I'd previously reported. Other titles which are being considered are another TSS spin off entitled Red River, a game on Salerno, and one on a potential operation in the Persian Gulf.

YAQUINTO

Those enterprising gentlemen at Yaquinto whose albums are usually near the top of the board-gaming charts are working hard to produce the four new games they are scheduled to release at Origins. These include two titles in the revised album format, Commando Raids, a man to man tactical level treatment of several well known daring exploits of those famed units in WW2, and Ghost Cruisers a game which has been long in the pipeline and is concerned with the actions of the

Continued on Page 27

STRATEGY, TACTICS, & CHOICE

Being a consideration of some of the elements of wargame design
with regard to the merit of the whole.

R. MUSSON

If you should meet someone at a party or on a train, and you wonder if they might be a wargamer, there is a very easy way to find out without even mentioning the subject. Ask them if they know where Roslavl is. If they say, "just south of Smolensk", you've met a wargamer. There are other questions, of course, that have the same effect, like, "Do you know Jim Dunnigan?", but what I wanted to illustrate is that no group of people is as familiar with the geography of the Ukraine & Byelorussia as wargamers are (except perhaps for Ukrainians). The cause, of course, is the ceaseless flow of games dealing with the eastern front of WWII. So ceaseless is it that whenever a new game comes out with a title like "Drive on Kalinkovichi", everyone groans and says, "Oh no, not another east front game. Why can't we have something interesting for a change, like the Carlist Wars/the Tanganyika campaign of WWI/Plevna/ (whatever your pet subject is)?" Yet, despite that, we keep playing the games.

So, I ask myself, (having a well-developed sense of curiosity) just why is it that this topic is so popular? At first sight it doesn't appear one that would command quite so much attention. After all, not too many wargamers have that great a sympathy for either the Third Reich or Stalinist Russia (I hope not, anyway). The west front, with plenty of Allied units, might have appeared a theatre of war of greater interest. It can't really be due to the fact that since one identifies with neither side, one doesn't mind who loses; that would apply equally well to plenty of other topics. And though one can point to the inherent drama of Hitler's grand gamble going wrong, there are plenty of other dramatic campaigns that wargamers never bother with. There were conquerors who lost everything in Russia before Hitler turned his gaze that way, yes, and before Napoleon, too; Charles XII of Sweden is a case in point.

Besides, one must take into account the fact that east front games can be popular (or at least, well-played, which amounts to much the same thing) with players who really have very little interest in that part of history as such. Certainly, my own knowledge of the course of Operation Barbarossa stems almost entirely from playing games on the subject; I have little enthusiasm for the period as such, yet I do like quite a lot of the games. Indeed, I think it is the games we have to look at for the explanation, and not at the period, for most east front games do have a fairly distinctive character. The grand-daddy of the genre is perhaps Avalon Hill's old Stalingrad game, which I have vague recollections of losing heavily at about ten years ago, and haven't seen since. This was a game not of the Stalingrad battle itself, but of the whole east front, played on a map the dominant characteristic of which was a series of long north-south trending rivers, one behind another. The general course of play involved the Russian player defending behind the first of these until the position became untenable, then slipping everything back one to the next river until that became too dangerous, then back to the next river, and so on. A modern game more likely to be familiar to readers is SPI's Kharkov, which is an even better example of the typical east front game. So let us try and distinguish the characteristics of a representative game of this type.

Firstly, I think we can characterise the scale as being that commonly called "operational", that is, dealing with opposing armies, rather than opposing

small units (tactical) or opposing countries (strategic). Certainly there are east front games at all scales, but the others, I think, are less typical. Secondly, units tend to be arranged on the map in lines; these lines are generally irregular, and often tend to follow a terrain feature to a greater or lesser extent. These lines are also very mobile; there is a high degree of fluidity in the game, and the area of actual conflict may well move over most of the map in the course of the game. These, I think, are the basic elements. Now we can look and see what they entail.

In doing so, we must bear in mind that the combination of all these characteristics is important; if considered singly, any one element may appear to be matched in some other game where its effect is different owing to other dissimilarities. For instance, we cannot say that fluidity makes a popular game, full stop, for there are plenty of fluid games which, justly or unjustly, are not popular. A good example is Frederick the Great, which has plenty of fluid movement, but is a game which deals with single stacks rather than lines of units, and this is an important difference to which I shall return in a minute.

The first important element that comes out of the list of characteristics is that games of the east front type possess both a strategic element and a tactical element; or to put it another way, the player is required to be both strategist and tactician at the same time, which is more involving and perhaps more interesting than having to fulfil only one of those roles. The strategy comes from the need to make a general plan of action in order to fulfil one's victory conditions: choice of objectives, attainment of objectives, and so on. The tactics arise when, say, one actually assaults part of the enemy line. The choice of which units to use to attack which enemy units, and from which direction, involves tactical thinking. Now this combination of the two types of thinking arises partly from the scale of the game. Obviously, a strategic game has relatively little tactics in it, and "contrariwise", a tactical game has not much strategy in it. But an operational game, coming in between, has both. But not always. In a game like Arcola, which is an OSG "operational" account of Napoleon in Italy, where one's whole army is more or less in one hex, there isn't much call for tactics. The whole battle is resolved by a few die-rolls once the opposing armies have actually met; this is also the case in Frederick the Great and many other games. This is because the game system depends on large stacks under the control of relatively few leaders, rather than having long lines of units. This is a product of history: in the days of Freddie the Great, wars were fought with far fewer men, who took up much less space, and did indeed march around in small concentrated groups under the command of one leader instead of spreading themselves out in a long line from the Black Sea to the Baltic. One cannot treat the Seven Years' War in any other way.

One way to try and get round this problem is to introduce some form of tactical combat into large-stack games by the use of some sort of battle board display, where the big stacks are transferred onto some abstracted battlefield on the margin of the map-sheet where combat is resolved in a more elaborate way than merely comparing total strengths, leadership rating, and perhaps one of those little tables where you secretly pick from "desperate defence", "all-out attack", "run-away", etc. This idea has a longish history, and examples

of it range from fair (e.g. The Conquerors) to awful (e.g. Cromwell, a game handicapped by terrible rules-writing, which is the only game I ever bought that annoyed me so much that I got rid of it). The main problem with these "battle-board" affairs is that they are so colourless and anonymous that they occasion little interest as a rule. For this reason, they work best in games where the battlefield is inevitably going to be featureless anyway, such as naval games and space games (Starforce and Battlefleet Mars are both instances) where the degree of abstraction is justified. Another problem is the abruptness of the transfer between map and battle display, which jars the flow of the game. I shall have some more to say about this later.

In passing, I might add that I think there is another feature of large-stack games which counts against them in the popularity stakes; this is one caused by the movement system in most games. I have a feeling that most gamers tend to feel safer when playing games with lines rather than stacks of units, since lines are much harder to out-flank. If your whole army is stacked in one hex, it is all too easy for the enemy to send someone slipping round the back and cutting your supply line. If your army is strung out along a front, you don't have to worry about this quite so much. The problem arises from the fact that most games play along the lines of "I move eight hexes and then stop dead while you move eight hexes" and so on. This means that every turn you have to commit your whole army to a single hex where it must stay while your opponent has complete freedom to run rings round it — then the roles are reversed. In reality, armies are on the move simultaneously and so this problem doesn't arise.

But back to these sheep, as they say. The combination of strategy and tactics may be a factor in making a game a good one, but it cannot be said to be the only one. There is another element which arises from the combination of strategy, tactics and fluidity, and that is choice. And this is where we reach the key issue of this article, for I strongly believe that the nature of the choices, and also the degree of choice offered to the player is probably the key issue in determining the quality of a game. To some extent, this is self-evident; it is well-known that a game which offers players no choice, which mechanically follows the same course of events each playing, is a boring game. However, there are some aspects of choice in games that are less well discussed, and it is on these that I want to concentrate.

For a start, we can broadly distinguish three important areas of decision-making: choice where, choice when, and choice how. The first of these is, in some ways, the most crucial. It is usually a choice of "where" that makes for the greatest variety of options, and has the greatest effect on the playing of the game. For example, look at a game like Stonewall; here the Confederate player has complete freedom of where to attack; he can choose a pitched battle in the open by attacking in the east across Hogg's Run, or make a risky attack on Pritchard's Hill, or march round to the west towards Cedar Creek Turnpike, either with the intention of exiting off the north edge of the map, or attacking the Union reserve. Each of these options will give a game of a very different character. As in Stonewall, it is often the case that decisions of the "where" variety are usually the attacker's option. The defender defends wherever he is attacked. This is not always the case, though, especially in games where the defender gets a chance to withdraw and set up a second line of defence on ground of his own choosing, as in, for instance, a number of Bulge games, where the initial Allied line is flimsy and soon disappears; the Allied player can then decide where he will try and make his next stand, whereupon the German can decide where to attack the new line. Another example is Fulda Gap, where the NATO player doesn't really have a defensive position to start off with (in the tripwire scenario) and has to find somewhere to string a line in face of the Soviet attack.

Questions of "when" are more the staple of the defending player, though. This is rather interesting, because it highlights one of the differences between many wargames and reality: a much greater degree of time pressure. Look at it this way. You

are a general of rather average ability planning an attack. When do you give the order? Well, the weather's not awfully good at the moment, better wait for it to clear up a bit, and give the men a bit of a rest; then, I'm expecting reinforcements and I'd better wait for those, and by then my artillery barrage will have worn the defenders down a bit more, etc. A mixture of preparation and procrastination. Now you are a wargamer planning an attack.

"Let's see, I've got twelve game turns to win this thing, I'll need all of them, so let's get moving. No reinforcements until game turn three, that's a bind; where's that weather table? Rain! Blast! Oh well, can't be helped. Up guards and at 'em!

You see what I mean? There aren't many games where one is encouraged to wait for the favourable moment to strike. The reason is the closed number of game turns, and usually one wants all the time one can get. Compare chess, where the game is of unlimited length, and players have free choice as to whether they wish to slowly build up to an attack, or whether they prefer to throw in a violent attack at the first opportunity to try and catch the opponent off guard. Temporal decisions are therefore much more the prerogative of the defending player, who has to decide either when to start withdrawing from an untenable position, or when to start a counter-attack. An excellent example of the first is *Cobra*, where the outcome of the game depends on when the German player takes the critical decision to abandon his position and start withdrawing his units. A good example of the second is *Drive on Stalingrad*, where Soviet reinforcements gradually accumulate to the level that he can punch back at the over-extended German lines. Again, when he makes this decision is crucial: too early, and he may get a bloody nose, too late, and he may not have sufficient time to finish what he starts.

There are exceptions to the above, primarily (a) when the launching of a phase in an attack is dependent on the defending player making some particular move, and (b) in multi-player games where the acquiring of a target precedes any attack on it. In both these instances a player in an attacking position may be faced with questions of the sort "is the time ripe for plan X?"

Decisions based on the question "how?" are largely ones of allocation of forces. Granted that we attack town Y, do we send the First Army, the Second Army, or the Third? The decision may have a large effect on the outcome of the game, but is often less crucial in determining the character of the game than the where and when of it is. However, "how" plays a proportionately larger part in determining the course of the game when it comes to decisions of force selection, as in a game like *The Creature that Ate Sheboygan*. This jolly little game is not to be scoffed at, even if the monster does usually win. In this game, each player secretly selects his forces from a "shopping list", and this is an especially interesting one in the monster's case, since he can pick such exotic powers as fire-breathing, lightning throwing, web-spinning, and so on. The course of the game will be very different depending on just what powers the monster has up his sleeve, thus lending an unusual degree of variety to the game. And (need I spell it out?) that the more variety in a game, the longer it holds interest and the more popular it is likely to be.

Now it happens that the combination of characteristics that I listed for east front games is one that makes for a very high element of choice in the playing. If you consider a game such as *Panzer Gruppe Guderian*, it is clear that as the combat sweeps across the map from west to east, a large number of "where" choices must be made, both by the Russian looking for defensive positions, and the German looking for ways round them. Is Smolensk to be attacked directly, turned from the north, or should the German drive go for the "Roslavl gap"? It makes a lot of difference. In the "when" line, how soon (if at all) the Soviet player decides to give up the forward towns of Mogilev and Orsha is also very important. And organisation of forces is a constant factor as the Soviet player tries to get his strongest units to where they're needed most (when he finds them) and the German seeks to make the best use of his Panzer divisions. Make a comparison, albeit an unfair one, with a game like *Constantinople*, and the disparity in

popularity becomes clear, even disregarding the relative obscurity of subject matter of the latter. In *Constantinople* the choices to be made are by and large either trivial, obvious or non-existent. This rather tends to be the way with siege games; the defenders are usually limited in their choice of position to the walls. But that can't be helped; it just means that siege games as a genre are doomed to be less popular than east front games and their ilk.

There are other reasons for the popularity of a game, but quite often these other reasons turn out to be more closely related to choice than might at first be apparent. For instance, PGG is an "exciting" game. Put in other words, a lot happens and the outcome is not predictable. Many events occur; events which are dependent on choice, since they arise from choosing a course of action. If the events were not chosen, but occurred by rote, they would be predictable and not exciting. Likewise, a genuine strategic choice implies that the outcome is not predictable; if the effect of all the possible options was the same, the element of choice would be redundant; if one option was so obviously the best that the alternatives did not merit consideration, the choice is trivial. Another thing one might draw attention to is the degree of complexity and with it the ease of play. A smoothly-running game system has the merit that it throws greater weight onto "playing general", that is, occupying oneself with making important decisions, rather than getting lost in a welter of trivial decisions. If a game system is too complex and opaque, one can get so lost in adjusting minor details of unit status that one begins to miss the wood for the trees; instead of playing the general one finds oneself playing a vast array of lieutenants. Such games have their place in the collections of those enthusiasts who take particular interest in period details, but again, they are unlikely to be popular games.

On the other side of the coin, it is equally true that there are games which are unpopular for reasons unrelated to my combination of strategy, tactics and choice, though that does not materially affect the argument. There are lots of mistakes, all waiting to be made, in designing a wargame. One of the most unfortunate instances that comes to mind is *Armada*. It really is a shame that SPI made such a dog's dinner out of this; the game is potentially a very fine one, and one which has indeed a great array of player choice to offer. The Spanish player has an enormous "where" question hanging over him right at the outset — to attack by land or sea? And if the latter, for once we have a game in which the attack doesn't always start immediately: the Spanish player has a real choice to make as to whether to sail in the first year of the game or the second, and both options have good reasons behind them to make choosing all the harder. When the *Armada* does sail, there is another question of no less importance — where to? England? Ireland? The Low Countries? And of what will it be composed? And how will it be manned and supplied?

The English player, apart from having to try and out-guess the Spaniard, has also got to ask himself how he intends to carry out his defence. What ships to keep in active service? Will he make raids against the Spanish preparations? And if so, when and where? And with how much force? The game could have been very well received if it hadn't been sunk from the outset thanks to the non-existent proof-reading. *Dixie* was another game that was really doomed from the beginning thanks to its absurd and uninteresting premise, and an excellent example of a game whose fate was sealed before ever the counters were punched out is *South Africa*. This horror, laden as it is with prejudice, is really an insult to the hobby. The Soviets are allowed to win games; the Nazis are allowed to win games; Genghis Khan is allowed to win games, but oh, not the South Africans, after all, I mean, they're *bad* aren't they? So write in a rule to say that the nasty South Africans must always, always lose, and then the world will be safe for democracy. It would make a cat sick.

To return to more serious matters. Evidently we are touching on a number of interesting points here, one of which is the "game" versus "simulation" debate. Quite a lot has been said about this already, so I won't go into it too deeply. Basically the question is, should a game designer put most of his effort into making the game mirror

history as exactly as possible, to the extent that the game may mirror history in exactly the same way each time it is played, or should he concentrate on making the game play like a game, if necessary, at the expense of historicity? There are two main ways of forcing a historical result to a game, the overt and the covert. The overt approach consists of putting in rules of the order of "on game turn five the German player may not move any units north" or some such. Why not? Because the designer says so. The most common occurrence of this sort of rule is in games dealing with battles or campaigns in which particularly incompetent generals blundered away easily winnable positions. In such circumstances, such a rule is usually the only way of obtaining a closely-matched result, let alone a historical one. To that extent, the rule is probably excusable, though it does still detract from the choice available to the player, and therefore it also detracts from the game. The covert approach is to arrange things so that a player is guided into making a historical choice by making the alternatives markedly less appealing. Instead of no choice at all, the player is given an illusory choice, something in the manner of the television cat who always manages to select unerringly the bowl containing "Tibbytips" as opposed to Brand X (iron filings) or Brand Y (sawdust). Examples are not hard to find; in *War in the Pacific* we find a rule obliging the allies to keep a supply line to Australia open, not because the designer tells them to, but because penalties ensue if they don't; if you care to take your chances ... Then we have *Yaquinto's The Thin Red Line*, which deals, surprisingly enough, with Waterloo, and which arranges for the French to make a historical attack on Hougemont by (a) distributing the victory points in such a way as to make its capture highly desirable, and (b) by narrowing the board to such an extent that there isn't much room for any other target.

Now, I'm not going to say that designing a game to repeat history faithfully every time it's played is wrong; there is a place for such games, and a player with a particular interest in a certain campaign is likely to be glad of a game which is first and foremost a simulation of that campaign, and which mirrors history with sufficient fidelity to make it a useful study tool. Also, there are certain battles of no mean interest, which, if gamed, are almost certain to produce a historical result no matter how you do them; Agincourt springs readily to mind. What I would say, though, is that such games are never likely to be popular in a big way, because of the relative lack of player choice.

Though restrictions in the interests of historicity are usually tolerable, restrictions which actually prevent a game from following a historical course are positively pestilent nuisances. An example which annoys me in particular because it mars an otherwise good game on a topic of special interest to me, is *Breitenfeld*. The battle on the Imperialist left began with an impulsive cavalry sortie made on Pappenheim's own initiative, which whizzed round the Swedish right and started laying into the rear of the Swedish lines. You can't do this in the game, because the Swedish right rests inviolably secure on the edge of the mapsheet! Of all the offenses game designers are capable of, I think the one that annoys me the most is that of not providing enough map. Few things are so galling as the sight of an enemy flank sitting in a vast plain, unprotected yet unturnable thanks to a strange supernatural great grey wall which provides your opponent's line with a secure anchor, despite the fact that no such wall ever existed in history. *Breitenfeld* is not the only offender amongst SPI's Thirty Year's War games; in *Nordlingen* it is the Swedish left that finds a convenient barrier to prop itself against. Now, there are battles where one or another army does have an inviolable flank; *Blenheim*, for instance, where the French right rested on the Danube with perfect security. Putting a map edge along such a terrain feature is fine. But to put such a barrier where no barrier actually occurred is tantamount to taking the field of Waterloo and placing a huge lake in front of Hougemont, and a funfair in front of La Haye Sainte. I assure you, such a jape would be no less historical than the "acceptable" course of erecting the Berlin Wall at Ficherfont. For some reason, Napoleonic and pre-Napoleonic games seem to suffer more from this sort of thing than 20th century games (I'm not saying there aren't contemporary offenders, though). This is all the more unfortunate since

good generalship in a Napoleonic set-piece affair was dependent on making the best of opportunities on the flanks. To design a game in such a way as to constrict players to making frontal assaults is ridiculous. Not only does it reduce one's ability to pick up the flavour of the period, the fact that one has less choice makes the game less interesting. And therefore less likely to be popular, also.

When dealing with a period such as the Thirty Years' war, this factor becomes all the more crucial. This isn't a specially popular period with wargamers, and there are good reasons for this, and I say this despite the fact that it is a period for which I have marked sympathy. It is not just a matter of obscurity (or should I say, obscurity in the U.S., which didn't exist at that time, while we folks were fighting what my history book calls "the Great Civil War") or the fact that sources are harder to come by. The problem is this: if you do your game on a war, then it is unlikely to be very popular for the reasons already discussed with regard to games in which a few leaders march large stacks of units around. If you do a game on a battle, then other difficulties arise. A lot of the battles look very much the same. The two armies lined up in dead straight orders of battle, on a large patch of clear ground. One patch of clear ground looks much like another. Consider, for instance, Rocroi, which has the barest game map imaginable (not counting sea and air games, of course, nor the cheap skate Arena of Death, which has a blank hexsheet purloined from another game, in case you haven't seen it). In a game like PGG, as I said before, much of the element of choice, particularly in the "where" category, stems from how the player reacts to terrain. Which terrain line gives him the best defensive position? How can the road network best be used to aid the attack? Where the fighting all takes place in an open field, none of this arises. Either you hit him on the right flank, or the left flank, or (more unlikely) the centre. In fact, once the opposing armies are broiled up together, and the battle swings to and fro in a succession of drunken lurches, the result can be very exciting. But it doesn't look outstandingly interesting to begin with, and certainly not to gamers weaned exclusively on a diet of Panzers and T-34s.

What I suspect happens sometimes in the design of these games is that the designer, having obtained a map of the initial orders of battle, becomes hypnotised by the neat rectangle defined by the opposing forces, and thinks, "well, that will just fit neatly onto my map". In doing so, he leaves off room to manoeuvre on the flanks and thereby both restricts the options open to the players, and reduces the interest of the game.

I can hear protesting voices at this point, saying, "this fellow won't be satisfied unless he gets an infinitely large map (which won't fit on his table anyway). One has to draw the line somewhere". Agreed, maps must have edges; all I ask is that they are placed sufficiently far away from the battle. There are games in which I have never felt any lack of space (including PGG). Maps need not be infinite to be effective.

There is one way of introducing an extra element of choice into games of a relatively early period, and that is by allowing the player freedom of choice with respect to his initial battle array, i.e. free set-up rules. These don't always come off particularly well, for two reasons. The first is that it is often possible to classify all the possible arrangements of troops within the restrictions imposed by the game as either acceptable or poor; the difference made by choosing one acceptable arrangement as opposed to another may be minimal. The second, and perhaps more important reason is it always makes the game look as though the designer hasn't done his homework properly, unless, of course, both free set-up and historical scenarios are provided.

However, it is possible to expand on the idea of free set-up to produce a battle game with a much greater degree of choice for the player, a rather more interesting map, and of a character almost never met with in the annals of wargaming. If choices of "where" are a merit in wargames, why not let the players decide on where the battlefield is to be? In most battle games, if not all, the map shows only the area where fighting did take place, not where it could have taken place. The players,

in their rôles as generals, have their choice of battleground more or less forced on them by the map area. But consider historically a battle like Breitenfeld, beginning not just on the morning of the battle, but at, say, noon the day before. Two large opposing armies each become apprised of the presence of the other within a matter of a few miles away. It becomes clear to both commanders that a battle is inevitable (for reasons which will be factored into the victory conditions). Both make preliminary manoeuvres to secure suitable ground on which to fight. Both sides make up their orders of battle. Battle is joined. Finally, the vanquished commander tries to extract what he can of his defeated force in the face of harrying from the enemy cavalry. End of game: after four stages of play instead of the customary one.

I don't believe there are insuperable difficulties in designing a game of this sort. Granted, you need a bigger map than usual. Everything else can be covered by sensible rules writing. Commanders behaved the way they did for good reasons; to make players behave in a similar fashion rather than in a highly 20th century fashion it is only necessary to draft the reasons prevailing in the 17th century into the rules. For instance, it obviously won't do to have regiments of pike running piecemeal all over the map to grab vital points; solution — sensible leadership rules with a command radius for purposeful movement. Appropriate morale rules will also go a long way to re-creating historical circumstances, and reducing 20th century players using 17th century armies in a 20th century way. For instance, defender in an entrenchments hex is doubled, right? "Troops attacked in their trenches are usually beaten, because ... awaiting the enemy in one's lines is often an admission of one's weakness and of the other's superiority"; thus Voltaire, writing in 1731 (and I hereby claim to be the first person to quote Voltaire within the pages of Phoenix). Similarly, whereas you and I like to line up our troops behind a river (defender doubled again), in medieval times it was considered good policy to defend in front of a river. The idea being that if you made sure your army had nowhere to run to, they would just have to stay and fight.

One of the beautiful things about this sort of game is that it would combine strategy and tactics in a new and interesting way. Earlier in this article I mentioned the abrupt transition between these two modes in games where an army piled up in one hex on the strategic map is suddenly and miraculously transported to its battle array on the tactical map, and then back again. What happens in between is a grey area as far as wargaming is concerned, and I don't think this is desirable, either from the point of view of understanding the warfare of the period, or for the games as games. An army on the march occupies as much space as an army drawn up for battle; I'm not recommending that a whole march should be represented at the scale one uses for a battle, for marches, considered in their entirety, can be rather dull things. But what is interesting is the end of a march, and especially where the march actually does end.

There is one game that does treat a battle in this way, and as far as I know it is the only one quite of this kind, and readers already familiar with it will have guessed by now the trend of my argument. That game is Napoleon's Last Battles in its full campaign version. For those not familiar with the game, let me say that it deals with the preceding two days leading up to Waterloo as well as the day of that battle itself; it uses a map equivalent in size to two standard maps (four folio maps, in fact) and about 200 counters, including generals and corps officers. The game system is not dissimilar to the old Napoleon at Waterloo system, but with very important additions, not the least being a hierarchy of command from general to officer, requiring a corps to stick together if it is to be an effective fighting force. The game starts with Ney facing Wellington at Quatre Bras, and Napoleon facing Blücher at Ligny. Those two battles concluded, the fun really begins. The Allies must withdraw under cover of night, lick their wounds, and choose their ground for the next day's fighting. Then when battle is joined, play proceeds as for a battle in the way we are all accustomed, but withdrawing by night, pursuit of one army by another, choosing the battlefield, these are all really rather new activities for the wargamer, despite the fact that they have been the bread and butter of generals for centuries.

By way of illustration, I shall go into some detail and describe an Allied strategy which I think gives the French a particular headache. Before I do, though, I should mention that despite my enthusiasm for this game, I must admit that it does have one or two flaws. In particular, there is one rules change which I strongly recommend, and that is the rule that units out of command that find themselves in an enemy zone of control do not attack, but repulse one hex. If this rule is applied, the Allies can make life quite impossible for the opposition by stringing out a long line of two-unit stacks on alternate hexes and then putting them all out of command control by taking the general away. The French player will find this line very hard to break; he may force it back one hex at a time, but he can never actually surround any of the component stacks, and achieving a "Dr" result is much less effective when the defending unit is not compelled to attack back at poor odds, thus risking an "Ae" result. It is better to play that units that start adjacent to enemy units must attack even if out of command control, but that if they are out of command control, any result better than "Ar" counts as no effect.

That said, I now proceed with my presentation of what I call the Third Corps Gambit. Chess players will need no telling that the meaning of the word gambit is a line of play in which material is sacrificed for positional ends. There is one pre-condition for its use: the Prussians must survive Ligny without being totally decimated. Actually, this rather reflects a truth about this game; the French must annihilate the Allied armies at Ligny and Quatre Bras on the first day if they are to have any hope of winning. If the Allied armies survive as a viable force by the end of game turn seven, the French can practically give up hope there and then, were it not that what follows is so interesting.

So, as the Prussian, you must defend carefully, and also keep the cavalry "in a band-box"; don't risk it if you can possibly avoid doing so, we shall need it shortly. Watch out for French attempts to outflank the Prussian line by marching troops down the road from Quatre Bras, and be prepared to withdraw if necessary (if possible). Once dusk sets in, it is time for the cavalry. The object of the exercise is to set up a screen of cavalry units from just north of Dreumont, eastwards, every three hexes or so, so that you get the longest possible line of continuous ZOCs for the minimum of units. Behind this defensive screen, which the French cannot breach during the night, the Prussian army retreats northwards as fast as it can go. The objective is Mont St Guibert, where the corps officers should take up their posts to start reorganising units as soon as possible.

The French player now has a horrible decision to make. Either he can send the main force after the Prussians as soon as he can penetrate the cavalry screen, or he can shift it to the west and send it after the Anglo-Allied army, leaving a covering force in the east. There are grave problems with this latter approach. As soon as you see the French army shift westwards, stop the Prussian retreat and start advancing again towards your cavalry screen. That had better be a big covering force, fit to deal with the whole Prussian army (as much of it as is extant). If it is, it leaves the French with all the fewer troops to deal with the British. If it isn't, the presence of a large Prussian force in his rear should cause Napoleon considerable anxiety — it only takes one Prussian unit to get through and cut the Brussels road somewhere near Grand Champ and the French have lost outright. And since the Prussian can draw supply from the Namur road, it causes the Prussian army no inconvenience no matter how far south it is.

This means the French army cannot afford to leave the Prussians alone. As soon as day breaks, the cavalry screen ups and heads for home at top speed. Most of it will probably get chewed up on the way, but it can then be immediately reorganised at Mont St Guibert. As the Prussian forces arrive, they should take up positions behind the river. Here is the battlefield for day two. The British force, meanwhile, will probably be holding Genappe against Ney. The battle of Mont St. Guibert, however, is likely to be a bit of a non-starter. By the time the French army arrives, there will probably only be time for a couple of hours' fighting at most before rain stops play.



SQUAD LEADER

A Case for the Errata of the Errata

J. SPENCE

Imperfect rules are the bane of our lives and many are the calls for errata to plug the gaps we find in the rules — often without much reply from the producers. However, Avalon Hill are an exception to this; in fact they go the whole hog and regularly update their rules booklets with the publications of new editions. This is very laudable but does mean that one has to know of the existence of the new rules and go to the trouble of purchasing the new booklet, no SSAE and half a page of errata is possible.

Squad Leader is a case par excellence. This very popular game has had 4 editions at the time of writing with a few other changes also appearing in the General or Cross of Iron prefaces — a slightly confusing state of affairs. Do you know which edition your face to face opponent is using or may this be a reason for the occasional rule alterations you have? With the kind permission of Avalon Hill I wish to put this situation to rights by listing below all the rule changes that have occurred between Edition one and four; a check of Intermediate editions will show where they have already changed from issue one and where further changes have since occurred. I should mention that if you are interested in obtaining the latest rules booklet then you need only apply to Avalon Hill Games, 650 High Road, North Finchley, London N12 0NL for current prices and availability.

I know that I said that errata would seldom grace Phoenix's pages in my last Editorial but the popularity of this game makes it, I believe, one of the rare exceptions! I would like to hear from you as to the popularity of this article and would you be interested in a similar treatment for COI and COD. I should also emphasise that listed below are the official rule changes that I have managed to find, I have not included the many questions and answers on them that appear from time to time in the General or other rules booklets. And now, on with the list:

- 4.7 Last line: (exceptions: 27, 53.4, 56, 57)
- 5.54 Addition (Exception: infantry moving into shellhole along road)
- 7.2 Addition (Exception: 17.6)
- 8.5 Addition (Exceptions: 22.3, 34.3, 36.3, 37.47)
- 11.4 Now reads: The other terrain in a road hex determines the terrain effects on combat of a road hex.
- 12.22 Now reads: Any leader (whether previously broken or not) failing his Morale Check or killed/seriously wounded by a sniper (96.4) causes all other units stacked with him in the hex to suffer a second Morale Check. This occurs immediately after the combat check and is a normal "M" check regardless of the strength of the Morale Check which broke the leader. No dice modifiers other than that from an additional unbroken

leader in the same hex would affect the Morale checks.

- 13.42 Change in line 1: "routing" now appears in italics!
- 13.46 Change last line: ... or an enemy unit ends its movement adjacent to it.
- 13.6 2nd sentence now reads: They would check with the number printed on their reverse (broken) side.
- 14.7 Addition: (Exception: 18.3)
- 16.4 First sentence now reads: Defensive fire against moving units must be made in a target hex in which the target unit expended MFs or MPs — *not in most cases* at the hex from which the unit starts its Movement Phase.

Caption above 17.6: From 4th. sentence: Fire would also be ineffective against H5 because it is a building hex and although the LOS does not actually cross the building symbol, units in H5, if fired on, receive the +3 modifier of the building. If the MG were to affect units in H5, the buildings would, by definition, stop all penetration — eliminating F4 as the intended target hex.

Figure at base of page 6: Red lines offset by 3-4 mm. upwards in edition 1.

- 18.42 First sentence reads: A Berserk unit must charge the nearest (in hexes, not MF) enemy unit in its LOS during its Movement and Advance Phase in an attempt to destroy it in Close Combat. The charging unit must take the shortest route (in MF) to the enemy unit. It may fire
- 23.8 Additional case: Demo charges, like all support weapons, malfunction on an effects dice roll of 12.
- 24.3 First sentence now reads: Smoke may be placed in any hex in or adjacent to an Engineer squad ...
- 25.3 Addition — first brackets: (Exception: units in bunkers, 27.5 & 57.1)
- 25.4 Part of sentence 1 now reads: ... is fired upon resulting in a Morale Check, attempts to entrench (54.2) or becomes adjacent to any enemy *infantry unit*
- 25.8 Addition: (Exception: 25.41)
- 27.22 Last sentence now starts: In the unit's following Movement Phase the stack is placed
- 27.5 First sentence now reads: A unit which ends its Sewer Move without being adjacent to an enemy in the same building automatically is covered ...
- 30.5 Now reads: Vehicles may change their facing (and thus their Covered Arc) freely after moving into a hex, but move in the direction of their Covered Arc with the front of the vehicle facing the hex moved into.
- 30.7 Second sentence now reads: However, they must pay double the normal cost

(4MP/AFV + COT) to move into a hex occupied by an enemy AFV.

- 30.8 Addition to first sentence: ... another vehicle unless it is destroyed or immobilised while moving through ...
- 31.4 Addition to last sentence: ... or *debar* during the Advance Phase nor ride any AFV which is reducing a wooden building to rubble (58.4).
- 32.2 Addition: (Exception: 46.54 Artillery FFE)
- 32.3 Now reads: The LOS of any firing unit which crosses a vehicle outline is effected as if the vehicle were a stone wall on the second hex of the vehicle hex through which the fire is traced (11.51). EXCEPTION: Vehicles never block LOS traced from an adjacent hex. Vehicles occupying the hex behind a wreck would be considered "hull down" if the attacker's LOS crosses the wreck outline.
- 33.32 Addition to end: A TO HIT dice roll of '2' prior to modification results in a *possible* hit even if the needed final TO HIT number is less than 2. Roll a third die, and add +1 for every number less than 2 originally needed for a hit. Any result less than a 6 is a hit.
- 33.33 Now reads: Leaders stacked with tanks or SP guns do *not* modify the fire of the tank or SP Gun in any manner.
- Case 33.34 is 1st. Edition's Case 33.35
- 33.9 First sentence now reads: Whenever a tank or SP Gun is destroyed by hostile action (Exception: Close Combat) there is a chance ...
- 35.1 Second to last sentence now reads: ... resolved on the Infantry Fire Table immediately as the AFV enters the hex.
- 35.6 New second paragraph reads: All open-topped AFVs and those without a Covered Arc MG factor executing an Overrun wishing to use MG firepower (35.3) in the Overrun are considered to be in a CE status in the hex immediately preceding the Overrun hex and for the duration of that Movement (& Defensive Fire) Phase.
- 36.1 Last sentence now reads: ... which the vehicle was adjacent to during the Movement Phase.
- 36.2 Delete "squads" and substitute "infantry".
- 39.2 Last sentence now reads: If it survives the remainder of the Fire Phase it is immediately moved beneath the wreck or to an adjacent hex not occupied by enemy units.
- 39.4 Now reads: Immobilized AFVs may *not* pivot within a hex, but turreted AFVs may fire their main armament and co-axial MG outside their covered arc (case A). Even after firing in such a case, the immobilized vehicle does not change its "Covered Arc".
- 40.3 Delete "through" and substitute "into".
- 41.4 Delete "first two hexes of the Covered Arc (see diagram below) during any Fire Phase", as well as the accompanying diagram. Substitute: "same hex as the firing AFV during any friendly Fire Phase."
- 43.61 Add "Exception: A cliff hexside resulting in a drop of 2 or more levels to the adjacent hex would create a blind hex".
- 45.2 Last sentence added: "Each time a FFE attack is resolved is considered one Fire Mission."
- 45.42 Last sentence added: "Each turn of Counter Battery Fire constitutes a Fire Mission."
- LOS Profile Diagram: Line 6 should end with the numbers "2, 4, 5, 7, 8"
- 46.54 From sentence 3 the rules now reads: "Vehicles are *not* subject to the -2 dice roll modifier for moving in the open against an artillery barrage, but passengers *do* receive the -2 detriment, unless in a halftrack. Although Morale Check results on the Infantry Fire Table do not affect vehicles, they do affect all passengers except those in halftracks. Halftrack passengers are affected only by the destruction of the vehicle. Attacks vs. non-halftrack passengers utilize the same dice roll applied against their vehicle but it is modified only by the -2 "moving in the open" modifier mentioned above.
- 46.7 Second to last sentence has the following addition: Walls, hedges, *wheatfields*, or vehicles ...
- 46.82 (New) If one or more radios are eliminated, any other friendly radios in the scenario may use the remainder of the eliminated radio's artillery module. How-

ever, only one Fire Mission per artillery module per radio can be executed in the same player turn.

- 46.83 (New) A concealed leader does not have to reveal his location to use a radio.
- 46.9 Delete "end" in second to last sentence and substitute "beginning".
- 48.1 Now reads: Anti-tank guns are destroyed automatically if hit by a shell 37 mm or larger. A hit of less than 37 mm would not affect the gun but could affect the crew. Special weapons (bazooka, flamethrower) affect the AT gun as if it were a Halftrack on the AFV Kill Table. Normal infantry fire has no effect on an AT Gun.
- 51.22 Delete: "and may ... own nationality", and substitute: "After noting the identification letter of the captured vehicle on scrap paper, the captor may use the vehicle as if it were his own, but the vehicle operates with two less MPs while under his control." Insert "non-passenger" between "opposing" and "infantry".
- 51.4 Delete "all other results are... the truck". Add "Fire against soft vehicular targets on the IFT can also result in the vehicle being immobilized or wrecked if it fails a Morale Check called for by the IFT. A vehicle which fails a MC required by the IFT must take another normal MC. If the vehicle passes the second MC, it is considered immobilized. If the vehicle fails the second MC it is considered a wreck. All soft vehicles have a normal "Morale" rating of "8". Any passenger on board the vehicle would have to take a separate MC as called for by the IFT. An immobilized vehicle may be repaired as per 66.3 except that the repair dice roll necessary is a 4 or less instead of a 2. In order to attempt a repair dice roll, the vehicle must be placed beneath a crew, passenger or other friendly unit attempting to make the repair, and subject to fire as per 66.31. Soft vehicles without an inherent crew counter (unarmed), passengers or other friendly units may not attempt repair.
- 51.42 Add "unless the fire was from a MG in which case all infantry in the target hex are eliminated".
- 53.54 Last sentence now reads: ... from the target hex with a KIA result during artillery bombardments of 80 mm or more.
- 53.8 Add "A tank or SP Gun may not destroy more than one wire counter per Movement Phase."
- 55.1 The 6th. sentence now reads: Mines may be placed in any non-water hex ...
- 56.4 Add: TO HIT dice rolls vs. the AT Gun are made on the AT Gun classification.
- 57.81 Now reads: FFE attacks affect both upper and lower levels but with separate effects dice rolls except that a KIA result rubbles all levels. Flamethrower attacks affect the non-target floor as Area Fire unless a KIA result occurs against the target floor in which case both levels are rubbled.
- 57.82 New: If a flamethrower fires from within a building up or down a flight of stairs, the effects of the fire do not apply to the firing hex.
- 58.4 Now reads: A Tank or SP gun which moves into a wooden building creates a rubble counter in that hex. If not immobilized other tracked AFVs may not move through a rubble hex containing a vehicle which was immobilized attempting to move into that hex. The rubble counter still generates the same movement costs and terrain modifiers as a wooden building however. An immobilized AFV in a rubble hex may not change its Covered Arc.
- 59.4 Table now has following 2 lines: Wood Hex 7 - 12; grain 6 - 12
- 63.7 New: When firing main armament at mortars or howitzers the TO HIT number is not found in the AT gun row. Rather it is found in the correct infantry row, and its effect measured against the crew on the Infantry Fire Table. Any KIA result vs. the crew eliminates the weapon as well.

Back page: Advanced Sequence of Play: 1.9 Remove DM counters (14.6)

Germans surface raiders of WW2. The other two new games will be boxed and physically much more substantial, containing masses of log pads, record sheets and performance charts typical of the old Battleline designs. Craig Taylor will be contributing Wings, a kind of Airforce transplanted to WW1 which might be of particular interest to Jim Hind, while Steve Peek will be concentrating on a tactical level American Civil War game at company level with scenarios from different battles which is at present untitled.

GDW

Following last issues details of GDW's 1981 schedule there is not much new to report from that source at present although I'm assured that Trenchfoot will definitely be the title of their WWI tactical game - no doubt following in the footsteps of Auld Reekie's Black Death - the possibilities for a whole series of these medical style simulations could be great. The boxed set of miniatures rules for use with Traveller which I mentioned last time will be marketed under the title of Striker - see, the damn things even threatening our national game now - and will be accompanied by the simultaneous release of suitable figures and vehicles by Martian Metals in the USA and Citadel Miniatures in the UK. Fifth Frontier War, that top secret Traveller project will be a boxed boardgame with provision for space and troop battles between Zhodani, Imperial, Vargr, and Sword World forces and will tie into a lot of activity in the Journal of the Travellers Aid Society and other periodicals.

SIMULATIONS CANADA

Steve Newberg of Simulations Canada has provided me with a mass of information concerning their up and coming games which include Inchon on the amphibious assault against that vital port in the Korean War and the subsequent drive for Seoul to link up with the break out forces from the Pusan perimeter. It will use a modified White Death movement system on a scale of 1 mile per hex with four scenarios and company to battalion sized units. Rockets Red Glare is not a SF game - no it covers the War of 1812 in North America in great detail with separate strategic, operational, and tactical levels of play with provision for units to move between three separate map sections representing the different scales. Both of these games are scheduled for release in the autumn. Seapower and the State will be a grand strategic level treatment of a WW3 at sea with the Soviets trying to sink all the transports and tankers as the Western Allies battle to maintain the movement of vital resources. This together with a brigade level Napoleonic game on the battle of Wagram will probably be the Sim Can release next spring, although it is possible an American Civil War game covering the Wilderness may be substituted for the latter.

AVALON HILL

The latest press release from Avalon Hill details several new games scheduled for spring release in the States, some of which have already reached these shores. For traditional boardgamers will be The Guns of August game I first mentioned last year which covers the whole of WWI on a corps level, and Gladiator the updated version of the old Battleline game dealing with man to man combat in the arena. For SF fanatics will be Amoeba Wars which is about "planet gobbling giant amoebas" no less. The rich devils who own home computers might be interested in Conflict 2500 and Lords of Karma both from the AH microcomputer division, the subjects of which should be fairly obvious from the titles.

WWW

Little new from the 3W's but a change round in the running order with issue 17 of the Wargamer now slated to carry Keith Pouter's Napoleon at Austerlitz and everything else being adjusted to suit, Birth of a Nation by Richard Berg on the Battle of Saratoga in 18, and the east front Sturm Nach Osten in 19. Further down the line WWW are rumoured to have two games under consideration but I've no details of the subjects, simply the titles, which are Shatt al Arab and Bloody Run - what did I tell you these simple medical role playing games will be the new craze - in this one its presumably a case of dropping your trousers and you're ready for play!

ALL THE REST

OSG are still continuing in business in spite of my comments last time which were obtained from a source which is usually most reliable when it's sober, but isn't often sober. My apologies to OSG who are still shipping games out of their New York premises with Brent Nosworthy convinced that they can weather the storm and bring the company safely to shore - let's hope he's right. Another New York based company West End Games have announced an ambitious schedule of releases for later this year, and they generally seem to be getting it together much more than previously. Among the titles proposed are Against the Reich, Bonnie Blue Flag, Peace in Our Time, and Panzer Gruppe Luna, but beyond the names I have not yet received any details of the games. Steve Jackson Games are to release Coup a game dealing with a revolt in a banana republic, having apparently had a great success with the Iran game, at least in terms of publicity. Command Perspectives are most excited by the unexpectedly high sales of Beat to Quarters their miniatures orientated set of Napoleonic naval rules which use the cardboard counters so beloved of boardgamers, and they are to issue a supplement entitled Yardarm to Yardarm which will feature many new types of vessels. Heritage, the Texas based miniatures company who made a previous attempt to break into the board-gaming scene are reported to be considering a fresh approach. This will involve publishing a line of mini-games, mainly on SF and Fantasy subjects but with the odd historical title, containing a 12"x 14" map, counters and cards. Following Paul King's review of Battle of the Modder River in the last issue several people have requested information regarding its producers, Yorkshire Games, and how to obtain a copy, and I will therefore give their address below.

NATIONAL WARGAMES CONVENTION

This gathering which takes place on the 5th-6th September 1981 is the premier miniatures meeting of the year and features competition play to decide national champions in various categories. For the first time this year a boardgaming section has been introduced which will feature the games Bundeswehr, Dreadnought, Quatre Bras, and Bastogne. Competitors will be expected to be thoroughly familiar with the rules to all these games as the organisers will decide randomly which game is to be played by each pair of contestants. There will be an entry fee of £2 and a prize is being donated by Simpubs, (who have nothing else to do with the project). Those interested should write for entry forms and further details to Martin Thorne at the address below.

FOR WHAT IT'S WORTH

The top selling Simpubs games at the moment are 1 War of the Ring, 2 Middle Earth, 3 Arnhem, 4 Seelowe, 5 Timetripper, 6 Dragonquest, 7 Death-maze, 8 Sauron, 9 Dallas, 10 Dreadnought. You can see how it's going only two games with any pretensions to be historical simulations, one of the dreaded FRP games, one of the even worse TV spin offs, and the rest all SF.

Yorkshire Games are at 13 Wolsreton Villiers, Wolsreton Road, Anlaby, Hull HU 10 6QS

NATIONAL WARGAMES CONVENTION contact Martin Thorne; "Games", 50-54 Manchester St., Liverpool, L1 6EX (NB cheques should be made payable to Terrier 81 and a SSAE enclosed) or as in Contact!.

Coming Soon...

Avalanche
Mythology
NATO Divisional Commander
Panzergruppe Guderian

and much more

THE FIRST BATTLE OF YPRES

M. BARRES-BAKER

The Second Phase (23~25 Oct. 1914)

A Mini-Campaign Scenario for SPI's 'SOLDIERS'

The First Battle of Ypres was the final attempt by the Germans to break through the Allies and take the Channel ports before the end of 1914. The Germans had several new Reserve Divisions that could be used in such an assault. These divisions were made up largely of enthusiastic young soldiers whose tactics were outmoded by the machine-gun and magazine rifle. They were thrown against the Allied line along with the rest of the German forces, much of the heaviest fighting being around the Ypres salient. The first phase was relatively fluid (Oct. 18-21) but thereafter the British and French formed a defensive line that withstood all attempts to break it until early November, when the battle came to an end (see Soldiers, Scenario 10 - 'Fromelles'). The battle heralded the end of the open warfare which is the subject of Soldiers. Total casualties for both sides were 250,000 men and it was effectively the last battle of the regular British Expeditionary Force, the "Old Contemptibles".

This scenario of course does not cover the whole battle, it deals only with the area directly around Ypres during a few days at the start of the main battle. A German decisive victory does not signal victory in the battle as a whole, although it would certainly suggest it as possible. The advantage of such a game is that, unlike the ordinary scenarios, it enables a player to plan moves that time would otherwise render impossible, such as a total change of emphasis in attack after enemy units have been drawn elsewhere. I must, of course, stress that it is only a poor approximation of the action, but I think it should stand up to criticism if it is borne in mind that it is primarily a game. As such it perhaps marginally favours the Allies but a German victory, given intelligent use of reinforcements, is a distinct possibility. The unit scale has naturally been changed, a company now representing between one and two battalions.

ORDERS OF BATTLE:-

GERMAN-

53 infantry companies, 3 M.G. companies, 4 M.G. platoons, 1 horse-M.G. section, 12 cavalry squadrons, 13 field gun batteries, 5 howitzer batteries.

Enter board as follows:-

At least 20% from Southern Edge, West of Railway.
At least 40% from Western Edge, MOVE FIRST

FRENCH-

15 infantry companies, 3 M.G. sections, 4 cavalry squadrons, 3 field gun batteries.

BRITISH-

12 infantry companies, 3 M.G. sections, 4 cavalry squadrons, 4 field gun batteries, 1 howitzer battery.

Deploy first as follows:-

French-anywhere N/E of or in "U", "L", "P", "60" and South of "B".
British-anywhere N/E of or in "U", "E", "40".

Allies may all begin game in Improved Positions and may have 5 Trenches.

GAME LENGTH:-

3 days of 12 turns each, plus 2 Night Phases.

SPECIAL RULES:-

(1) NIGHT PHASES -

After each day there is a Night Phase. During this phase units and reinforcements may be moved anywhere on or off the board (and placed in I/Ps) with the following restrictions:

(a) All units in cover must be 1 hex away from the enemy. All units in the open must be out of M.G./ Rifle range of the enemy.

To operate this the allied player sets up first. He must only obey the above instructions when setting up units moved in the Night Phase. Stationary units may remain within range of Germans if these are within range of Allied units; the onus is then on the German to withdraw any such units when he moves. A unit that could only move into another enemy fire zone and is already within one remains stationary and MUST enter an I/P, or begin the next day dispersed in the enemy (Allied) phase. There is no combat in the Night Phase.

(b) No French unit may be moved North of Ypres ("B") during the Night Phase.

(2) REINFORCEMENT SCHEDULE -

Every night the players receive reinforcements before the Night Phase. These are determined in percentage of losses suffered the previous day, after throwing a die.

German	French	British
75%-1, 2	50%-1, 2	25%-1, 2, 3
60%-3, 4, 5	30%-3, 4, 5	20%-4, 5, 6
50%-6	20%-6	

Modifications:

Add 1 after Day 2.

Subtract 1 from French if Germans control "P", "L", "60" or any part of Polygon Wood ("E", "A" or "F").

Subtract 1 from British if Germans control any part of Polygon Wood or "40".

For reinforcements round up infantry fractions, round down others. However, 20% of 4 artillery batteries can be 2 field gun platoons, the same holds true for M.G. companies.

(3) EMERGENCY REINFORCEMENTS -

If the French no longer control any two of "P", "L" or "60" they receive 6 infantry companies, 1 M.G. section, 1 gun battery and 2 cavalry squadrons after a die throw. 1 = arrive one move later, 2, 3, 4 = 2 moves later, 5, 6 = 3 later.

Should the Germans control all of Polygon Wood the British receive 3 infantry companies, 1 M.G. section and 1 gun battery after 1 = 1 move, 2, 3 = 2, 4, 5 = 3, 6 = 4.

(4) OFF-BOARD ARTILLERY -

German field artillery may be placed 1 hex off the board and treated as howitzers. They must conform to all howitzer conditions (strike = 9). True howitzers may not fire in this fashion. Off-board artillery may never be fired upon.

(5) All German units must use the Reserve Units rule.

(6) The German player requires more counters than are available in Soldiers. To make up for this, use Belgian infantry as Germans and both Belgian and Austro-Hungarian artillery. Belgian 77mms may retain their strike of 11.

TERRAIN MODIFICATIONS:-

Ignore the canal (treat as a road) and its bridges. The railway must now be treated as a canal. There are four bridges over it, wherever it is crossed by a road.

VICTORY CONDITIONS:-

Victory conditions are evaluated after Day 3 and there is no third Night Phase. To control a feature there must be no undispersed Allied units present and any dispersed must be outnumbered 2-1 with at least one German unit adjacent to each. Cavalry remounts never count as units. German decisive victory = control of "B" + all Polygon Wood.. German tactical victory = control of either "B" or Polygon Wood.

German marginal victory = control of "F"/"A", "F"/"E" or "E"/"A".

British decisive victory = failure of Germans to achieve victory + control of 1 hex (undispersed) in both "B" and Polygon Wood (i.e. at least two hexes) + less than 20 German units on the board.

British tactical victory = as decisive but 21-45 Germans on board.

British marginal = as decisive but 46-60.

Any other results than these = a draw.

ERRATA:-

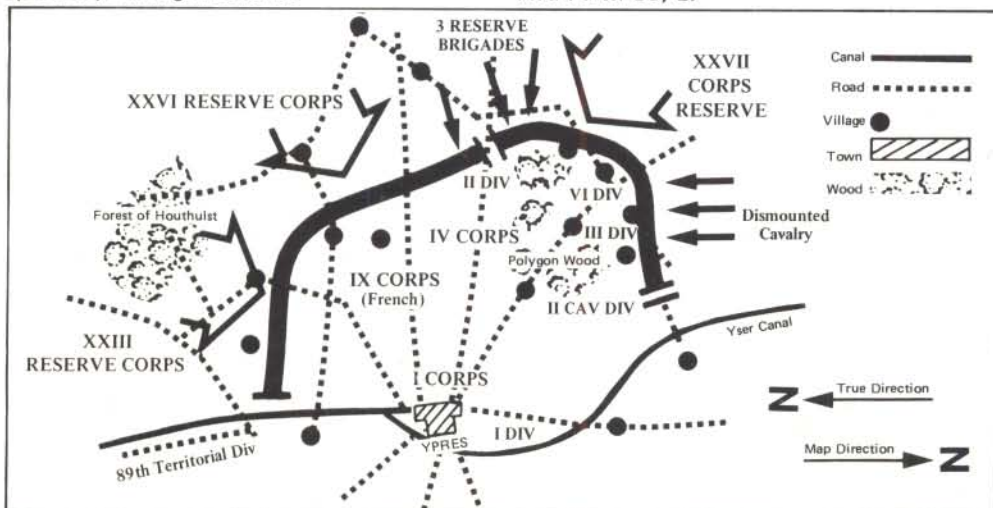
Order of Battle - Cavalry may enter/set up mounted or dismounted except for French, that must start the game mounted (so must their cavalry reinforcements). Dismounted cav. coming onto the board may leave their remounts off and still count as whole units.

Special Rules - Night Phase - To clarify this point; Allied units that MOVE may not be placed within German fire range. However, NO German unit may begin the next day within Allied fire range UNLESS it cannot move, in which case it disperses or enters I/P.

Special Rules - Reinforcements - destroyed cavalry remounts do not count towards reinforcements. Destroyed mounted or dismounted cavalry do.

Special Rules - Off-board artillery - Once artillery is designated as 'off-board' it cannot be brought on the board that day. Whilst off it cannot be used to reduce a British level of victory.

Special Rules - Night Phase - If after any Allied move phase both players mutually agree, a Night Phase may follow and that day will have come to an end. To do this of course the German player could simply retire from the board, thus forcing his opponent's hand. Remember that units withdrawn in daytime may not return until the next Night Phase.





HAMISH WILSON

"There is", says Christopher Lee, Defence Correspondent for the BBC, "There is a whiff of war in the air." at least so he quotes a former head of the British Defence Staff and, reputedly, one of the world's foremost defence commentators. In this issue's book review we look at the book which starts with that quote, examine the history of the art (and I *do* mean painting) of war, fly high, dive deep and look at a novel for only the second time in this column.

Let's begin with an important reference book which has been published in paperback form. If there is truly an odour of conflict about us it has to come from somewhere. It may be that the source is indicated in this compulsive book. The text is minimal as you might expect from an atlas but this is no ordinary atlas. "The State of the World Atlas" by Michael Kidron & Ronald Segal is published by Pan Books at £5.95 and makes the atlas I studied the world with at school look very thin on the ground. Using almost all the strengths of modern graphics this volume covers ground the way the man with the seven league boots did. It does seem to me that there are the odd anomalies. Examine, for instance, the maps dealing with the gold and dollar reserves of the world's nations. From this map it seems that the UK has more than South Africa (one of the world's principal producers of gold) but then look at the map (demographic, this one) which shows the Government share of gross domestic product. Herein it may be seen that the share of the Governments of the UK, West Germany and the USSR are roughly the same while the Governments of Switzerland, East Germany and Japan share approximately a mere 10-14%. There are many other stimulating and curious statistics illustrated herein including defence spending and food surplus and deficit regions of the world. The book *is* compulsive but I cannot say it makes cheerful reading. It may be that study of this book will indicate where the next war may start

Explosives of one sort and another have played an important part in warfare for a great number of years now but it has not been until recently that the manufacture of such things has fallen into amateur hands. Inevitably the result of this new development is a degree of instability in the end product as certain members of the Provisional IRA have found to their cost when they score an 'own goal'. I learned this grim little joke from an astonishing book called "Fetch Felix" by Liet-Col. Derrick Patrick. The sub-title of the book is, "The fight against the Ulster Bombers, 1976-77" and there are stories in here that will curl your hair! Col. Patrick has de-fused a number of bombs which were carefully constructed from some explosive, a battery and a half full petrol tanker, de-boobyed traps and climbed stairs and ladders clutching a live mortar round to his chest. Let you should think that this is one long tale of unrelieved heroism there are also some very funny stories told. I roared with laughter at the breakfast table at Owens Park when I read the story about the "Theatre Reserve" for the Northern Ireland area I won't spoil the story. Published by Hamish Hamilton at £7.95, this book is well worth a read and is a fine tribute to the men of the

RAOC who continue to strive to make life a little less dangerous for the people of Northern Ireland.

Maurice Griffeths is an author who also writes with some personal experience of the tricky business of stopping things going bang. In "The Hidden Menace" published by Conway Maritime, he outlines the history of the development of the mine (anti-shiping) and indicates something of the current state of the art in construction, deployment and destruction of these 'infernal Machines'. This, it must be stressed, is a book for the layman rather than the expert but it is a most enjoyable book to read and is, for someone like myself, who has made no special study of this aspect of naval warfare, an excellent introduction to the subject. Twelve illustrations and four appendices complete a volume which is well worth the £5.50 asked for it.

Also from Conway Maritime comes "Below the Belt" by the well known naval writer, John Winton. This volume deals with 'Novelty, surprise and subterfuge in Naval Warfare.' and Mr Winton deals with his subject expertly and succinctly. From the earliest days of great naval battles, the days of the Greek and Roman naval supremacy, he takes us through the development of the submarine, the torpedo and the climbing boat (that's got you puzzled) through the X-Boats, the Seehund and all the rest of the shocking, nasty and 'damned un-English' weapons that have been deployed by devious Jack Tar down the years. While uniform in size with the previous book this title is more densely written and the text is supported by a fine collection of pictures, 33 in all, many of which are from the author's own collection. At £5.95 this book is going to make a valuable and valued addition to the shelves of any student of the "Nasty tricks Dept." in warfare.

Recently I mentioned a new encyclopaedia of the British Army and now, from Arms & Armour Press, comes a paper back book that might very well act as a supplement to it. "British Army Equipment" by Peter Gudgin is richly illustrated by photographs of all the latest hardware which now equips our Army. The text in this book is in the form of brief but comprehensive captions to the pictures and there are outline diagrams of the organisation of Army units. There is no doubt that this book will be of great value to the model makers but it is of limited value to the board gamer unless he is making a special study of the British equipment and I am sure that only that order of enthusiast would pay £3.95 for it.

Max Hastings' name last appeared in this column in connection with a review of his biography of the Israeli leader of the Entebbe Raid. His latest book is a monumental work which is now available in a Pan paperback. "Bomber Command" is not just a big book it is also an important one. During the years since the end of the Second World War we have been able to read books about what it was like to fly bombers; about the battles between the ministers and the commanders and about what it was like to be on the ground upon which the bombs dropped from the aircraft were falling. Max Hastings has attempted the synthesis of these three themes and the end result has been universally praised since it's first appearance in hard back two years ago and when it was the winner of the W. Somerset Maugham Award for Non-Fiction in 1980. Within the limited space at my disposal it would be impossible to summarise the complete book but I must say that it seems to me that Mr. Hastings has demonstrated for us that the massive machine which Bomber Command was by 1945 grew from a small force of poorly equipped Squadrons which were manned by young men with astonishing reserves of courage; that despite the continued exercise of the area bombing technique German production continued to rise and that the precision bombing, practised by the 8th Airforce of the USAAF was the weapon which did most damage to the German war effort. This is nothing very new. The richness of the new book is in its telling of the story. By following the fortunes of six of the Squadrons of Bomber Command Max Hastings has enabled us to see the details of the huge tapestry which has been displayed in great breadth but little depth by other authors. 425 pages of text are supported by 23 photographs, 4 maps, 12 figures and seven appendices and all of this is sold to us by Pan Books at only £2.50. Viva the paperback!

From the Allen Lane Press comes the latest book from Martin Middlebrook. "The Battle of Hamburg - Allied Bomber Forces against a German City in 1943". This is an even greater close-up on the work of Bomber Command than Max Hasting's book. As many readers will already know Hamburg was subjected to some of the most intensive bombing experienced by any city in the war. One result of this was the firestorm which developed and which has since been subjected to rigorous examination by those interested in the effects of nuclear weapons. That about sums up "the history that everyone knows" about Hamburg and that is one of the reasons I welcome Mr. Middlebrook's book. Using his, by now, well known technique of combining historical narrative with personal accounts culled from interviews with survivors, he tells the story of the raids which so devastated the city that Albert Speer told his diary, "If they can do that six more times we have lost the war." The thing is that the story is told both from the point of view of the target and the men in the bombers and this provides a marvellous direct comparison of the techniques of the RAF and the USAAF. 14 maps and 42 photographs will give some idea of the huge wealth of detail available in this history but be warned! This book is not an easy read and there are sequences in the account which are composed of the stuff of nightmares but modern thought about the nuclear weapon makes it more and more important that we understand the reality of the firestorm and therefore I recommend that your whole attention be devoted to this book for at least one reading.

Consideration of the unthinkable is part of the job of any Defence Correspondent and therefore when one such puts down his thoughts on paper it behoves us to pay some attention to what he has to say. Christopher Lee's book "The Final Decade" is based on the belief, held by a number of well respected experts, that we stand in greater danger of nuclear war during the next decade than ever since 'The Bomb' was first invented. This book looks, in detail, at the Soviet servicemen, the military machine and that uneasy alliance, the Warsaw Pact. Having dealt in detail with 'Ivan' Mr. Lee then looks at another uneasy alliance, NATO and then in increasingly gloomy chapters at the western military machine, the future of weapons technology and then, in two very frightening chapters, at the effects of nuclear weapons and at the current attitudes to Civil Defence. I believe that most readers of this column will be familiar with much of the contents of these chapters and therefore little comment is needed from me. What then of Christopher Lee's conclusions. Suffice it to say that he has dedicated this book to his daughters Alexandra (5½) and Victoria (9) and we may infer that he hopes that they will be allowed to live long enough to wish him a happy birthday in 2001. I have the same hopes for my daughters but having read "The Final Decade" I am no longer sanguine, just hopeful. "The Final Decade" is published by Hamish Hamilton at £8.95 and is not for late night reading.

Despite the universal repugnance in which war and its effects are held there are still many miles of canvas and hundreds of tons of paint devoted to depicting war, the men, the dying and the dead. In "The Nature of War" John Keegan, who needs no introduction, and Joseph Darracott, who is Keeper of the Department of Art at the Imperial War Museum, have assembled a collection of samples of this form of art which also forms a history of the genre that stretches from Persian tiles depicting archers through to a painting of the Nuremberg Trials. Mr. Keegan has supplied the historical text while Mr. Darracott comments upon the works themselves. It is a beautiful book which provides another view of the subject which we and so many others find perennially fascinating and is published by Jonathan Cape at £15.00.

Finally do read "Carrier" by John Wingate (Weidenfeld & Nicolson, £5.50). Although a novel it is brilliantly researched and follows the development of a possible future war between NATO and the USSR with most of the narrative being confined to convoy actions in the Atlantic at the start of the conflict. Mr. Wingate knows his stuff and writes well but I can't help feeling that such a book merely underlines what Christopher Lee suggests. Truly, "There is a whiff of war in the air."



Russians (if one assumes they regard it differently) would be unable to differentiate between which form of nuclear weapons their troops were being attacked with; if I could prove that I'd be a red spy, but I know of no-one who has seriously argued the opposite.
Peter Hatton

I have been a reader of your magazine for some time and have always found it interesting and informative. It is rare however, that I have read an article which has moved me to write to you about it.

Such an article was Doug Davies' 'Broadside to Broadside'. My first point of contention is Mr. Davies' comments on the fictional characters of Delancey, Ramage, Aubrey and Bolitho.

Whilst agreeing that Delancey is uninteresting, Jack Aubrey cannot be called dull. Patrick O'Brian's books are far superior to anything C.S. Forrester wrote, whilst the novels of Bolitho and Ramage are certainly on par with Hornblower's adventures.

The second point I wish to make is on Mr. Davies' comments about the crew quality rating 'poor'. Although none of the scenario's include a vessel with a rating of that level, it is possible for that level to be reached.

On the Critical Hits Table, number 7 states that a crew which is demoralised has its quality rating dropped one level. Therefore, a ship with a green crew, could be reduced to 'poor' by an adverse result on the Critical Hits Table.
John Lomax

J.F. Dunnigan has left SPI and I sincerely hope he takes his modern 'simulations' with him (I've always felt these so-called contemporary games would be more truthfully classed under 'Fantasy').

Maybe now SPI will pull itself out of its current rut and start producing true historical simulations. What is needed is someone with the wide range and historical knowledge of a John Young or Richard Berg. The interest is there and has always been there but SPI has felt it necessary in the past, with a cheap and shallow collection like PRESTAGS or the quadrigames, to assuage this demand with mediocrity and blandness.

Whatever the merits of the modern simulation, surely the only lesson to be learned (with the prerequisite that the mechanics and the unit strengths are accurate) is that if the Soviets invade, the outcome can only result in the 'Finlandization' of Europe or the inconsequential majority of the population in untidy heaps of radioactive ashes.

The lesson that SPI has learned however, is that fear sells games. When will the S&T subscribers realise that SPI are capitalists (this is not a bad word, only the truth) and can be just as dangerous as the communists.

Hence we get 'Dallas' and the whole gamut of CENTAG 'fantasies' from 'Wurzburg' to 'The Next

War' and the current waste of time and paper, the 'ongoing series' of the Central Front.

As long as there are people over in the States who think it would be fun to see how our poor sods would fair when the Red Machine (or NATO?) starts rolling there will be room for modern conflict dross.
Alan H. Wright

Mr. Andrew Poole's letter in Phoenix 27 seems to have stirred up something; whether it is mud, enthusiasm, nitric acid or just plain old writers' cramp I am unsure. In general, I agree with John Lambhead's comments in Phoenix 28; more particularly, I feel the "hobby is splintering" line in this correspondence is a red herring. Just as in politics, there is a left wing and a right wing, then in wargaming (or should I say 'conflict simulation') there are varying shades of opinion, emphasis, interest etc. Any attempt to read into this some form of factionalising is, I feel, indicative of paranoia.

Various comments have been made about the activities — or, in some cases, lack of activity — of WWW, both for any against; my own opinion is that Poulter and Co. have, after blotting their copybooks rather badly to start with, started to deliver rather than talk. Their games are improving — remember the first few, which were either ripoffs or flops? — although they still have some way to go; although I feel that Phoenix still beats the Warg by a country mile, the magazine is a damn sight better than it used to be. (If you exclude the editorial and letters page ...) Once some of the more bitter memories start to fade, and assuming that KP does not relapse into old habits, then WWW and its adherents will be accepted into the gaming fold with open arms. I will conclude these remarks by observing that criticism does not imply enmity, but concern; for my money, I prefer concern to indifference.
Alestar Brown, Ealing Games Group

Concerning R. Sandell's article on La Bataille d'Austerlitz which appeared in Phoenix 28. Mr. Sandell expressed surprise that a unit's facing did not affect its defence, of course it does and is covered in the rules. Specifically the general rules state that a unit meleed in its flank or rear will suffer a negative effect (last paragraph of the orientation section), whilst the special rules severely lower a line's fire defence value if enfiladed.

Whilst I can understand Mr. Sandell's confusion over the rules, I cannot agree with his confusion over the counters which are both a joy to play with and are easily recognisable to any self-respecting Tondu or Weyr-other. Mr. Sandell seemed surprised that some French cavalry units were green (colour that is), well maybe he's learned something of the period from the game.
Garry T. Jones

As I'm sure most followers of the hobby are aware, there are literally hundreds of Wargames in existence — prospective buyers have much to choose from! Unfortunately not all games live up to their owners' expectations and/or tastes, a situation exacerbated by the rather high prices often charged. Reviews and rating charts help would-be buyers, but to get at them it is necessary to buy the various hobby magazines on sale. Reviews have the disadvantage of being all too few, and the opinions of only one or two people; ratings charts do not supply as much detail and are limited, in the main, to games specified by the publisher.

What we could do with is a fairly comprehensive games register to which we could refer before parting with those little green, blue, and brown bits of paper. Obviously the service would not be free — it's only fair to pay for the time and cost involved, but it would be cheaper than buying a pile of Moves, F&M, Phoenix etc!

So what do I have in mind? For ease of reference and computing/processing probably something similar to a rating chart, but with rather more information: size of maps, numbers and qualities of counters and other components, scale — anything that would be of use. As far as acceptability, playability, value for money judgements and so forth are concerned indicate the sort of range of grades, and numbers of nominations as well as the straight averages.

The games listed would be those sent in by the contributors — this free choice should give rarer, older and less well known games a chance, and also ensure revision of gradings.

Any takers?
R. K. Jordan

[I am very keen on this idea but would add a couple of comments of my own. Such ratings require experience of the game, this takes time so it would not be up to date — a slight failing since most gamers want to know about the most recent releases. Any takers as above Editor]

In Phoenix 23 p14 Donald Mack during his article on adding the neutron bomb to Fulda Gap asked me to substantiate my arguments (Mail Call Phoenix 20) against that weapon's effectiveness. I did not do so then as the weapons deployment was not then being advocated and because the statistics were not clearly exempt from the Official Secrets Act. Within the last month the position has changed on both counts. A 1 kiloton neutron bomb will, given optimum conditions — which weather and aircrew being less than perfect will mean is less than always — will incapacitate very quickly those within a 1 kilometre radius (dose of 1,000 rads), but even in those conditions those 1 1/2 kilometres from the burst will only get 150 rads. It was the existence of the latter group that lead me to argue that the result would be "ferocious" Russians with several days fight in them. (source: John Fairhall: Guardian 5 February, '81 p.6). The front will be around 1,000 kilometres and the area of West Germany is 248,454 sq. kms (1 km radius = 3.1 sq. km, 1 1/2 km radius = 9.5 sq km). The use of quantity Donald Mack would need for the effects he describes would mean that the limited nature of the weapon would not be as advocated. It might have a limited deterrent value in discouraging tank concentration, but that is about all that can be said for it. My other contention was that its use would be dangerous as the

FOR SALE

FOR SALE: Boxed, AH — Battle of the Bulge, 1776, Air Assault on Crete, £5 each. SPI — Outreach, Conquistador, Firefight, all boxed £3 each. Casino, Panzer Battles, Armada, unboxed £1.50 each. WWW — Condor, Simon de Montfort, Chinese Civil War unboxed £1 each. Battline — Viva Espana, boxed £3, and Warlord boxed £4. All in very good condition. Contact: Bob Groves, 19 Shelley Road, Marlow, Bucks. SL7 1LZ.

FOR SALE: Scrimmage, Battle for Germany, Dixie, Breitenfeld, Revolt in the East (£1.50 each). Stonewall, Chinawar, Berlin '85 (£2.00 each) or exchange for back issues of 'The Phoenix' (will also buy at 60p each) Nos. 3-16 inclusive, 22, 23 or exchange for the following games: Fall of Rome, Operation Olympic, Sixth Fleet (will also buy at £1.50 each) or exchange for Panzergruppe Guderian (will also buy at £3.00). Contact: Hugh Logan, 25 Cromer Court, Liden, Swindon, Wiltshire.

FOR SALE: Unused, Plot to Assassinate Hitler, Vector 3. Side: Sidi Rezegh (Ex Calibre), Combined Arms (boxed). The lot £6 including p&p. Contact Bill Parsons, The Old Farm, 1 Boundary Rd., Birkenhead, Merseyside L43 7PB.

FOR SALE: All games in mint condition with grip top bag for the whole game and for counters, except where stated. S&T without magazine. Counters unboxed £3.50 each. Berlin '85, Fifth Corps, Paratroop, Kaisers Battle, £12 the lot. Will swap any one for PGG in same condition. 3 for Bonaparte in Italy in same condition. Played once £3.00 each. Panzer Battles, China War, Tito, EB the lot. Will swap any one for PGG in same condition. The lot for Bonaparte in Italy in same condition. Folio games played several times £2.50 each. Bastogne, World War 1, Armada boxed played once £5.50. Will swap for PGG in same condition. Armada 2 x folio for Bonaparte in Italy in excellent condition. P&P included in all prices. First come first served. Apply to — D. Wright, 37 Green Park Rd, Halifax HX3 0SN

FOR SALE OR SWOP: all prices include postage. Ace (Art of Siegel) - £2.50, Berlin '85 - £1.50, China War - £1.50, Dresden & Eylau - £1.50, Imperium (Boxed) - £4.00, Kessling (Boxed) - £4.00, Marita Merkur (Boxed) - £6.00, Raxia - £1.50, Simon de Montfort - £1.50, Stargate - £1.00, Starquest - £1.00, Tannenberg - £2.00, Warp War - £1.00, Wilsons Creek - £1.50, Case White (Boxed) - £4.50. Contact: J.E. Crver, Brockthampton House, Brington, Worcester, WR6 5UH. Tel: Bromyard 2430.

FOR SALE: France 1940 (Boxed) - £5, 5th Corps, Ney vs Wellington, Wilderness Campaign, Jena - Austerlaid, - £2 each; Bloody Buna - £1, Contact: Ian Ford, 32 Headland Park, North Hill, Plymouth, Devon PL4 8HT. Tel: PLY 27043 after 4.30 pm.

FOR SALE: Board Wargames. All Boxed, all perfect. 20+ different. SPI - (Modern Battles, Outreach), A.H. - (France 40, Panzer Battles) £3.50 to £6.50. Please ring C.F. Jeffries 01-807-0021. Edmondton N. London (No Mail order).

FOR SALE: (all mint condition) Boxed: Salamanca - £2.80, Bastogne - £5.00, Patrol - £5.00, Starsoldier - £5.00, Air War - £8.00, Sorcerers Cave - £4.00, Zip Loc; Eagle Day - £2.00, East is Red - £2.00, Spartan - £3.00, Sinai - £3.00, Canadian Civil War - £3.00, Turning Point - £2.00, Battlefleet Mars - £4.50, S&T issue games (without mags) Arnhem - £1.50, 6th Fleet - £1.50, Battle for Germany - £1.50, Paratroop - £1.50, Armada - £1.00, October War - £1.50, Crusades - £1.20, China War - £1.90, S. Africa - £1.50, Vera Cruz - £1.50, Constantinople - £1.50, Panzer Battles - £1.50, Wilsons Creek - £2.00. All +20p per game p&p. Contact: Mervin Douglas, 15 Kilmakes Park, Gilnahirk, Belfast.

FOR SALE: (all prices include P&P) £2.00 - Agincourt (GDW), Battle of the Nations (SPI), Cassino (S&T), Patton's 3rd Army (S&T), Wilson's Creek (S&T), Panzer Battles (S&T), Armada Crusades (S&T), Napoleon at War (Eylau/Dresden - S&T), China War (S&T), Ney vs Wellington (S&T) Constantinople (S&T), £3.00 (2-Pack SPI) Yeoman, Spartan, £4.00 (2-Pack SPI) Starforce, Starsoldier. Will consider exchange for U.S.N., Oilwar, St. Vith, Operation Olympic, Island War Folios, Wreck of Pandora. Contact: Nigel Pollard, 8 Barkham Close, Cheddington, Leighton Buzzard, Beds, LU7 0RT. (Phone Cheddington 668604).

FOR SALE: In good condition — Ney vs Wellington, Chinese Civil War, Bloody Buna, Simon de Montfort, Forward to Richmond and Vittoria/Albuera (all £2 incl. p&p). Africa, Blenheim, Armada (all incl. p&p). Contact Gordon Dyne, 29 Westerham Rd., Roddington, Nottinghamshire. Tel: Nottingham 843934.

FOR SALE: All items in mint condition, some with counters unboxed. Starship Troopers - £5, War at Sea + all exp counters - £4, Fast Carriers - £4.50, Paratroop (Folio) - £2, Aces High (Folio) - £2, Fight in the Skies - £3, Imperial Governor - £4, Bitter - £4, Freedom in the Galaxy (Folio) - £5.50, Battle for Stalingrad - £5, or will exchange any one item for Year of the Rat, in good condition. C. Wanford, 88c Elsing Rd, Enfield, Middx.

FOR SALE: (Boxed) Sinai - £2.99; WW3 - £2.99; Dreadnought - £2.99; N. Africa Quad - £3.50, West Wall Quad - £3.50; La Grande Armee - £2.99; Middle East - £5 (all 3 games). (Others) Sorcerers - £2.50; Tank! (Exp) - £2.50; American Civil War - £2.00; Bundeswehr - £1.00; Battle of the Wilderness - £1.00; Battle for Germany - £1.00 Paratroop - £1.00, Tito - £1.00; Eylau/Dresden - £1.00; Sixth Fleet - £1.00; Combined Arms - £1.00. Please add 10% p&p. Contact: Mr Cook, 9 Padacre Road, Watcombe, Torquay.

FOR SALE: Books, Magazines, Games, Journals. Send large 12" x 9" SSAE (15p) to: P. Sheppard, 20 Allington Walk, Cheltenham, Glos. GL50 1DD for full catalogue.

FOR SALE: All to go at £2 only post incl. Tannenberg, Siege of Constantinople, Cassino, South Africa, Global War, Raid, Road to Richmond, October War, Veracruz, Sixth Fleet, New V. Wellington, Wilson's Creek, Invasion America, Tito, Dresden, Stonewall, Kaisers Battles, Panzer Battles, Crusades, Armada, Napoleon at War — (all SPI). Kessling, Marston Moor, Blenheim, Condor, Albuera & Vittoria, Aces High, Forward to Richmond, Simon de Montfort — (all WWW) and last but not least Battle for Rome — (Fulwiler Games). All in good condition. Contact: Cheset Atkins, No 4 Court 6, Grange Road, Gosport, Hants PO13 8BW

We now arrive at the critical night; the night before Waterloo. And Waterloo it should be (albeit with a difference) for I do believe that Wellington's historical choice of position is considerably superior to that of the river Lasne, which I have seen Allied players trying to defend before now. So the Anglo-allies withdraw to Hougemont/La Haye-Sainte, leaving, of course, as good a cavalry screen as can be managed at Genappe. What do the French do now? Well, they can stay and fight the battle of Mont St. Guibert properly tomorrow if they really want, but that means abandoning all hope of exiting off the Brussels road, essential for victory. So there's nothing for it but to shift westwards, across to attack Wellington. And this is where the Prussian Third Corps comes in. Actually, any Prussian corps will do, but the Third has the weakest units. This corps is put on piquet duty along the north bank of the Dyle tributary, i.e. from south of Mousty eastwards past Mont St. Guibert as far as necessary. Piquets are placed every three hexes, as though they were a cavalry screen. The real cavalry screen will be extending westwards, where, if you are lucky and have enough cavalry, it will link up with the British screen and cordon off a huge map area. The point of the positioning of the Third Corps is that it secures the Prussian supply line off to the east, and with that secure from nocturnal French marauders, the whole of the rest of the Prussian army can start shifting west -- to Waterloo! Once dawn breaks and the final supply assessment has been made, the screens come down and rejoin the main forces as far as possible. Of course, the Third Corps, strung out and out of command will get chewed into little morsels by whatever force the French have left to deal with it, if any, if they can be bothered. It doesn't really matter. What is important is that when Napoleon arrives at Waterloo, he finds the British and the Prussian armies standing side by side. And that, said John, was that.

All right, all right, I know what you're going to say, that it's unrealistic as well as unfair to the French to move the Prussian army that way, and that such a manoeuvre is only possible (a) because there's no rule requiring the Prussians to check supply at the end of the game, which there ought to be, and (b) because the Third Corps can't be outflanked eastwards owing to (wouldn't you know) the edge of the map. Whether the above analysis is pukka or not is not really important, because what I did want to show was the sort of analysis that Napoleon's Last Battles entails: problems of where do I fight? How do I disengage? Where do I reorganise? Where do I try and meet his army next? Under what circumstances? etc. These are military matters of great importance and considerable interest, and which are covered by very few other games besides Napoleon's Last Battles. The effect is somewhat similar in say, War in Europe, but because the scale is different and the period is modern, and all my remarks about lines and large forces vis-a-vis east front games apply here as well. The only other game I know of which mixes in set-piece battles with their strategic context at the same scale is GDW's Crimea, which, though a very fine game for just this reason, is less effective than Napoleon's Last Battles because of the much smaller scale, so that, for instance, the battle of the Alma takes place on a front about six hexes long. The size of the main map, in fact, is only about that of an SPI folio map, or one quarter the size of the NLB map. There is room for a lot more game design in this direction; expansion around the conflict concerned in both time and space to show its proper context.

This article seems to have begun in Russia and ended in Russia, only with a separation of a century between the 1940s and the 1840s. In its course, though, it has taken in quite a range of wars and battles, and, I admit, a fair few sweeping generalisations into the bargain. What I hope emerges as light at the end of the tunnel is that the combination of strategy, tactics and choice, especially the latter, is of particular importance in determining the potential popularity of the game, irrespective of popularity of subject (though the subject may influence the actual, as opposed to potential, popularity). Furthermore, that consideration of these three elements could lead to interesting new trends in wargame design. If this roundabout journey serves to spark off a few ideas, I think it will have been worth the making.

FEEDBACK

How to use your Feedback Response Card. After you've finished reading this issue of Phoenix, please read the Feedback Questions below and give your answer/numbers on the insert in the response boxes corresponding to each number. Please be sure to answer all the questions. Incompletely filled out cards cannot be processed. What the numbers mean: When answering questions "0" always means NO OPINION or NO QUESTION "1" means YES and "2" means NO. When the question is a rating question, "1" is the WORST rating, "9" is the BEST rating, "5" is an average rating and all numbers in-between express various shades of approval or disapproval. PLEASE DO NOT USE DECIMALS OR HALVES.

The deadline for the return of this card is 4 weeks from the receipt of this issue.

- (1) How long have you been playing board wargames? 0= less than 1 year, 1= 1 year, 2-2 years ... 9= 9 years or more.
- (2) How many board wargames do you have? (Quad games count as 4 games) 1-1-10, 2=1-1-20 ... 9=81 or more.
- (3) Did you send in the feedback card from Phoenix 30.

A number of people have expressed interest in "The Wargamer's reading habits" and, in order to satisfy both that interest and get some idea of how many gamers read magazines I would be most obliged if you could answer the following questions about yourself and, just as importantly, those about your circle of wargamers. Thank you.

- (4) How many magazines that cater for the board wargamer do you read (such magazines should

- be totally or almost totally dedicated to board wargaming or role-playing games). 1= 1, 2= 2, ... 9= 9 or more.
- (5) How many of these magazines do you have a subscription for? 1= 1, ... as question (4).
 - (6) How many of the rest do you buy yourself? (as question (4)).
 - (7) How many of the rest do you borrow from someone else/club to read? (as question (4)).

Do you take any of the following magazines?

- (8) S & T
- (9) Moves
- (10) F & M
- (11) Wargamer
- (12) Campaign
- (13) General
- (14) Dragon
- (15) White Dwarf
- (16) Ares
- (17) How many people read your copy of Phoenix? (as question (4)).
- (18) How many people are there in your group of wargaming acquaintances?
- (19) What proportion read more than 8 magazines? 1= 1-10%, 2= 11-20%, ... 9= over 80%
- (20) What proportion read more than 3 magazines and less than 9? (as question (19)).
- (21) What proportion read 3 or less? (as question (19)).
- (22) Roughly, can you guess how many people, on average read each magazine within your group? 1= 1 person reads each magazine, 2= 1 to 2 people read each magazine ... 9= over 8 people read each magazine.

- (23) Rate, on a scale of 1 to 9, how much importance you attach to reading about your hobby -- not military history.
- (24) In answering question 23 what importance did you attach to reading game reviews rather than "how to play and critique" articles.
- (25) Rate this issue of PHOENIX on a scale of 1 to 9, 9 being excellent, 1 being poor. I would appreciate a few words below if you rate it 4 or less to help me improve the mag.

Rate the following articles in this issue on a scale of 1 to 9, 9 being excellent, 1 being poor. PLEASE ENTER 0 IF YOU DID NOT READ THE ARTICLE.

- (26) Thin Red Line -- article quality
- (27) Thin Red Line -- choice of subject
- (28) Dragon Quest -- article quality
- (29) Dragon Quest -- choice of subject
- (30) Armor -- article quality
- (31) Armor -- choice of subject
- (32) Errata "Napoleon" -- choice of subject
- (33) Doro Nawa -- article quality
- (34) Doro Nawa -- choice of subject
- (35) Metaview -- article quality
- (36) Metaview -- choice of subject
- (37) Atlantic Wall -- article quality
- (38) Atlantic Wall -- choice of subject
- (39) Strategy, Tactics -- article quality
- (40) Strategy, Tactics -- choice of subject
- (41) Squad Leader -- choice of subject
- (42) Ypres -- article quality
- (43) Ypres -- choice of subject
- (44) Grapevine
- (45) Mailcall
- (46) Book Review



Contact entries will appear twice and will then automatically lapse. Please ensure that you contact me in good time if you want to continue or change your entry. An * before an insert signifies the first appearance and as such will automatically appear in issue 33, all others will lapse after this issue.

CONTACT FOR SALE ENTRIES ARE INSERTED FREE

ASHFORD WARGAMES SOCIETY meets at the Youth Centre, Duncan Bower School, Stanhope, Ashford, Kent on the second Sunday of every month at 2pm. The club wishes to encourage all forms of wargaming including figures, board-games and role-playing in all periods. Anyone wishing further information should contact the organiser, David Shaw, 5, Knott Crescent, Willersborough, ASHFORD, Kent. TN24 0UF.

BRAUNSTONE WARGAMES SOCIETY. All gamers in Leicester area welcome. Meets most Tuesday evenings, membership also brings PBM games, bi-monthly newsletter etc. For details contact Secretary: Ian Wright, 60 Watrgate Lane, BRAUNSTONE, Leicester. Tel: Leics. 896 753.

CROYDON WARGAMES GROUP meets alternate Tuesdays in SOUTH CROYDON. Contact Secretary -- D.B. Clark, 9 Kendall Avenue, Sandstead, Surrey, CR2 0NH.

* EALING GAMES GROUP meets in the Northfield Community Centre, 71/73 Northcroft Rd. EALING, London W13 every 2nd and 4th Sunday of the month. Sundays from 12.30hrs. Tel. 01-574-2709.

MAIDSTONE WARGAMES SOCIETY meets on the third Saturday of every month from 2 to 8pm at the Methodist Church Hall, Bower Mount Road off Tonbridge Road, MAIDSTONE, Kent. Members play all types and periods of figure and board wargames and role-playing games. Anyone interested will be made very welcome.

OPONENTS WANTED
I wish to run a postal fantasy/medieval campaign.
* Opponents wanted! Each player would represent the king of a country, a move about once a month. Send an S&AE for details if interested. Mark Feeney, Farthings, Tarrant Gdns, Hartley Wintney, BASINGSTOKE, Hants. RG27 8NE

Wanted -- weekend opponents (away all week) for any of a wide range of board wargames. Contact A. Warren, 48 Middle Gordon Road, CAMBERLEY, Surrey GU15 2HT.

"Veteran" of sorts, face-to-face (now reduced to solo) for eight years urgently seeks opponents for meetings, my place or yours. Preferably historical but will try anything (boardgames only -- no D&D) Phone anytime, office or home. Ellis Simpson, 18 Greenwood Road, Clarkston, GLASGOW. Tel. (Day) 248-7711, (night) 644-2694.

* Wanted -- FTF opponents in the following area (board wargames only -- no role playing games). Frank Gojczuk, 161 The Avenue, LEIGH, Lancs WN7 13F.

PBM opponents wanted for games of "White Death", "Blitzkrieg", "The Next War" (full campaign game. I have a good system for PBM play) Also require FTF opponents for "Squad Leader", "Crisis of Iron", "Crescendo of Doom", "Flattop", "Third Reich", "Napoleon in Italy", "Ace High", "The Next War". Contact Ian Hayes, 105A Southview Road, LONDON, N.8.

Wanted -- the second best war game team in London. Unbeaten W.I.Eu. team seeks masochistic opposition. Candidates should have I.Q.'s in excess of 1000. Experience in losing an advantage. Submissions to Leigh Jackson, 2 Gambole Rd., Tooting, LONDON SW17.

* Wanted -- Opponents in the Portsmouth/Gosport area. Face to face. Preferably World War Two or Modern period. Contact: Chet Atkins, No 4 Court 6, Grange Road, Gosport, Hants PO13 8BW Phone 89544.

* Face to face opponents wanted for all types of games, but especially World War Two. Also very interested in computer wargames (I have TRS 80 Level two) and would like to meet others similarly interested. John Cryer, Brockhampton House, Brinsley, WORCESTER. Tel. Bromyard 2430.

PBM CONTACTS/GAME REGISTER

AAHKS
The initials stand for "Avakon Hill International Kriegergesellschaft". It is an international society for board games. The Society is divided into five regions for administrative purposes -- four in the USA and the fifth based in the UK, this is the European Region.

The European Region has a limited number of vacancies for mature wargamers. The Region and indeed the Society's most historical simulation wargames by mail. Face to face play is, however, possible at the bi-annual European Region meetings and there are similar arrangements in the US region. Individual members also play by mutual agreement when geographical location permits.

For postal play the Society has developed several techniques which make the process simple and straightforward. In addition the Society has a system for clarifying ambiguous game rules and members queries. For disagreements over rulings there is a system for arbitration.

The annual subscription to the European Region is £5.00 with a joining fee of £1.50. Membership is open to all races, creeds and professions without restriction. Normally members should be over 21, but exceptions are possible. The Society operates in an informal and friendly manner -- there is very little 'organisation' of the type we all like to avoid. Members have made many real friends through this Society and their hobby.

If you are interested in joining write to:
Alan White,
77 Brackley Rd, Hazelmere,
High Wycombe,
Bucks HP15 7EY

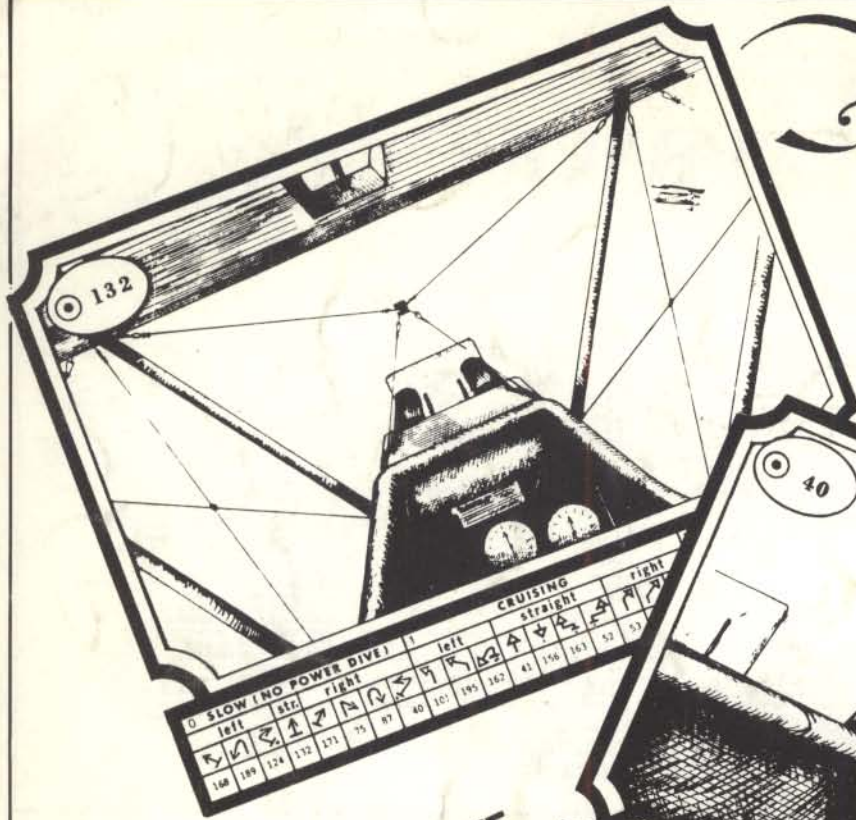
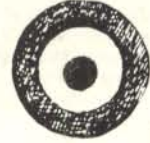
Nigel didn't even know there was a board wargamer living in the same village until he joined EGGOCENTRAL. He now has 789 names registered including 198 clubs. Groups and Societies. EGGOCENTRAL IS THE BOARD-GAMERS REGISTER. Send a stamped, self addressed envelope AGW to make sure you make contact. EGGOCENTRAL, 32 Windmill Lane, SOUTHALL, Middx. UB2 4ND.

NATIONAL WARGAMES SOCIETY CONVENTION 5-8th September 1981, St. Georges Hall, Liverpool.

BOARDGAMES SECTION COMPETITION
The following games will be used in this competition:
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Players will be expected to be thoroughly familiar with the rules of each game when they play. A knock-out at regional level will produce a representative to take part in the National finale. The regional organisers will provide the games to be played from the quarter-final level, and will randomly decide what game is played by each pair of contestants.

Entry fee £2 (cheques payable to "TERRIER '81").
Enquiries, entry forms and further details: write to John Sharples, 47 Petersburg Road, Edgerly Park, Stockport.
Please enclose a S&AE.
There will be a prize, which SIMPUBS have kindly agreed to donate.

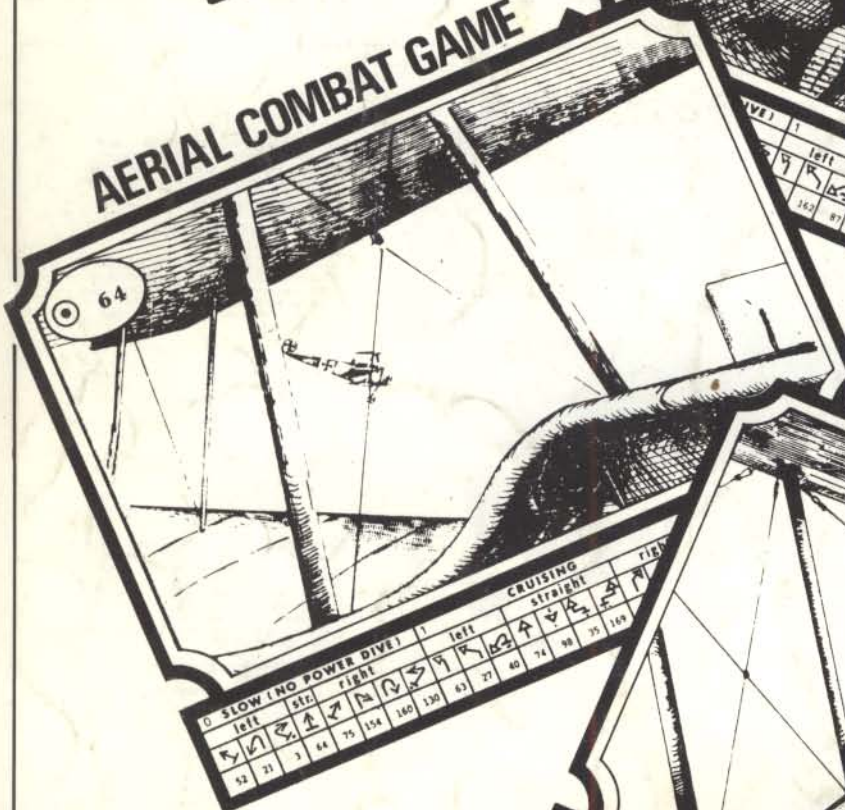
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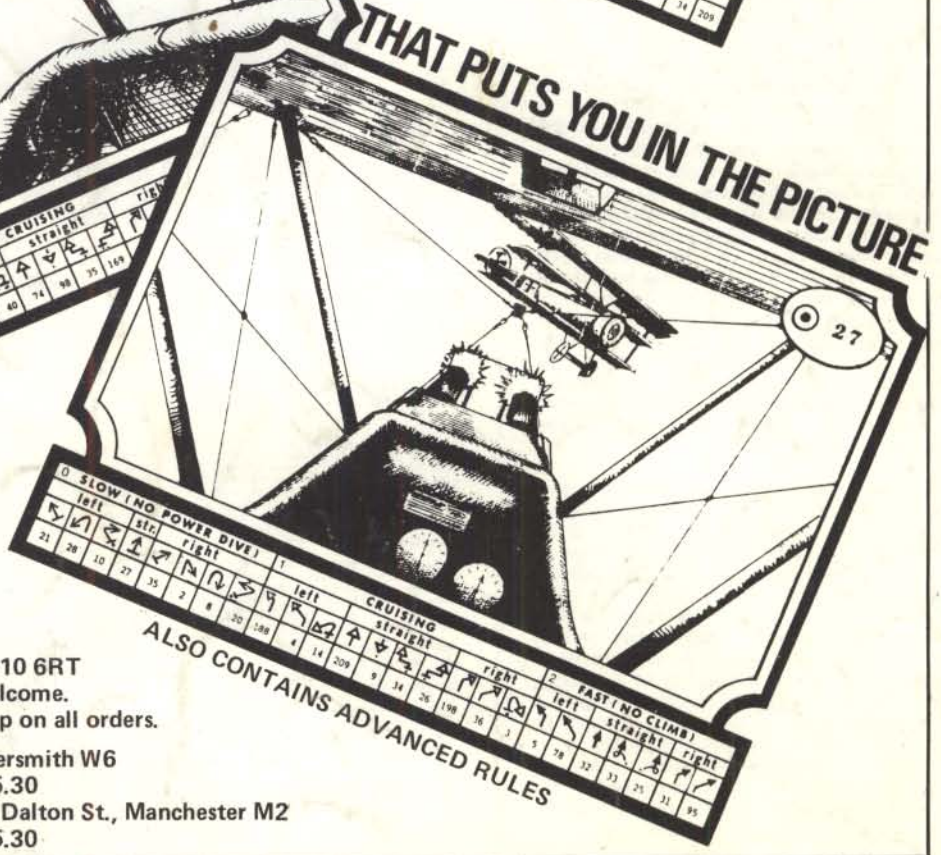
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