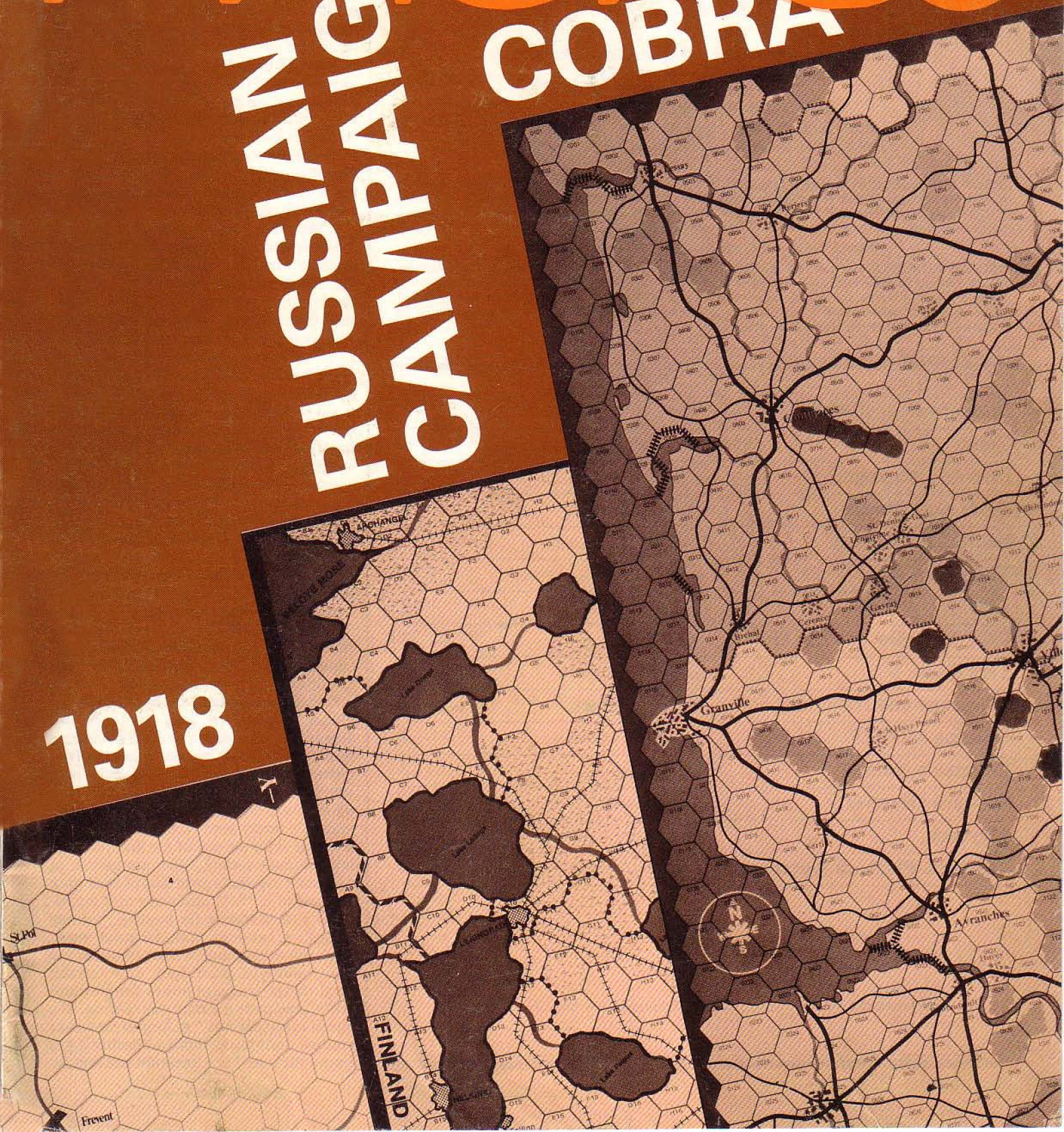


Conflict  
Simulation  
Theory and  
Technique

# RUSSIAN CAMPAIGN

# COBRA

# 1918







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# Opening Moves

## AUTHOR! AUTHOR!

### Writing for Moves and Getting Published

*MOVES* is a reader supported magazine in more ways than one. "Reader supported" usually refers to the magazine being paid for by subscription revenues rather than advertising revenues — and obviously this is true of *MOVES* (yes, *MOVES* is finally earning its way — barely). In another sense, *MOVES* is reader supported by virtue of the amount of published material generated by its readers. It has been especially gratifying lately to see the quantity of material flowing (literally) over my desk. The hitch is that much of the material is unpublished for reasons I'll explain below.

The most common flaw is *disorganization*. I receive many articles containing good comments and ideas presented in a meandering, conversational style lacking any real continuity or structure. We don't have the staff time available to re-write these otherwise good pieces, so they enter the dead pile. The simplest (and perhaps best) approach to use is the "diamond" (as represented by the pip on a playing card). The top of the diamond is the overall introduction to the subject; the upper middle is the set of statements specifying the main points you are going to make; the middle (i.e., the bulk of the article) represents the detailed argument/explanation/elaboration on those points; and the bottom of the diamond is a summary and a set of conclusions. Long articles can be divided into a string of diamonds, each separate section structured along the lines described above. The whole piece, nevertheless, should reiterate the structure of its parts.

A problem equally as serious as disorganization is bad grammar and weak sentence structure. An unfortunately common shortcoming of technically educated people is their poor grounding in the rudiments of proper English. In fact, for over two decades, U.S. schools have been graduating people victimized by the "progressive" system of education. Only recently have educators started to return to the more rigorous and disciplined approach of yesteryear. It's finally been recognized that basic language skills are one of the linchpins of a technological society. The acquisition of such skills requires a great deal of hard work — some of it "fun" and some of it not so. There's no substitute for bashing your way through a two-inch thick grammar workbook and writing endless pages of stories and essays until you get it right. As with most good things, language power doesn't come easily. *And there is a right way to write.* The liberal argument that "so long as you make yourself understood, it doesn't matter if you ignore the rules" is a bankrupt position for



which the current generation of graduates is having to foot the bill. The rules of English *do* change, but the change must be evolutionary and organic. There must be a base of rules against which the change can take place. Without this, one gets the misleading eccentricities of relativism and pseudo-individualism. Written language *must* be more formal than speech; it must have widely accepted conventions; it must be approached in a more thoughtful manner. All of this requires the individual to *work* — a concept which itself has suffered a great deal of erosion in recent times.

Parenthetically, a large minority of gamers have difficulty understanding *well-written* rules simply because they don't have a good grasp of formal English. One must know the rules of the language in order to understand the rules of the game. Communication is a game itself, having as its object mutual understanding. If either player makes the wrong move, both players lose! In conversation, the game is easier, because any number of non-verbal signals can be used to reinforce the words. Writing is a "limited intelligence" game. Only the black marks on white paper "game board" can be used. The moves must be carefully considered, otherwise the other player will fail to understand, and both writer and reader will lose. When concepts as complex as those found in simulations are the "pieces" in the communication game, the reader had better be well versed or he'll not have as much chance as an Italian infantry division attacking a Soviet mechanized corps.

A problem associated with poor grammar is poor *spelling*. This is the easiest one for the *writer* to correct, since whenever he has the slightest doubt about a word he can quickly look it up. When the *MOVES* writer tosses this problem in the lap of the editors (Bob and I) two things happen: 1) my opinion of the writer's intelligence slips at least one notch and I begin to doubt the validity of his statements; 2) the article becomes a correction chore that forces a *triage* decision upon the editor. If the spelling is really terrible and time is short, the article can't be published regardless of its worth.

There is a special problem connected with writing for *MOVES* (or any wargaming magazine) concerning the proper use of game terminology, and, when constructing a scenario, following the style of the existing scenarios. When writing about SPI games or gaming in general, I would like you to use the standard jargon I've promulgated for the past several years (see *Introduction to Wargaming*). When writing about the *rules* to other publisher's games, use the jargon of the specific game. If necessary, special terms can be followed by a parenthetical translation into SPI-speak to clarify their meaning. Don't assume that all the readers are familiar with every publisher's house jargon.

Picking a subject and an approach to it are two difficulties that are perhaps the hardest to surmount. You are volunteering your articles and I'm trying to select those that most of the readers will enjoy. I have lit-

tle control over what you submit. All that I can attempt to do is give you some guidelines. When writing a profile or analysis of a game, it's best to stick to current, popular games with which you are *thoroughly familiar*. Alternatively, choose an older but widely played game (check the Games Rating Chart in *S&T*).

There seems to be some misunderstanding as to articles on non-SPI games. I *do* want to see such articles. *MOVES* is not an SPI enclave devoted to paeans to company products. If I get a good article on *any* game that I believe the readers will like, I'll publish it. Some well-meaning authors even go to the extreme of writing articles only about SPI games that I've designed. Now that's really limited. Although I've more than my share of designer's egotism, my editorial sense makes me resistant to appeals to my vanity. I edit this magazine for *you*, not to fan the flames of my own pride. So, loosen up a bit and explore other publishers' games and write about RAS-designs only when you really have something (either positive or negative) to say.

Scenarios and variants articles are something of a problem child. I don't want scenarios for games that are already chock full of them (e.g., *Patrol*, *Tank*, *PRESTAGS*, et al). Nor do I want elaborate rules variants for mega-games such as *War in Europe* or *Wellington's Victory*. These big games barely get played with their *standard* rules — there's not much point in offering optional rules that will almost never be used. The real need for scenarios and variants has been greatly diminished by the sheer number of games on the market. What's the point of constructing minor variations when so many alternatives exist and are *owned* by most of the readers? I've also seen too many silly-scenarios cross my desk on their way into the circular file. Don't waste your time on detailed write-ups of bionic dog scenarios for *Sniper*. I'm not going to publish them.

In the same vein, I suggest some of you should lighten up on the "humor" attempted in your articles. I say "attempted" advisedly. Once in a great while, I get a submission that is truly funny and once in an even greater while I'll print one. This is not to say you should write in a deadly serious tone. Just avoid trying to sound like *National Lampoon* or Henny Youngman. True wit is more difficult to attain — it is much more difficult than straightforward technical writing. More often than not, the "witticisms" I delete from otherwise good articles sound sarcastic or condescending and show a heavy influence of the high-school yearbook style of writing.

*MOVES* is not the place for straight history articles or articles so heavy in history as to beg the distinction. The historical references in an article should naturally arise out of the discussion of the game. With a few notable exceptions, the After Action type article has been poorly received — so unless you're confident that you can do a terrific job of it, avoid it. When you *do* include his-

*[continued on page 14]*

## Designer's Notes

### WORK IN PROGRESS

Please don't order any of these titles until their availability is announced in *S&T*.

#### Stonewall

Scheduled to be the issue game for *S&T* 67, *Stonewall* represents an attempt to use the popular *Terrible Swift Sword* game mechanics on a smaller and more playable scale. Morale rules (optional in *TSS*) will become standard and will be incorporated into the counters themselves. Based on the battle of Kernstown in March of 1862, the game benefits not only from its fine tactical system, but from an intriguing "strategic" situation in which the Confederates can achieve victory either by a frontal assault on a key Union position (Pritchard's Hill), a flanking move into the same area, or an "end run" completely around the Union line.

Tom Walczyk

#### The Siege of Constantinople, 1453

The next issue game has just been sent back to the Art Department, and will be ready well in advance of schedule. The last few playtests determined that the game has been balanced to the point where both Players have a decent chance of winning. Earlier, the main problem had been that the Byzantines were winning too often. However, in the interest of playability (not to mention historicity), several changes have been made which will allow both Players in the game to better enjoy it.

If I may be excused for extolling the virtues of a game that I have worked on, I feel that *Constantinople* is an excellent, fun game that will be a welcome addition to any gamer's library. It is a well-known situation which fits nicely into simulation game format, and I feel that Richard Berg (the game's designer) has resolved the game in nice, clean mechanics. While the beauty of the game becomes apparent only after several plays (there are some nice intricacies that will escape the first-time Player), I hope that the (unfortunately) excessive die-rolls will not turn off too many Players. But I feel that if the modern and WWII fans give this game a chance, it will prove to be one of the most popular issue games in a long while.

Eric Goldberg

#### Siege Quad

With much of the intensive design work done, the Siege Quad systems of Pre-gunpowder are getting their first intensive playtestings. Walking around this Friday night, for instance, one would find a great naval battle taking place in the Mediterranean with Alexander trying to amass sufficient naval

*[continued on page 30]*



## OPERATIONAL ANALYSIS

# COBRA

## Encircle and Destroy

by David Werden

Mere days before S&T 65 was put to bed, David and I discovered all sorts of odd things in the *Cobra* rules. The two of us worked over the weekend (with your Dedicated Editor actually setting type) to right the wrongs and make the world safe for US and German armored units. David had assisted in developing the game and noticed that a number of evolutionary changes had not been incorporated into the final rules. Here he continues his labors by presenting his thoughts on how to pocket and how to avoid being pocketed in what, happily, has turned out to be a very good game. —RAS

The game mechanics of *Cobra* are subtle. There are many elements built into the game system which reflect the constantly changing tenor of the operation. The *Cobra* offensive goes through a number of major changes in the objectives and operations with all their inherent choices and problems during the course of the game. Both players must anticipate, orchestrate, and pre-plan just what is going to happen in the forthcoming game turns so that each can marshal his forces for the next phase of the operation. There are no fewer than six major phases in the *Cobra* operation. The build-up and the breakthrough; the first encirclement; the mopping up of the initial resistance; the charge down the coast; the swing east encircling the German Army; and the closing of the Falaise gap.

*Cobra* creates the possibility of sweeping the width and length of the map giving a full map lesson on the most dramatic type of operation in WWII — the mass pocket. Built into the game system are *strong reasons* to encircle the entire German Army and close the gap. The game system is an advanced development of the *PanzerGruppe Guderian* system, and it went through many forms in development. The differences are subtle and the game mechanics of building an offensive of changing objectives is what makes *Cobra* so rich on many levels. What most excited the playtesters is that this game portrays an encirclement in detail on an entire map instead of in just a few hexes as in most games. Here are some observations.

### Basic Allied Objectives

The Allied Player's objective is to eliminate German units. He must attempt to destroy the German Player's flexibility of operation so that his defense becomes brittle. Only then will the Allied superiority in numbers be effective in trapping and eliminating large numbers of German units. This can be accomplished by eliminating weak units, individual regiments of armored divisions (destroying divisional integrity), trapping Panzer divisions by overrunning weak units, and stretching the German line past its breaking point.

### Basic German Objectives

The German Player must endeavor to hold the Allies until the situation becomes untenable, at which time a fighting but orderly retreat is required. The German cannot hope to hold the Allies off forever, but he can and must control the flow of the game. Breaks in the line will occur but he can control how and when they will happen. An armored reserve and second line to control where the Allied breakthrough will head is the key to the German defense. He must conduct a cohesive retreat using the armored reserve effectively to counter attack. The Panzer divisions must be used in tandem and not committed piecemeal. Independent Panzer divisions thrown into the fray will be caught and eliminated.

It should be kept in mind that the victory conditions were patterned on the historical outcome. If one can extricate more than fifty percent of the units to defend Germany while inflicting some major divisional losses on the Allies, a German victory will result. Historically, sixty percent of the German troops were trapped and eliminated.

### General Plan of Operations

#### Game-Turns 1 through 3:

#### GERMAN:

The German Player must organize the line, create armored reserves with divisional integrity, and shift to the left-center to be ready for the U.S. build up. He should attempt on the right wing, to establish a feasible defense line against the British. He must try to cut off armored spearheads and push the British back behind the Orne River wherever possible around Caen. The right-center of the line is susceptible to overruns which can trap the German armor before it has a chance to become effective. St. Lo should be reinforced if the weather is not clear. Localized counter attacks should be made to "untrap" German armor.

*Important Note:* Weak units using an alternate hex defense with a CRT with high retreat factors is suicidal. One must maintain a *continuous* defense line of hexes so that the Allied Player cannot overrun one point in the line and then pour through on the Mech Phase. An alternate hex defense is effective only when at least four Strength Points can be placed in each hex (preferably two units with four steps). The German Player must pull back his strongest units for replacement and refit. The regiments of the Third Parachute Division and the Three-Hundred and Fifty-Second are 4-9 units when at full strength and therefore are prime candidates

for replacements. Keep an ordered system in operation, pulling units off the line for refit because replacement steps may not be accumulated each Game-Turn.

#### ALLIES:

At the start, the British have the most armor capable of divisional integrity. There are three areas where advance is possible: to the left widening the bridgehead across the river north of Caen; to the right with the Americans to the east of St. Lo; and in the center to capture German armored regiments by overrunning and eliminating weak German units. Feinting is important. The Allied Player should move the armor to draw attention to a number of points. The German Player cannot be in all places at once. He should, therefore, be kept off balance by strikes at his weak sectors. If he is in all sectors in force British units will be drawing off strength that will be needed against the U.S.

The Allied Player has his work cut out for him. He has to traverse the width and length of the map. In the first Game-Turns, the U.S. should concentrate on eliminating units and pushing an assault salient into the German line with his mech infantry divisions. He shouldn't wait for the armor to arrive. By overrunning static units, armor can be trapped. When the U.S. armor does arrive in strength it should be used to break an already over extended line and charge onto other objectives instead of wasting precious time breaking through a line that has not been stretched. At other points all along the line, the Allied objective should be to eliminate weak units so that the German will be hard pressed to extend his line later in the game. At the same time, enemy armored units should be trapped so that he will have to abandon them.

#### Game-Turns 4 through 6

#### GERMAN:

Game-Turn Five should see an irreparable break occur in the line on the left flank. Stabilize the right flank against the British. If he has established an armored salient and has been cut off, by all means finish him off, but most of the attention should be focused on setting up a second line on the left. Leave two or three Panzer divisions to deal with the British but no more. The only reason to attack a unit is to free trapped armor or to eliminate it. Partial eliminations mean nothing for victory purposes. A U.S. breakthrough cannot be prevented, but the German Player can (*and this is crucial*) control where the break occurs. Let the U.S. Player fly past as the line is bent,



refusing the flank. If he tries to break off too big a bite of the German line he will fail, if he is prevented from getting behind the main body of the German army.

#### ALLIES:

With the British the more successful the attacks are tactically the more successful the attacks will be strategically — by tying down German units. If the British are gaining some success in their sector push forward on a wide front to keep from being cut off. If the German strips his line show no mercy!

For the U.S., Game-Turns Four through Six should be used to break the line as quickly as possible using overruns to mop up bypassed units. Overrun as much as possible up to the command limit, because overruns do not expend supply points. Look forward to Game-Turn Seven when three divisions must retire off the west map edge. The armor, cavalry, and mechanized Infantry should charge through the gap and feel a breath of fresh salty air as they break out of the bocage. Close the pocket right then and there if the German has not established his flank. Historically at this point the U.S. army was surprised that it could break the line

so quickly. The Third Army Command was created and handed over to George S. Patton who continued to sweep out of the bocage to the south.

#### Game-Turns 7 through 10

##### GERMAN:

This is the crucial point for the German Player. A staged retreat is in order if the army is still in one piece. Do not be sentimental about trapped units and if the Allied Player is overextended, craftily amass a five or six Panzer division strike force for a *coup de grace*.

##### ALLIES:

This is the time the trap must be fully formed. In the north, the addition of the Canadian and Polish armor should get Operation Goodwood unstalled and on the road to Falaise. In the south, catch everything that is left behind by the Germans and make sure to catch something new each turn. Form the trap and get ready to close it by exerting even pressure along the line pressing forward with the armor spearhead formed around Patton.

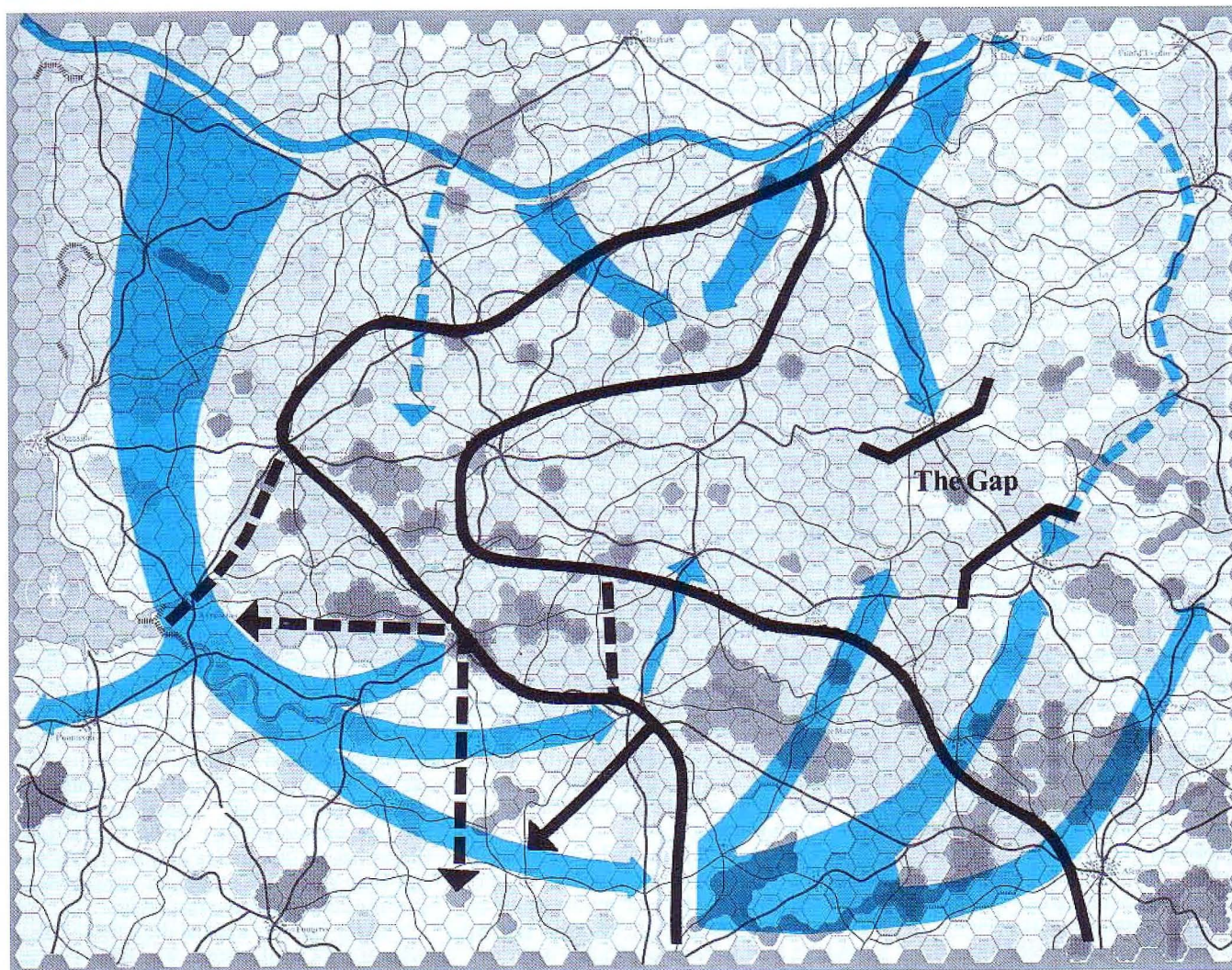
Game-Turns Ten through Thirteen will bear the fruit of the labors of both sides. If the German Player has been successful and has not been completely eliminated at this point, he will be looking at an Allied Player hampered and behind schedule historically. The Allied Player may find himself still at the starting line or charging down the coast trying to encircle the German Army before it is too late. Or then again he may close the trap by reaching the Falaise-Argentan area cutting off the German Army streaming eastward along the traffic jammed major roads, vainly trying to escape the British Operation Goodwood from the north and Cobra with George S. Patton and his charging cavalry from the south.

#### Allied Strategy

The Allied Player has three strategic options, one which is historical and two additional ones which are ahistorical. Of the latter one is conservative and the other fairly radical. The historical strategy involves the British forces attacking on the left tying down and eliminating German units while the U.S. forces on the right break through to the west of St. Lo on a grand sweep to the

*The large blue arrow on the left shows the main U.S. strategic sweep of Operation Cobra. The main U.S. thrust of the operation broke through the German lines west of St. Lo, continued on to Avranches and on to Argentan, south of the bocage. Three divisions peeled off to the west to take the much needed port of Brest. The British Operation Goodwood constituted the northern pincer in the formation of*

*the Falaise Gap. The dotted blue lines are optional lines of advance for the Allied player. Solid black lines represent the best German lines of defense, and dotted black lines illustrate optional German defense lines. Black arrows represent German counter attack options.*





south of the bocage, then sweeping east to encircle the German Army. The ahistorical-conservative option entails a British and American armored thrust up the center to the east of St. Lo cutting off a larger part of the German Army. This option slows down the sweep but if executed correctly the sweep faces much less resistance later on. The danger in this strategy is that if German units are not eliminated quickly the sweep will get bogged down.

The radical strategy is effective if the German Player has decisively shifted his armor to the west while effectively retreating into a smaller perimeter during the early game. If the German Player has pulled back into a tight defense allowing the three U.S. divisions off the south-west edge of the board with little or no resistance, the U.S. Player heads "Hell-bent-for-leather" to the eastern most part of the British line. While this is happening the British must break through to the north of Caen directly east across both major rivers. If the British Player does this alone he will usually be cut off because it is such a narrow front. But if, and this is a big if, if it is timed perfectly with the German Player overshifted and the U.S. forces able to cross the double set of rivers north of Caen they will have a much shorter distance to go to cut off the entire German Army. There are many risks inherent in this strategy. The biggest problem being that U.S. and British units cannot attack together. If the German Player has the perfectly planned overshifted defense by all means throw this wrench into the well-oiled German machinery. It can be very disconcerting to the German Player, when as in soccer by faking right and going left, the Allies go in for a big score.

Whichever option is chosen by the Allied Player if he is not acutely aware of the changing nature of his objectives each turn he will find himself resting on his laurels, proud that he's doing "so well" when he should have already tooled up and begun executing the next phase of the operation.

#### German Strategy

The German Player must anticipate where the breaks in his line will occur, appropriately placing his armored reserves. A main second line of resistance from Villedieu through Avranches or Mortain to Domfront and off the south edge of the board is crucial in any defense. If he is able to set up this line he can then begin to effectively shrink the frontage towards the two main roads going east from Vire to Argentan. If this line is ready when the breakthrough occurs the German Player will not be surrounded just south of St. Lo. Strategically a lot depends on what the Allied Player is trying to pull. If the German Player is sensitive enough he can ascertain the next Allied objectives and be there in force, adjusting the strength along his line accordingly. Other than localized counter attacks to untrap armor it may be advisable never to counter attack. Major counter attacks are usually useless unless the Allied Player has truly overextended himself. If he has, and if the German Player can mass

a counter attack in one turn it can be devastatingly effective. But if — as happened historically — a major counter attack of sound strategic value is tactically conducted in a piecemeal fashion it will only serve to help the Allies.

#### Allied Tactics

As the Allied Player there are many attacks to make, and many kilometers to go before you sleep. All of this is stretched out on a very precarious command and supply situation that is portrayed in the game. No single attack should be wasted. Attacks should be very selective. Exactly why the allocation of supply points to specific attacks (in effect staff planning, ammunition, and gasoline) has taken place must be fully justified. If the weather is clear making six air points available, and there are nine attacks, don't attack from one side of the line to the other and be upset that there are no more air points for the final three attacks. The operation must be completely planned. Overruns should be conducted up to the command limit for both the British and the U.S. forces each turn. It is a crime not to utilize a single overrun because they may not be saved and they do not cost supply points. Overruns can only occur in the first movement phase and can be conducted twice by armored divisions and once by mechanized infantry with divisional integrity. To be effective one portion of the line should be overrun by a number of units. If the units capable of overrun are spread up and down the line, no headway will be made. Cavalry units are not able to overrun but if they are poised behind the line they are very effective in charging through the gaps made by the first units to overrun. In that way they can surround a unit which can be overrun by a fresh unit. Attacks should be choreographed to press through the line and surround units. If the Air Points are there, fine; if not then the attacks must be pressed on, regardless. Overruns are effective in eliminating surrounded units. Units which are out of supply are halved and susceptible to multiple overrun. U.S. mechanized infantry with overrun capability are fragile and should not be placed out on a limb. If their overrun attack fails their truck marker is removed signifying the loss of divisional integrity on the defense, making them vulnerable to counter attack.

For the British, much of their armor operated in independent brigades lacking the command structure and heavy weapons necessary for full divisional integrity. These independent brigades are effective for the same tasks as the U.S. Cavalry units but with a bit more punch. British infantry divisions (except for the airborne) were fully motorized and can move on the mech movement phase. Because of their mobility they are very effective in following up and expanding an armored spearhead.

Tactically the British need some room to maneuver. This can be obtained by getting across the river in force or by overrunning the German center. In either case getting across the river in force eventually is the objective. Either push the German back to the

north of Caen, or eliminate the weaker German units in the center. Be careful for the German can take the British out in a couple of punches if he is not paid careful attention.

#### German Tactics

Avoid stacking two weakened regiments of an armored division together (Panzer Lehr for instance) leaving them open to an Allied carpet bombing attack. The most common result in a carpet bombing is a two step loss. Leave weakened armor in separate hexes to make them less appetizing targets for the Allied Player. The Allied Player will hesitate to use his one carpet bombing attack on one regiment. Systematic replacement might bring the Panzer Lehr back up to strength. Be well aware that if the Allied Player saves his carpet bombing attack he can blow a hole in the German line at any time. A defense line deployed on alternate hexes must consist of two full strength units per hex or it will be susceptible to overruns and Allied carpet bombing. The German Player should disperse his weakened Armored divisions to make them as hard to kill as possible until they can be refitted.

At the start of the game the German Player should shift to counter the U.S. units on his left flank. If the weather is overcast or stormy, St. Lo can be reinforced in the first turn. Armor should be massed behind the line to avoid being trapped and held in reserve to mend breaks in the line.

The U.S. forces are limited in their overrunning capabilities in the early game. One of the German Player's advantages is that he can generally see what the Allied Player is up to. Watch where he is overrunning. Even in the later game one can spot the flow by where the most overrunning is occurring. If the overrunning is happening up and down the line don't be confused — relax he won't get anywhere. If he is overrunning in one area he can be countered.

The German Player's greatest advantages are the victory conditions and his own intelligent play. The Allied Player must better the historical outcome to gain more than a marginal victory. This involves the entrapment and elimination of more than sixty percent of the German army. This can only be achieved by a major encirclement and envelopment of the German Army. This is where the second advantage comes to the forefront — careful play. Sloppy play and misplacement of German units is the easiest way to keep the Allied Player ahead of schedule historically. Careful and intelligent defensive play can effectively stymie the Allied Player. If the Allied Player gets behind he will not get the chance to encircle the major portion of the German Army. The easiest way to ensure victory is to make the Allied Player pay a little something in time or position for everything he gets. The German Player has the advantage in that there is tremendous room for command improvement over the historical stand fast orders.

In the German arsenal the armored divisions are not weak sisters. The First SS consists of an 8-12 armored regiment and two



## CRITIQUE/OPERATIONAL ANALYSIS

# RUSSIAN CAMPAIGN

## Or How Do You Spell 'Beer and Pretzels' in Cyrillic

by John Prados

Being somewhat of the hardcore gamer persuasion myself, I always welcome the advent of games that one can actually cope with in a single day and have fun doing it. John is more history-oriented than I (and is fixated on simulations involving the Soviets) but nevertheless appreciates a sturdy, playable game as well as I do. Here he gives you a dash of critical comment, a touch of design background, and a main course of analysis highlighting why *Russian Campaign* is so pleasant to play. —RAS

About two years ago Avalon Hill added an Australian game to its mail order line. *Russian Campaign*, designed and produced by Jedko's John Edwards, was already a long-time favorite among a small crew of gamers who had the patience to send off and await the game from across the waters. The game itself dealt with a perennially favorite topic, the Russian front, and was an attractively presented fast-paced, exciting game.

### Physical Description

*Russian Campaign* has been given the usual AH production job, with a mounted 22" x 28" mapboard, and it is one of Avalon Hill's flat-box series. The game comes with a single countersheet amounting to perhaps 240 pieces, including some indicators for railheads along with various types of pieces that will be discussed below. The rules, now in a second edition, hark back to an earlier era of simulation history — 4 pages of main rules plus optionals and scenarios. These second edition rules also include illustrations from Avalon Hill's "Question Box," and a historical variant article done by Richard Hamblen, altogether some twelve pages. *Russian Campaign* also comes with two sheets that specify the order of appearance for reinforcements on both sides. Rodger MacGowan, (editor and art director of *Fire & Movement*) has done the cover art on this game, using a concept clearly reminiscent of Avalon Hill's old *Stalingrad* game.

The *Russian Campaign* mapboard is not changed from the original Jedko version. The colors are black, brown, green and blue, representing eight different types of terrain, with clear terrain in white. The map extends from Berlin in the west to Gorki and Archangel in the east, and from Finland to the Caucasus along the north-south axis. All lettering is set to face the German side of the mapboard.

The counter artwork has a range of color and has been done with a view toward ease of play. German units are in light green with black lettering, and SS pieces (of which there are seven) in black with white letters. Axis

minor allies are in a darker shade of green. Russian forces are in yellow with black lettering. Probably the best feature of the counters is that each piece also has an indicator in white on its face which shows at a glance where that piece is to set up or at what point on the unit arrival chart it is available as a reinforcement. This feature, combined with a concentration-area method of setting up the game, allows for a short set-up time so that players can get into the game more rapidly.

*Russian Campaign's* movement-combat system can be briefly described, although it will be later examined in greater detail. The game is a double-phase movement system, with combat phases at the end of both. The ability of pieces to move is dependent upon a weather die roll, and in any case, second-phase movement is drastically lower than initial movement in a turn. Some pieces, specifically minor Axis infantry and cavalry and all Soviet units excepting Guards and Tank formations, have no second-phase movement ability. The CRT favors the attacker, with eliminated units returning to a Force Pool from which they may be taken as replacements. There is also a "surrender" combat result, in which case a piece is completely eliminated from play and may not be used as a replacement. Soviet replacements are based upon "worker" units providing replacement capacity at different cities and on a die roll for "American aid." German replacement capacities are arbitrarily set, although panzer replacements depend upon control of oil wells marked upon the map. There is also a German airpower feature: several counters marked "Stuka" which can be used to raise by three levels the odds on an attack.

*Russian Campaign* costs \$9.00 and is available directly from Avalon Hill or from other retailers and mail order houses which handle Avalon Hill products.

No doubt both Avalon Hill and John Edwards are quite proud of the reception *Russian Campaign* has gotten since its transition into an Avalon Hill title in the United States. At Origins '77 this past summer, *Russian Campaign* received the 1976 Charlie Roberts award for the best strategic wargame. An analysis of the reasons for this popularity should start from the detailed feedback data that has developed on the game since its appearance.

In the Avalon Hill feedback system (from *The General*, May-June 1977) *Russian Campaign* set several new records. For excitement level the game scored 1.78, physical quality in general came in at 1.98 with the map itself at 1.85. The components rated 2.02. *Russian Campaign* came up with an

overall value of 2.07 and a cumulative index of 2.24. Note that the *lower* the number the better the rating in the AH system. Probably the game system, with Stukas and powerful German attacks obliterating the Russian front line, causing heart attacks for the Soviet player on the first two turns at least, had much to do with the high excitement score of the game.

Some of the feedback indexes, on the other hand, are not quite so high. This is particularly true of *Russian Campaign's* 2.78 play balance rating, which is exceeded by a third to half of the games on the Avalon Hill list. Indeed, a number of highly experienced players find the game biased in favor of the German side, although the optional rules included almost uniformly introduce additional advantages for the German Player. Also, on completeness of rules the game achieved a low 3.07.

The SPI feedback assigns *Russian Campaign* a fine 7.1 acceptability rating, a complexity of 5.3 and a solitaire playability of 5.0. The detailed feedback which was run in *MOVES* #31 (February-March 1977) gives the game an overall rating of 6.87. Its highest single rating is for ease of play, which gets 7.22. The lowest ratings are for rules completeness and quality (6.24 and 6.37 respectively) and for realism (6.33). Interestingly enough, play balance, which does fairly poorly in the AH feedback, scores 6.79 with the SPI system.

Perhaps the most remarkable figure in the SPI feedback is the figure in S&T that only 10% of the sample has played *Russian Campaign*, which seems incompatible with the wide popularity of the game and the fact of its distribution by the Avalon Hill Company. The best hypothesis here is that Avalon Hill, by retaining the game in its mail order line for a year before it was released for the general retail market, thus limited the exposure the game received to persons making up the S&T sample population.

Based on an already successful game, together with a national award and a number of good feedback ratings, one would not expect to hear that there was something of a "flap" over the appearance of *Russian Campaign* in its Avalon Hill version. Nevertheless, *Russian Campaign* received a somewhat scathing review in *Fire & Movement* #5. There, Richard DeBaun and Frank Aker criticized the game on a number of counts and were answered with a point by point reply from Avalon Hill's Richard Hamblen, who had worked on the development of the game. The exchange also led Avalon Hill editor Donald Greenwood to comment that



"critic credibility ratings" should be printed alongside the bylines of game reviews.

While at the time, *Russian Campaign* had not yet been vindicated by a "Charlie" Award, nevertheless the strong criticism applied seemed unusual even at the time. Along with others, this writer had heard nothing but good things about *Russian Campaign* within New York gaming circles. Player friends were excited about this game as about nothing appearing since the first *Stalingrad*. The *Fire & Movement* exchange, with the "flurry" of phone calls and letters that accompanied it according to magazine editor Rodger MacGowan, set this writer to thinking. Although I have no wish to have my credibility as a critic challenged, not only have I maintained a steady interest in historical and simulation issues on modelling the Soviet-German front, but in fact there are some things that must be said about *Russian Campaign*.

Lest it be surmised that this review will dispense with the game, it will be stated at the outset that in my opinion *Russian Campaign* is an excellent game. It was easy to set up and start, breathtaking in its initial action, and it was generally impossible to avoid, with this game, that "new game" fever prevalent so many years ago. I liked *Russian Campaign* so much that I recommended it upon more than one occasion, and the system proved so intriguing that I will presume to comment at some length here about the strategy and tactics in the game. However, it does seem that where there's smoke there is fire, and De

Baun and Aker were not entirely mistaken in turning attention to *Russian Campaign*.

#### New Quirks for Old

Coming from Avalon Hill, *Russian Campaign* invites comparison with *Stalingrad*. This temptation has carried to such an extent that Avalon Hill stated in an early "Question Box" on the game that most game questions seemed to arise from players attempting to graft portions of other games on to the *Russian Campaign* system. Often such attempts would result from *ad hoc* rules interpretations covering points not in the rules. An example arose in Tom Oleson's game, for example, when the players ruled that, as in *Stalingrad*, German units could not set up inside Hungary or move through it on the first turn of the game. The *Russian Campaign* rules in fact say nothing on the subject, leaving one to speculate that what is not prohibited is thus permitted, and Avalon Hill later ruled in this sense, marking a clear difference from *Stalingrad*. Naturally, there are many other key differences as well — *Russian Campaign* is a different game with a very different feel and all the rest. One would have hoped that *Russian Campaign* would have worked out the bugs in games on the Eastern Front, but this is not the case. New and different bugs have appeared with this system even as the overwhelming dullness of the old system was eliminated.

The most immediately visible of *Russian Campaign*'s quirks is the strange projection that produced the game mapboard. Cities are out of place, sometimes by hundreds of

miles, rivers assume different shapes, like the Don, and uncommon geophysical features mark some of the map. On the board, Finland between Leningrad and Archangel is dropped out and these two Soviet cities are placed on about the same latitude. Similarly, to cite a few instances, Kursk is south of Kiev rather than the reverse, the distance between Tula and Moscow is magnified, Stalingrad is moved south, Gorki east, and Voronezh north of their geographic locations. The gap between the Pripet Marshes and the Carpathian Mountains are suddenly marked with a new mountain chain. One striking comparison between *Stalingrad* and *Russian Campaign* is that the maps of both games are of the same size and are aligned the same way for games of the same operational scale, but *Russian Campaign*'s map runs from Berlin to the Urals while the other game's map takes in only Warsaw to east of Moscow. The geographic oddities are significant for some of them bear on the tactical play of the game.

On the game order of battle there are a couple of inaccuracies apparent here, although on the whole John Edwards appears to have done a good job. The Italian forces in Russia are one anomaly. Whereas the first Italian corps to arrive did so in July-August 1941 and fought with Army Group South, the game has the Italians in place from the beginning and assigned to the central group of armies. In fact, the Italians never did fight with Center at any point in their 1941-1943 war history in Russia. In addition, *Russian Campaign* contains no provision for Italian withdrawal, although Italy removed her army from Russia in January 1943 and surrendered to the Allies eight months later. A second inaccuracy relates to the German cavalry forces in the game. Germany mounted a single division in the war, and there were experiments with a brigade in 1943 along with the provision of mounted Russian auxiliaries. These at no time amounted to a corps in strength. The German player in this game, however, receives two entire cavalry corps, one at the start and another in July 1944. Similar combat strength analysis techniques were used to "maximize" the panzer force and the number of Soviet tank armies.

A third point is with regard to the rules. In this respect *Russian Campaign* is an interesting anachronism. The design succeeds by means of bringing a classic subject and game scope up to a state of the art in system design. It is the double-movement and attack feature that gives *Russian Campaign* much of its considerable excitement. But at the same time the system retains old game conventions such as rivers running up the middle of hexes. The elimination of this troublesome rules problem, by running rivers between hexes, may be numbered among the early innovations of SPI. Thus *Russian Campaign* is a throwback to an earlier era of design technique. The confusing nature of the supply rule and the terse phraseology of the rules in general will be mentioned only in passing. While Avalon Hill's concern with producing *short* rules is laudable and largely

**TABLE I.**  
**Initial Invasion Strategies in *Russian Campaign***

Strategy	General Chances	Weather Factor	Comments
Leningrad & Moscow	Poor	Critical	Second turn capture of Vitebsk & Smolensk probably essential. Advance guard should try to limit Soviet rail net reach.
Moscow First	Marginal	Critical	As above. In addition flank thrusts at Leningrad and in Ukraine should force Soviet diversion of forces.
Leningrad First	Good	Normal	Second turn capture of Riga and crossing of Dvina is desirable. Feint toward Moscow.
General Attack	Unclear	Normal	Maximizes "surrender" results but lacks strategic focus. In some sense this is not a discrete strategy since the German should do this anyway during the first couple of turns.
Ukraine from Poland	Marginal	Important	Clearing of Lvov "gap" on first or beginning of second turn vital. Taking Kiev on second turn desirable. Armor must regain freedom of movement.
Ukraine from Rumania	Good	Normal	Reinforcement of Rumanian troops by panzer elements required. Kiev may fall first turn or beginning of second. Amphib invasions and crossing of Kerch straits good subsidiary operations.



successful, they have already moved to expand the rules by inserting periodical material into a second edition, and in this context the notion of an index to both the rules and the "Question Boxes" and other optional rules material is more palatable. Additional discussion under some of the rules would also be useful.

This is not nit-picking. The result is that one must learn the game by trial-and-error through many iterations. DeBaun and Aker gave up. One New York player decided to go a la *Barlev* and use any mutually agreeable rules for terrain and weather. My own first two games were a ruin: in one my Soviet opponent suddenly surfaced an optional rule on armor ineffectiveness in forest and city to eliminate the panzer force; in the other game, a sophisticated player proved unable to play by early generation riverine rules. Going by this experience alone, an unwary gamer could conclude that the game was "unplayable."

Now the solution here is persistence: if four games are necessary to correctly apprehend the application of the major/minor city terrain effects, one must get to the fourth game. The difficulty is that the attempt may be abandoned before the goal is reached, and the existence of so many other interesting games only makes such a decision easier to reach. Conversely, it is also true that players like *RC* more the more they play it, and often develop a retrospective view which minimizes whatever difficulties they had in learning *Russian Campaign*. The fact that persistence is needed, in effect, means that the game is learned in spite of itself, and the argument here is that this in fact follows from the role of chance in the game.

In *Russian Campaign* a roll of the die determines both the combat result and the current weather in much the same way as is conventional. However, in *RC* the movement capabilities of pieces and the availability of German air support are directly tied to the weather in such a way as to be almost determinant. Experienced German players, for example, will say that in *RC* the Wehrmacht either forges ahead in a big way or else never gets off the ground. In concrete terms, in one game during which the German rolled a "mud" turn and then three consecutive "snows," 1942 found the German barely holding out on the Nieman-Dnepr line. In practice, the best combat results performance cannot make good the disparities which follow from the weather.

Of course this weather problem is a highly salient feature of *Russian Campaign* and a number of efforts have been made to insert corrective factors. Among these are the "historical" designation of weather, the notion of separate die rolls for weather on each phase, and a variant two-die weather table. The weather has continued to have an important interaction with the CRT within the game system, however, and there have been objections to this. While in broad terms *Russian Campaign* is indeed historical, game activities resulting from this interaction are stylized in such a way that turn results are

often brutal and jarring influences on the players.

Tom Oleson, who helped develop this game for Avalon Hill, has evolved a sophisticated explanation for this design approach. Oleson essentially argues that wargamers forget that the games are so far removed from reality that rules which are unrealistic in themselves can jointly act to simulate reality in a game. This reasoning is akin to the logical rule that it is impossible to arrive at true conclusions starting from false premises. While this may be an effective point in justifying the overall result of a *Russian Campaign* game, it is perplexing that this result is achieved by means that are directly ahistorical, as can be shown by an analysis of strategies in the game.

### Strategies in *Russian Campaign*

To win at *RC* the German player must capture every city on the board plus eliminate a unit counter representing Stalin. There are a number of possible ground force strategies to accomplish this end, and no matter how well the German does in 1941 the game will not end that year. *Table I* summarizes important features of several possible strategies and *Table II* details what the players have to work with in terms of combat strength, information which is central to the following discussion. Readers may therefore refer to these sources along with the illustration of the *Russian Campaign* mapboard while considering this section.

The first possible approach is the historical one: strong moves toward Moscow and

Leningrad with a somewhat weaker offensive in the Army Group South sector. This has the merit of providing a historical "baseline" against which a player may measure his progress. The approach also makes the best use of the designated first-phase attack capabilities of the German army groups (it should be noted here that *RC* regulates the deployment of German forces not by specifying where they may set up but by indicating where they are allowed to *attack* in the combat portion of their first movement phase, it threatens the Moscow railroad hub of the Soviet system, and it virtually assures solid German positions along the Tallinn-Vitebsk-Smolensk-Bryansk line for the first winter).

Telling points against the historical strategy are the Soviet rail lines, which acquire importance due to providing the Soviet player access to critical hexes of several possible defensive lines between the German and Moscow (or Leningrad). The rail pattern allows the defense of the Dvina line and Baltic states, several successive lines of hexes around Leningrad, and the forests west of Moscow. Only the Valdai Hills and the Smolensk "landbridge" must be held by units coming from overland. Usually, the Soviet player's massive third-turn reinforcements arrive just in time to make good an exhausted frontal defense, and half these forces arrive directly at Moscow for immediate overland movement. Strategically, the impending arrival of the infantry horde requires that the German player make a very rapid advance, giving the weather die roll a tactical importance of extremely great pro-

**TABLE II.**  
**Analysis of Combat Strength in *Russian Campaign***

AT START:	GERMAN			SOVIET	
	Panzer	Infantry	Axis	Tanks & Guards	Infantry & Worker
<i>Army Group North</i>	15	20	0	5	11
<i>Army Group Center</i>	35	44	2	7	22
<i>Army Group South</i>	23	24	0	7	32
<i>Rumania</i>	4	11	7	3	10
<i>Finland</i>	0	0	11	3	11
<i>Other</i>	0	0	0	5	32
<b>Total At Start</b>	<b>77</b>	<b>99</b>	<b>20</b>	<b>30</b>	<b>119</b>
<b>REINFORCEMENTS:</b>					
<i>1941</i>	18	20	4	34	102
<i>1942</i>	2	9	13	82	9
<i>1943</i>	26	11	0	53	2
<i>1944</i>	10	7	0	0	0
<i>Conditional:</i>	32	21	0	0	3
<b>Grand Total</b>	<b>165</b>	<b>167</b>	<b>37</b>	<b>199</b>	<b>235</b>

Note: Panzer includes motorized infantry and panzer grenadier units, while "infantry" includes cavalry pieces. All types of minor allied pieces are listed under Axis, except for motorized and armor which are under Panzer. Figures are for total combat strength embodied in all pieces of the type designated. The German "conditional" reinforcements include 17 points of motorized troops which are to be exchanged for equivalent infantry pieces.



A variant of the Moscow-Leningrad strategy is to go for either of those cities alone. Moscow alone is almost as difficult as the dual-pronged offensive, since it requires a feint toward Leningrad in any case. An approach with Leningrad as objective has greater plausibility. This pits 50 armor strength points of Germans from Army Groups Center and North against whatever defense the Soviet can organize along the Dvina and ensures sufficient offensive pressure on the second turn to get across the river barrier. The result is that the German is able to be almost certain of taking Leningrad regardless of the weather, since the Soviet player proves unable to prevent a minimum one-hex attack on Leningrad. The Germans are able to mass sufficient strength on this hex to get 3-1 or 4-1 odds with the use of air support.

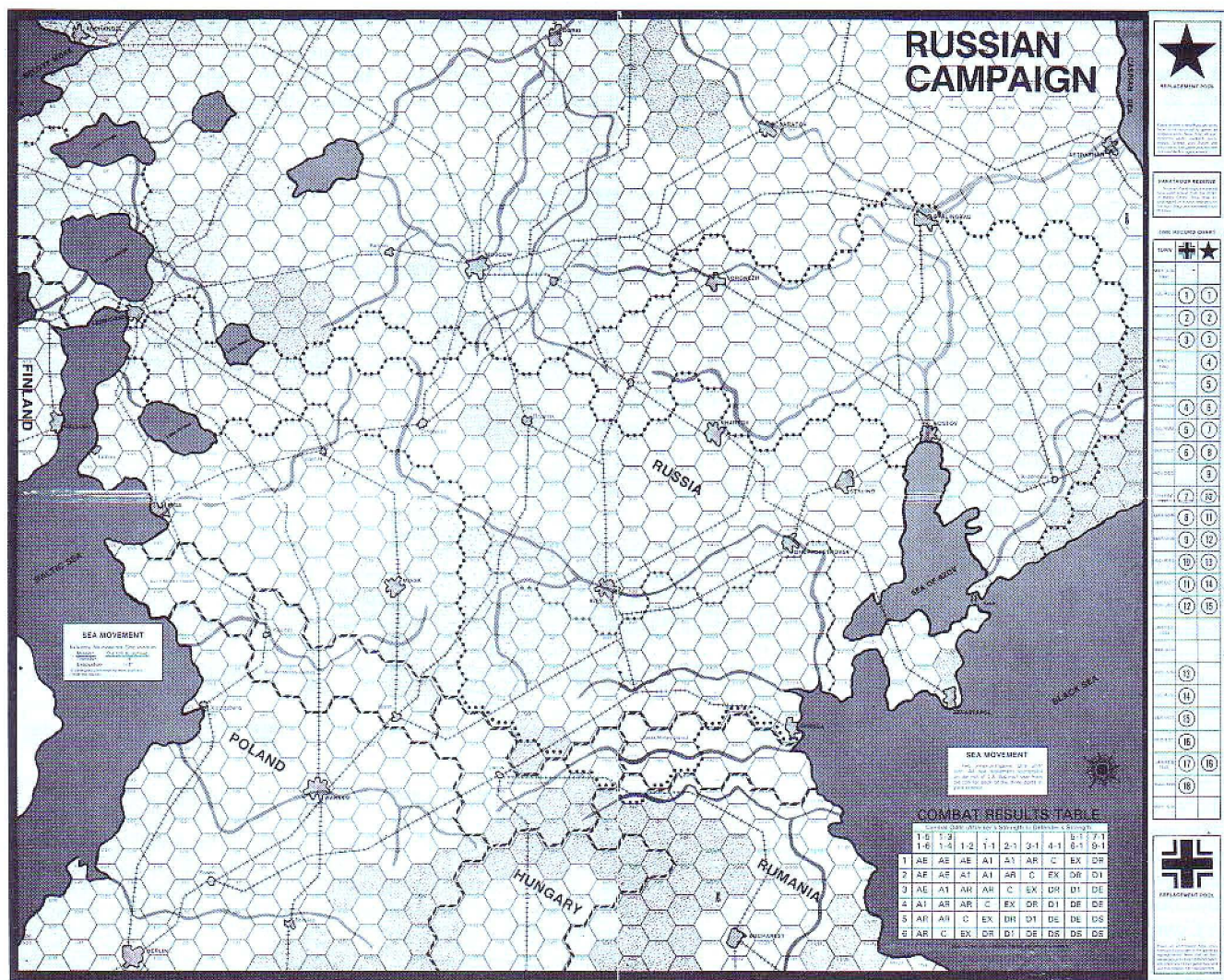
ducted, German armor is already available for railroad redeployment from Leningrad before the first snow hits. Seizure of Leningrad also gives a direct 1942 threat at Archangel which eliminates US aid as a source of Soviet replacements.

Experienced players of *Russian Campaign* often balk at the line of the Dnepr. They point to the worker cities in the south, seeing that under this phase line only Kiev, out of three, is taken out of the Soviet re-

placement system. Since the cities supply recreated Soviet combat units at two strength points per turn, the reduction of the Soviet replacement system should be a priority German strategy. There is much to be said for this reasoning.

Central to the question of game strategy is the size of the Soviet replacement capability. The impact of this capability is a function of the units available in the replacement pool along with the total points of the worker cities on the board (and US aid die rolls as well, after January 1942). This capability can be reduced from either end, that is, the German can mass very high odds in attacks to secure "surrender" die results that remove the piece from the replacement pool, or he can capture worker cities and lower the per turn capacity of the replacement system.

In the immediate context of 1941, Soviet reinforcements are probably more vital than the replacement system as they will provide some 136 points as against only 44 for a fully survived set of worker cities. In addition, the Soviet pieces most desirable for replacement, which are large Guards and tank armies, have not even entered the game at this stage. Combat losses and replacement do fill two important functions, though. Surviving Soviet units on the board can be used for important overland movement in the course of





building new defense lines, while replacements can come into play close to the front and move immediately. Combat surrenders and high combat losses on the Soviets must be secured by the German if he is to last successfully late into this 25-turn game. The German player should plan to eliminate 60-90 strength points of Soviets, with as many as 20-40 surrenders, in the first two turns in order to pace himself into the middle and end games. At the same time, if he loses much more than about 25 of his own before the snow then things are not going well.

It is precisely in the middle and end games that the Soviet replacement capacity becomes most vital. The system provides virtually all the Soviet new pieces in 1944 and 1945, and the value of worker cities doubles in May 1943. This means that the elimination of a 2-point Soviet worker city in 1941 is the equivalent of eliminating 76 points of Russian troops over the course of the game. Here is the entry point for the school favoring a Ukraine strategy. The elimination of three such worker cities can be accomplished with proper effort in South Russia in 1941, while a subsidiary thrust in the north which maintains pressure on the Soviet central front also offers a chance to get another worker city at Leningrad. Should this be the case, the new Soviet worker cities that enter the game in 1942 can only serve to make up the losses. In this view the main offensive of the Wehrmacht is then launched in 1942 from jump off positions deep inside Russia. This strategy has the additional advantage of outflanking Moscow's defensive terrain from the south.

The problem with this strategy lies in the Lvov "gap." A fairly competent Soviet defense can hold the gap through the first impulse of the second turn against German forces deployed in Poland. If the Russian player moves fast enough, he can additionally have a defense of the Bug between the Germans and Kiev on the second impulse. With that situation, the Germans only reach the Dnepr at the moment the weather table comes into play. The German difficulty arises more from the mountainous terrain constricting movement than it does from the strength of the Russian defense.

In fact, *Russian Campaign* does provide a solution for this difficulty. It is suggested by the set-up rule that restricts where German units may *attack on the first impulse* of the first turn. Thus, panzers from Army Groups Center and North, not to mention infantry, are perfectly free to set up in Rumania so long as they do not attack in the first impulse. The solution is therefore to set up a strong force in Rumania, use air support and the Rumanians to open a hole in the Soviet line, and then exploit with these additional forces, which are of course able to attack themselves on the *second* impulse.

This German strategy is dominant because it makes certain a German chance against the three Ukrainian worker cities before the onset of winter, constituting a significant contribution to long-term German play development in *Russian Cam-*

*paign*. At the same time, the tactical situation likely to obtain at the onset of winter under this strategy is as favorable as those likely under the other general strategic approaches outlined here. The Ukrainian strategy is possibly the only way that the Germans can achieve the preferred 1941 objective line detailed by Alan Emrich in a recent issue of *Campaign* magazine.

### Simulations and Games

The point that massive deployment in Rumania is a dominant German strategy brings this discussion of *Russian Campaign* full circle. In reality, you see, a Rumanian deployment was considered by the German planners of the Russian invasion from an early date and yet was abandoned. The reasons were that a German military simulation of the invasion showed inadequate supply capabilities through Rumania combined with strong Soviet capabilities to counter-attack. Thus what was explicitly considered and rejected in the real situation becomes the best strategy in the game.

Not only is this development not "historical," it is exactly opposite—counterhistorical if anything. Plus this is only one such ahistorical feature. For example, the optimum operating area for the Rumanian and German mountain troops that fought with Army Group South is seen to be the Valdai Hills between Moscow and Leningrad, while that for the Finnish forces is certainly the plains of central Russia that are out of supply range of cities in the winter of 1941. Other difficulties are scenario problems (especially in the Stalingrad scenario, where the German loses the war by 1943 if he defends historically) such as forces in play not being proportionate to actual losses by those dates and so forth.

Now, having laid this out let us return to the question of whether individually ahistorical elements can be brought together to simulate history in a game. The answer is no *and* yes, and it comes back to a matter of interpretation. Partly this is a matter of what we mean by "simulating history." If this means that the historical outcome occurs in most of the games played it is one thing, if on the other hand, "historical" is taken to mean that the historical outcome is *possible* between equal players it is another. If the accent is on "simulating" rather than "history" then the meaning must relate to whether the means of play and the dynamics of play mirror those of reality. And if the operative emphasis is on "game" rather than either of the other two factors then an additional dimension is added to the other two.

What does the question then resolve itself into in the case of *Russian Campaign*? First, the historical outcome does *not* occur most of the time: in the game the Germans have a good chance of winning, even against an equal player. By historical outcome here is meant a Soviet victory in the style of what happens in the game's Berlin scenario (well worth playing, by the way). This outcome is possible between equal players, but the achievement should be seen as a significant

tribute to the skill and coolness of the Soviet player. Overall, *Russian Campaign* is not historical in this way, but it must be said that it comes a lot closer than *Stalingrad* in its day.

On the other hand, the means used in the game are a fairly accurate simulation. Barring discussion of such factors as varying deployment patterns, dominant strategies and map questions, it must be said that the game system is an interesting one. The dual-phase system is good for armored warfare, and while some might believe that weather and air power are too heavily weighted as variables, nevertheless it must be admitted that both factors are necessary to an accurate game system on this subject. Operational tactics are modeled closely enough so that *Russian Campaign* feels right for the period.

In addition to the mix of historical and simulation elements there is a dimension of the game in *Russian Campaign*. It is reasonable mechanics and great fun which makes *Russian Campaign* the fine game it is, not historical outcomes or faithfulness to detail. The game has good flavor, high playability and a tendency to create exciting tactical situations. Randy Reed has said upon more than one occasion that "the game is the game," alluding to Avalon Hill's predilection for playability. *Russian Campaign* must be seen as a successful achievement of this goal.

There are many kinds of games, for all seasons and occasions. When the object is to analyse the history of the war in Russia, where it could have gone differently and the like, when real historical detail is at issue, the choice of simulation for play will rarely be *Russian Campaign*. But for friends gathering with beer and pretzels, and sharing conversation plus an intriguing game, *Russian Campaign* is just the right thing.

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Alan Emrich, "Strategy and Tactics in *Russian Campaign*," *Campaign* #82, Nov-Dec 1977. Analysis of finer tactical points in the game, only Emrich's suggested stop line for the German in winter seems unattainable.

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## PROFILE AND VARIANT

**FULDA GAP**

Profile by Thomas G. Pratuch

Variant by Charles T. Kamps, Jr.

Both writers are officers recently stationed in Europe and quite naturally have a high interest in games of the Fulda ilk. I've played *Gap* myself and found it to be an engrossing situation. It seems to start a little slowly but given a chance, it picks up momentum in one's mind and on the map. Perhaps this is because as the units bash at each other and suffer horrendous reductions via the Untried Unit Table, the situation "clarifies" as the euphemism would have it. —RAS

Designing a game to simulate conflicts that have not yet occurred presents a unique challenge in simulation because of the inevitable variety of opinions and lack of real data. SPI's Modern Quad Series covers such potential conflict areas as Yugoslavia and West Germany. The scope of these games is limited since the purpose of the quad style is to have easily played, short games. The only other NATO-Warsaw Pact conflict games were designed at the world war level of continental areas with game turns of weeks or months.

It remained for a simulation like *Fulda Gap* to present an operational scale game that would allow the player to develop a lengthy battle in the modern European theater. The game contains a combination of new approaches and ideas, some seen in other wargames and some totally new. The result is an understandable game with clearly defined rules allowing the wargamer to modify the game further within guidelines set by the designer.

**Physical Layout**

The game is set at operational level with a game turn equalling 24 hours. The land scale is 10 km/hex. The map is well done in three colors and has been coded in a manner allowing ready examination for best defense areas and/or attack routes. The map does have some slight inaccuracies. The designer seems to have used a large-scale map of West Germany that was made prior to 1970. The German government has continued to improve the *Autobahn* network each year. The bulk of the new construction is in the Koln-Bonn area of the map. This is important for the Soviet forces who are currently dependent on the east-west *Autobahn* through Frankfurt. Perhaps SPI will have updates for this game where the player can be told what hexes should be converted into *Autobahn* hexes.

Another problem with the map is the location of the Hahn airbase hex. There are several towns in West Germany named Hahn, and the game map location is where the largest such town can be found. The trouble is that Hahn Airbase is located at a much

smaller town in the vicinity of hex 0518. This relocation will have only a minor effect on victory conditions in the game.

The last error is in the reversal of two unit locations. The 2nd Brigade and 3rd Brigade of the 8th Infantry Division are reversed from their actual locations. This correction will have no effect on play, but it does make the map historically correct.

**Rules**

The rules of the game show many new and interesting approaches to old problems. The most pleasing to me was the section on chemical attacks. Chemical attacks are very difficult to translate into combat power, and they have probably been left out of wargames because of this difficulty. Instead of assigning a combat factor to the agent, the effects in *Fulda Gap* are handled by inclusion with the untried unit status (another gem to be discussed later). Thus instead of saying that the chemical attack equals one battery of howitzers firing high explosive, chemical effectiveness is dealt with in the parameters of unit training, readiness and morale.

The accelerated assault is covered better in *Fulda Gap* than in *NATO* by affecting the tactical unit rather than a supply unit located away from the combat.

The rules on supply and communication are the strong-points of the game. Instead of having the supply lines wander through any and all terrain, the player is shown the importance of the road network (especially *Autobahn*) to travel in the German countryside. Also, units that leave their supply lines are quickly affected in game terms instead of several turns later as in past games.

The effect of the supply and communication rules is to force the Warsaw Pact units along the main east-west *Autobahns*. Short off-road sweeps along the flanks of the main attack are possible, but they must be quickly relinked to the main supply routes. Otherwise the NATO player can isolate the units and eliminate them for victory points.

**System Effectiveness**

In comparing the game against the concept of a war in the European theater, several areas of the design are worth examining. The first area is the use of the untried unit ratings to set the combat power for the armies.

In earlier games where untried unit status was incorporated, the result was to take a known battle and introduce an element of uncertainty to the game so no two sessions would be played alike. In *Fulda Gap* the idea is that these armies have not been in conventional land combat in some time, so

no exact method to determine the combat effectiveness exists. The Untried Unit Table (UTU) represents a *relative* ranking of the armies by combat power.

The use of the UTU system also gives the game a larger potential than is first apparent. The wargamer can easily adjust the combat rating of each army within a set of limits.

The next area to bear examination is the section dealing with nuclear weapons. This is the one rule area in which I have really disagreed with the SPI presentation. When any two or more countries go to war, there is always some reason behind the war. If one excludes the extreme causes such as insanity of the leader(s), one is left with an understandable (although not logical) set covering:

1. One country requiring living space
2. To gain the natural resources of another area.
3. To gain the man-made resources of another area.
4. To eliminate a conflicting ideology.

While it can be argued that reason 4 would be the cause of a war in Europe, it is unlikely that the Soviets would overlook the advantages of reasons 2 and 3. This is why I question the penalty-free use of nuclear weapons as the game is currently written.

I will grant that the recent public discussions on nuclear warfare seem to indicate that there is increased likelihood of a nuclear conflict in terms of a large number of "tactical" nukes in European countries. Even the advent of neutron weaponry only decreases the size of the destroyed area; it does not eliminate destruction. Neither approach means that the countries involved will readily go to nuclear weaponry. If the Soviet commander has to "nuke" Frankfurt-am-Rhein to dislodge a NATO defender, the resulting damage to the city will negate any value to capturing it. Ultimately both sides will want to preserve the usefulness of the areas they hold, and the molten slag of a building is not useful to anybody. Finally there is the fact that most of that seemingly empty map area is really small towns and villages. For a majority of the German country there is very little difference in effect between a "tactical" and a "strategic" nuclear weapon.

The rule on artillery unit separation is an interesting inclusion in the game. First, I must admit that I fail to understand why this rule was written. Applying the rule has the NATO player alternating nationalities at division level on the map to keep artillery of the same country separated by more than six hexes. A game usually finds the NATO



forces arranged one W. German, one French, one U.S., one Belgian, one W. German, one French, etc. This creates an unrealistic situation as national integrity is broken, and in an actual war such practice would reduce the command and control capability of an Army.

The use of the chemical warfare rules will send the NATO player to examining the untried unit chart in the game to determine the "survivability" of the various forces in such an environment. Without going into a detailed analysis of the UTU table, I will present the data:

Nationality	Chance of unfavorable result compared to chemical-free combat
Soviet	0%
British	18%
W. German	24%
U.S.	28%
French	38%
Belgian	46%

The figures presented here are for the Tripwire or Advance Warning scenarios. In the D + 7 scenario all NATO units have a 21% risk. Overall I feel that the technique of handling chemical warfare is the best seen to date.

#### Tactics: Conventional Forces

There is very little that can be added here to the excellent commentary provided in the game materials. The best thing for anyone to do is read the article "Broadfront Strategy" by Frederick Georgian in *MOVES*

30. The NATO forces should use their infantry for defense and save the armor units for attacks as much as possible. The Warsaw Pact units are slightly lower in quality than the NATO main forces (U.S. and W. German) and have to rely on their numerical superiority.

#### Tactics: Special Units

**Air:** When the see-saw air war of the game gives one side a superiority in airpower (albeit temporary), neither side really gains much. The Warsaw Pact player should go for using long range nuclear strikes against NATO forces. The NATO player should use the aircraft for ground support.

**Helicopters:** Here I disagree with the approach to handling these units outlined in the player's notes to the game. Rather than saving them as a large striking reserve force, the Warsaw Pact player should be using them to seize critical points ahead of advancing conventional ground forces. Critical points are bridges, multi-road junctions and *Autobahn* junctions. The Soviet player can use the airmobile units to reduce the Nike sites. The NATO player can use them to strike at an unguarded supply depot or cut-off an isolated unit from supply.

**Territorials:** The best use I have found for these units is to guard air bases and supply depots.

**Supply Depots (SDU):** Both sides have the same problem with these units: once emplaced they are difficult to move again while keeping units in supply. The best guidance is to keep the SDU in a mobile status on supply transports during the early turns when a side is automatically in supply.

The best site is on an *Autobahn* which is the axis of a main attack. The NATO player has less of a problem here because of the large number of SDUs and their original positioning.

**Supply Transports (STU):** As mentioned before, these are used to move the SDUs in the early portion of the game. When the automatic supply ends, these units should be kept in their mobile state and used to supply the flanks of the battle. This will slow down the flanking movements of an attack, but will preclude the attackers outrunning a fixed supply line.

#### General Comments

In the final analysis, *Fulda Gap* is an excellent game with its variety of situations and fast moving pace. A couple of variations that I have played are:

1. *In NATO Disintegration:* withdraw only the French Forces; the Belgian Army remains.
2. *Tripwire/Advance Warning:* allow French forces to be committed only after a Soviet unit penetrates into Zone 1, 2, or 3 (as used in the D + 7 scenario).
3. *Any scenario:* the U.S. forces landed at Rhein-Main Airbase are assumed to be involved in a war somewhere else (Hypothesis is that European war triggered by one in Mideast region).

I hope all who play this game enjoy it as much as I have. It is nice to have a quick game that can be played enjoyably in a few hours.

### FULDA GAP: Variant

Players of *Fulda Gap*'s Tripwire Scenario may wish to use the actual garrison locations of NATO troops for their initial setup. These are provided below, with a few additions and changes to the unit counter mix and combat strengths to reflect current organization.

#### WG III Corps

- 3 Corps Arty Cmd 7-2 (1012) Neuwied
- 3 Corps Avn Cmd 3-1 (2223) Rhine-Main

#### WG 2nd Jager Div (now panzer grenadier)

- 4 PG Bde 5-7 (4802) Gottingen
- 5 PG Bde 5-7 (3013) Homburg
- 6 Pz Bde 6-4 (3309) Neustadt Marburg

#### WG 5th Panzer Div

- 13 PG Bde 5-7 (2414) Wetzlar
- 14 Pz Bde 6-4 (1312) Koblenz
- 15 Pz Bde 6-4 (1012) Koblenz

#### WG 12th Panzer Div

- 34th Pz Bde 6-4 (now forming; enter at 3834 on phase 2 of turn 1)
- 35 PG Bde 5-7 (3923) Hammelburg
- 36 Pz Bde 6-4 (off map at Bad Mergenheim; enter as 34th Bde does)

#### US V Corps

- 11th Avn Bn 3-1 (2223) Rhein-Main
- 41st Arty Gp 7-2 (2025) Darmstadt
- 42nd Arty Gp 7-2 (2614) Giessen

#### 11th Armored Cavalry Regiment

- 1st Sqdn 2-2 (3918) Fulda
- 2nd Sqdn 2-2 (4225) Bad Kissingen
- 3rd Sqdn 2-2 (4113) Bad Hersfeld

#### 3rd Armored Div

- 1st Bde 6-2 (2517) Kirchgoens, Butzbach
- 2nd Bde 6-2 (2922) Gelnhausen
- 3rd Bde 4-6 (2618) Friedburg

#### 8th Infantry Div (Mech)

- 1st Bde 6-2 (1622) Mainz
- 2nd Bde 4-6 (0326) Baumholder
- 3rd Bde 4-6 (1831) Mannheim
- Bde '76 4-6 (1820) Wiesbaden

#### US VII Corps (part)

- 72nd Arty Gp 7-2 (2926) Aschaffenburg

#### 2nd Armored Cavalry Regiment (part)

- 2nd Sqdn 2-2 (5133) Bamberg

#### 3rd Infantry Div (Mech)

- 1st Bde 6-2 (4329) Schweinfurt
- 2nd Bde 4-6 (4033) Kitzingen
- 3rd Bde 4-6 (2826) Aschaffenburg

#### 1st Armored Div (part)

- 3rd Bde 4-6 (5133) Bamberg

**Notes:** British, Belgian, and German HSK & airborne units remain as in the game. US forces in Bamberg (2/2 ACR & 3/1 AD) should be withdrawn off the south edge of

the board on turn 1 by the NATO player if they are not engaged by Soviet units, as they would be committed with the rest of VII Corps to the south of the Gap area. Similarly, the rest of the US 1st Armored Division should not enter the game at all.

From personal observation, I would suggest the following alternative UTU ratings:

- B - British forces
- C - West German regular forces
- D - Soviet units (excluding 50th Div)
- E - US forces
- F - French 1st Div
- G - Polish forces
- H - East German forces
- I - Belgian forces
- J - West German HSK units
- K - French 4th, 7th, and 8th Divs
- L - Soviet 50th Div

As an alternative scenario variant, remove Polish and French forces from the game, as well as the US 1st Armored Div. This will yield a 2 to 1 ratio of Pact divisions over NATO, the ideal our planners say they can manage (see Lawrence and Record, *U.S. Force Structure in NATO*, Brookings, 1974).



## Opening Moves [continued from page 3]

toretical material, please attach a bibliography of your sources (not for publication).

If you choose to critique a game, be sure to support your arguments with well-reasoned discourse. Flat assertions, no matter how qualified, do not constitute proper criticism. I *will* print material critical of SPI games (or anyone's games) if the criticism is logical, based on sound argument, and well written. Sarcasm, personal attack, and cheapshot wisecracks have no place in a serious critique (regardless of the fact that this is the popular conception of the critic's stock-in-trade). *MOVES* is not a "fanzine" — self-indulgent sneering and hipper-than-thou banter deserve no place in a professional magazine. *MOVES* is not addressing a small clique of pseudo insiders — it is attempting to serve its whole audience. That audience is a large representative slice of the entire wargaming community.

I'd appreciate it if you'd re-read and edit your articles before sending them in. If you can read your own article three or four times without flinching, the odds are that it's fairly well written. Have someone *else* read your article and honestly solicit their frank criticism. If you're in school, you should be able to trick a teacher into commenting (plus they might applaud your initiative). All of us make mistakes when writing (and typing). Check over your work (even though I know it's a fairly boring process). Any good dictionary will have a display of standard proof-readers marks which you can employ to correct your final manuscript (I don't mind if there are a few handwritten marks on the typescript).

Concerning procedure, I've come to the conclusion that it's more practical to *not* return manuscripts. It will be cheaper for you (and simpler for me) if you include a stamped self-addressed *postcard* with your submission. On the message side, type the name of your article. Then I can write you a note on the postcard telling you whether I'm rejecting, accepting, or holding the article. I beg you to bear with me concerning this somewhat "bare-bones" approach — *MOVES* has a small staff and a limited budget. None of us have secretaries to take care of all the detail and follow-up — we have to do it ourselves. Not returning articles will save you the expense of a big SSAE. Including a postcard will ensure that I get in touch with you concerning the status of your submission.

Believe it or not, all this lecturing on proper attention to grammar and style, etc., is meant to encourage you to write for *MOVES*. Making such demands upon you when *MOVES* pays so little is perhaps leading with my chin — but this effort is aimed at making the magazine better for all of us. *MOVES* has been undergoing a maturation process over the past couple of years and I think we both want that process to continue.

I like to see more well written operational analysis; more finely developed criticism; solid reporting on the results of several playings of the same game by the same two play-

ers; reports on approaches to learning specific games (and teaching them to people); and some good technical pieces on user-developed play-aids and records-keeping devices.

I want to assure *all* the writers that I do read all your articles (sooner or later) and I am grateful for all the material that you do submit to me. I've been somewhat remiss in my personal communication with authors and am now in the process of reviewing everything I've received in the past few months. I spotted a number of you who can really write — but whose choice of subject I find to be off the mark. I look forward to getting to you with some specific suggestions.

### Call for Operational Analysis on Specific Titles:

I'd like to see some player oriented material on the following game titles. In order to write such articles you should have played at least four or five face-to-face games per title.

*Air War*

*War of the Ring*

*BattleFleet Mars* (tactical and strategic)

*Drive on Stalingrad*

*Red Sun Rising*

*Squad Leader* (AH)

*StarSoldier*

*Metagaming Micro-games*

*Canadian Civil War*

*A Mighty Fortress*

### The Continuing Feedback Card Flap

Once again, the last issue of *MOVES* had a high Feedback Card attrition rate. This time, it appears that the mailer sent out some of the issues meant for back-issue sale (which deliberately do *not* have cards in them). Several dozen people therefore got zapped again. I certainly do hope that this issue will see the solution to the various dumb things that have been happening with the cards. If it's any consolation, I feel just as ticked-off as all of you who didn't get cards.

### A Call for Comment

*Napoleon's Last Battles* is, to my mind, the best game on the Battle of Waterloo that is also playable in a single evening. The developer, Jay Nelson, has expressed a desire to do a Follow-Up on this gem and I would be delighted to see such. What we need are well-framed questions and comments on the game rules and design. Jay will assemble these and add his own comments, corrections, and expansions. So give it a bash and send your material to:

*MOVES* NLB FOLLOW-UP

Simulations Publications, Inc.

44 East 23rd Street, New York, N.Y. 10010

**Correction:** I failed to give Omar DeWitt a photo credit on the Origins 77 pictorial in the last issue. I'm sorry Omar, I did it deliberately and I'm sure you'll forgive me.

*Redmond*

## A Consumer Advisory:

Periodically, another "massaging" of wargamers is discovered. One of the most recent comes from Arizona (one hesitates to say *the* most recent: the ability of wargamers to get caught in fly-by-night operations is phenomenal). Rick Loomis of Flying Buffalo, developed a rather clever play-by-mail game and Lane Marinello, who was, at the time, employed by Flying Buffalo, undertook to moderate the game in his off hours.

Before long he had a number of these games going and then one day the turns didn't come back in the mail. A few phone calls were made with the result that Mr. Marinello had apparently decided the task of moderating was too difficult and had thrown out everything on all but one of the games. In other words, it was impossible for the players to salvage anything of the game. This was done without prior warning and without affording the players a chance to get their own moderator.

Perhaps everyone involved should have been more cautious, since Mr. Marinello was doing it on his own, rather than under Flying Buffalo's auspices. Yet, the connection with Flying Buffalo was known and, in fact, the first announcement of the games went to people who had played Flying Buffalo pbm games. So, undoubtedly the many who joined were lulled into a false sense of security since Flying Buffalo does have a good track record of reliability.

Unlike a lot of these types of games, there wasn't a substantial amount of money lost. In fact, Mr. Marinello says he will pay it back as soon as he gets the money together. The problem is that Rick Loomis' game is time consuming. A considerable amount of work was lost.

There are probably two lessons to be gained from this experience:

1. Tread with caution if you ever get a chance to get into a game moderated by Lane Marinello.

2. For people involved with established companies, regardless of their size, it is impossible for people actively involved with the company to simply step aside and become a "private citizen" — the aura of the company carries over to them and, when one of these members pulls a stunt like this, the stench lingers on even if the company he worked for doesn't deserve the rap. Highly visible employees of game companies have to be like Caesar's wife — above suspicion.

—Stephen B. Patrick



## DESIGN CRITIQUE/REPORT

# THINGS TO COME?

## A Call for New SF Game Approaches

by Phil Kosnett

Phil and I have surprisingly similar ideas concerning science fiction gaming considering that we are separated by almost a whole generation. I nag him a bit about being more serious and he nags me a bit about being less didactic so we get along fairly well. Although I don't agree with this piece in every detail, the substantive point is well taken: a vast unexplored area of gaming waits to be charted and developed. PK here sketches a preliminary map.

—RAS

Science fiction is not all spaceships and rayguns, although, unfortunately it has this image. From Buck Rogers and E.E. Smith's *Lensman* epics to George Lucas's *Star Wars*, ships have flashed between stars and gigantic beam cannon have turned tentacled BEMs and evil, black-clad rejects from Erich von Stroheim movies into oatmeal mush. Most of the SF wargames published have had similarly space-operatic backgrounds. Some have been serious, logical treatments (not necessarily bothering with those annoying laws of physics). Fine. No problem. But there are a lot of SF topics which might work very well as games which have not been given their fair share of treatment. Maybe the demand isn't as great as for space operas, but now that the market for stellar empire games and ship-to-ship titles seems sufficiently glutted, designers might want to think about some of the following.

### Land Warfare.

Few, very few land SF games have appeared, even though much written military SF has surface combat backgrounds. There's *Starship Troopers* from AH, which I maintain resembles "Sands of Iwo Jima" more than any probable 22nd Century land warfare. (By the way, I said essentially that in a *General* article last summer, but the comment was sliced by the editors — which is why I seemed to be making contradictory comments in *Moves*.) *StarSoldier* is more innovative but still uncomfortably resembles *Patrol*. *Invasion: America* and the upcoming *Objective: Moscow* use mechanics common enough to 20th Century games; they are 20th Century games and are science-fictional only in background. *Ogre* is genuinely different from other tactical games, perhaps the most science-fictional of the land games. And there aren't many others.

Why not strategic and operational land warfare games? If we accept *Ogre*'s postulated worldwide wars with giant tanks, infantry, and conventional armor, why not show the wars' dynamics on a continental scale? Jerry Pournelle's "Mercenary" stories and

David Drake's "Slammers" stories deal with armored combat on other worlds. After constantly slogging through Europe and Asia, wouldn't you like to have new ground — *real* new ground for your game-maps? And after all those amphibious invasion games, I'm itching to take on the tougher chore of coordinating invasions from orbit. (Metagaming's *Ythri* fails in this, I think, because it's too simple and simplistic.) AH could easily produce a companion to *Starship Troopers* dealing with the strategic problems of wresting a planet from the Bugs. The fast subterranean strategic movement and hidden movement of the Bugs wouldn't differ that much from the tactical game, but the rather set and stylized Trooper tactics might be replaced by many different strategic possibilities. I know AH dislikes magazine games, but they do them occasionally and this would be a simple enough game. We could find out what RAS had in mind when he wrote about "Heavy Weapons Brigades," at least.

Gordon Dickson's Dorsai stories, notably *Tactics of Mistake*, dealt with psionics in guerrilla warfare. I don't know offhand how you could handle this in game form. The problem with guerrilla warfare is that it involves hiding from the enemy, and as sensors become more sophisticated, guerrilla warfare (which is usually employed by weaker or less advanced armies) is becoming less feasible. Except...if the guerrillas can *teleport*. Several stories have been written on this theme. A game would provide one player with powerful units and advanced technology and force him to try to subdue much weaker forces with unlimited mobility. It would be the sort of game where maneuver counts the most, subtlety and brains rather than the high-powered die-rolling.

### And Other Places

There are environments never used in historical games which could be easily used in SF. This whole *War in the Ice* thing (it may yet be published) began as an attempt to get a game published dealing with combat in an arctic setting. What effect would Luna's low gravity have on combat? (One dumb story written in the '50's had bullets fired on the Moon going into low-altitude orbit, returning again and again to the battlefield.) How would soldiers (not necessarily human, mind) fight on a planet as hot as Mercury? Or as we used to think Mercury was, with a hot side, a cold side, and a temperate zone? How about a game of asteroid belt combat, with small ships jumping between planetoids, soldiers in flight harnesses hiding amidst the rocks, the map changing constantly as asteroids approach and separate on their orbits,

and enough junk clogging radar and sensors to make hidden movement viable? One of *StarSoldier*'s best points, to my mind, is the oblong-asteroid scenario where men exiting one side of the map enter the other. Not that it's all that brilliant a scenario, but it's certainly different. (And don't tell me about *Global War*'s map. Nobody plays *Global War*.) This asteroid game isn't purely a land game, but it does sound different. What are they fighting for? Mining concessions, of course — any reader of *Thrilling Wonder Stories* knows that.

Speaking of mining, how about subterranean combat? The mole vehicle has been around in literature (and denounced as scientifically absurd) for about a century. Surely somebody could think of some justification for them as part of a land game. *Starship Troopers*' tunnel rules may be the best part of it, but since only one side is at home in the tunnels and only one side digs, there isn't much underground maneuver. How about a game where both sides are fighting in caverns for some reason, both sides dig tunnels secretly to outmaneuver the enemy, and maybe even allow induced earthquakes?

A few years ago SPI feed-backed *CyberWar*, which never made it. It would have been a tactical armor game circa 2000, with robot vehicles and infantry, a heavy emphasis on electronics, and other super-modern goodies. But with laser designators, fire-and-forget missiles, robot aircraft, and constantly-improving ECM. *Mech-War '84* (if published) will pretty much cover the ground. As time goes by.

What else hasn't been done? Naval warfare. Frankly, it may be just as well. More and more airpower determines control of the seas, and there just isn't a lot of future in wet navy. A game on naval warfare in the late 20th, with sea control ships, VTOL aircraft, air cushion vehicles, deep-run subs, choppers, and a lot of electronics might work quite well. But after that, I don't know. Any ideas?

### Silly Topics

Maybe the silliest theme in science fiction, one very popular with producers of "sci-fi" movies (as distinct from SF movies) is the Earth vs. the Flying Saucers bit. A lot of people want to know why there aren't any Earth-invasion games; it was a prime topic at the Origins '77 SF seminar. You know the drill. The 12-foot catmen land in Jersey City and flash purple rays around, wasting the National Guard in ten seconds of stock footage. They continue to wreak havoc around the city or the world (depending on how much stock footage of foreign refugees the produc-



er springs for) until Our Hero, some bright young Scientist, Peter Graves or Gene Barry probably, invents the Electronic Frammistan which turns the 12-foot catmen into pillars of salt. Earth is saved and "THE END?" flashes on the screen. Now, a lot of these flicks are fun to watch. Some passable SF has been written on alien invasion themes, though not much lately. But how the hell can you do this as a game? Any invader with technology capable of interstellar travel should be able to conquer this mudball without a moment's distress. Why they'd want to is another matter and largely irrelevant. How do you balance this game?

Two ways. You can have an Electronic Frammistan table and roll every turn until the Pillar-of-salt machine enters the game. Dumb. Or you can say the aliens didn't invent their FTL drive, they found it or stole it or discovered it accidentally. The rest of their technology isn't up to that level, their weapons are primitive, and there's something we have that they want. (What this is is up to the designer. The traditional loot is energy or women.) Given some such out, you could design a game. I would use the entire planet. Units would represent alien spacecraft, atmosphere craft, and land forces, Terran army units and aircraft. Industry and disruption of production would be key. The alien's big asset would be mobility, and we can make them as weak or as powerful as we like. That's the best part of designing SF games, the freedom. Nobody can call your title unrealistic. Unlikely, outlandish, stupid, but not unrealistic. So you can get around the seeming unlikelihood of a Terran invasion. It's only a game.

Matter of fact, Joe Angiolillo and I came close to putting an alien invasion scenario into *Objective: Moscow*, since the damn map covers most of Eurasia. He was tempted, but I talked him out of it as too far afield for the game subject, as well as unlikely, outlandish, and stupid. I kind of regret it now. I just might do the scenario someday, unless one of you guys beats me to it.

### They Are Not Alone

Another thing that hasn't been done much is alien combat *without* humans. *Chitin* has both Players directing giant insects, and in role-playing games you can play anything. Many, many more titles could be done with nothing to do with humans or human warfare. The problem is marketing. Dunnigan has always wanted to do an insect warfare game, but would you buy *Strike Force: Aphid*? Funny, but some people have trouble identifying with aliens. Imagination could produce *any* kind of game. Would a creature composed of thought, or noncorporeal energy fight? And (as they say) if so, how? Personal combat between colony creatures. Even traditional space opera with different motivations and methodology for different races. *StarForce* took the obvious route, making one race xenophobic and psychopathic. Much subtler differences in racial psychology are possible. In FanTac's *Space Marines* rule book, one race is described that, because of overpopulation trouble,

tries to win its battles with maximum casualties. Try that in any game. It's different.

I remember a series that ran in *Analog* a few years ago. It dealt with a planet where two intelligent races developed simultaneously and fought constantly. One, flying reptiles, resembled dragons but were human-sized. They used hot air balloons as support platforms. The other race, small humanoids, developed biplanes and machine guns — the whole parallel-evolution-with-Earth bit, with excitement over developing a gun that would fire through the propeller arc and other obvious comparisons. A lot of twists on historical games are possible using SF variations. In this example, you could alter *Richthofen's War* so the planes would fight flying dragonmen and hot-air balloons. The important element is *design freedom*. People play fantasy PRESTAGS games of Tolkien battles, adding magic elements. With SF (or quasi-SF) variants you can do anything at all with a game. (*Anything*. You could have Superman intervene in a game of *Search & Destroy*, as one classic '60's comic had him taking on the NVA.) Remember that SF does not need to take place in the future.

One popular branch of SF is the historical alternate world. *Bring the Jubilee* by Ward Moore produces a Confederate victory in the Civil War. *Dixie* follows up in game form. *Operation Olympic*, *Seelowe*, and *Missile Crisis* concern invasions which almost took place. (For that matter, *all* wargames are alternate worlds unless the moves work out exactly as historically. But I'm obviously talking about games with different historical postulates.) I don't know how many dozens of stories have been written in which Hitler wins the war. I imagine a *Global War* variant could deal with final war between Germany and Japan, or we could even have a whole new game showing their meeting in India or the US Midwest. If the British had won the War of 1812, they planned to form a large Indian nation in the Midwest under Tecumseh. What effect would that have had on western expansion, or a game of Indian war? What if the USA had never expanded to the Pacific? The effect on history would have been astounding; who would have faced Japan in the Pacific? Spain? By altering history, by tampering with what was, we can produce any sort of starting point for hypothetical wars. Some can be done as variants, some could be full-fledged games. Design *flexibility*. That's what writing SF is all about. There's room for a little of everything, from silly space opera to serious SF literature in game form, with plenty of middle ground; RAS calls *BattleFleet Mars* serious space opera. And there is a lot that hasn't been done yet. All I've done this issue is discuss some things that could be. It's up to you, and the designers, to branch out more from the remakes of *Stellar Conquest* and *Alien Space*. Your comments are appreciated.

Anyone for *Space: 1889*?

## Cobra

[continued from page 6]

6-12 Panzergrenadier regiments. This makes a twenty Strength Point stack which when operating with divisional integrity is doubled to forty strength points. However, for German armor to be effective it must be deployed in groups of at least three or four divisions. Two pairs of two or three divisions each attacking an Allied unit have chances of success. German armor must hit hard because the Allied replacement rate is unlimited — he can afford to stay in place and take step losses against haphazard attacks while he proceeds to surround and capture the German armor. The German armor is very effective but is always operating out on a limb, so to speak, because its flanks are usually protected at best, by numbers of 2-9 and 3-9 infantry units.

German leaders must be fully utilized for help on both offense and defense by shifting one odds column for the German Player. Although Tiger tanks shift one column on offense only, a Tiger tank battalion within a leadership radius is a two column shift.

A pair of Tiger tank battalions cannot shift one attack two columns and therefore should be allocated to different sectors. Don't forget that Tiger tanks are just as effective with pure infantry attacks.

A two-unit, full strength stack consisting of one 3-9 and one 2-9 infantry unit is a good place to be on defense. Fractions for the defender are rounded up. If this stack is surrounded putting it out of supply it would be worth two and one half rounded up to three strength points on the defense. If it takes a step loss the stack would now consist of two 2-9 units and would defend at two strength if it were still surrounded. If it takes one more step loss it will still be worth two points on the defense because a 1-9 and a 2-9 out of supply are still rounded up to two. It took a step loss and remained the same strength on the defense.

When the U.S. exits three units off the west edge of the map around Game-Turn Seven, clear weather is treated as overcast and overcast is treated as stormy to simulate the lengthening distance from the Allied air umbrella and the German high command's realization that the German Army must have the option to retreat. Make sure to use this mobility to execute your staged retreat back to Germany.





## GAME PROFILE/ANALYSIS

**1918*****Nobody Loves You When You're Old and Good***

by Charles B. Turner

Even though I'm no great fan of WWI games, I do respect 1918. I've played it a few times (long ago) and found it to be worth the time (and with so many games to play, that's high praise). It suffers from being about WWI, being "old," and not having state-of-the-art graphics and rules. Nevertheless, I'd hate to see such a good game be entirely neglected and this prompts me to prompt you to haul it out of the closet and play it again — read the article first, though. —RAS

On March 21, 1918 the blast of over 6000 guns heralded the beginning of the first and largest of the German "Peace Offensives" of 1918 designed to defeat the British and French before the Americans arrived in force. Using troops made available for use on the Western front by Russia's collapse, the Germans managed by means of new infiltration tactics to penetrate almost 40 miles in seven days into the Allied front before being halted by their own supply difficulties, the arrival of French reinforcements, and the desperate Allied defense which drained German manpower. *1918* simulates this first German offensive of 1918.

*1918* was first published as one of the old Test Series Games by Poultron Press (S&T) in 1970. The second Simulation Series edition was first published by SPI in 1972. Because *1918* is an older game and because games on World War I have never been particularly popular, *1918* is almost forgotten today. This is unfortunate for *1918* is quite a good game that is rarely decided until the last turns. Although its basic system is fairly standard, it has enough unique elements (infiltration, its handling of supply and artillery, etc.) to keep it interesting today. There are large amounts of combat (and blood) and movement in *1918*. The game is given variety through the Order of Battle Options available to each side. Overall, *1918* portrays a tense situation in which the Allied player is trying to slowly drain the initially irresistible German forces to a point where they can no longer carry out offensive operations before the Germans have seized their geographical objectives while also trying to keep their own outnumbered forces from being completely annihilated. The German player's primary challenges are to move as quickly as possible with as few casualties to his own troops as possible toward his objectives while keeping his troops supplied (which takes considerable logistical forethought, especially in the later stages of the game).

The map covers the area in France from Amiens on the west to a little east of the line Cambrai, St.-Quentin, La Fere, and from Lens in the north to Noyen in the south. Each hex represents 2.8 kilometers, or about

1.74 miles of terrain measured across. The front line runs from almost in the southeast corner up to about the middle of the north edge of the map. On each side of this line are the trenches, or fortified zones as they are called in the game. The German fortified zone is from three to four hexes deep whereas the Allied fortified zone is three hexes deep only in the northern third and on the southernmost three hexes of the front, south of the Oise River (the French sector). Along the rest of the front, the Allied fortified zone is only one hex deep. Besides aiding friendly defenders, units must spend an additional movement point to enter an enemy fortified zone hex. Directly west of the front line and including most of the Allied fortified zone is a gray area which runs like the inverted vortex of a tornado from the southern map edge to form a point just north of Arras. This represents the area devastated by the Germans when they retreated to the Hindenburg line in 1917. This area severely impedes the German advance. Whereas a clear terrain hex costs one movement point, each hex in the devastated zone costs two. But this zone also hinders the Allies by slowing up reinforcements and by making retreats during the movement phase difficult. Rivers are another impediment to the German advance. To cross a river, a unit must expend two additional movement points. Among the rivers, the Somme-Canal du Nord system is the worst obstacle, because much of it lies in the devastated zone and so four movement points must be expended to cross it. (All movement costs are cumulative.)

Around the map are various aids to the play of the game. Besides the combat results table and the terrain effects chart, there is a replacement pool for each player. There is an area for each player to place units which have been permanently destroyed. Also, for the German player, there are boxes to store units which have exited from the map and thus count toward the victory conditions. And there is also the time record chart for keeping track of when replacements will arrive, and it gives the five different Allied reinforcement schedules. Which schedule is used depends on the Order of Battle Option the Allied player is using.

Each combat unit in *1918* represents a division. Except for eight 6-4's (the British Guards and the divisions of the Commonwealth countries), all British infantry divisions are 4-4's. All French divisions are 5-4's and the few Allied cavalry divisions in the game are all 2-7's. The Germans have three types of infantry divisions. The most important and most numerous are the *Stosstruppen* (assault) divisions (7-5's). These units

represent the divisions trained in the new infiltration tactics and have special capabilities which are discussed below. Then come the regular German divisions (6-4's) and finally, the Trench divisions (5-3's). The Germans do not have any cavalry in the historical order of battle, but have three such divisions in one of the hypothetical orders of battle. They are the same strength as their Allied counterparts (2-7). In addition to these units, both sides have corps/supply/artillery units. They are the same strength for both sides, namely 4-3's. They have the symbol and historical designations of corps headquarters, although they do not function in a command control capacity, but rather as a supply source or as artillery. These units will be discussed in more detail later.

*1918* lasts ten turns, and each turn represents the passage of one day of real time beginning with March 21. Each player turn consists of a first movement phase, followed by the combat phase, and then a second movement phase, with the German player turn occurring first in each game-turn. This second movement phase differs from the second movement phase in most other dual movement phase games in that all units may move again whether they have been involved in combat in the immediately preceding combat phase or not.

Zones of control in *1918* are of the usual type which do not force combat and do not allow movement directly from one enemy controlled hex to another. There are, however, two important exceptions to this scheme which allow some movement through zones of control. The first exception is that German *Stosstruppen* divisions (7-5) that begin their movement phase in an enemy ZOC may move 1 hex *only* directly into another enemy controlled hex, or in other words, one hex per phase or two per turn. This, of course, simulates the Germans' infiltration tactics. The other exception is called a leapfrog withdrawal. In this case, a friendly unit in an enemy controlled hex may move onto an adjacent friendly unit in an enemy controlled hex if that adjacent friendly unit has not yet moved in the current movement phase. This is especially useful to the Allied player because he will need it repeatedly to save his units that have been surrounded by German infiltration. The only other notable rule pertaining to zones of control is the rule that says the Allies (only) must pay an additional movement point when leaving an enemy zone of control.

Units may stack two high, but whereas both may attack, only one may defend and only that one suffers any adverse combat result. Thus a line of units stacked two high can



stop any attack if reinforced to make up for losses. But the Allies can almost never afford this luxury.

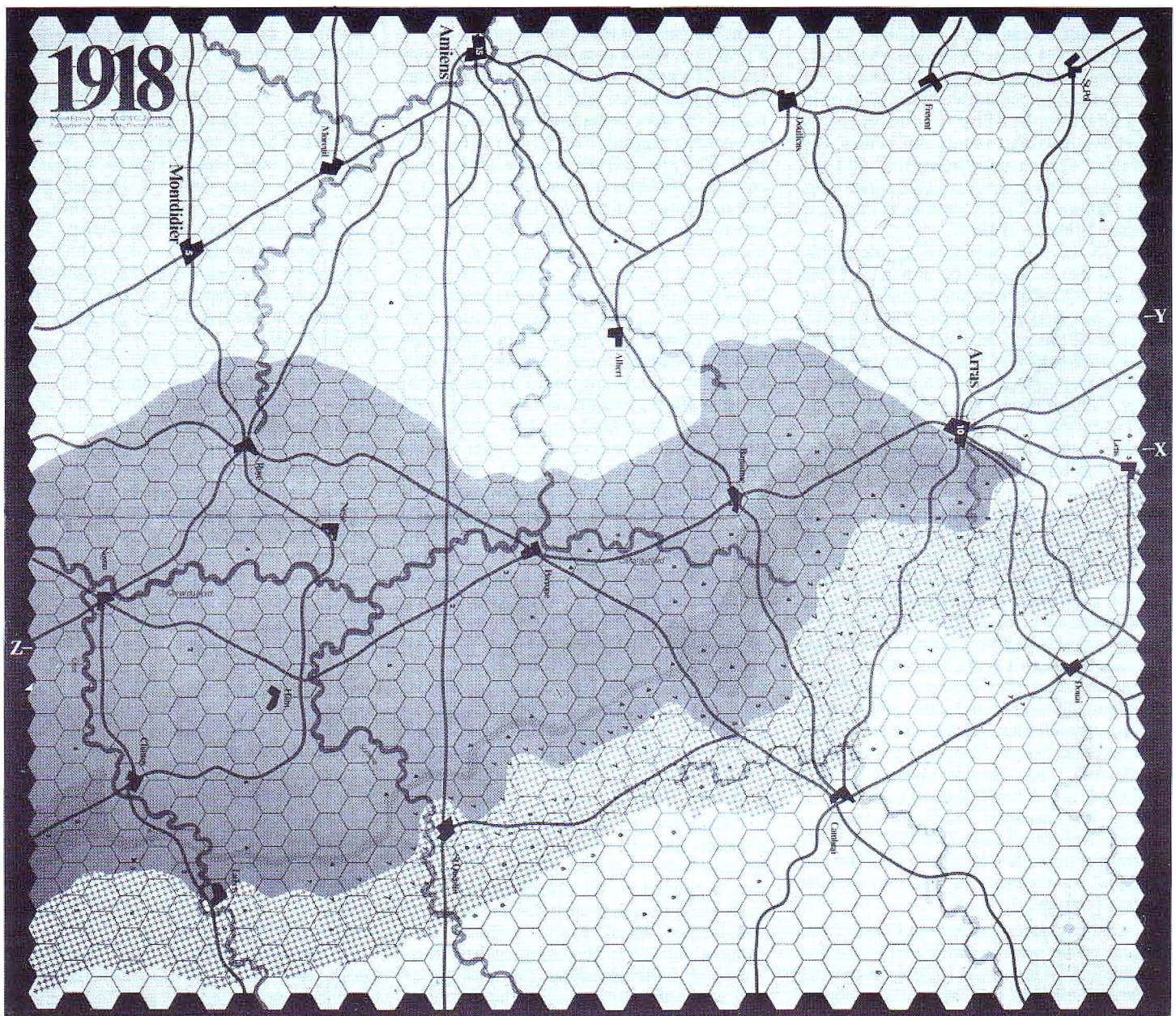
The simulation of supply and artillery in 1918 is handled in an abstract, but nevertheless effective manner. It is also a unique manner in that supply and artillery are not represented by separate units, but are one and the same unit. In effect, these corps/supply/artillery units represent the flow of ammunition and other supplies to the front. In any given player turn, they may function in any one of the following ways: (1) to provide general and/or attack supply; (2) as offensive artillery; (3) as defensive artillery. General supply is usually traced five hexes to a road that leads off a friendly map edge, but if that is not possible, general supply may be traced four hexes to a corps/supply/artillery unit. A corps/supply/artillery unit may be used indefinitely for general supply without being consumed, but it is consumed and removed

from the map when it is used to provide attack supply to units within four hexes of it. All units within four hexes of one of these units can be supplied by corps/supply/artillery units and any unit in attack supply is also in general supply. Since units cannot attack without attack supply, it is important to keep the front line well supplied. Units which are defending need only general supply to function normally and thus do not consume corps/supply/artillery units. The Germans will usually have to expend between three and five of these units per turn to keep his entire line supplied for attacks. Expended corps/supply/artillery units return on the first friendly movement phase of the game turn after they were consumed.

When used as offensive artillery, a corps/supply/artillery unit may attack with its combat factor of 4 any enemy unit within three hexes of the attacking unit. It may attack alone or in conjunction with attacking

infantry units and is always consumed when used as offensive artillery. German supply/artillery units being used as offensive artillery and firing from the German fortified zone are doubled in strength to 8 factors. This simulates the British tactic of putting a relatively large percentage of their troops in the front line where they were exposed to the full extent of the initial German bombardment.

Supply/artillery units may also be used to aid the defense of a friendly unit(s) which is defending within three hexes of that supply/artillery unit. Here the defender has the option of using the supply/artillery unit at full strength (4), in which case it is consumed, or at half strength (2), in which case it is not. Either way, since the attacker declares his attacks before the defender allocates his defensive artillery, the attacker may find his odds drastically reduced before the attack is resolved.





Actually, there is one further use of these units. As a last resort, supply/artillery units may be used, in defense only, as a regular unit, defending with a strength of one. If destroyed while being used in this manner, they are placed in the box that is for permanently destroyed units and never return. Nevertheless, the Allied player may find this necessary at times when no other type of unit can plug a serious hole in the line.

It should be clear by now that the decision each turn as to which supply/artillery units will function as supply sources and which as artillery and the decision as to how many of these units total the player can afford to consume each turn without jeopardizing the success of future turns is crucial to the game. When returned to the game, Allied supply/artillery units come on from the western map edge, German from the eastern. Thus in the early part of the game, the Allies must budget their expenditure of supply/artillery units, because they are so far from their friendly map edge that it will take several turns for an expended supply/artillery unit to reach the front. In the later stages of the game, the situation will be reversed and it will be the Germans who will have to budget their supply/artillery units.

1918 was one of the first games to use die roll modifications to reflect the effects of terrain on combat. Units are never doubled (due to terrain) or halved (due to lack of supply) as in many games. Instead, the die roll is modified in the following ways: out of supply, -1; defending in a friendly fortified zone hex, +2; defending in a town or behind a river, +1. Modifications are always cumulative.

The most notable aspect of the combat result table is the large number of exchanges. The odds range from 1-1 to 10-1 and there are two exchanges ( $\frac{1}{2}$  possibility) in every column except 6-1 (where there are three) and 10-1 (where there is only one if the die roll is unmodified). 10-1 with the defender unsupplied in clear terrain is the only sure way to avoid an exchange. There are also quite a few "both retreat" results and this result is possible even at 10-1 if the defender is in his fortified zone. Also, if the defender is defending in his fortified zone, an attacker retreat result is possible up to 6-1. Thus, as one would expect the defense has the upper hand, especially if the defender is in the trenches. However, the defender's advantages disappear when the defending unit is surrounded in clear terrain, for this decreases the chance of an exchange if the odds are at least 3-1 or better and means the certain destruction of the defending unit, since in a both retreat, the defender is retreated first. So by surrounding Allied units through infiltration, the German player can often overcome the defensive advantages inherent in the combat results table.

Few German players would allow their units to be surrounded by the Allies, so it might look as if it would be impossible for the Allies to attack successfully, especially in the early turns. But this is not necessarily the case. For odds of less than 1-1 are treated like 1-1. Furthermore, the exchange rule reads:

"the defending unit(s) are destroyed and one of the attacking units..." is destroyed. This can lead to the ridiculous result of a British cavalry division, for example, attacking two or three German Stosstruppen divisions (7-5's) at 1-1 and rolling an exchange (a  $\frac{1}{2}$  possibility) and destroying all of the German divisions at the cost of only a cavalry division — a most favorable exchange for the Allied player. Yet it may not be as ridiculous as it seems. The German player, in the earlier stages of the game will inevitably surround many Allied divisions, thus minimizing or eliminating the chances for exchanges. Thus, German casualties during this period may sometimes seem unrealistically low. However, such 1-1 attacks by the Allies even things up a bit, if lucky.

Replacements are available at the same rate for both players. For every three supplied units that are destroyed, one may return as a replacement. As supplied units are destroyed, they are placed in the replacement pool on the map board. When the number of units in the pool reaches three, one may return during the next turn, and the other two are placed in the permanently destroyed pile. Because it may take more or less than one turn to accumulate three units in the replacement pool, replacements arrive at irregular intervals. Units destroyed while out of supply cannot be replaced.

This brings us to the order of battle option. The Germans have seven OB options (numbered 1-7) and the Allies have six (numbered 8-13). Any German option can be played with any Allied option, so the game can be played in 423 different ways. Since some options are obviously stronger than others, each is given a relative strength rating. The strengths of the German options range from 100 (option #1) to 85 (option #7), of the Allies' from 53 (option #8) to 39 (option #13). These ratings are used to determine an equitable level of player victory conditions when using a combination of options which gives one side or the other a distinct advantage.

Perhaps it would be best to look at the forces of the historical order of battle and then compare them with the "what if" options. Actually each side has two OB options with historical conditions and order of battle. One for each side (#5 for the Germans, #13 for the Allies) has both the historical forces and deployment (the historical placement of all units is printed on the map). The other (#3 for the Germans, #12 for the Allies) has the historical forces, but players may set up as they wish, within certain restrictions. The German's historical OB consists of 47 Stosstruppen divisions, 16 regular divisions, 15 trench divisions, and 19 supply/artillery units, or 78 divisions in all. The Allies begin the historical options with 32 British, 3 Commonwealth, and 2 French infantry divisions plus 3 cavalry divisions and 11 supply/artillery units, or 40 divisions in all. Thus the Germans have almost a 2-1 superiority at the beginning of the historical option. The Allies also receive 7 British, 5 Commonwealth, 3 cavalry, and 17 French divisions, and 6 sup-

ply/artillery units over the course of the game as reinforcements, or, in other words, an additional 32 divisions. Thus the final ratio comes to 78 German divisions to 72 Allied divisions. (The Germans never receive any reinforcements in any of their options.)

Of the five hypothetical OB options for the German player, three (#2, #6, & #7) negate certain rules of play while keeping the historical order of battle and the other two (#1 & #4) add a few units to the historical order of battle, while keeping the rules unchanged. In option 2, there is no devastated zone. This of course supposes that the Germans did not destroy this area when they retreated in 1917. Option 6 presumes that the British improved their tactics by not filling their front trenches so much. Thus in this option German artillery is not doubled when firing from their own fortified zone. Order of battle option 7, the weakest option for the Germans, presumes that the Germans did not develop infiltration tactics and so the Germans' Stosstruppen units may not move through zones of control. This is not really as bad as it might seem. The Germans can still blow holes in the Allied line which can be exploited in the second movement phase, but naturally the Germans will not be able to surround as many Allied units as they normally could. In the other two hypothetical options, only the order of battle is slightly different in each case. In option 1 (the strongest), the Germans have six additional regular divisions (6-4's), or a total of 22 instead of the usual 16. These 6 extra divisions are divisions which *could* have been, but were not, withdrawn from the defunct Eastern front. Option 4 supposes that the Germans had had cavalry available to help exploit the breakthrough. They are, however, rather vulnerable and usually not a lot of help.

The rules do not definitely state whether the German hypothetical options are to be set up using free deployment or not. Presumably they could be set up either free or with the historical set-up, although with the options which change a rule (#2, 6, 7), the historical set up would seem to have been intended. With options 1 and 4, the extra units naturally do not fit into the historical set-up on the map. The choice here is to use free deployment for all units or just for the new units. Either way seems reasonable.

None of the Allied hypothetical options change any rules of play as some of the Germans' do, and so the Allied options each offer a different number of units at start and/or different reinforcement schedules than the historical options. Option 8 presumes maximum French frontage. All of the front south of the Peronne to Cambrai road is taken over at the start by 18 French divisions. In option 9 the French frontage stretches further north than originally, but not as far as in option 8. Nine French divisions cover the front south of the Amiens-St. Quentin road in this option. The reinforcement schedules for each of these options differs from the historical schedule in that fewer French divisions and more British divisions are sent as reinforcements, especially in option 8. In other



words, with the French front extended, they would not have the same number of reserves to send, but the British with a shorter front would have more. Option 8 is the strongest Allied option by far. Because of the short British frontage, the British can defend in depth and their line will be very difficult to break. The French line however is not quite so heavily held. But this option presents the Germans with quite a challenge.

At this point, there is a slight mistake in the rules. Allied options 10 and 12 are reversed. Option 10 is actually greater French reinforcements and option 12 is actual forces, free deployment. This becomes clear from looking at the reinforcement schedules. In option 10, the French send the maximum possible reinforcements to aid their British allies. Thus the number of starting units are the same, but the French send eight more divisions than they did originally. In option 11, the Allies did not send reinforcements to Italy leaving nine additional divisions in France to help stop the German offensives. Options 12 and 13 are the historical options and are also the weakest. The forces available in all of the allied option are summarized in the chart below.

There are two sets of victory conditions in 1918. Both sets depend on the number of points accumulated by the German player over the course of the game. The German player receives 10 points for controlling Arras, 15 points for Amiens, and 5 points for controlling Montdidier at the end of the game. One point is also given the German player for each friendly unit exited in supply off the southern, western, or northwestern map edges (behind the original allied front line) and four points for each unit exited north of Arras. If the Germans have 25 points or more at the end of the game, they win a decisive victory; 15-24 a substantive; 10-14 marginal; 5-9 a draw; and 0-4 an Allied victory. In the actual campaign, the Germans

managed only to capture Montdidier — a draw. These are the historical victory conditions.

The other set of victory conditions reflect player victory and varies with the order of battle options being used. This is where the relative strengths assigned to the order of battle options come into play. The relative strength of the Allied OB option being used is subtracted from the relative strength of the German OB option to give a base number. This base number is cross-referenced on the player victory chart to find the victory levels for when those two OB options are used. Thus if the Germans, for example, use an option which is stronger than their historical option and the Allies use their historical option, the Germans must accumulate more victory points than if they were using the historical option in order to achieve any given level of victory.

In conclusion, it can be said that although some aspects of the game (for example, supply, artillery, losses and replacements) are handled rather abstractly, 1918 recreates the overall flow of the German Michel offensive quite well. The Germans crossed the Somme river on the 23rd of March (game turn 3) and in the majority of games in which the historical forces and set-up are used, the Germans will cross that river on turn 3. Few games are so well paced. It is a case of the simulation of some details being abstracted for the benefit of an accurate overall picture of a campaign. 1918 is a must for anyone interested in World War I or for anyone who is looking for an interesting game of yesteryear.



Option:		British Infantry Division	French Infantry Division	Allied Cavalry Division	Allied Sup/Art. Units	Total Divisions
8. Maximum French frontage	At start	39	18	3	(16)	= 60
	Reinf.	19	8	3	( 2)	= 30
	Total	58	26	6	(18)	= 90
9. Increased French frontage	At start	37	9	3	(14)	= 49
	Reinf.	14	12	3	( 3)	= 29
	Total	51	21	6	(17)	= 78
10. Greater French reinf.	At start	35	2	3	(11)	= 40
	Reinf.	12	23	5	( 8)	= 40
	Total	47	25	8	(19)	= 80
11. Number reinf. to Italy	At start	39	2	3	(11)	= 44
	Reinf.	15	19	3	( 6)	= 37
	Total	54	21	6	(17)	= 81
12. Hist. forces—free deploy, and	At start	35	2	3	(11)	= 40
	Reinf.	12	17	3	( 6)	= 32
	Total	47	19	6	(17)	= 72
13. Hist. forces—hist. set-up						

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## SYSTEMS &amp; TECHNIQUES

# I SEE YOU...DO YOU SEE ME?

## A Double-Blind Naval Search System

by David Clark

Limited intelligence systems have always fascinated me (no jokes, please). Except for trivial solutions or electronic ones, the systems always rely on some amount of tedious records keeping. Mr. Clark's approach at least has a pay-off for the tedium: it produces a higher level of mystery and suspense. Those of you with sophisticated printing calculators may be particularly enamored of this system. — RAS

One of the hardest problems facing any real commander is to locate and identify the forces of the opposing side. Very few battles are fought on a featureless surface with all the units within a hundred yards of each other. With the exception of *Scrimmage*, it is hard to think of any game where the players cannot gain unrealistic amounts of information by simply looking at the opposing counters laid out on the map. Nowhere is this more of a problem than in strategic naval games.

Modern naval battles are fought over thousands of square miles of ocean. Opposing forces are usually far beyond the horizon and the job of finding the enemy ships is just as difficult and important as fighting them. Poor reconnaissance plagued the Italians in the Mediterranean and lapses in the usually good reconnaissance in the Pacific often proved decisive. Scouting groups, search aircraft, and submarine picket lines have been used to search for the elusive enemy. How can this vital aspect of warfare be portrayed in a game?

Ideally the players should be able to compare the positions of their forces and learn which ones have seen each other without giving away any information about the positions of those which haven't. Historically there have been two main approaches to this problem in wargame design. The first method was introduced by Avalon Hill in *Bismark* and *Midway* and used in revised forms as recently as *Battleline's Flattop*. Each player keeps track of his pieces on a separate board that is hidden from his opponent. The player can then conduct searches by naming a hex (or square) that he has ships in and asking if his opponent does also. The player can refrain from searching hexes where he wishes to keep his forces hidden. He can also conduct a limited number of air searches in hexes where he has no units. Problems with this system are obvious.

If a player wants to find out where the enemy is he must decide to give away information about his own positions. Not calling a hex conceals the ships in it but may leave enemy forces in the same hex undiscovered. It is not uncommon for ships to pass through

each other unseen because neither player wanted to give away his position. Air searches tend to move around so much that they seldom provide any disguise for ships.

Anyone who has played the British at *Bismark* has experienced the dilemma of trying to lay an ambush with ships that must broadcast their position every turn or run the risk of letting the target slip by unseen. Or try to imagine Admiral Lutjens standing on the bridge of the *Bismark* and debating whether to search the water around him and give away his position to the whole British fleet or blindfold the watch and remain hidden.

More recently another approach has been tried in games like SPI's *Fast Carriers*. Both sides' task force counters are now deployed on the same map along with a number of dummy counters. The composition of each force is unknown to the opposing player. Whenever two counters enter the same hex they automatically find each other unless one is a dummy. Looked at carefully this is almost the same as the first approach with every ship searching every turn. The dummies add some confusion to the picture but still leave one major problem. You may not know exactly where the enemy is but you know an awful lot of places where he isn't. Has anyone ever conducted an air search in a sector where none of the hexes had enemy counters? The suspense of not knowing when any enemy battleship might pop over the horizon disappears when there are no counters within four hexes of you.

Over the years many players have managed to recruit a third person to help them. The third person's role is to compare the positions of both sides' hidden fleets, inform each player of sightings, and try to keep a straight face when ships just miss each other. This usually works well if someone can be found to do it. Lacking a third party there is another method which requires some effort on the part of the players but neatly produces the same result. Overlapping forces find each other and the rest remain completely hidden.

The procedure for conducting these searches is simple. Each player has a copy of the mapsheet with numbered hexes or squares. All his units are laid out on this map and hidden from his opponent. At the beginning of the search phase each player encodes the hex numbers of all the hexes he is searching. This will include all the hexes where he has fleets or is conducting an air search. The codes are then compared and any matches indicate units in the same hex. Both players will know which hex number generated the code number and therefore which forces have

found each other. A trick in the encoding process makes it impossible to work backwards from the code number to the original hex number. Hence, a code number which does not match one on his own list conveys no information to a player.

Encoding consists of multiplying the hex number by an encoding number and then deleting part of the result. Five digit numbers between 0 and 1 (.25871, .40463, .71229, etc.) work best as encoding numbers. Multiply the hex number by the encoding number. Now the integer part and all but the first four digits of the decimal part of the result are thrown away. The number remaining is the code number for the hex. Using an electronic calculator a large number of hexes can be quickly encoded for a search.

For example, suppose you have forces in hexes 0810, 0811 and 1205 and the encoding number for the turn is .45721. 0810 times .45721 is 370.3401000. Deleting all but the first four decimal places this becomes 3401. Similarly, 0811 times .45721 is 370.7973100 becoming 7973 and 1205 times .45721 is 550.9380500 becoming 9380. 3401, 7973, and 9380 are the code numbers for the three hexes. Notice that although 0810 and 0811 are consecutive numbers the code numbers are completely different.

Notice that the code number is unique for the hex number that generated it but cannot be used to work backwards to find the original hex number. Given the code number of a hex where his opponent has forces the player will recognize it and know which hex it corresponds to only if it matches one of the code numbers in his own list.

To conduct a search each player secretly lists the hex numbers of all the hexes he is searching. Each hex number is encoded by the encoding number that has been arbitrarily chosen for that turn. Both players *must* use the same encoding number and it should be changed every turn. After finishing their lists the players compare only the code numbers they have generated and look for matches. Matches correspond to hexes where both players have searched. They can then look back at their lists to see which hex number the code number is from. Forces in that hex can then be announced using the rules of the game being played. All other forces remain hidden.

Maps for existing games with unnumbered hexes or squares can be easily numbered. For squares (*Midway*, *Bismark*, etc.) just assign the first two digits from the row and the second two from the column that the square is in. Hex maps can be numbered by copying the SPI system or by substituting a



two digit number for the letter used in the Avalon Hill system (see *Jutland* example).

A few words about electronic calculators. Don't try to use this system without one. If you don't already have one they are now widely available for about the same price as a new game. Ones with a constant key or memory to store the encoding number in will speed things up and eliminate one possible source of errors. Programables are getting cheaper and will encode even faster. Most eight digit displays will round off the last digit of the code number and sometimes produce different results than a ten digit display. In general, if you want to use two different models of calculator in a game, encode a few numbers first and make sure the last digits are the same. It's also good practice.

*Jutland* is a game that is ideally suited for this type of search system. The game consists of essentially two parts, finding the enemy and fighting him. The first part involves moving fleets around on the strategic map of the North Sea and looking for the enemy. Turns are an hour long and the hexes are 18 nautical miles across. Most ships move only one hex per turn and must always be in the same hex to sight each other. Light cruiser and destroyer scouting forces usually sail ahead of the main battle fleets searching for each other and giving the dreadnoughts time to deploy when contact is made. No combat occurs until the searches have borne fruit and usually very little searching is needed once the shooting starts. As the two fleets become embroiled both players can settle down to a nice long tactical game hammering away at each other. Which forces meet where is usually crucial to the outcome of the game. The trick is to bring about this first contact in a reasonable way.

Another game to which this search system is well suited is *Fast Carriers*. A few points should first be mentioned about air searches in this game. The endurance of the SBD *Dauntless* is indeed about five hours as indicated on the counter but the cruising speed is only 134 knots, considerably less than the 180 knots allowed by *Fast Carriers* two hex per turn air movement. What this means in game terms is that the SBD should have a search radius of only three hexes, not the five allowed in the rules. Often searches were only flown to 200 miles (about 2 hexes) so that planes would return sooner for strike missions. Japanese plane speeds were similar and carrier planes rarely searched beyond 300 miles. (Players wishing to apply the slower speeds to air strikes may experiment with moving the planes alternately one and two hexes each operational turn.)

At the beginning of the Strategic Search Phase the players should allocate planes to the Search Display as they would normally. They should also decide whether to search to a radius of 2 or 3 hexes. Planes flown to a 2 hex radius return in the 3rd Operational-Turn of that Strategic Turn and may refuel in the 4th. Planes flown to a radius of 3 land in the 4th Operational Turn and must refuel in the next Strategic Turn. Once launched no

plane may return earlier than planned or transfer to another search pattern. After the planes are allocated the player makes a list of all the hexes containing task forces or being searched by carrier or cruiser-based planes (see example). Refer to the Strategic Air Search Table for each hex being air-searched. If the chance of finding a task force in that hex is 6 then encode the hex number. If the chance is less than 6, roll a die as though investigating a specific task force and encode the hex number only if the die roll is less than or equal to the number in the table. Otherwise cross that hex number off the list. It is not encoded or searched for that turn. If there are overlapping searches it might end up being searched by different planes. But if the overlapping patterns originate from the same point [as in the example] roll only for the one which has the most chance of success.

All hex numbers on the list, including those searched by task forces, are now encoded. Then both players compare positions by calling off the codes for the hexes where they have task forces (it is not necessary to compare air searches against each other). If a match is noted the players should determine whether it is an air or surface contact and then proceed to the Search Effectiveness Procedure in the normal way.

Land based searches are not handled in this way for two reasons. In the first place, land-based searchplanes do not have to hide their point of origin, so there is no reason for the searching player not to declare them openly. Secondly, these planes (PBY and S) have such long ranges and cover so many hexes that to handle them with the encoding procedure would be needlessly time consuming. Both the PBY and the Kawanishi types (Mavis and Emily) commonly searched to a radius of 700 miles (8 hexes).

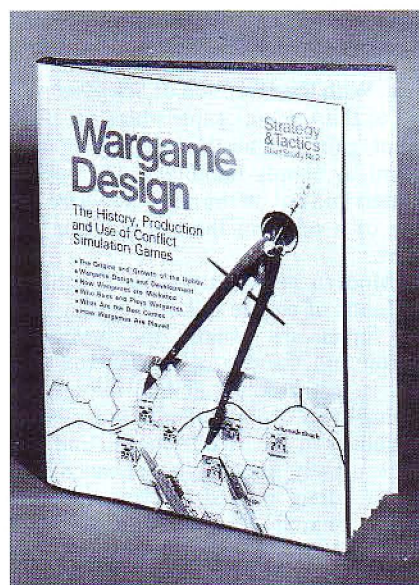
To handle them the following procedure is suggested. Each PBY or S unit (not including cruiser planes) can search a wedge out to 8 hexes and find any task force within the pattern. Searching the wedge consumes three full strategic turns. On the first turn the player searches all the hexes in the pattern out to a radius of 5. On the next turn he searches all hexes from radius 5 through 8. On the third turn hexes from radius 5 to the base are searched again and the plane lands. Each turn the player announces which region is being searched and his opponent must disclose any task force within the region. Once launched a search must be flown for the full three turns and cannot be cut short or shifted to another wedge.

In most games only one major search is flown by each player. Once contact has been made the planes can be used for better things. With a little practice players will be able to conduct even massive searches in a few minutes.

Players can also disguise the number of task forces they are operating by padding their lists of code numbers with fictitious entries. Done carefully this can keep your opponent looking over his shoulder even after

he's found all your real ships. To be sure that the fictitious entries never match the codes for real hexes it may be wise to generate them by encoding the numbers of hexes that are far off the map.

Some of the newer naval games use hexes as small as 20 miles. Even when it is impractical to encode air searches because of their extent it is still possible to compare ship positions with each other using codes. This is especially valuable during night turns. Try the system with whatever naval game you are playing and you may discover a whole new dimension in suspense.



## WARGAME DESIGN

### The History, Production and Use of Conflict Simulation Games by the Staff of Strategy & Tactics Magazine

The staff of *Strategy & Tactics Magazine* is the largest professional body of designers and developers working in the field of wargame design. In this book they bring their expertise to bear on the documentation of the history and scope of the hobby and also describe the complexities of the design and development process. Not only are SPI games discussed, but also those of all the other major publishers. In addition, a comprehensive listing of wargames in print is provided along with a suggested library of simulations. In the eight main sections of the work, many valuable insights into the design and production of professional (and amateur) wargames are presented. Section topics are as follows: The history of wargaming, the design and development of a game, professional and amateur approaches to graphics, game design notes, research, business aspects, wargame directory, and terminology and symbology.



# AIR WAR

## Modern Tactical Air Combat

- 29 different aircraft types, including the MiG-25, B-1, Backfire Bomber, and F-15
- ECM, Infra-Red Countermeasure, Bombing, SAM, PGM, and AA Gun rules
- The most complex and complete air game to date

Only a very few have ever flown in air combat in jet aircraft, and, unless you are one of those, *Air War* is the closest you can come to flying a jet fighter or bomber into action.

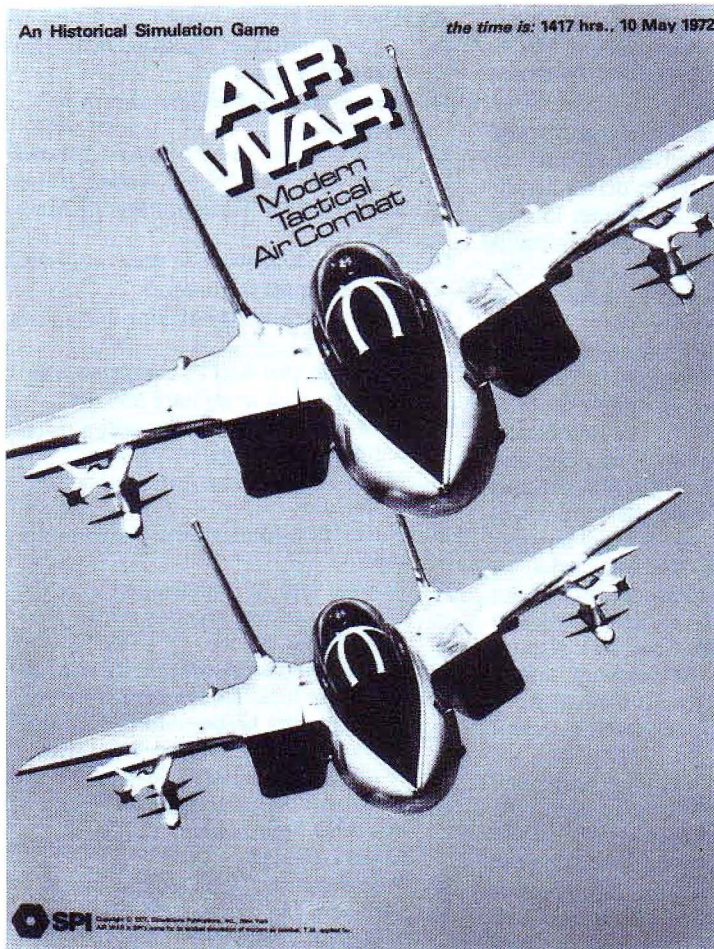
With *Air War*, you can send your A-10 attack planes against enemy tank columns, using your 30mm cannon to knock them out with depleted uranium-tipped shells, while relying on your titanium armor to take you through the intense flak intact. Or you can lead a strike of swing-wing F-111's in low, under the radar, with a "Wild Weasel" full of ECM black boxes to penetrate the defenses at their head. Or you can lead a bombing mission, your target anything from a town, a strategic bridge, to a SAM site. Or, as Colonel Tomb of North Vietnam you can go into battle against the world's most powerful arms with nothing but a twenty-year-old museum piece of a Soviet fighter and your own consummate skill.

*Air War* simulates modern air combat with the full detail and complexity the subject merits. Each aircraft has different performances at different altitudes and speeds. Thus, an aircraft in *Air War* might be deadly at low speeds or altitude, but turn into a pig when high and fast — as in real life. The key performance of an aircraft includes its ability to climb, dive, turn (both horizontally and vertically), accelerate, perform maneuvers, increase its energy level, absorb damage, and much more.

*Air War* features complete rules for the whole spectrum of modern air combat. Included are sections on: electronic counter-measures, infra-red counter-measures, radar detectors, heat emission detectors, radar search, visual search (it's the ones that you don't see that get you), surface-to-air missiles (many types), anti-aircraft guns (ranging from radar-controlled 100mm pieces to single machine guns), bombing (using "iron bombs," "smart" bombs, bomblets, napalm, white phosphorus, rockets and all sorts of nasty stuff), air-to-surface missiles (including anti-radiation missiles that home in on radar), chaff, clouds, the effect of the sun, and ground level altitude. These are, of course, only the more esoteric aspects of the rules, and more basic elements of air combat are also covered in detail.

Scenarios range from Korea to Vietnam, India-Pakistan, the Middle East and many future scenarios, including, for science-fiction fans, such things as UFOs and Dragons!

*Air War* includes twenty-five of the most significant aircraft to emerge since 1952. These include the MiG-15 (inhabitant of "MiG Alley," 25,000 feet over the barren rocks of Korea); the F-86 Sabre (doing battle over Korea, the For-



mosa Straits, India and Pakistan); the F-4 Phantom in all its models (D, C, E, J, K, and M). The modern Soviet air arm is completely represented: the maneuverable MiG-21 (early and late models); the swing-wing MiG-23 air superiority and MiG-27 attack plane; the mysterious MiG-29 dogfighter; the Su-7 ground attack aircraft (get one of these in your gunights and you've made your day); the powerful Su-19 fighter-bomber; the Tu-26 Backfire Bomber; and the ever-popular MiG-25 Foxbat, which appears in three different versions. From the U.S.A., there is the B-1 bomber; the F-105 "Thud" of Vietnam fame; the F-5E fighter; the A-7 and A-4 attack aircraft, as used by the U.S. and many foreign air forces; and the complete new generation of modern U.S. Fighters — F-14 Tomcat; F-15 Eagle; F-16, and F-18 Hornet. From France we have the

Mystere and Ouragon fighters of the '50's which saw much action both in the Mid-East and Asia, along with the Mirage, in its IIIC, IIIE, and V versions. Modern European aircraft include the Jaguar strike aircraft and the new MRCA Tornado. And from Israel, with the Kfir fighter.

*Air War* SPI's game of modern air combat, includes 600 counters (including silhouettes for each of the 30 different aircraft types included with the game); an eight-section geomorphic map that can be "leap-frogged" to keep the aircraft on the game-map at all times; four large Aircraft Control Charts on which the markers for the aircraft in play are displayed; and three separate booklets — one containing the rules, one the Aircraft Performance Charts and Missile Performance Charts, and the last an article on Modern Air Combat.



## READER PARTICIPATION

**VERA QUIZ****Forgive Them, for They Know Not What They Do**

by J. Richard Jarvinen

This is admittedly a slightly silly article. But it does underscore the point that we are not all the careful readers we imagine ourselves to be. Take the test (you are allowed to keep your tongue in your cheek while doing so) and find out how little you remember about so recent a game as *Veracruz*. All those who fail will have to take a make-up exam and all those achieving a perfect score will be accused of cheating. —RAS

The following quiz is designed to test your trivia knowledge and tactical play in SPI's latest gem, *Veracruz*. It delves deeply into the dark labyrinths of Bergian lore, a poorly understood and sadly neglected aspect of wargame studies. However, this little test won't solve some of the questions that have plagued wargames for years or even months: e.g., why does Richard Berg have an unnatural affinity for frogs? Is it true that Berg is incapable of winning a game of *TSS*? etc. The focal point of this test will be the game *Veracruz*, designed by Herr Berg, and the test will cover two parts: the first will deal with trivia questions, while the second will test points of analysis and play. All answers can be verified in *S&T 63*, the game rules, on the map itself or can be computed (often with some difficulty) from the various charts and tables. As **this is a closed book test**, you are *not* allowed to peek. Participants caught cheating will be subjected to a seven hour tape of Richard Berg doing one-liners and weak puns.

At the end of the quiz, total your score for both parts and compare the results to the Veracruz Psychological Gaming Profile in which you can compare yourselves to various other inmates lurking about the country. Each numbered question is worth *two* points. In many cases, partial credit is given for incomplete or "close" answers, so make a guess if you don't know the exact answer. Open your blue books and begin. Good luck!

**The Trivia Part**

1. What are *escopetas*?
2. Of what general is it said his "brains were merely what happened to be left over from the making of his spinal cord?"
3. Name the six Mexican generals portrayed in the game.
4. Name the five American generals
5. Name four generals of brigadier rank.
6. Name as many mountains as you can that are found on the map (there are five).
7. Name as many typos in the rules as you can find (I found three).

8. How can you tell the value on the reverse side of an ineffectiveness chit just by looking at the front side?
9. The background of jungle hexes is green. In what color are the "trees" in the jungle represented?
10. There are at least twenty rivers (counting tributaries) on the game map. How many have names?
11. Name the twelve villages shown on the map.
12. What does the cover of *S&T 63* show?
13. What were the ranks of Robert E. Lee and Ulysses S. Grant during the Mexican War?
14. What medical event of note occurred during the Mexican War?
15. Who was Secretary of War during this period?
16. Who said that Scott's campaign was "unsurpassed in military annals?"
17. How many American casualties occurred during the siege of Veracruz?
18. Name the two American gunboat squadrons.
19. Name the two playtesters listed in the credits.
20. In what area of organization were the Mexicans clearly superior to the Americans?
21. In the *Somers* episode, the crew of the American brig *Somers* daringly sailed into Veracruz harbor and burned the blockade runner *Criolla*. What was unfortunate about this incident?
22. What was one of the unusual spoils of war after the American victory at Cerro Gordo?
23. Who were the "Irish Volunteers?"
24. What did Lee and some friends do with pork grease?
25. What's so important about Collado Beach?

**The Tactical Part**

(I know, some *these* seem like trivia questions but at least there is some allusion to tactics somewhere)

26. What is the average strength of a guerilla unit?
27. What is the average strength of a militia unit?
28. What is so unusual about all American 2-8 infantry units?
29. How many hexes (via National Highway) is it from hex 0142 to Puebla?
30. How many combat factors of American volunteers have arrived prior to the Volunteer Withdrawal Turn (#13)
31. How far is it from Veracruz to Mexico City (as the crow flies — answer in hexes or miles)?
32. How far is it via National Highway?
33. Name the seven objectives for which you receive Victory points.
34. Assuming the Mexican player wishes to heavily defend Veracruz, what is the maximum number of combat strength points he should use to garrison it?
35. Which unit should the Mexican player not leave in Veracruz and why not?
36. What is a good tactic for a unit abandoning Veracruz?
37. What is the total number of US combat strength points? Of Mexican combat strength points?
38. What are the chances of a successful guerilla attack against a supply train escorted by two combat strength points?
39. What are the chances of the American receiving neither a supply unit nor a pack animal on any given turn?
40. What is the American's expected number of supplies he will receive for the entire game?
41. What is the expected number of pack animals?
42. What is the average expected loss on the Casualty Table?
43. Assuming all available American artillery factors are used to besiege Veracruz every turn (at General Supply), on what turn will Veracruz fall, assuming average die rolls and no assault attempts?
44. What is the minimum number of hexes that the Mexican player must occupy in order to prevent the American from entering or getting adjacent to Mexico City?
45. How many units does the American have that are capable of reconnaissance? How many Mexican units are capable of reconnaissance?
46. Why should you not use the US Navy battery in an assault against Perote?
47. May the American engineer unit move directly from one enemy ZOC to another if performing reconnaissance?
48. Why should a player (in particular the Mexican) not place a reserve army on a road behind the front line units?
49. What are the five factors that can ultimately affect the final combat result (no, I won't accept the die roll as a valid answer)?
50. Why should Scott attempt to get most of his army at least to Corral Falso by Turn 6?



## The Answers

(don't look 'til you're finished!)

You receive two points for each correct answer unless otherwise stated. Spelling is not particularly important. Give yourself credit if you have what you believe is a valid alternative to the answers listed.

1. Sawed-off Brown Bess muskets (said to be totally useless).
2. Twiggs.
3. Santa Anna, Valencia, Morales, Alvarez, Rangel, Canalizo (Two points for all six correct, one point for any five).
4. Worth, Quitman, Pillow, Twiggs, Patterson (two points for all five, one point for any four — note that Scott does not have a counter).
5. Worth, Twiggs, Morales, Rangel (two points for all four, one point for any three).
6. Gofre de Perote (1221), Mt. Orizaba (1923, 2023), unnamed (1832), Mt. Ixaccihuatl (1841), Mt. Popocatepetl (2141, 2142). (Two points for any three, one point for any two).
7. Rule 4.0 B.2 states "reinforcements are placed in a controlled *Fort* hex;" should be "*Port* hex." Rule 11.4 states "supply to road hexes 0142, 0531, and 2751;" should be hex 0351. Rule 13.12 refers to case 16.13; should refer to 13.13.
8. The sequence of Combat Effectiveness is 5, 10, 15, 20, 25, 33. The reverse side of a given chit is always the next highest number in sequence, except for 33 in which it is 5, completing the circle.
9. Green (any shade of green acceptable).
10. None.
11. Puente National, Plan del Rio, Cerro Gordo, Corral Falso, San Martin, La Joya, Las Vigas, Cruz Blanca, Nopalucan, Piedro Negras, Rio Frio, Ayotla. (Two points for seven or more, one point for five or six).
12. Elements of the 8th and 5th US Infantry Regiments storming the *tete de pont* at Churubusco (one point for saying American assault on Mexican position).
13. They were Lieutenants (one point for each, but give yourself one point if you said Lee was a captain — the source is contradictory or else he was promoted during campaign).
14. First successful use of anesthesia.
15. William Marcy.
16. The Duke of Wellington (or Arthur Wellesley).
17. In the rules, it states under fifty; in the article, it states sixty-eight. Give yourself two points if you guess within 45-73 (inclusive); one point for range 35-44 or 74-83.
18. Ohio and Mosquito Flotilla.
19. Gould and Zombeck (one point for each).
20. Uniforms (*far* superior, states the article).
21. The *Criolla* was an American spy ship.
22. Santa Anna's wooden leg (one point for Santa Anna's personal treasure).
23. The San Patricio Battalion, composed of U.S. deserters.
24. They covered themselves with the revolting stuff in order to get rid of their sand fleas.
25. It was where Scott conducted his initial invasion.
26. 1.5 (6 units totalling 9 strength points — two points awarded if  $\pm .1$ ; one point if  $\pm .2$ ).
27. .96 (25 units totalling 24 points — two points if  $\pm .05$ ; one point if  $\pm .10$ ).
28. They are all volunteer units.
29. 35 (one point if  $\pm 2$ ).
30. 22 (one point if  $\pm 2$ ).
31. 43 hexes or 215 miles (two points if  $\pm 1$  hex or 5 miles; one point if  $\pm 3$  hexes or 15 miles).
32. 59 hexes or 295 miles (two points if  $\pm 1$  hex or 5 miles; one point if  $\pm 3$  hexes or 15 miles).
33. Mexico City, Puebla, Veracruz, Puente, Jalapa, Orizaba, Alvarado (two points for all six; one point for any five).
34. 7 (but also accept 6). With 7 combat strength points it is impossible for the Americans to assault at 3-1 (even with the third turn reinforcements). With 8 points, the Americans can still get a 2-1, so the extra point is wasted. I personally prefer using 6 strength points as a 3-1 if prevented until turn 3. But even then, it is unlikely that the American will chance a costly assault, and thus will have to settle for a potentially long and drawn out siege.
35. The VCM unit. From question 34 we have shown that you have at least one extra unit in Veracruz. As the VCM unit is the only unit that is eliminated if the garrison surrenders, it is the obvious choice to be the first one to leave Veracruz.
36. My favorite tactic is to use the VCM to destroy the pack animal on 2406 (one point if you used it as a delay unit).
37. Americans — 107; Mexicans — 114 (one point each,  $\pm 5$ ).
38. 38.9% (two points  $\pm 4\%$ ; one point  $\pm 9\%$ ). The other odds work out to: escorting factor — 52.8%; 3 factors — 25.0%; 4 — 11.1%; 5 — 2.8%; 6+ — 0%.
39. 22.2% (two points  $\pm 3\%$ ; one point  $\pm 8\%$ ).
40. 23.83 (two points  $\pm 2$ ; one point  $\pm 7$ ). Don't forget to add on the initial 3 supplies!
41. 13.5 (I suppose you think this is a half-assed question!) two points  $\pm 1.5$ ; one point  $\pm 3$ .
42. A surprisingly low 9.6% (two points  $\pm 2$ ; one point  $\pm 5$ ) The actual loss probability on the CRT is 2.09,

whereas a 2.50 average would be expected, assuming "normal" combat results.

43. Turn 7 (two points for 6 or 7; one point for 5 or 8). By turn 6, the expected loss from the Siege Bombardment Table is 9.67 (almost there) and by turn 7 it reaches 11.8. If you were to supply all bombardments, you can expect Veracruz to fall by turn 5, but it doesn't seem worth those valuable supplies to gain only two turns.
44. 4 hexes (one possibility is 1050, 1149, 1547, and 1649). And guess what? There are only four fortification counters!
45. Americans — 1; Mexicans — 5.
46. Because it would be illegal! The navy battery may not enter rough terrain under any circumstances.
47. No. Rule 14.32 clearly states that it may not.
48. If the front line units are retreated through the reserve army, the reserves are then demoralized (a very nasty rule!).
49. Leadership, terrain, supply, organization, BNM, and possibly demoralization, but then you ignore BNM; (two points for all five; one point for any four).
50. In order to get west of the Yellow Fever Line and minimize attrition from disease.

### The Veracruz

#### Psychological Gaming Profile Chart

Having waded through the previous fifty questions, you are now ready to evaluate your test results. Total your score for each part of the test (fifty maximum for each part) and give yourself a grade according to the following table:

43-50 points	= A
30-42 points	= B
0-29 points	= C

The two test results are now paired together and compared to the profile chart. For example, if you received a 44 on the trivia part and a 41 on the tactics part, your profile would be A/B. Find the A/B pair on the chart to find out how you fit into the rest of the gaming world. I admit I have taken some liberties with the chart as not all of my sample tests were returned (actually, none were returned). However, based on past experience, careful scrutiny of players' games, and some divine guidance, I placed some of the more well-known wargaming figures in appropriate places in the chart. Complaints, discrepancies, and the like should be immediately forwarded to Richard Berg, in care of SPI.

#### Trivia /Tactics

#### Comments

A/A Supergamer! Actually, if you got this result, you undoubtedly made a mistake in computing your score. Go back and read the directions again.



B/A "The game's the thing" to the person receiving this result. Names that come to mind for this category are Redmond Simonsen and others who are mostly concerned with play, while the background (trivia, if you will) is of lesser, although still considerable import.

C/A A strange result, to say the least. You're undoubtedly a math freak who couldn't care less if the battlefield was on the Russian steppes or

the plains of Mars. No names, please, but you people know who you are.

A/B Another nice result. Have a cookie.

B/B Not perfect, but still respectable. Well-rounded players (figuratively, of course — hmm... that still doesn't sound right), slip very nicely into this slot.

C/B If you find yourself here, you forgot to read the article in S&T.

At least you paid attention to the rules. Unfortunately I could find no one who would admit to this result.

A/C Truly a class by itself! And who else would you expect to find here but Richard Berg (*ars gratia artis*).

B/C Another easy one to categorize. This has to be me. I never was very good at taking tests.

C/C You actually admit it? Let me tell you about this nice little game SPI published several years back entitled *Scrimmage*...

## CONVENTIONS Up and Coming

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

### January 7-8

WINTER FANTASY, Lake Geneva, Wisconsin. *Contact:* TSR Hobbies, Inc., P.O. Box 756, Lake Geneva Wisconsin 53147.

### January 13-15

MITSUGS WINTERCON VI, Cambridge, Massachusetts. *Contact:* Paul Bean, 13 Grove, Apt. 7, Boston, Massachusetts 02114.

### January 13-15

Return of ORCCON, California State University at Fullerton. *Contact:* James John Myers, 13718 Norbeck Dr., La Mirada, California 90368.

### January 20-22

WINTER WAR V, University of Illinois, Urbana. *Contact:* Tony Svajlenka, 2020 N. Mattis, #201M, Champaign, Illinois 61820.

### January 27-29

WAR CON IV, Texas A&M University. *Contact:* Jerry Ruhland, 6303 Reiger, Dallas, Texas 75214.

### February 10-12

GENCON SOUTH, Jacksonville, Florida. *Contact:* Carl Smith, 5333 Santa Monica Blvd., Jacksonville Florida 32206.

### February 18-20

DUNDRACON III, Oakland, California. *Contact:* c/o Dundracon III, 386 Alcatraz Ave., Oakland, California 94618.

### March 10-12

TEXCON, Stehen F. Austin Hotel, Austin, Texas. *Contact:* Dan Kagan, Austin Brigade of the Republic of Texas (ABRPT), P.O. Box 12385, Austin, Texas 78711.

### March 30-April 2

AGGIECON IX, College Station, Texas. *Contact:* Sven Knudson, Charman AggieCon IX, MSC, Texas A&M University, P.O. Box 5718, College Station, Texas 77844.

### July 14-16

ORIGINS IV, Ann Arbor, Michigan (organized by Metro Detroit Gamers). *Contact:* Al Slisinger, 19941 Joan, Detroit, Michigan 48205.

From the Games of MIDDLE EARTH

# WAR OF THE RING

based on J.R.R. TOLKIEN'S  
THE LORD OF THE RINGS

*War of the Ring* recreates all of the excitement of Tolkien's renowned masterpiece. It begins with the formation of the Fellowship of the Ring at Rivendell, where the Council of Elrond determines that Frodo Baggins, the Ringbearer, and his companions must travel to Mordor, the lair of Sauron, the Dark Lord. They must make their way, avoiding Sauron's servants — the nine dreaded Nazgul, vast armies of orcs, trolls and various evil figures to destroy the One Ring.

Combat takes place on two levels: individual combat, which is carried out through the use of the individual capabilities on the character cards; and army combat, which allows players to engage in pitched battles and sieges. The two section, 33" x 34" map covers the area from the Northern Wastes to Far Harad. The 400 playing pieces represent the individual characters as well as such armed forces as the Riders of Rohan and the Orc armies of both Sauron and Saruman. Also included are 112 player cards which cover many of the events and special regalia, such as palantirs and elvish blades, that are found throughout the story. Though basically a two-player game, *War of the Ring* contains a scenario for an active Saruman player. Every major event of the novel — and many minor ones — are re-created in a fast moving, exciting game that is fun for the entire family.

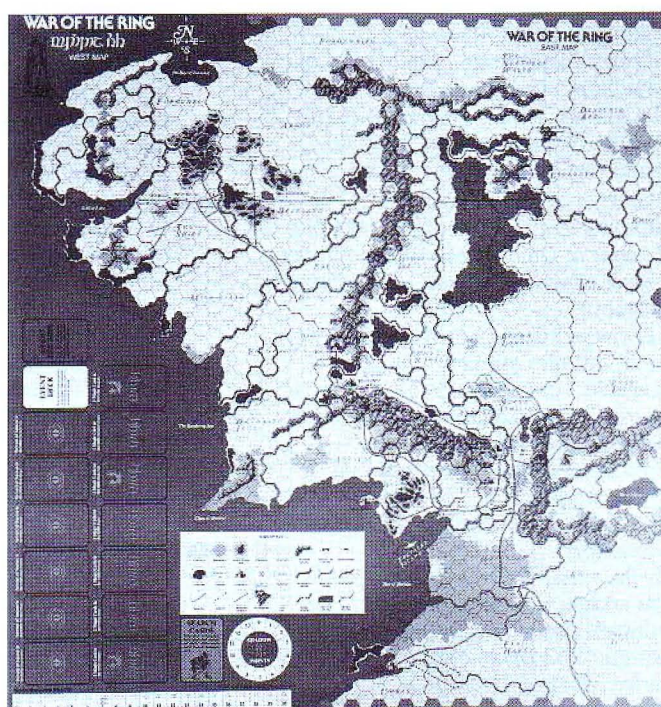


Frodo



Gandalf the Grey

- Over 40 fully illustrated character cards
- Full, four-color map of Middle Earth
- Two and Three Player version





## FIELD REPORT

# WARGAMER AND HISTORIAN

## Two Gaming Archetypes

by Michael J. Simonds

This is an examination of the two basic extremes of gaming personalities. In my head, I have a somewhat longer list of "models" and I'm sure every reader will be able to interpolate a number of additional gamer-types. As I've confessed on any number of occasions, I am primarily a gamer and, on the bottom line, could care less about the subject or historical lesson of a game. All models suffer from simplification, and the reader should keep this in mind when reading the following. —RAS

Most regular readers of *MOVES* magazine have probably noticed that in the articles, footnotes and staff discussions there exists a persistent, if sometimes subtle, tension between two distinct though undefined points of view. I think that many of the problems and confusions that have plagued the development of historical simulation games could be seen in a new light if we took the time to analyze these two different attitudes which I define simply as that of the Wargamer and the Historian.

I would define the Wargamer as a person who approaches historical simulation games the same way he approaches any other game, that is, as a system to be mastered, a framework for interpersonal competition, and a challenge to his skill in problem solving. For the Gamer, the historical accuracy of a game is merely an interesting side note, something that adds variety and color to the contest.

The Historian, on the other hand, sees the game primarily in its historical context. He wants to be able to place himself in the role of legendary figures, face the decisions they had to face, and test his skill against theirs. The game is most important to him as a learning experience. He can return to his history books with a little more understanding of, and sympathy for, the great men and events he will read about.

The Historian's main concern with the game then is its accuracy. He looks first at a game's rating for "realism" where the Gamer checks the "playability" and "play-balance" scores. This, of course, is not to say that the Historian is not concerned with winning when he sits down at the game table. Indeed if he did not care if he won or lost he would miss the most essential features of the simulation — for certainly the historical characters those die-cut counters represent cared very much whether they won or lost. It is only to say that for the Historian, a win is never a very satisfying experience if it is accomplished through the use of blatantly unrealistic tactics in a poorly developed game system.

The Wargamer is more willing to accept such flaws, and in fact may systematically seek to exploit them. Perhaps the best example of this attitude is the article "Conservative Tactics" by Joe Angiolillo (*MOVES* 27). In that article he advocates becoming a "rules lawyer" in order to exploit any technicality in one's favor. He also advocates thoroughly exploring the rules in order to locate loopholes. A "loophole" is, by definition, an action which is allowed by the rules but which is so unrealistic that your opponent would never think to use it unless he has made an equally thorough study of the rule booklet.

Mr. Angiolillo's position is simple and he states it quite eloquently. Wargames are games, he says, not actual battles. They have inherent limitations, such as time limits and perfect intelligence, that make them fundamentally different in nature from the events they are supposed to represent. We should realize this and stop thinking about game technique in terms of military strategy and start thinking of it in terms of rule mechanics.

The Historian's answer must begin with the admission of the truth in many of Mr. Angiolillo's observations. Present game systems do still contain many flaws which mar the realism of play.

The problem of an arbitrary (Game-Turn) time-limit is often largely a function of poorly written victory conditions. SPI's tendency to use levels of victory (marginal, substantive, and decisive) is based on the tacit assumption that everyone will try for the *highest* level of victory and the actual outcome will reflect how close he comes to this goal. This whole concept is undermined by Gamers who stake out a claim to the marginal conditions then dig in their heels to hold onto just that. Indeed many *MOVES* articles seem centered around just this ploy. I wait in eager anticipation for someone to write more candidly in this vein and give us an article titled "Playing It Safe: 13 Ways to Marginal Victory."

There is no remedy for this problem except putting more creative thought and play-testing into the victory conditions. Qualifications such as those matching final victory points with other objectives that would have to have been taken and held at some point in the game would be one avenue of approach, although the exact solution would vary according to the individual game.

But while the importance of the time-limit varies from game to game no one can deny that the problem of perfect intelligence is one of the most chronic and persistent in

all wargaming. An absurd amount of time in tactical and operational games is spent with players sorting through each other's stacks in a careful examination of their exact orders of battle.

The problem is so bad that when game developers do attempt to face it their efforts are hailed in the headlines of the game reviews as if it were an entirely new discovery. This, while developers ignore simple solutions as old as the Granddaddy of all games: Tactics II. For the younger generation of readers, that game allowed a strategic reserve of a limited number of units to be moved secretly so long as they remained behind unbroken friendly lines. Yet a rule as simple as this, and limited to a dozen or so units can change the whole nature of a game as complex as *War in the East* and at the same time dramatically remind us that — contrary to the rantings of the "Red Tidal Wave School" — every successful Russian offensive was accomplished with strategic surprise.

But while the Historian readily admits the flaws in present game systems he sees them as exactly that: flaws to be corrected not loopholes to be exploited. And correct them he does; sometimes in the limited circle of his friends, sometimes sharing his solutions via the medium of *MOVES* and other magazines.

An example of just one such contribution is Gary Hladik's Task Force suggestion in *MOVES* 9 which brings limited intelligence to *USN* and in the process adds an entirely new dimension of realism and tension to that game. This innovation later became central to such naval games as *Fast Carriers* — a fine exception to the rule that lacks but one step to becoming the perfect "fog of war" game — that is, a technique to apply the "report true, report false" system to combat results as well as searches which would leave the player as uncertain of the damage he inflicted as he was of the location of and strength of his opponent.

What is important to note here is that what the Historian is most concerned with is realism of decision. He wants the person playing the game to feel the same frustrations and face the same possibilities and limitations as the actual commander in the field. For that reason he hails the development of Command control in tactical games — an innovation the average Gamer considers the bane of his existence.

The Historian's concern is to find a game system that gives the same degree of success to tactics in the game that they would have in real life. He wants the decisions the



player has to make reflect the options that were historically available.

It is this preoccupation with the decision making process that sets the Historian apart from his distant cousin, the Technician. The Technician is concerned with the realism of form. Typically he is the kind of person who once filed two millimeters off the barrel of a scale model Sherman tank because the kit was inaccurate. He thinks nothing of raising the complexity level 100% in order to raise the realism level 10%.

The Historian, on the other hand, is quite willing to overlook technical inaccuracies as long as they do not distort the essential decisions of a game. The Historian can appreciate the playability of a game like *WWII* which manages to include the effects of both air and sea power while limiting the countermix to land units. There are distortions in *WWII* but for the most part they do not detract from the critical strategic decisions. Indeed, the very ease of play in *WWII* focuses attention on these critical decisions which sometimes get buried in the dirt of more complex games.

Another distant cousin who is often confused with the historian is the Determinist. A Determinist is a cross between a Historian and a Technician. He knows his history well and expects his games to conform to what really happened. But, as with the Technician, his concern is with form rather than substance.

A good example of the Determinist attitude is seen in the suggestion by Jerrold Thomas in *MOVES* 16 that we change the weather rules for *WWII* so that all winters except 1942 are "mild" with special severe winter rules for that crucial year. Now this is certainly realistic in the sense that it mechanically duplicates the weather patterns as they in fact did occur but it distorts the decision making process to the point that it virtually assures that the players will not behave as their historical counterparts. It posits, in effect, that Hitler, Stalin and Churchill each had his own magician-meteorologist who could predict the weather with certainty six years in advance.

My alternative is simple. Since one out of six winters was severe, let's roll for it. In fact I would go so far as to say that the Weather Determination Phase should come after the Axis Movement Phase but before the Combat Resolution Phase. This is inaccurate, of course, in the sense that the severe winter may come in '39 or '44 or even all six years in a row. But it is accurate in the sense that the Axis Player must plan his offensive not knowing what the weather will be like. And if he simply plays the odds sometimes he, like Hitler, is going to be caught with his strength points down.

Unfortunately the game development staff of SPI often seems to be infiltrated with Determinists, for who else could be responsible for one of the greatest single flaws to haunt their grand strategic games? I'm speaking here of the neutrality rules in *WWII* and *Global War*.

Both games simply forbid the Allies to violate anyone's neutrality, no matter what. This is simply historically inaccurate. No nation can carry on an effective naval blockade as Britain did if it has an exaggerated respect for neutrality. At one time or the other the Allies seriously considered occupying Norway, Portugal and Greece, not to mention bombing the Russian oil fields at Baku which supplied Germany's early war needs (which shows how much most of Europe thought of Russia's military potential).

But if this simple inaccuracy were not enough, there is another more subtle factor which distorts the decision making process, making it all but impossible for the game to turn out as history did. In two separate articles in *MOVES* 16, both Edward Curran and Jerrold Thomas sternly advise the Axis Player in *WWII* to stay out of the Balkans and Norway. They are, in game terms, right. But what we must remember is that Hitler did not invade Norway because he had always wanted to lead a victory parade through Oslo. He invaded because he lacked something that Mr. Curran and Mr. Thomas had — an ironclad guarantee that the Allies would not interfere in Norway. Indeed, it is difficult to imagine what form a real life guarantee would take that could match the eloquent finality of the simple phrase "The rules say ya can't do it!"

Yet both *Global War* and *WWII* recognize the importance of Sweden's iron ore to Germany. The way to Sweden is through Norway. In fact Norway offers an ideal area for an Allied operation in those dark days between the German invasion of Russia and America's effective entry into the war. With his main force in Russian and a minimum garrison to guard occupied France the Axis Player is often hard pressed to find an effective reply to a British move against a neutral Norway.

This does not mean that the Axis Player must invade Norway. It does mean that he has a real choice. As it stands these rules which supposedly force "realism" upon the game end up insuring that history will be distorted. For the simple fact is that the whole of the German Army cannot defend Norway or Sweden half so well as their own neutrality.

At this point it should be clear that what the Historian is aiming at is quite different from the Gamer. The "realism-of-decision" approach is the very antithesis of the game-theory/systems analysis orientation of which Mr. Angioli's article is but one example. Many other contributions found in recent issues of *MOVES* follow this approach, bombarding us with charts and graphs that through a maze of complexity lead us finally to that all important array of probabilities that define the ideal course of play.

Briefly, then, we might define "Game Theory" as practiced by this school as a rigorous, systematic approach which seeks to isolate and identify that form of dull, conventional strategy employed by every nameless grey victim of the great military leaders from Alexander to Napoleon to Lee to Rommel. The degree to which a game lends itself

to this kind of preprogrammed, mechanical decision-making is in direct relation to its lack of decision realism.

This is not to disparage seasoned competency in tactics or to advocate careless or thoughtless play. It is merely to recognize that in any real life conflict situation where the material forces are balanced enough to give a realistic chance of victory to either side success depends on at least two factors: (1) the ability to second-guess your opponents' course of action while obscuring your own plans (Surprise) and (2) understanding that the true value of probabilities lies in the ability to use them to identify those critical moments when victory is possible through a bold stroke accomplished within the framework of the idea of calculated risk.

We have already discussed at length the first of these factors under the heading of limited intelligence. As to the second we can say, that from the Historian's perspective a good game system is one that presents the player with realistic calculated risk situations which force him to use his judgment in accepting or declining those risks.

A good example of the possibilities of this principle can be found in the *WWII* optional rule on a variable entry date of America into the war. In the standard version of both *WWII* and *Global War* the U.S. entry is fixed except that *Global War* does allow the Axis Player the option of attacking the U.S. earlier if he can't stand to see all those additional potential Allied production points go to waste.

The optional rule in *WWII* gives us a probability chart which lists different die-rolls necessary to cause an early U.S. entry when certain events occur (such as Axis invasion of neutrals, etc.). Using this core idea I believe it is possible to bring a new realistic decision situation to the Axis Player in *Global War*.

Consider this optional rule: On any game-turn where the Axis Player sinks Allied merchant shipping in the North Atlantic the Allied Player may roll the die. If he rolls a "one" he rolls again. If the number that comes up on the second roll is equal to or less than the number of merchant ships destroyed that turn, then the U.S. enters the war.

The aim of this optional rule is to duplicate the dilemma that faced Hitler in the early days of the war. The U-Boat was the most effective weapon he had against England but he was well aware that it was unrestricted submarine warfare that brought the U.S. into the First World War. Whatever nasty things Hitler said about America's war potential the fact is that he kept his navy on a tight rein until after Pearl Harbor, much to the disgust of his U-Boat commanders. They felt that England could have been driven out of the war before the U.S. was ready to do more than complain about it.

The decision should be left to the player. The U-Boat is his most cost-effective weapon against England. Still, the player must face the same paradox that Hitler did. The more successful his U-Boats, the more likely the U.S. will enter the war, and a glance at the



U.S. production chart should jar the most calculating Axis Player. There is no pat answer here, and that is the point. What the Axis Player should do is dependent on his overall strategy, his goals, his whole attitude toward risk-taking, and his particular opponent.

At this point it should be noted that one of the great, though subtle and misunderstood facts of probability is that it has nothing to do with unique events. The law of probability holds over the long, run, it has little to say to the critical moment. A one-in-two chance is better than a one-in-six chance only if you have a large number of rolls (e.g., a large number of individual combats to resolve). If the whole game rides on a single roll of the die it will be small comfort to note that your defeat was only a one-in-six chance (unless, of course, you plan to play six games with the same strategy).

And here the Historian must acknowledge the virtues of the Gamer's approach. For the sad fact is that on occasion the historical experience he seeks can only be bought at the price of poor game theory. Reality often leaves little room for a proper test of skill.

For a practical example of this paradox it will be necessary to examine another of SPI's chronic failings, that is their Determinist's insistence that players repeat certain of their favorite historical blunders. They are bound and determined that the Axis Player, no matter how competent, is going to freeze his backside in Russia, and that the Pacific War just won't be the same thing if it's not begun at Pearl Harbor. This attitude effectively destroys a rare opportunity for a genuine historical simulation in *USN*.

Those familiar with this grand old game know that a Pearl Harbor attack is routine. Surprise is guaranteed and the only thing left to decide is the magnitude of the American disaster. We can rest assured that it won't be too great, however, for unless an optional rule is used the American carriers will be in no danger.

History, of course, says something quite different. The risks the Japanese took in that operation were very great, as the Naval Staff was only too aware. Those risks were of two different magnitudes. First there was the risk of complete disaster should the force be spotted by an American submarine or plane (or should they be betrayed by their own codes) in time for the U.S. to set up an ambush a-la-Midway. On a less traumatic level there was always the risk of taking very heavy losses among the elite Naval air corps in an attack against a reasonably alert major base of a major power even if strategic surprise was achieved.

In short the Japanese faced a real decision here. The risks of the Pearl Harbor strike were great, but so were the possible rewards. They faced a decision very different from the Japanese player in *USN*. This decision might be duplicated in the following way: The Japanese player moves his forces according to the surprise rule on the first turn. Should he decide to attack Pearl Har-

bor he allots his attack forces as usual but immediately prior to the attack rolls the die for Surprise. A 1 or a 2 and surprise is achieved and play proceeds as per the Surprise rule. A 3 or a 4 and limited surprise is achieved, the U.S. player being allowed to roll the die once to determine the number of LAC or CAP and the U.S. ships defending at half, not one-third, their regular strength. If a 5 or a 6 is rolled however, the raiders find a totally alert base and the U.S. player defends and counter-attacks exactly as he would any other turn (i.e., all surprise rule limitations are suspended). This variation should be played only in conjunction with the optional rule on U.S. carrier deployment, again on the theory that what was actually at Pearl Harbor is not as important as what might have been there.

Thus the Japanese Player is given a real choice, an authentic historical choice. He has a chance to cripple the U.S. at the beginning of the game but to do so must take terrible risks. The faint-hearted can always revert to the Japanese Naval Staff's traditional strategy of letting the U.S. fleet come to them and fight a clear-cut decisive battle in home waters rather than face such a risk.

Unfortunately to indulge in this historical reenactment we must pay a price in good game theory. The simple fact is that the tenor of the whole game may be set not only on the first turn, but by a single roll of the die. And as we have seen such a roll is totally arbitrary and capricious, producing a very "fragile" opening game. Worse yet the American player has no option whatsoever but to grit his teeth and hope as the fate of the game is tossed to the wind.

And yet that is the appeal, the thrill, the tension of the decision. Only if the risk is real can the experience exist. A compromise? Perhaps an option-out for Gamers. And a printed warning: "This variation, while realistically depicting the historical situation, may be too intense an experience for the Conservative player."



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Most of the article in *MOVES* are written by readers. So if you can write a well-organized article about a conflict simulation that will be of interest to the *MOVES* audience, there is a good chance that your article will be published.

**The Topic** of your article is, of course, up to your discretion, so long as you select a subject with fairly wide appeal.

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3. **Scenarioplex:** An experimental column of scenarios (each no longer than two double-spaced pages) in the same style as the parent game rules.
4. **Design Critique.** Deals with the strengths and weaknesses of a game system *vis a vis* playability and historical accuracy.
5. **Field Report.** Provides organized and valid information on some aspect of conflict simulation of general interest.
6. **After-Action Reports.** A well-researched treatment of actual history, reflecting how the historical event occurs on the game map.
7. **Footnotes.** Short essays of less than 750 words on almost any subject related to gaming in general or specific games.

**How Articles Should Be Done.** All articles should be typewritten, double-spaced, on 8½ x 11" white bond paper. Each typewritten line should be no more than 65 characters long and no less than 55 characters (including word spaces). Type no more than 25 lines per manuscript page. A cover sheet should include the author's name, address, a phone number; the category of the article; and the suggested title for the article.

**How Long an Article Should Be.** All articles except Footnotes should be at least 1,000 words long. Articles should not exceed 7,000 words.

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## Designer's Notes

[continued from page 3]

superiority to enable him to launch amphibious assaults on the island city of Tyre. Then one might look in on the besieged Moslem inhabitants of Acre and the Crusaders who were tunneling, catapulting, foss filling, crossbowing, and otherwise making merry while looking over their shoulders for Saladin the Great with his Moslem Army.

The siege of Sevastopol is being played on a full topographical map with trenches, interconnecting maps, and artillery battery positions being built on both sides. "What do you mean I can't dig my trench off a cliff?" The Coldstream Guards are there, as well as every artillery shell fired by the British and French, arranged by caliber and month for the entire siege. And the Russians are busy now stripping their heavy guns from their ships in the harbor and dragging them up to the bastions. The Siege of Lille is about to make its debut based on the same system as Sevastopol. They're all quite different and breaking new ground so to speak.

David Werden

### To The Green Fields Beyond: The Battle of Cambrai, 1917

"Accusing as I do without exception all the great allied offensives of 1915, 1916, and 1917, as needless and wrongly conceived operations of infinite cost, I am bound to reply to the question, What else could be done? And I answer it, pointing to the Battle of Cambrai, 'This could have been done.'" This was Winston Churchill's verdict on the Battle of Cambrai. *To The Green Fields Beyond* will give the players the chance to see what they can do in this situation. I really think it will be a good game that will be well received. One reason for this is that both sides get a chance to attack and defend. While the British start the game with their offensive, the Germans get many reinforcements, and if they can hold the British drive, they can deliver a devastating counterattack that can defeat all the British gains and even drive them beyond their original front line. The map is already done, and it is really quite good; all the individual trenches are named, so you'll know that you've just captured Emden Support trench, or that you're forming your defenses on the Siegfried line (the original). Another reason why the game should prove popular is the tactical permutations. How many games are there when you can command cavalry, tanks, and aircraft of many different types (fighters, ground attack, bombers, and observation aircraft) at the same time? If the British can use their artillery (and, being 1917, there's lots of artillery) and infantry to punch a hole in the German lines, he can send his cavalry through "to the green fields beyond," and create all sorts of fun havoc in the German rear areas. To stop this, the German player had better practice defense in depth — he has four lines of trenches in which to do so, giving him considerable flexibility. Another plus for the game is that you do not have to play the full seventeen turns of the game.

There are three shorter scenarios of three to five turns each that are valid, interesting, and amusing games in their own right. *Dave Isby*

### AirCav

With Eric Goldberg snowed in somewhere in the Mediterranean (between Constantinople and the island of Crete, at last report), I have stepped in to carry the developmental ball for *AirCav*. I had to get into the game in a hurry, and am still not completely confident that I have all the details down — this is potentially a really hairy one! As has been reported, the basis of the game is the *FireFight* system, but the addition of helicopters adds a lot of wrinkles. The essence of the combat system is in four imposing charts: the Ground-to-Air Target Acquisition Table, the Ground-to-Air Combat Table, the Air-to-Ground Target Acquisition Table, and the Air-to-Ground Combat Results Table. Each sort of offensive weapon — from vehicle machine guns to helicopter guided "TOW" missiles — is cross-indexed against all potential targets. One starts out postulating a 100% chance of hitting the target, and then begins to make subtractions. A TOW missile aimed at a Tank, for instance, means that the chances of a kill are reduced by 10%. There are also subtractions to make to reflect such factors as range, terrain, whether or not the firing vehicle is on the move, weather conditions, and so forth. Additions — for a good radar lock-on for example — are also possible.

There is still some fine tuning needed for the system itself. We recently did away with the "Target Acquisition Phase" as a separate entity, and made sighting a function of combat itself. There are too many units on the map at once to make this game a feasible si-move/plot game, and so we are using *FireFight*'s alternate move system. But with a separate Target Acquisition Phase, it was necessary to use markers to remember who had been sighted, and it was impossible to discriminate as to which Target had been sighted by whom, which meant that the rules allowed any sighted target to be fired upon by anyone. By making Target Acquisition a function of combat, the more accurate procedure of each unit firing only at a target it has sighted itself is possible.

My preference would be to do away altogether with the distinctions between combat and movement and just have both occur for both Players in the same Phase, unit by unit alternately. However, unless both sides start either on or off the map, this is unworkable, as the side that has to move onto the map gets decimated. Which is another problem — the choppers are so far well nigh invulnerable. They can outrange any Soviet ground-to-air weaponry and just float around out of harm's way, picking off tanks and BMP's as they choose. Last Thursday, five attack choppers wiped out two entire Soviet companies. The element we are missing would appear to be Soviet air power, and so we have to integrate that into the system ASAP. *Hessel*

### Atlantic Wall

*Atlantic Wall* is well along in playtesting. As of this writing, the campaign game has entered the third day (9th turn), and the Cherbourg scenario has been played twice. The campaign game, so far, is proving to be an extremely realistic depiction of what actually happened on the beaches of Normandy during the first few days of the invasion. The 82nd and 101st Airborne Divisions landed slightly more accurately than they did historically, and by the end of the 8th Game-Turn, the Allied forces had driven half-way across the Cotentin Peninsula. Omaha, however, was almost a complete disaster for the Allies. Wave after wave of U.S. troops landed, only to be cut down by the hail of fire that the Germans poured onto the beach. The Americans were just barely able to establish a foothold and by the end of the second day, when the Germans were forced to withdraw several units to prevent the British from breaking out, the American units had reached only 5km inland. The British, in contrast, had linked up all three of their beaches, and were driving on Bayeux in an effort to take some of the pressure off the Americans at Omaha. The British were not able to make much headway in the direction of Caen, however, as the German 21st Panzer, 12th SS Panzer, and 711th Infantry Divisions effectively barred their way and, in fact, counter-attack with some measure of success. Despite the number of units involved, *Atlantic Wall* is a fast moving (as much as any game with 104 turns could be called fast moving) and enjoyable game, while remaining an accurate and realistic simulation of what actually happened when the Allied forces breached the walls of Hitler's *Festung Europa*.

Steven Ross

### Typhoon

*Operation Typhoon* is a simulation of the final German thrust toward Moscow in the Second World War. This attack began on November 19, 1941 and continued until December 5. *Typhoon* is an outside design. The task was given to Joe Angiolillo, an experienced wargame designer who has been working with SPI for many years. Just recently, I have received Joe's preliminary rules manuscript, maps, and orders of battle — and mighty impressive they are! The game is based on SPI's *Wacht am Rhein* and all the modifications that have been thrown into the game since its publication. (For all who don't know: *Wacht* is a battalion-level game with one-mile hexes.) At this level, Second World War actions are difficult to simulate. However, the simultaneous development of *Atlantic Wall* should make matters a bit simpler. Joe's research was done from primary sources to a large extent. German *Lage Ost* maps (daily situation maps prepared for Hitler down to division level) were obtained from the National Archives for various dates of the campaign. These provided both German and Russian divisions, their designations, and their order of appearance. More on *Typhoon* later.

Joseph Balkoski



## Crimean War Quad

Blindtest copies have been sent out for all four games in this quad, and so far we have received one back. A blindtest result from *Inkerman*, Marty Goldberger's game, was received two days ago. The blindtester, Robert Osterlund of Chicago, found the rules quite clear. Since this is an entirely new and complex game system, we were pleased at the results of this blindtest. Bob was also very pleased with the system, and in his words it was "a nice compromise between the simplicity of the *Thirty Years War Quad* and the complexity of *Terrible Swift Sword*." If the other blindtesters respond similarly, then all of the people involved with this game will be extremely pleased.

Steven Ross

## Swords and Sorcery

Delayed because of the publication of *Middle Earth* (specifically because we did not want two fantasy games out at the same time) S&S is all set to resume production with an eye toward a spring release date. The initial design is completed, along with mapwork, system testing and countermix; it waits only for the second stage of development and completion. Testing to resume Thanksgiving time through February.

Rich Berg

## Campaign for North Africa

"Lust in the Dust" moves on steadily, if not spectacularly. As with all of these monster games, it has been impossible to judge when it will be ready. We had hoped for a March publication date; we will be happy with 31 April 1978 now. There actually have been few problems; what holds up a game like this is its sheer size. And in *NA*, size refers to the amount of information available to the player for use. The system itself remains facile and smooth, as attested by the facts that the rules have been easy to write and are not overly long.

An effort has been made to give what is essentially an operational game a tactical feel. Thus, the sequence of play is long and combat-involved. Players first engage in simultaneous artillery barrages, with accuracy dependent on whether he has placed his guns "up front" or to the rear (for safety). Guns up front may also be used as anti-tank weapons in the succeeding anti-tank and assault phases. Here is the Sequence of Play for the Land game at present.

- A. Initiative Determination (Game-Turn Only) (A or B)
- B. Weather Determination
- C. Organization Phase
  1. Distribute Stores and Water
  2. Attach units/transport to parent HQ
  3. Designate Reserves
- D. Air Phase (still under design)
- E. Construction Phase
- F. Player "A" Movement/Combat Phase
  1. Transport/Convoy Movement
  2. Standard Movement
    - a. "A" moves units

- b. "B" Reaction segment
  - c. Breakdown Determination Both Players
  3. Player "A" Combat Segment
    - a. Both Players position artillery
    - b. Simultaneous Artillery Barrage
    - c. Player "B" Retreat Before Assault
    - d. Combined Anti-Tank and Assault Combat
  4. Optional Release of Reserves by "A"
  5. "A" repeats F/2, 3, 4 as desired
  - G. "B" performs Phases C, E, and F
  - H. Air Phase
    - I. "A" repeats B, C, E, F
    - J. "B" repeats C, E, F
  - K. Air Phase
    - L. "A" repeats B, C, E, F
    - M. "B" repeats C, E, F
- End of Game-Turn

Rich Berg  
Marty Goldberger

## The Next War

*The Next War* is moving very nicely. The first draft of the rules is complete, and I am at this very time starting on the second draft. Since the game is not due until spring, I am hoping for a clean set of rules. The design is fairly well set. Basically, units expend movement points to do everything. Combat is a function of the movement phase, and each combat costs movement points. The supply rules are very extensive with general supply and organic supply. General supply is when a unit is tapping the main logistic network. Each unit in addition possesses organic supply. There are two forms of organic supply; fuel and ammunition. Units that are not in general supply can expend organic supply so that they can use their full combat and movement capabilities. On top of this, there will be an extensive air game and a simple but realistic naval fight for the Baltic exits around Denmark. One other thing to look for will be extensive commando and raider rules (if you haven't guessed, it is a favorite subject of mine).

Mark Herman

## Freedom in the Galaxy

I could start off stating that the game takes place a long time ago in a galaxy far..., but I won't. I am still in the initial design stage, and playtesting hasn't begun yet. The premise is simple: the galaxy is composed of some 40 habitable solar systems under the banner of the Empire. It's that time of the season when the Empire goes into its transition from benign to tyrannical as the forces of "good" rise up to overthrow the powers of "evil." As you can see, it's the classic science fiction story line — almost space opera. The rebels include: Adam Starlight, space cadet; Agan Rafa, soldier of fortune; Ly Mantock, former battlecruiser captain now explorer/scout; Tourag, merchant/trader, plus your other arch-typicals. Opposing them is Redjac, Knight of the Imperial

Order (ahem); Jon Kidu, Lt. Governor of the Empire; Barca, Admiral/general of the Empire; and many others. There will be different cultures and races constructed for each planet so that the characters can interact with them. Travel will be a sort of hyperjump which will be calculated on the skill of the pilot versus the relative distance of the destination.

Howard Barasch

## Agincourt

This game, drawn from the 100 Years War, started ahead of schedule (thank God!). So far, we have cleaned up most of the bugs in the system, which is completely new. Playtesting thus far indicates that we have a good simulation of the battle. The French first line of Knights and Men-at-Arms marches forward toward the numerically outnumbered English (the English *always* seem to be outnumbered, don't they?), who consist primarily of archers and a small contingent of Men-at-Arms under the command of King Henry V. The English archers chew the cumbersome French formations up in one of the bloodiest victories of the war.

The system is basically tactical, with one minute Game-Turns and thirty-four yards per hex. Movement is fairly slow at this point, with all but charging cavalry moving at one or two hexes per turn, depending on the unit and the condition of the ground (the original battlefield was quite muddy). Archers have forty volleys of arrows available, which are accounted for on a special Arrow Expenditure Track. Leaders may fight other leaders and increase the effectiveness of their formations in Melee combat. This system has taken a bit of getting used to as this developer has literally never set eyes on a book about the period. It means that I have to really lean on the game's developer, J.D. himself, and my assistant developer for my period knowledge.

Merridy





# FO.

## ONE LINERS

It's that time of year again, the time when the intrepid reviewer shirks his responsibility to provide any sort of depth in his commentary and lets a whole flock of games have it with his errant scatter gun. Now, there will be those amongst you, Philistines to the end, who will insist that this enables your faithful reviewer to use the time-honored, if somewhat disreputable method of game reviewing known as the Shake, Rattle and Toll Method. This is where the reviewer picks up the game, shakes the box, rattles the rules, and tolls the game's death knell. It should be perfectly clear that this method of reviewing is inoperative.

But first, another in a long series of *mea culpa* (I-may-not-be-too-astute, but-at-least-I'm-honest rises again): my past review of GDW's *Pharsalus* was based on a misreading of one of the rules. Although the game was played through twice, for some reason both I and the other players missed the fact that, regardless of the printed strength of a unit, only three points of its strength would be considered in a given combat. This would go a long way to explaining why Caesar got his asp handed to him with ease. A brief return to the game shows that, playing with this rule, the game is considerably better balanced than I had previously suggested. If you were considering not buying the game because of this, reconsider. Simulation Nirvana it isn't, but it's a pretty good buy all told. And now to the job at hand.

*Viva Espana* (designed by Stephen Cole for Jagdpanther, re-released by Battleline). For some reason you can often dress up a chicken and make it seem like turkey, and whereas this game was previously the latter it doesn't seem half so bad now. Pretty to look at, but there's not much happening on the game-map in terms of flaming action.

*Battle for Rome* (Fusilier Games, a company from far away Scotland). Another angry, young game publisher eats crow here. The die-cutting on the counters is dreadful, and the game-map is made from that heavy paper than never seems to unfold, creating instant mountains. The game would have been much more fun had the publisher published a CRT and a Terrain Key. Can't expect everything, though...

*Gettysburg '77* (Mick Uhl's complete revision of AH's hoary old buzzard) The Introductory game is for dullards, the Intermediate game is just fine — sort of an extended Quad, and the Advanced Game strangles itself to death by the weight of trying to pack too much into too small an area. Excellent research and a neat game system are bound and gagged by complication mas-

querading as sophistication. And the game-map is a joke (I speak not on behalf of esthetics) because terrain has no bearing on the game, for all intents and purposes. I like the system, though.

*Squad Leader* (John Hill for Avalon Hill — no relation). I would like to say more about this at a later date (my men are still stuck in the Tractor Works' sewer system), but suffice to say that AH will have a big winner with this. It's a lot of fun, if rather clumsily written and a bit overwrought in places. It is also unusual to see squads hit by fire and, as a result, lose all their money. (The word on the counter should be "Broken," not "Broke"! ) And there is a lot of die rolling, but that is the nature of tactical games. John always does a good job in terms of playability and sheer gaming, and AH has backed it with some of their better graphic work. The only thing that gnaws at the back of the mind is the question of "realism" (whatever that is). You could argue forever on that, however.

*Troy* (Designed by Donald Dupont for The Chaosium). Good effort on a subject I would like to see more on. Nice work, especially, on integrating the gods into the game. But I wish it had been a bit less simplistic in the combat area and a bit more imaginative overall. It's a pre-1970's system, and that's nowhere in the State of the Art.

*Flash Gordon and the Warriors of Mongo* (Fantasy Games). Three weeks with the Clay People for Scott Bizar.

*Objective Atlanta* (Patrick Price for Battleline). A historian's game, as the campaign will have little interest for those who like a pure game. It's long and it's more in the way of a logistics puzzle than anything else. But good background research and nice artwork. Battleline is emerging as a major force in the industry, a result of a lot of hard work by Steve Peek and Craig Taylor. This game, and the others in their rapidly expanding line, show what a good "amateur" designer can become if he has the talent and the fortitude.

*Cassino* (O'Leary and Hlavnicka for Excalibre Games). This is a sort of mini-game which is OK, but no more. There are a few others in the series. The games aren't bad, I just question the price: \$6 seems a bit steep for what you get.

*Traveller* (GDW, by Marc Miller). I never too much cared for the role-playing games, except for *En Garde* (also by GDW) and *Chivalry and Sorcery* (Fantasy Games), which is more of an encyclopedia on the Middle Ages than anything else — and for that alone C&S is worthwhile. But *Traveller* seems to be a biggie for GDW — or so they say — and it sure has a lot of information in it. I just cannot whip up too much enthusiasm for this D&D stuff; why, I don't know. I can say that if you have an interest in Science Fiction and/or a penchant for role-playing games you will get a lot of enjoyment from this.

*Eylau* (Ken Broadhurst for *The Wargamer*, an English gaming magazine). This is a surprising game. Not surprising for

its system, which is an unabashed adaptation of SPI's *NAW* system, but rather for its brilliantly-colorful graphics. I get a lot of strangely negative emanations from some of my English compatriots about this magazine, but English wargaming seems to feed on personalities a bit more than the US variety. Whether this is good or bad is almost a moot point, but it does tend to turn the focus away from what's important. Still and all, Charlie Vasey and his fellow travellers make for interesting reading. This game — and this magazine — are worth looking into.

*Crows and Owls* (John Kisner). This game needs PR badly. I can't think of a more unfortunate title for what is essentially a well-done game on ancient Indian politics. The system is somewhat unusual, but is quite easy to handle. Players have to make a large number of decisions out of harm's way of the die, and this always makes for an interesting simulation.

It's also about time that I took a brief, if jaundiced, look at some of the gaming magazines that are starting to proliferate rapidly. The strictly amateur "zine" has given way to a surfeit of rather professionally produced, slick and semi-slick magazines. Some of them are still wolves in sheeps' clothing.

*The General* has improved steadily over the last few years to the point where it is hard to believe that anyone who plays AH games regularly does not subscribe. Now that they have gone to four colors (mostly for their ads), it is hoped that the magazine will reach for a more professional appearance. It would be nice to see a magazine with *MOVES'* typeface and *The General's* use of color.

*Campaign* has been around for lord knows how long. Don Lowry thankfully dropped the *Panzerfaust* name for one more suited to his content, but the magazine remains at virtually the same level it has for the past few years: fairly competent authors writing about a rather eclectic range of subjects. It is disturbing to note the rather anti-SPI trend that the magazine has taken recently. Not that SPI doesn't deserve a lot of the barbs thrown its way, it's just that *Campaign* takes on a somewhat shrill, or even petulant, tone at times. Witness the latest issue, which has a massive overdose of SPI-venom under its "SDC Report" article. Aside from misquoting me, there's a whole sackful of misinformation about Origins 77 receipts, etc. The article had an unfortunately personally bitter tone about it, and I only wish that the author (who was not credited) would have checked his facts closer — and resorted to *ad hominem* remarks less — rather than simply rely on hearsay and word of foot-in-mouth. Aside from this, though, *Campaign* is still worth looking into if you play a lot of games and have a wide variety of interests.

*Fire & Movement* is still around, despite strident predictions that no one could put out another gaming magazine and survive. They've done it by using good graphics and top gaming writers. They've also concentrated on areas that gamers seem to want to read about, highlighting the most recent and popular games. Some of the "game



reviews" have been a bit overbearing — sort of like using a mace where a poniard is called for — but it's a top-flight magazine, probably the best non-aligned magazine in the hobby.

*Little Wars* is TSR's entry into the read-em-and-weep field, and a very slick item it is: high gloss paper with colorful art. The articles have tended to be better in title than in content, but the magazine has improved steadily over the last two issues and, along with *Campaign* and *F&M*, provides some pretty interesting viewpoints. Since TSR is a publisher of games, the articles do tend to focus on their products — but not entirely. For Fantasy buffs, there is a sister magazine entitled *The Dragon*.

*Perfidious Albion* is not really a magazine; it is sort of a newsletter. But for everyone who is really into wargaming as a serious hobby, *PA* is a *sine qua non*. Editor Charlie Vasey and his assorted collection of literary serfs display a level of wit and insight rare in this industry. As stated somewhere above, the British tend to treat this whole thing on a personality level, and a lot of the "infighting" may be lost on most of its readers. But it is informative, and lots of fun.

*Combat* is a weirdo item from Scandinavia. It's written in a style sort of reminiscent of the Swedish cook on The Muppets, and it is also the only magazine where the game designer gets to review his own games. Aside from an excellent piece on the Swedish army — for inclusion with *Firefight* — it's generally useless.

*Space Gamer*, from Metagaming, is the best SF magazine, pure and simple. It also had one of the best reviews of a game I've ever read — a piece on one of Taurus' recent megatonners by Steve Jackson. Buy it.

## FEEDBACK RESULTS MOVES 34

Rank	Article	Rating
1.	Designer's Notes	7.00
2.	True Victory	6.54
3.	Opening MOVES	6.51
4.	Forward Observer	6.50
5.	<i>Wacht am Rhein</i> Errata	6.19
6.	Napoleon's Victory	6.18
7.	Spanish Gold	6.07
8.	<i>Moscow Campaign</i>	6.02
9.	Your MOVES	5.99
10.	<i>Wurzburg</i>	5.97
11.	Playback	5.86
12.	Long Patrol	5.72
13.	Productive Approach	5.30
	<b>This Issue Overall</b>	<b>6.27</b>

# Playback

## READER REVIEWS

*Playback* ratings are reader evaluations of games that are acquired through S&T and

*MOVES* Feedback responses. Readers have been asked to rate each aspect of the games on a scale of 1 (Poor) to 9 (Excellent). For the actual text of the questions, see Section B of Feedback on page 35. Publisher Abbreviations: SPI = Simulations Publications, Inc., New York; GDW = Game Designers' Workshop, Normal, Illinois; TSR = Tactical Studies Rules, Lake Geneva, Wisconsin; AH = Avalon Hill, Baltimore, Maryland.

	Road to Richmond		Highway to the Reich		Wacht am Rhein		Citadel	Metamorphosis Alpha	Arab-Israeli Wars	Typical Rating Range
Publisher	SPI	SPI	SPI	GDW	TSR	AH				
Publication Date	2 /77	2 /77	1 /77	4 /77	1 /77	5 /77				
Price	5 .00	20.00	20.00	10.00	5 .00	9 .00				
Nr. of Players Reviewing	253	106	67	28	35	77				
Date Reviewed	11/77	11/77	11/77	11/77	11/77	11/77				
A. Map, Physical Quality	6.81	8.31	7.43	6.29	*	6.66				6.1-6.8
B. Rules, Physical Quality	6.73	6.38	6.76	6.21	7.09	7.13				6.4-7.1
C. Counters, Physical	6.35	7.02	7.06	8.11	*	7.79				6.5-7.2
D. Ease of Play	7.33	5.48	6.36	6.64	6.68	7.13				6.3-7.0
E. Rules Completeness	7.08	5.18	6.33	5.82	6.30	7.11				6.3-6.9
F. Play Balance	6.43	6.90	6.75	6.04	7.59	6.79				6.1-6.7
G. Game Length Suitability	7.06	5.85	6.45	6.64	7.34	7.22				6.2-6.8
H. Set-Up Time Suitability	7.17	5.38	5.60	6.93	6.15	7.37				6.2-6.8
J. Complexity Suitability	6.06	7.07	7.27	7.50	7.24	7.09				6.2-6.9
K. Realism	5.63	7.63	7.58	7.21	6.55	6.71				5.9-6.5
L. Overall Rating	6.25	6.93	6.91	7.00	7.16	7.13				6.1-6.8
M. % Who'd still buy	63%	79%	91%	82%	76%	85%				77%
N. % Rec'd money's worth	80%	80%	92%	89%	86%	88%				82%
S&T SURVEY DATA										
% Who've played game	65%	20%	12%	6%	6%	16%				
Acceptability Rating	6.0	7.4	7.6	6.7	6.4	6.9				
Complexity Rating	6.0	7.5	6.5	7.0	6.0	7.0				
Game Length (hours)	4.0	10.0+	10.0+	6.0	10.0+	3.0				
Solitaire Playability	5.5	7.5	6.5	4.0	1.0	5.5				

\*Metamorphosis Alpha does not include either map or counters.

### ROAD TO RICHMOND

Design: Joe Angiolillo

Art: Redmond A. Simonsen

Comments: Folio game of the Blue & Gray system covering the 1862 battle between McClellan and Lee during the Seven Days' Battle.

### HIGHWAY TO THE REICH (1st ed.)

Design: Jay Nelson

Development: Irad B. Hardy

Art: Redmond A. Simonsen

Comments: Company level simulation of the Market-Garden operation; four maps, extensive rules for morale, paratroops, command, scenarios plus campaign game.

### WACHT AM RHEIN

Design: James F. Dunnigan

Development: Joseph Balkoski,

Jay Nelson

Art: Redmond A. Simonsen

Comments: Grand tactical simulation of the Battle of the Bulge; four maps; extensive rules for formations, supply, engineers, air power; scenarios plus full campaign game.

### CITADEL

Designer: Frank Chadwick

Comments: Essentially an operational game covering various aspects of the 1954 "siege;" unlimited movement, use of Vulnerability Points; melee combat is odds/ratio and fire combat is application of fire factors. Emphasizes strongpoints, airfields, and other pertinent terrain.

### METAMORPHOSIS ALPHA

Designer: James Ward

Comments: Role-playing s.f. fantasy rules, taking place on a huge space ship gone wild; rules cover ship and equipment, characters and their abilities, animals, mutations, monsters, and treasure.

### ARAB-ISRAELI WARS

Designer: Seth Carus, Russell Vane

Comments: Tactical combat between Arab and Israeli forces from 1956, 1967, and 1973; rules for hull-down fire, nap-of-earth helicopter tactics, bridge construction.



# Feedback

MOVES nr. 36, published Dec/Jan 1978

How to use the Feedback Response Card: After you've finished reading this issue of *MOVES*, please read the Feedback questions below, and give us your answers by writing the answer-numbers on the card in the response boxes which correspond to each question number. See centerfold for card.

Please be sure to answer all questions (but do not write anything in the box for question-numbers labelled "no question"). Incompletely filled-out cards cannot be processed.

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

## SECTION A

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

Questions 4 through 18 ask you to rate the articles in this issue on a scale of 1 = poor, 9 = excellent; 0 = no opinion).

4. Cobra
5. Russian Campaign
6. Fulda Gap: Profile
7. Fulda Gap: Variant
8. Things to Come?
9. 1918
10. I See You...Do You See Me?
11. Vera Quiz
12. Wargame and Historian
13. Opening MOVES
14. Designer's Notes
15. Forward Observer
16. Playback
17. This issue (overall)
18. Was this issue better than the last one?

19-24. No question.

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

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

27. What level of complexity do you prefer in games? Rate your preference on a 1-9 scale, with higher numbers indicating increased complexity. Use the following games as guidelines. *American Revolution* - 4; *East is Red* - 5; *NATO* - 6; *Patrol* - 7.

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

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

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

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

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

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

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

35. Pick the *one* area about which you would most like to see games and articles done: 1 = Ancient Rome, Greek, Biblical, 300 BC - 600 AD; 2 = Dark Ages and Renaissance (600 AD - 1600 AD); 3 = 30 Years War and pre-Napoleonic (1600 AD - 1790); 4 = Napoleonic (1790 - 1830); 5 = Civil War/19th Century (1830 - 1900); 6 = World War I (1900 - 1930); 7 = World War II (1930 - 1945); 8 = post-World War II (1945 - present); 9 = Present and future (anything goes).

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

36. *Omdurman*: A tactical simulation of the final and decisive battle between the Anglo-Egyptian army led by Kitchener and the Dervishes. This battle, involving formations and unit types gathered from three continents, was a unique and particularly desperate encounter. Kitchener's army, except for the reliable British Brigade and Sudanese Rifles, was composed of easily demoralized Egyptians. The game would be on a battalion level, with step reduction and morale ratings for each unit and leader. Included would be the Dervish river forts, British gunboats, artillery (possibly with one counter/gun), machine guns, and supply depots. Rules would cover formations and leadership, as well as cavalry charges. \$12.

37. *The Zulu War, 1879*: This game would be an operational-level study of this bitterly fought colonial campaign, which saw the Zulus defeat the British at Isilandwana, Hlobane Mountain, and Intombi River before the British, reinforced from home, destroyed the Zulu Army in a series of decisive battles. The game would be playable at several levels. There would be an historical version, in which the Zulu player has to fulfill the requirements of the Zulu political, military, and social system - such as the need to "wash the spears." There would also be a version in which the Zulu player is free of any such constraints. The British would have to deal with a difficult logistic situation and the occasional outbursts of tactical ineptitude that resulted, three times, in defeat at the hands of the Zulus. *The Zulu War, 1879* would be the first game on a 19th century colonial campaign and opens a new and interesting field. Two maps, 800 counters, \$12.

38. *The Ethiopian Campaign, 1941*: Ethiopia was the prize of Mussolini's new Roman Empire and had been won after a full-scale invasion in 1936. But in 1941, a collection of British Empire troops - Indians, Kenyans, South Africans, and British - defeated the Italians in a hard-fought campaign. This game would include the effective British armored units, airpower (biplanes were used predominantly by both sides), Ethiopian guerrillas, and much more, so that this game will not be your typical World War II slug-fest, with masses of units and weaponry cancelling out the need for maneuver and subtlety. The game would also include scenarios for the invasion of British Somaliland in 1940 and the Italian 1936 invasion. Probably to sell for \$12, with two or so maps.

39. *The Second World War*: A game covering the whole war in Europe and European Russia but on a single map sheet. Deliberately designed as a "one evening" player's game, it's *longest* version would take no more than 4 or 5 hours to play. Units would be Army Groups, Armies, and some Corps. Air and naval action would be accounted for, but in a very simple and abstract manner. Main land combat system would employ sequentially numbered Offensive Indicators which the players would secretly deploy to show where, in what order, and with what intensity they wish their forces to attack. Simple schedule of force-levels rather than complex production would provide some flexibility but keep game mainly historical in order of battle. Easy to learn, the game will be suitable for introducing novices to the hobby. It will include a mounted map and 200 counters, and will sell for \$12 (higher price due to more elaborate play aids).

40. *Invasion: Pacific Quadrangle*: Four of the battles of the Japanese expansion into Asia, in which they dealt numerically superior Allied forces some telling defeats. *Khalikin-Gol: The Nomohan Incident*. The undeclared war between USSR and Japan in 1939. Much armored action in the plains of Mongolia. *First Arakan*: The Japanese beat back a British offensive in 1943, showing their mastery of jungle warfare in this closely fought action in Burma. *Bataan*: The Americans and Filipinos battle for

control of the Philippines against a Japanese invasion that succeeded although outnumbered. *Drive on India*: The 1944 offensive, including the Battle of Kohima.

41. *Blue & Gray Quad III*: Manassas, Murfreesboro, Petersburg, and Cold Harbor.

42. *Napoleon Quad III*: Eylau, Friedland, Aspern-Essling, and 1814 Battles in France would be included. While based on the NAW system, this Quad would include extensive Exclusive Rules to cover unique aspects of some of these battles (up to eight pages). The Exclusive Rules would include designer's/developer's notes explaining the rationale of any rules changes as well as a set of Player's Notes based on competitive-oriented play-testing. In addition, a full S&T-size article will be included with the Quad which will cover each battle in detail, as well as placing it into the overall context of Napoleon's career. The Quad would sell for \$14.

43. *English Civil War Quad*: Edgehill, Naseby, Dunbar, and Marston Moor.

44. *Trireme*. Ship to ship combat during the "heroic" age. Lead your squadron of ships upon the enemy in ramming formation. Rake the deck of the opposing ships with arrows as your marines prepare to board. Then the crunching, tearing sound of the ram penetrating the enemy hull. Grappling hooks are thrown, and your men go over the side. After a fierce contest you row away as your enemy slips beneath the waves. *Trireme* will cover ship to ship combat from the earliest times through the Punic Wars. The major battles to be covered will be Salamis, Arginusae, Tyre, and many others. The game will have two maps one of an island area with many inlets, the other will be of a harbor similar to the type near which Salamis was fought. The game will sell for \$12.

45. *Naval War*. A tactical Naval game simulating the small-level Naval actions of the twentieth century. Battles to include *Bismark* and the *Prince Eugen* vs. *Hood* and the *Prince of Wales*, *Graf Spee* vs. *Achilles*, *Ajax*, and *Exeter* plus several other famous ship to ship combats. But the system does not end here. The game will deal with modern ship-to-ship combat also. Cruise missiles, ECM, Gunnery, and all the other factors that make today's Naval doctrine so complex. The game will deal with all the little factors that require a captain's attentions during a naval engagement. There will never be more than five ships to a side so the functions of each ship will be handled in great detail. *Naval War* will sell for \$12.

46. *The Norman Conquest*. Operational game with tactical overtones covering the invasion of the British Isles by William the Conqueror and the next century or so of Norman consolidation. Scenarios to include the invasion, the Civil Wars of Stephen and Matilda, the Welsh wars, and the consolidations of Henry I and Henry II. Two maps, covering most of England south of Scotland, 400 counters; projected cost \$12.

47. *The Crusades*. Operational game covering one of the most interesting and crucial periods in history. The emphasis will be on the first three crusades and the game will cover not only the military problems of the invasions but also the political ramifications on both sides, the problem of split factions, the individual Christian kingdoms, etc. Each crusade will be covered in a separate scenario, and the individual leaders - such as Richard Lionheart, Saladin, Godfrey of Bouillon, Raymond of Toulouse, etc. - will all be there. Two maps, covering the Middle East from Anatolia to Egypt, plus 400-600 counters; projected cost \$12 or \$15.

48. *Machiavelli: The Prince*. The Borgias and the other princes of the Renaissance strive to acquire lands, amass wealth, and avoid assassination while struggling for control of Italy, in a game which combines the traditional wargame with strong elements of political interplay and considerable role playing. Included are mercenaries, single combat, assassination, plague, taxation, Papal elections, usurpations, negotiations, feuds, pirates, treasure, battles, inheritance, usury, militia, Crusades, ransom, plunder, rebellion, poisonings, excommunication, and more, all on an attractive map of Renaissance Italy divided into some 60 kingdoms, duchies, republics, and whatnot. The rules are designed for fast assimilation, and quick, easy play in both the basic and advanced versions. For four to twelve players. Games to be from five to 200 turns!

49. *The Seven Years' War*. The first truly world-wide war is represented in a grand scale operational format. The epic struggle between France and England in the mid 18th century covered Europe and the Americas, as well as the Far East and India, and eventually brought in most of the



European nations on one side or the other. The game will place equal emphasis on economic, military, and logistical problems. For the multi-player scenarios there will be rules for diplomacy and politics. Three maps will cover Europe, the Americas and India/Philippines. There will be scenarios for each map such as the French & Indian War in the Americas, provisions for additional players (Frederick the Great of Prussia, Russia, Austria, etc.) as well as the grand campaign game covering the whole war. 800-1200 counters plus charts; projected at \$20.

**50. Bonaparte.** Napoleon Bonaparte in his lifetime conquered Europe and lost it. *Bonaparte* will be a strategic level game on the Napoleonic Wars from 1799-1815. Each of the belligerent countries will be represented on several maps. The game will extensively handle economics and politics. Units will be corps level measured in the amount of battalions they contain. Battles will be handled on a separate tactical display that will simulate "in feel" a Napoleonic battle. Game turns will be weeks. *Bonaparte* will sell for \$20.

**51. Napoleon at Bay.** Despite its disastrous outcome, the Campaign of 1814 was one of Napoleon's finest. He conducted it with subtlety and lightning speed against heavily encumbered opponents, attacking isolated enemy units on advantageous terms, while covering forces on the river lines held off the hostile masses. *Napoleon at Bay* is the first-ever operational level simulation of Napoleonic warfare, and the only available game on the 1814 Campaign. Outnumbered four to one, French command and logistical advantages make for a game that is closer than it might appear at first. Napoleon, Marmont, and MacDonald command the French army through its Corps of officers. Schwarzenberg and Blucher lead the Austrian, Prussian, Russian, Bavarian, and Württemberg Corps. An organization chart for both players allows concealment of exact corps make-up. The terrain is a rolling plain dominated by rivers sweeping in a great arc to the north and east of Paris. Hexes are one-mile across; a turn is 12 hours. The unit of maneuver is the division, ranging in size from 1500 to 6000 men. Units may assume Forage, Battle, or March modes; the latter two can cause a constant manpower drain while the former slows the army down to a crawl. Map in three 22" x 34" sections. 1200 counters, scenarios plus 54-turn Campaign Game, with extensive historical and design commentary. \$20.

**52. Battles for the Ardennes.** On 10 May 1940, in the dark forest of the Ardennes, the German Wehrmacht startled the world by unleashing on France the first acid-test of the Blitzkrieg. Three days later, the Panzer armies were crossing the Meuse and penetrating deeply into the French heartland. By late 1944, the creators of the Blitzkrieg had been so worn down by the long, losing struggle that they could muster the resources for only one last-ditch attempt to stave off ultimate defeat. *Battles for the Ardennes* simulates these two violent campaigns that showcased the German Wehrmacht at its most potent, both in victory and defeat. Encompassing four separate folio-sized battle games and two full strategic games played on all four maps linked together (*la la Napoleon's Last Battles*), *Battles* renders a detailed treatment of armored advance, road march formations, air power, German supply, and artillery support. Rules address such topics as forced marches, the "Panzer scare" phenomenon of 1940, elite troop tenacity, strategic initiative, replacements, combine arms, and divisional integrity. The single-map battle games are: *St. Vith; the Sixth Panzer Army Assault; Clervaux; The Drive on Bastogne; Celles; Turning Point Before the Meuse; and Sedan 1940; Guderian's Advance*. The two Campaign Games are *Blitzkrieg to the Meuse, 1940 and Battle of the Bulge. Battles for the Ardennes* exists now, the product of twelve months of painstaking analysis of the faults of the older "Bulge" games utilizing primary texts and original records. The regimental-based system is simple enough to allow the game to be played in a single evening, and yet sacrifices little of the realism of its larger cousin, *Wacht am Rhein*. Including 600 unit and information counters, four overlapping 26" x 16" maps, campaign notes, and charts and playing aids, the game would sell for \$15.

**53. Italy Quad:** Anzio, Salerno, Cassino, Ortona

**54. Napoleon in Italy Quad:** Arcola, Rivoli, Castiglione, Lodi

**55. War of 1812 Quad:** Baltimore/Washington, Thames, New Orleans, Niagara.

**56. Dune:** A simulation of Frank Herbert's famous science fiction novel. As with SPI's recent *War of the Ring* game, every effort will be made to maintain a high

level of consistency with the novel while still providing playability. The level of play will most likely be operational, covering the areas of Arrakis over which most of the action took place. Individual characters will be represented by cards, each with a differing set of characteristics. Both land and space combat will be simulated. The possibilities of intrigue, diplomacy, and assassination will be presented as well as an intensive representation of the unusual terrain and fauna of the planet. Depending on the scale and needs of the system, either one or two maps, 400 counters, 50-100 cards; \$12-15.

**57.** Have you read *Dune*? (1 = Yes; 2 = No).

**58.** If you have read *Dune*, rate its suitability (1 through 9) as a subject for a simulation game.

SPI is in the preliminary stages of producing sets of modern period miniatures for use in wargaming. The miniature vehicles and infantry formations are unpainted cast metal (lead/tin alloy) in 1:450 scale (the body of a tank is approximately 15mm long in this scale). The miniatures will be made available in company-size sets of Soviet and US units. Each set will be blister-packed on a card giving organizational information and painting instructions. The average price would be \$8.50 per set. The following questions concern these miniatures sets and your receptivity to miniatures in general. The first group of questions seeks to determine whether you would be interested in buying the specific set indicated. Write "1" if you definitely would not buy the set; "2" if you'd probably not buy it; "3" if you're undecided; "4" if you'd probably buy it; "5" if you'd definitely buy it. Write "0" if you have absolutely no interest in miniatures and would not even consider buying any of the sets.

**59.** US Armored Cavalry Troop (26 AFV's plus 3 squads) \$14.50

**60.** US Mechanized Infantry Company (19 AFV's plus 9 squads) \$14.50

**61.** US Tank Company (17 AFV's) \$8.50

**62.** US Recon Company (10 AFV's) \$5.00

**63.** US Battalion HQ Section (10 AFV's) \$5.00

**64.** Soviet Regimental Assets (20 AFV's) \$10.00

**65.** Soviet Mechanized Infantry Company (10 AFV's and 9 squads) \$9.50

**66.** Soviet Recon Company (19 pieces) \$9.50

**67.** Soviet Tank Company, Mechanized (13 AFV's) \$6.50

**68.** Soviet Battalion Assets (12 AFV's) \$6.00

**69.** Soviet Tank Company (10 AFV's) \$5.00

**70.** Would you consider yourself to be an active miniatures wargamer?

**71.** Have you ever played a wargame (any subject) using miniatures?

**72.** Have you every played a wargame using modern armored miniatures?

**73.** If you own a collection of miniatures used for wargaming what would you estimate its dollar value to be (disregarding any value added by your painting and finishing)? 1 = \$10; 2 = \$20; 3 = \$30 etc...; 9 = \$90 or more. Write "0" if you don't own any miniatures used for wargaming.

**74.** If you are interested in miniatures wargaming, what period do you most prefer? 1 = ancient; 2 = medieval and renaissance; 3 = 30 Years War and Pre-Napoleonic; 4 = Napoleonic; 5 = Civil War and 19th Century; 6 = World War I; 7 = World War II; 8 = Post-WW II through the present; 9 = Future/hypothetical. "0" = Not interested in miniatures gaming.

**75.** If you're interested in miniatures gaming, approximately how much have you spent on miniatures in the past 12 months? 1 = \$10; 2 = \$20, etc...; 9 = \$90 or more. Write "0" if nothing or not interested.

**76.** What style of miniatures play do you like best? 1 = free-style (no map or grid, very little terrain); 2 = sand-box (elaborate three dimensional terrain); 3 = zone movement (using hexagonal or square grid for some generalized purposes); 4 = grid map (using miniatures essentially as replacements for the cardboard pieces in conventional wargaming).

**77.** If you are interested in the SPI line of modern armor miniatures, would you also be interested in buying a set of rules for their use in a grid map game? Rules would cost about \$9 and be designed for use on a grid map. Respond using the same 1 to 5 scale as used to rate the miniatures sets.

**78.** If you are interested in the miniatures rules described in Question 77, would you be interested in buying a set of terrain maps specifically designed for the rules? The set would consist of three 22" x 34" grid maps characterized by overall terrain type (open, closed, and mixed/urban). Use the 1 to 5 scale to rate.

**79.** SPI is considering a change in the design of its standard game box. Two designs are being studied. One is basically the hardbox we now use to package games with mounted maps — the other is similar in size to the hard box but is constructed out of plastic like the standard box now used. Both of the new boxes would incorporate a locking inner lid to prevent counter spillage. The only drawback would be that there would be only two thirds as many storage wells for counters in the new box. Do you consider the number of storage wells in the counter tray to be a critical consideration in buying a game? Respond on a 1 to 9 scale (1 = not critical at all...to...9 = absolutely critical).

**80.** In the past 12 months what percentage of the SPI games that you purchased by mail were Z-packed (*i.e.*, not boxed but packaged in a plastic bag). 1 = 10%; 2 = 20%, etc...9 = 90% or more. 0 = none of the SPI games I purchased were Z-packed.

**81.** If Z-Pack games came without the illustrated cover sheet, but cost \$3 less than the boxed versions, how many of the games that you would buy in the next 12 months would be such Z-Packs? 1 = 10%; 2 = 20%, etc...9 = 90% or more. Write "0" if none.

The following three questions attempt to graph your game-buying habits over the past 24 months with regard to what percentage of your SPI game purchases were made in stores as opposed to those made through the mail. In these three questions, 1 = 10%; 2 = 20%, etc...9 = 90% or more. Write "0" if none.

**82.** 24 months ago, what percentage of the SPI games you were then buying were bought in stores?

**83.** 12 months ago, what percentage of the SPI games you were then buying were bought in stores?

**84.** Currently, what percentage of the SPI games you are now buying are bought in stores?

**85.** Is there a store near you with a good selection of SPI games?

**86.** If there were a store near you with a good selection of recent SPI games, what percentage of your SPI game-buying would be done through that store (assume that the games are sold at list price)? 1 = 10%; 2 = 20%, etc...9 = 90% or more.

**87.** If there were a store near you with a good selection of recent SPI games, what percentage of your SPI game-buying would be done through that store (assume that the games are sold at 10% off list price)? 1 = 10%; 2 = 20%, etc...9 = 90% or more.

**88.** If there were a store near you with a good selection of recent SPI games, what percentage of your SPI game-buying would be through that store (assume that the store price is 20% higher than the direct mail price)? 1 = 10%; 2 = 20%, etc...9 = 90% or more.

**89.** Same question as 88 but assume that the store price is only 10% higher than the direct mail price.

**90.** Same question as 88 but assume that the store price is 30% higher than the direct mail price.

**91.** What is the one-way travel-time (using the transportation available to you) to the store nearest you that carries a good selection of SPI games? 1 = 10 minutes; 2 = 20 minutes, etc...9 = 90 minutes. Write "0" if no such store is within 90 minutes.

**92.** If you do not now buy SPI games by mail (or buy only a very small percentage by mail) what is the main reason for not doing so? 1 = I like to look at a game before I buy it; 2 = I make my buying choice by seeing a whole selection displayed in front of me; 3 = I like to buy on impulse; 4 = I like to have the game in my hands as soon as I make the decision to buy it; 5 = I've bought by mail from SPI before and didn't like waiting for my purchase to arrive; 6 = I've bought by mail before and the purchase took an unusually long time to arrive; 7 = I've bought by mail before and the order was damaged or had parts missing; 8 = I've not bought by mail because I don't trust buying by mail; 9 = I can easily and conveniently buy games in a store and see no advantage to buying by mail. 0 = I do usually buy by mail.

**93.** If you buy most of your SPI games by mail, what is your main reason for doing so? 1 = the wide selection; 2 = the availability of new titles as soon as they're pub-



lished; 3 = the availability of old titles that the stores don't carry; 4 = because there is no store near me that carries SPI games; 5 = all the stores that carry SPI games carry only a very limited selection; 6 = all the stores that carry SPI games carry only the hardbox variety; 7 = I can get the games cheaper by mail; 8 = I've always bought SPI games by mail and am simply in the habit of doing so; 9 = I prefer to deal directly with SPI rather than with middlemen in the store.

94. What percentage of the SPI games that you buy would you buy by mail if the following conditions existed: delivery within seven business days of placing your order; payment *after* delivery (based on invoice enclosed with order); availability of a toll-free long distance line to place your order by phone day or night. 1 = 10%; 2 = 20%, etc...9 = 90% or more. 0 = I would never buy by mail regardless of the service offered.

95, 96. No question.

## SECTION B

The results of the following survey are used in our **PLAYBACK** system. This system reviews games by showing the response of the people who play the games. Questions 104-188 are part of **PLAYBACK**.

After each game title there are thirteen questions (lettered "A" through "N"). Unless otherwise noted, these questions are answered with a "1" [poor] through "9" [excellent] rating.

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

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

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

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

Question E—What did you think of the "completeness" of the game's rules (was everything thoroughly explained)?

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

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

Question H—What did you think of the amount of "set-up time" needed before you could begin playing the game?

Question J—What did you think of the appropriateness of the complexity of this game?

Question K—What did you think of this game's realism?

Question L—What did you think of this game overall?

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

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

We will ask you to rate six games. If you have not played these games, or have not played them enough to be able to evaluate them, then simply place "O" in the boxes.

## SOUTH AFRICA

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

## WAR BETWEEN THE STATES

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

## War in Europe Module 1 FIRST WORLD WAR

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

## FLAT TOP (Battleline)

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

## YALU (CGC)

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

## GETTYSBURG (1977 ed.) (AH)

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