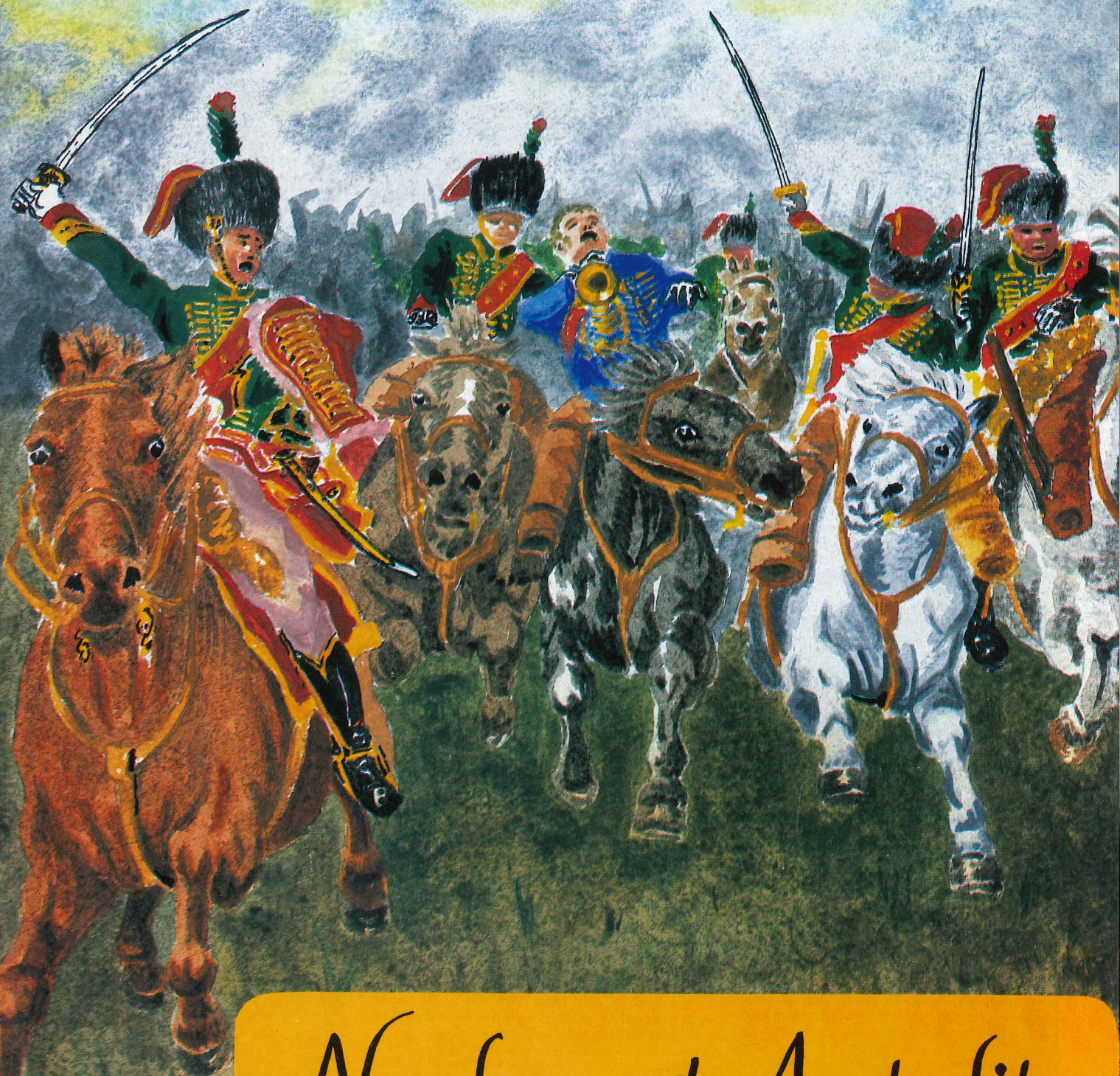




The Wargamer

Number 17

COMPLETE
GAME INSIDE



Napoleon at Austerlitz

Letters

Gentlemen,

Several issues ago you mentioned the possibility of producing a game on the Iran-Iraq war, to be called *Shatt Al Arab*. Is this design still on, and if so how will you simulate the long stalemate — or produce an interesting game to play?

Yours etc,
James H. Mills
Mobile

When I first spoke, about three weeks into the war, to one of the staff of the International Institute for Strategic Studies about the possibility of producing such a game, he commented "How could you get two players to play that badly?"

Since then the situation has degenerated yet further into military farce, so, barring unforeseen developments, the game has been shelved.

Ed.

★★★★★★

Dear Wargamer,

Congratulations on your *Carrier Strike* game, which advances the state-of-the-art quite significantly. The novel display sheets should become standard for carrier games from now on. Just one word of — friendly — warning: with so many companies in the hobby failing to make the grade financially at this time, are you wise to include such a big game in the magazine?

best wishes,
Lee Huntermann
New York

Glad you liked the game, Lee. Yes, Carrier Strike cost \$4,000/£2,000 more to produce than any other game we have put in the magazine — without of course directly increasing circulation. On the other hand we believe that a policy of producing consistently good games and providing obvious value for money, will pay off in terms of subscriber loyalty and a growing reputation. Time — and the flow of new subscribers — will tell Incidentally, many of you have commented on the fact that there are several capital ships provided in the counter-mix that have no part in any of the battles covered by Carrier Strike. These are for use in a Midway scenario, which will be the subject of an expansion kit to appear in a couple of months — a chance for us to get some of that loot backEd.

★★★★★★

Dear Keith,

I much enjoyed Vance von Borries' *Drive on Damascus* (issue 15), and I want to urge you to do more games on little known campaigns of the second world war. Even on the east front there must be battles not yet covered in game form. . .

yours sincerely,
Peter Gils
Brussels

Point noted, Peter. In fact Vance is already at work on another 2WW battle as yet hardly touched by the other games companies. And there is a gem of an east front topic we're working on, but more on that nearer publication As you know our general policy is 3 2WW games and three others a year in the magazine, one of the "others" usually being an American Civil War game (Gettysburg and Shiloh are in the pipeline).

Ed.

Dear Keith,

Some comments on issue 15:

1. When Nicky Palmer says that "the United States has been the more active of the Superpowers in foreign interventions since the war." he ignores the fact that the Soviet Union is the only surviving empire, imposing by force the governments that rule its satellites, and much of the Soviet Union itself. To not consider this as "intervention" is sophistry.

2. You printed a number of letters on the question of discussing politics in THE WARGAMER, but I believe that none of them came to the point, such discussions should have some relevance to the hobby. If Jack Radey were to design an Afghanistan game, then his defense of Russian intervention WOULD be relevant, until then, you might as well have him write film reviews or garden hints.

3. It's doubtful that your dot system will replace hexagons, but the latter can often be confusing (check the ANZIO mapboard!), so I applaud your innovation as an interesting alternative.

4. Four pages on Avalon Hill's GETTYSBURG '77 is by far too much concerning a game about which only two useful things can be said, concerning any of the three versions: the near-absence of terrain rules makes this a strong candidate for the title of most absurd wargame ever; using the existing map and OOB, a completely redone rule-book could make this an excellent game.

5. The great thing about WWII from the game designer's point of view is that it hasn't yet happened, and therefore it is much easier to pose as an expert. I defend the principle of game-design criticism which states that if the obvious is wrong, the arcane is suspect. In other words, if not all the roads and rivers of Germany are in the right place, can we be sure the designer really knows how all those WWII weapons will work? I don't know anything at all about WWII, but there have been some reviews of SPI's WWII games by those with a professional involvement, which lead one to suspect that a Potemkin Village has been constructed.

Sincerely,
Tom Oleson
Madrid

★★★★★★★★★★★★★★★★

Dear Keith,

I don't wish to discourage your praiseworthy efforts in that direction, but the obvious difficulty you are having in encouraging the formation of clubs doesn't seem to me very surprising.

Firstly wargaming is still in its infancy. Bear in mind that for every "serious" chess or bridge player there must be at least a dozen who play just occasionally, and it would be foolish to suppose this did not have some parallel in wargaming — not everyone wants to join a club.

Secondly, wargamers tend to be pretty choosy about who'll they'll play. Not only do they have to find someone who plays the same game, but if it's going to be a reasonably good game then the two players should be of broadly the same standard. Bashing beginners in *Russian Campaign* or whatever has only limited appeal.

Lastly there is the question of the games themselves, many of which cannot be completed in an evening, which is when most clubs would meet. OK, so you can play some quick scenarios of *Squad Leader* or *Aces High*, but those who prefer longer games simply aren't going to finish them. In short, wargames simply aren't as conducive to "club" play as chess and bridge.

I would be interested to hear other people's views on this, but my own feeling is that there is little more WWW can do at this stage, than help put players in touch with one another. If the hobby continues to grow, and the will exists, you may find clubs eventually form spontaneously.

Andy Bagley

Subscriptions

Some slight confusion has arisen over the procedure for renewing subscriptions to *The Wargamer*, so we thought we'd better spell it out. One issue *before* your subscription is due you'll receive a renewal notice. It would be very helpful if you would renew your sub. (\$26.00/£12.00) at this stage. You will in any case receive a second reminder with the *final* issue of your current subscription. If you've already renewed the previous time around just ignore this second form; if you haven't already renewed, please do so straight away.

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EDITORIAL

It requires nerves of steel to write this editorial, for we are going to make the bold claim that this is the first issue of *The Wargamer* that has ever appeared *early*. However, unless delayed by some totally unforeseen event such as a dock's dispute, early it should be. We'd like to take this opportunity to apologise for the lateness of issue 15 (which in turn delayed 16). We ran into big production problems with the map for *Drive on Damascus* (issue 15), and rather than put out an inferior map, we went back to square one — with consequent delayed appearance. British subscribers were the unluckiest of all, as the ship bringing their copies from Hong Kong was rerouted from Southampton to Hamburg because of the Customs Officers' dispute (gulp, what were we saying above . . .). Thanks to all for showing such forbearance . . .

We've been giving considerable thought to how best avoid such delays in future. Basically we are aiming to produce each issue game 2 months in advance (eg. the game for issue 20 will be produced at the same time as issue 19). In this way there should — theoretically at least — be ample time to deal with any production problems, without delaying the appearance of the magazine. It will take a couple of issues to get this organized, but we hope the early appearance of this issue will be taken as an earnest of our good intentions. Talk of producing games in advance of their appearance leads naturally to another topic: playtesting. Playtesting is still something of a bottleneck, and we need the services of additional experienced players for this purpose. If you are interested, please drop us a line — address opposite — giving an indication of your experience and particular interests.

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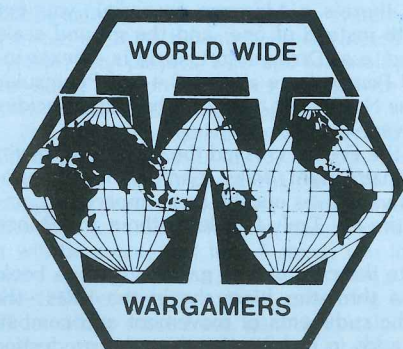
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The Wargamer

Number 17

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World Wide Wargamers is an international association for board wargamers, whose object is to promote the hobby and provide a service to players. Subscribers to *The Wargamer* are automatically members of WWW at no extra cost. Whether you are an established hand or a newcomer to the hobby you will be equally welcome as a member/subscriber. Just fill in the appropriate part of this issue's **Feedback** and send it together with a personal check (or equivalent) to one of the addresses opposite. See also the introductory subscription offer on page 2.

Hamlet Without The Prince De La Moskowa

JIM HIND



In *Wargamer 13* I waxed enthusiastic over AH's *War and Peace*. Yet it was clear to me at the time that players who like more detail in their simulation of historic events, would not be satisfied with that game—it simply paints things with too large a brush to please the so-called "historicity" merchants. My own feeling is that far too many folk confuse *detail* with *historical accuracy*, and that *War and Peace* is a perfectly excellent simulation of the Napoleonic Wars, at its chosen scale (and excluding the Grand Campaign, which is having to be reworked).

That being said, it is still fair to say that those who wish a larger-scale look at the Corsican Ogre than W&P provides, are perfectly entitled to their opinions. Many of these will no doubt be turning to West End Games' *Campaigns of Napoleon*, from the pen of John (Third Reich) Prados.

If they do, I'm sad to say they'll be disappointed. Recall the hideous snafus in the first edition of *Third Reich*, which had AH giving free copies of the second edition rules to anyone who requested them. No, *CofN* isn't nearly that bad; but there are numerous irritants and glitches in the game which combine to send this reviewer at least fleeing back in the direction of the Avalon Hill product.

The map is paper, 61 rows of 41 hexes; i.e. standard SPI size. Major and minor rivers, mountains in brown, rough terrain, curiously, in yellow. Cities, towns, villages, boundaries of nations and provinces in blue and red respectively. 400 SPI-quality counters (i.e. superior to Avalon Hill), showing Corps and division-sized units for French, Russians, Prussians, etc., in the obvious colour schemes (white Austrians,

green Russians, etc., etc.). Forty page rule book including pullout Charts & Tables. The box (*Squad Leader* size) has Highlanders in Square Repelling French Cuirassiers at Waterloo on the front, and a plastic counter tray within. Physical Systems Design takes a quantum jump with this tray, but I'm not sure in which direction. After the SPI plastic box whose lid always fell off, and the Battleline jelly tray with no lid at all, we now see a transparent lid with little dimples which grip the sides of the compartments, and which hold the lid in place.

So firmly that it has to be prised off with a screwdriver. The resulting jerk when the thing finally gives serving to deposit counters on the floor, under the sideboard, in the dog's dinner, on the fire . . .

However, to the rules and the play of the thing. Open the map and survey it, and a number of things immediately strike. Compared with *War and Peace*, this game begins in 1800 instead of 1805 (i.e. there's a Marengo scenario); you get two turns to the month instead of one; and the ground scale is also roughly doubled, e.g. Dresden to Leipzig is 4 hexes instead of 2. Spain and Portugal are absent, i.e. no Peninsular War scenarios. And the North-East corner of the map coincides pretty well with the River Niemen.

Hang on a minute; the French crossed the Niemen to begin the 1812 campaign. That's right, folks. *Campaigns of Napoleon*, right from the start, leaves out the most important Campaign of Napoleon of the lot. Truly Hamlet without the Prince of Denmark.

And now we turn to the core of any game—the rule book. First glances reveal a three-tier hierarchy in the rules—the Basic Game covers the rudiments of movement and combat, the Advanced Game adds in mobilisation (i.e. the production

of new combat units from a Force Pool), weather, and a few other goodies. Then the Tournament Game adds in diplomacy, alliance, truces, and other such matters clearly intended to regulate things in multi-player games. Having no experience of such things, I will confine myself to the Basic and Advanced games. One notes that the scenarios are divided into two types along with the rules; *scenarios* are pretty small things intended for play with the basic rules, while *campaigns* are meatier items intended for either the Advanced or Tournament rules. Example: 1800. The *Marengo Campaign* lasts from June 1800 to Feb. 1801, i.e. 17 game turns, and covers Italy, France, the Rhineland, Holland and Belgium. The *Marengo Scenario* lasts 3 turns only, covers Italy only, and is about a French army under the superb leadership of Guess-Who, duffing up large numbers of Austrians and coming to the aid of the intrepid Massena, besieged in Genoa and feeding the garrison on hair-powder. Clearly the thing to do is to try a quick scenario or two while you're finding your way round the thing, and then play the campaigns ever after.

Meanwhile, a few black clouds have gathered on the horizon. Try the following two quotes from the rule book, and mull over their implications:

"After all, players equipped with historical hindsight can hardly be expected to be as stupid as some of the commanders of the Napoleonic Era" (Rule 3).

"Players may evaluate their performances in light of the Historical Victory Conditions, which compare their achievements to the political necessities of that period, or the Game Victory Conditions, which compare their achievements to the average result found during playtesting" (Rule 34.6).

More of these two gems later.

Game-turn sequence is movement, combat, mobilisation (Adv), diplomacy (Tou). Movement includes the familiar overruns, forced marches, and Reaction Movement. This last rule, from the *Napoleon at Bay* series with minor modifications, allows the non-phasing player to move some of his units during his opponent's movement phase, under some circum-0 stances. March up to one of my stacks looking belligerent, and you'll find that I've reinforced it with anybody within range before the combat phase. Nice touch hereabouts: if Napoleon and Berthier are stacked together, their ability to move units is much enhanced. It's not often that games give Napoleon's clerk the credit due to him. (While I remember it, another nice touch, which will be especially welcome to the non-stack-rummagers: if a stack has a cavalry unit placed on top of it, the opponent may not inspect the contents, but must suck it and see. Otherwise Intelligence from the usual battery of orbiting staellites is absolute. A neat little touch, neatly recreating with the minimum of fuss the use of cavalry pickets as strategic screens. I look to see this rule become part of the common parlance of designers in this area.)

Combat is a same-hex thing, with both sides rolling dice to extract losses from the other, after die roll mods, column shifts, and doublings of strengths have been applied for the usual battery of relevant factors (Napoleon = +4, shift two columns if defender in city, halve strength of a disrupted stack, . . .). A typical pair of results might be 13R2 and 18R3. The first number represents the loss in strength points to the side taking it. After losses are extracted, the side with the greater 'R' result must retreat by the difference (in this case the side coping 'R3' would retreat one hex). It seems effective enough, and yet one misses the manner in which the *War and Peace* combat system allowed one to glimpse a major battle unfolding over several rounds of combat. An optional rule in *CofN* does, indeed, permit something of the kind by allowing reacting forces to move only one hex at a time, possibly arriving at a battle after several rounds have taken place. A not wholly satisfactory addition to the system in this game, though. The basic CRT's having been calculated to fit a single-round system, any players who opt for multiple rounds of combat are going to find themselves coping with horrendous butcher's bills. Therefore they won't opt for it.

The losses themselves leave a certain something to be desired. Strength losses of 13, 18, etc. sound detailed enough, to be sure. But in the great majority of cases your army is composed mostly of infantry, which loses five strength points at a time (one Corps having four lives to lose). Usually, then, it will be a case of I lose 4 steps, you lose 3. No worse than many another offering, and better than a lot, yet at first glance the CRT led you to expect something better. All the design effort which must have gone into calculating the fine detail of this array of numbers has been largely to no effect. Shame.



One very good thing in the combat system is the treatment of fortresses. In *Wargamer 13* I bewailed the crudities of W&P in this respect; West End Games can validly claim to have done a great deal better. Fortresses come in 2 sizes, '8' and '16'. One may *mask* any fortress, *blockade* it, *besiege* it, or *assault* it. Heaven help you if you try the last option; the defender is doubled, plus the strength of the fortress, *plus* a column shift when you fire dice at him. He fires back at you normally. Mind you, you do have a siege train counter, which negates the doubling of strength and the column shift. Snag: it has a movement rate of 3, and there is a +4 movement penalty to enter a fortress hex. Solution: mask or besiege the place this move—this negates the movement penalty, and you can march (drag?) the siege train up and assault next time.

All most satisfactory. A siege becomes something only to be undertaken after great forethought and planning, and only then by somebody who really wants the place. Badajoz, in this game, would be an epic. It Badajoz were present on the map, of course.

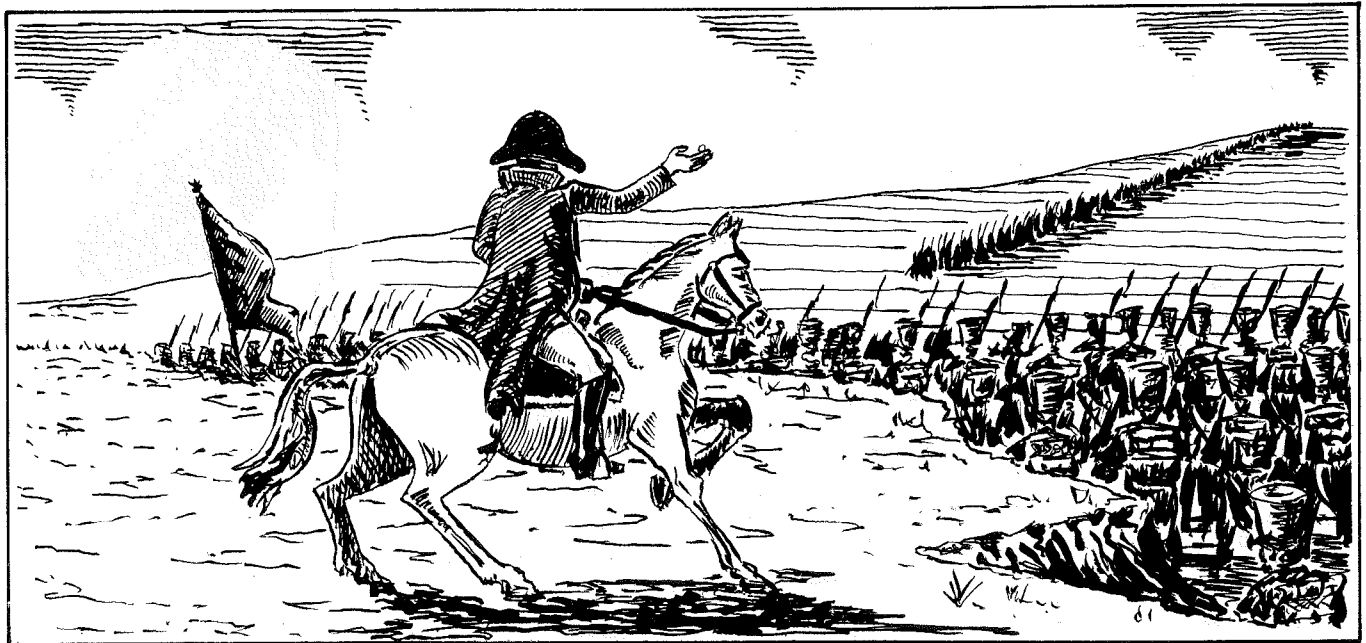
Thus, more or less, the basic game. Now the advanced rules, of which the most important pertain to Mobilisation. What Is A Prados Game Without Economics? Remember the burps (sorry, Basic Resource Points) in *Third Reich*? Well, this game has Military Mobilisation Points. I could write that they're a pain in the neck, but I won't. To cut a long story short, each province you control gives MMP's to your war chest. You buy units from your Force Pool this move, and actually get them next move; by which time the situation has changed entirely, and you don't want them at all. Surprisingly, you are allowed to buy fortresses—I thought they took years in the construction, but perhaps I'm thinking of something else.

A second economic element in the game, borrowed from the *Napoleon at Bay* series, is the expenditure of Commands. Do anything, from scratch your ar** upwards, and you expend a command. Your C-in-C has infinitely many of these, and the Napoleon-Bethier team are quite amazing, but any units outside their reach are severely hampered by administrative paralysis. Fair enough. But there are funnies. To mask, blockade, or besiege a fortress, consumes one command. Quite right too, on the turn in which the siege is initiated. But it

seems a trifle odd to find command paralysis in, say, Bavaria, simply because a quite separate Corps has been besieging Danzig, several hundred miles away, for the last three months. Another funny arises from the way in which the usage of Commands blends in with the game turn sequence. You have a very limited number of commands to use per *game* turn (not player-turn). So, if you move first, you are tempted not to use all commands, because you may need some for Reaction movement when it's his go. Then you find you don't get the chance to use them. Meanwhile, the other guy retreats before combat during the first player-turn, and finds he's nobbled his chances to conduct the siege of Danzig, several hundred miles away, because of it. All very odd. Further, it could have been easily avoided by regulating the expenditure of Commands by the *player*-turn instead of the *game* turn.

In the Napoleon At Bay series, from which the basic idea comes, a Command was used to regulate movement in your own movement phase. Here, they seem to have had an attack of Designer's Diarrhoea as regarding the number of actions for which Commands needed to be expended, and not fully thought through the implications.

In conclusion, let us take a look at how it all comes out when you actually start to play. Neglecting the minute scenarios, which are merely a learning device, the first Campaign which Prados and developer Daniel S. Palter recommend to our notice, is the 1809 Wagram Campaign. Of the corresponding scenario in *War and Peace*, the *AH General* had this to say:



"The non-French player should hit hard with the combined Austrian army in the March, 1809 turn. With proper positioning of [his] forces, he should take Munich, Warsaw, Dresden and Ratisbon that turn, as well as defeating at least one French army of five strength points or more for a Victory Point. Although the French will probably retake Munich and Ratisbon, conquer Innsbruck and defeat one Austrian army, [the die] will still be in favour of the non-French player . . ."

"The French player is in the unenviable position of being caught by surprise and facing a first turn as explained above. A quick counterattack can recoup much of the political aspects lost by the early Austrian victories, and a major portion of the enemy army can be eliminated. The French are however, in a race . . ."

Excellent advice for playing that scenario, and evidence of the skilful historicity of that game. Because the above is pretty accurate large-scale account of what actually happened. (Read Lorraine Petre's "Napoleon and the Archduke Charles"; it's the battle of Eckmühl you want.) Basically, both sides were spoiling for a fight, but for once the Austrians pre-empted the French and hit first. Poor old Napoleon's clerk was caught without the master to hand, and knocked about pretty badly for ten days or so. When Napoleon got there, play-balance was adjusted somewhat, and we were into the French player-turn as described above.

Let us examine *CofN* on the subject. To begin with, the order

of setup is Austrians first, French second. Order of play is Austrians first, French second. Bad mark already: the hal-
lowed, almost clichéd, method of simulating a surprise attack (a method at least as old as *Stalingrad*) would be to have the Austrians set up second, and then move first. Restrict the French setup so that some weaknesses are inevitable, and then let the Austrians start the game with a free kick. This is, in fact, exactly how *War & Peace* does it. Not here.

No matter; we press on. The Austrians still have a very large army in Bohemia; no doubt they will still trundle forward on Turn 1 and chew the French up, before Napoleon counterattacks?

Like hell they will. The rules covering the French setup permit them to place their units in such a way as to be completely out of reach of the Austrians on the first turn. Even if the French player does bait a mousetrap by deploying a few juicy units forward in Bavaria, Archduke Charles will *still* not fall for it. For the excellent reason that the supply units with which he starts the game *will not reach* from Vienna (the source of supply, and the start of the Austrian LOC) to the battle area.

No, I exaggerate there (I think). If you assume that the Bases of Operations (supply units, effective radius one hex) that the Austrian has, are permitted to move forward, then flip to become Magazines (effective radius two hexes), and then give combat supply in the same turn (none of this is stated in the rules, it's all my hypothesis)—if you assume these things, then the Austrians might just be able to duff up any French

units South of Ratisbon. Assuming, of course, that the French player has put any units into that position, and not exercised his perfect right to deploy all his units in the Black Forest, where Charles would take two turns to reach them even with the help of the above very large assumptions.

It's a cockup; even without mentioning the Austrian units in Galicia, who have no possible LOC at all with which to march on Warsaw, or the Archduke John in Italy, who starts the game by marching hot-foot for Vienna instead of attacking Eugene de Beauharnais, because the Victory Conditions give him no reason for adopting the historical course. "After all, players equipped with historical hindsight can hardly be expected to be as stupid as some of the commanders of the Napoleonic era," says Rule 3 optimistically. Small wonder, with a game situation differing so markedly from the history book, that the Game Victory Conditions, reflecting the "average result found during playtesting," differ from the historical ones.

Campaigns of Napoleon, from its chosen scale and map area, is trying to be a state-of-the-art updating of the two rattling good old SPI titles, *Leipzig* and *La Grande Armée*. The heart of the system is sound, and several touches (cavalry screens, Napoleon and Berthier) deserve to be remembered. As for the rest, many of the points I have criticised have, to me, the smell of rushed development, and could be set right by a good combing of the scenarios in seek of such funnies: the sort of thing that usually goes on during the second half of playtesting. Until this is done, I'm sticking with *War and Peace*.



COMMENTS ON JIM HIND'S REVIEW OF CAMPAIGNS OF NAPOLEON

By John Prados

I have just finished reading Jim Hind's review of *CAMPAIGNS OF NAPOLEON* and have been asked to make some reply to his piece. The bottom line is that I can understand why Jim objects to certain things but there are ready explanations for most of these, not at all what he makes them out to be, while the sum of these objections is still insufficient to diminish the worth of the game.

First we should examine the major objection made, which is that *CAMPAIGNS* excludes both Russia and Spain. I furnished a detailed explanation for this feature in designer's notes that were not printed with the game so it is just as well that Jim raises this point and gives me an opportunity to comment. The exclusion of the two areas was indeed deliberate. *CAMPAIGNS* began long ago with an attempt to do exactly what Mark McLaughlin did in *WAR AND PEACE* — include all of Europe in the strategic game. This did not work for two major reasons. One was that there were distinct anomalies in both these campaigns making them difficult to include in an all-Europe game. In Spain, in particular, fighting went on constantly for years, in sharp contrast to the Italian and central European campaigns. Each year moreover, the Anglo-Allied forces would emerge from their bases and then return to them after fighting a few (mostly victorious) battles. Without substantial artificiality there was no way for the game system to force a victorious British player to return to his camps in the Iberian Peninsula while the French player equally victorious in Central Europe can pursue his opponents at will.

As for Russia, in that campaign conventional supply measures were almost completely discarded. This in turn made for a considerable rate of force attrition even without combat. To reflect this in the game both the supply and attrition rules would have had to be significantly more complicated, which went against the effect of smooth play that I wanted to achieve.

At the same time, the cost of including Spain and Russia was that game interaction became dry and brittle and did not seem to be able to capture the flavor of Napoleonic warfare. The dryness problem was the second major reason for the decision to exclude Spain and Russia. All notion of including them was dropped after it was discovered that, given the new game system and increased scale used by the system I wanted to use for Napoleonic flavor, Spain and Russia would require use of 2½-3 full mapboards. The price to gamers would have been much higher and my own desire to design a "monster" game is nil. I will not apologize for refusing to design my game around my mapboard since I believe the opposite approach is the proper one. Moreover, in my admittedly biased opinion, play of the all-Europe McLaughlin game fully confirms this designer's original choice in the matter. It lacks much real flavor while the operations of British forces along the European rim are much too easy (and influential), a major game defect.

To summarize the argument, an all-Europe game was achievable only at the cost of rules complexities, artificialities, and loss of period simulation. This realization, after numerous actual playtests it might be added, led to total discard of the original prototype and the elaboration of a new game and system using a smaller-scale map better suited to fortnightly turns. Within the boundaries set for it, *CAMPAIGNS OF NAPOLEON* has fully realized the intended design goal. Moreover the game (also deliberately) makes no attempt to claim that it *does* simulate *all* the campaigns of Napoleon or to include a viable full "campaign game". The game that does make this claim excludes the theaters of Egypt, India, and the West Indies. It excludes naval warfare, a proper component of a full strategic Napoleonic game, and it does not even have a *weather* rule, surely a vital factor in the Napoleonic campaigns (and definitely a determinant one in the Russian campaign whose inclusion in *WAR AND PEACE* is so satisfying to the reviewer).

By and large Mr. Hind likes the game mechanics in *CAMPAIGNS*, making his negative reaction all the more perplexing. His main objection here is the method of taking losses in battle, given the carefully worked out CRT. There is a point here. The game CRT was originally coupled to a system of unit strengths that was intended to recreate the asymmetrical pattern of losses prevalent

in Napoleonic battles. There were different flavors (sizes) of corps with speed or strength retention advantages and different unit reorganization components. In his development work, Dan Palter substituted the current units and values leading to the discrepancy Jim Hind has detected. However, Dan is also responsible for the detailed siege rules which Jim finds very exciting in the game.

On the minor point of buying Fortresses it should be noted that the cost incurred represents that a garrisoning and provisioning the Fortress. By this time in history most all towns in Europe actually had walls and other physical accoutrements of the "fortress". On the minor point of the origin of Reaction Movement, Hind points mistakenly to *NAPOLEON AT BAY* rather than observing my own work using reserves and interactive player-turns in many contexts, work that in fact long predates *NAB*. On the language in the rules that Jim finds so objectionable he might be surprised to learn that I fully agree; the rules were rewritten by Eric Goldberg before production and the cited language was not in the original. Moreover, proof-reading copies of the manuscript did not arrive before the game was in final production and nothing could be done about it.

Mr Hind attributes the weaknesses to a lack of playtesting which is emphatically not true; few games have ever been tested as much as *CAMPAIGNS OF NAPOLEON*. Rather the main problems arose in the production end where, following Murphy, everything that could have gone wrong did so. The problems are beautifully illustrated by the 1809 scenario of which Jim complains. What in fact happened was that all deployment locations in the game were originally given as towns within some province or area with specific forces listed. The original artist on the mapboard then went and eliminated all the towns on the map, requiring all this work to be done over again and resulting in the loss of a number of places. Finally the scenarios had to be redone with province deployments in order to rectify the mess. Evidently this has resulted in difficulties with the 1809 scenario of which I was not aware. My suggestion would be to adopt Jim's proposed solution and have the French set up first, with at least 30 factors and a Leader of the force listed for "Baden, Bavaria, Black Forest, Thugaria or Wurzburg" set up in towns within five hexes of the Austrian border and south of the Danube.

CAMPAIGNS OF NAPOLEON was an honest effort to create a game both quasi-strategic in scope and with a real sense of Napoleonic maneuver. As Hind himself notes, "the heart of the system is sound". In fact *CAMPAIGNS* succeeds well in both its chosen objectives. One can be disappointed at what could not be included but evaluation should be based on the game as presented. My own doubts were completely resolved when, after the appearance of *CAMPAIGNS*, SPI in fact inserted in its feedback a proposal for an almost identical Napoleonic game.

Jim Summarises:

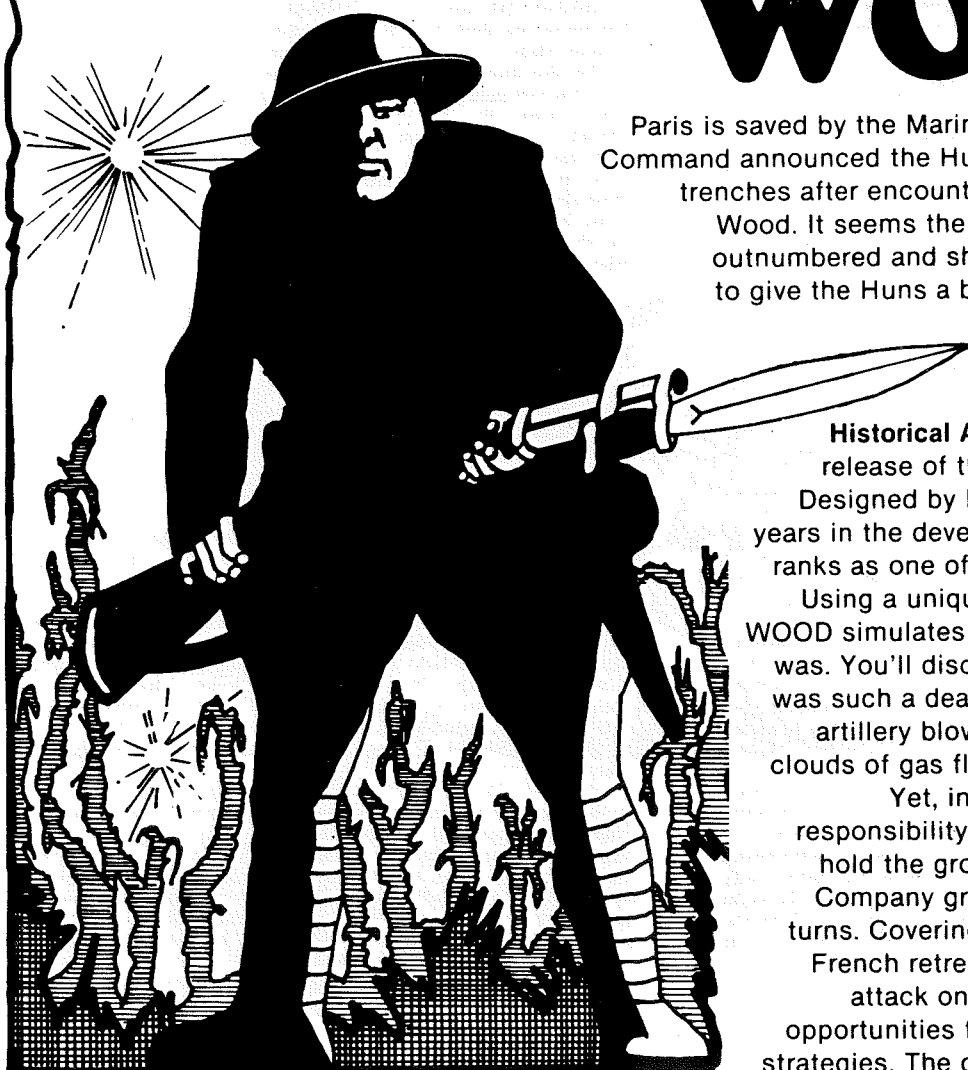
I agree with John, the omission of 1812 and Spain from the game is entirely up to him as designer. It's just that that particular choice of title might lead the customers to expect something different, and it is part of the reviewer's duty to tell them about these things. Nuff said.

The remainder of my "negative reaction" arises from disappointment that the final polish of the product should be so lacking; my detailed look at 1809 was by way of illustrating one example of the sort of thing I mean.

If I understand John's reply correctly, he is telling us that he has this great manuscript of a game on certain of Napoleon's campaigns. When West End Games' production team got hold of it, they made several changes to the map, the scenarios, and the combat system, and published the results without adequately checking them or giving the designer a chance to comment on their work.

Sorry, John, but I am unable to review the game you designed. All I have to go on is the caricature of it that actually got published.

YANKS STOP HUNS AT BELLEAU WOOD



Paris is saved by the Marines. Today, the Allied High Command announced the Huns were retreating to their trenches after encountering the Yanks at Belleau Wood. It seems the spirited Marines, although outnumbered and short on supplies, were able to give the Huns a bloody nose, and stop their advance on Paris, thus preventing the fall of the French Capitol!

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GAME TACTICS AND GROUND TACTICS

ALONG THE CARDBOARD BATTLE FRONT

JOHN PRADOS



For many years now gamers have been engaged in an unceasing quest for ever greater realism in their historical conflict simulations. Realism has become a virtual battlecry among hobbyists and in fact major publishers like Simulations Publications or Game Designers' Workshop have forged their reputations on the basis of new approaches to realism in wargames. Game designers on the other hand, at least the more responsible ones, are well aware that ultimate realism is not attainable in game or model form and often endeavor to impart this message. Jim Dunnigan, for example, says that in games realism is an illusion. Here is a paradox. On the one hand gamers want realism and designers try to provide it for them but on the other hand this quality is impossible of achievement. This author has often spoken and written that the best we can do is to provide a dynamic picture of the development of a real situation rather than a duplication of that situation itself. But to judge from the continuing demand for ultimate realism the message has not been communicated well if at all. As a result this entry of CARDBOARD BATTLEFRONT shall make yet another approach to the question of realism from a somewhat novel direction.

One way in which the realism question has not been explored is by means of a direct examination of the principles of war and how they are reflected in the wargames. This discussion is not intended to be exhaustive and moreover this author is away from his usual desk and does not have to hand a comprehensive listing of the principles. Even so, several of these can be profitably examined here. The principles of war are certain supposedly fundamental concepts of military science that are taught, indeed drilled into, military men during their preparation for active service. Upon these principles is based the "science" in military science. Among these principles are maneuver, economy of force, surprise, and coordination of means. These are only about half the relevant principles of war but they are sufficient for a discussion of this length.

What about maneuver in games? At first glance games would seem to offer perfect possibilities for illustration of the principle of maneuver. After all, much like a real tactical situation a game is based on a map over which the player moves his pieces, rather than using it to tell real units where and how they should move over real ground. But this first glance is deceptive. The game introduces certain artificialities and a stylized fashion of maneuver that is absent from reality. In an advance, for example, a staff can look at a map, reconnoiter the ground, and assign lines of advance to its subunits, typically along parallel or converging roads or other axes. In military science the object is to mass overwhelming force at the decisive point, a firepower or mass ratio that is desirable is usually cited as 3-1 odds. One artificiality in the games is that axes of advance are not modeled. Many units can use the same road network with impunity, there are no traffic jams, units do not become lost nor do orders or supplies of critical ammunition and gasoline. Additional artificialities are imposed by the very hex grid on which game units operate. The most obvious example of this is of course the "cheap surround" tactic in which attackers who can surround a unit with overlapping "zones of control" can almost always destroy a defender merely by forcing a retreat in combat whether or not they have accumulated odds of 3-1 or better. Moreover this tactic is possible

whenever the interval between defending units in a line is greater than one hex. In other words a second variety of maneuver, the dispersal of a defense to cover a given line of ground, is made impossible by the game map.

The situation is very much the same with the principle of coordination of effort. Achieving the perfect coordination of units of different service arms, branches within the same service, and military occupational specialties is certainly among the most difficult tasks of a staff officer or commander. Of course on the cardboard battlefield all these disparate units work well together in every battle situation as if they were on maneuvers, never get in each others' way or cause other difficulties. This is to say nothing of coordinating combat efforts among allied troops of different nationalities. Just to pick one example from World War II, for instance, following the breakout from Normandy in 1944 there was a significant controversy among the British and American commanders over whether all the armies should advance over a broad frontage or whether the offensive effort should be concentrated solely in the British sector. The lapse in coordination was inevitable yet the only presently available simulation of this period, GDW's *Road to the Rhine*, does not model the problems at all. This is not necessarily an oversight because the best method of facing the game commanders with an identical problem, giving them a limited logistics capability, would simply restrict the attack performance all along the front in an essentially undifferentiated fashion. Thus the coordination problems are still not featured.

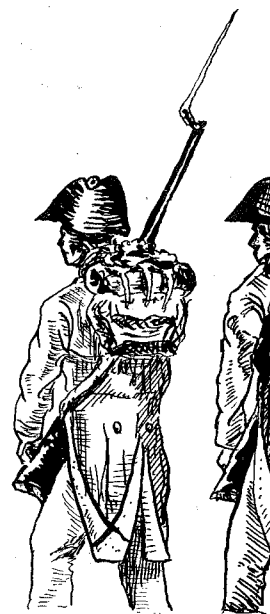
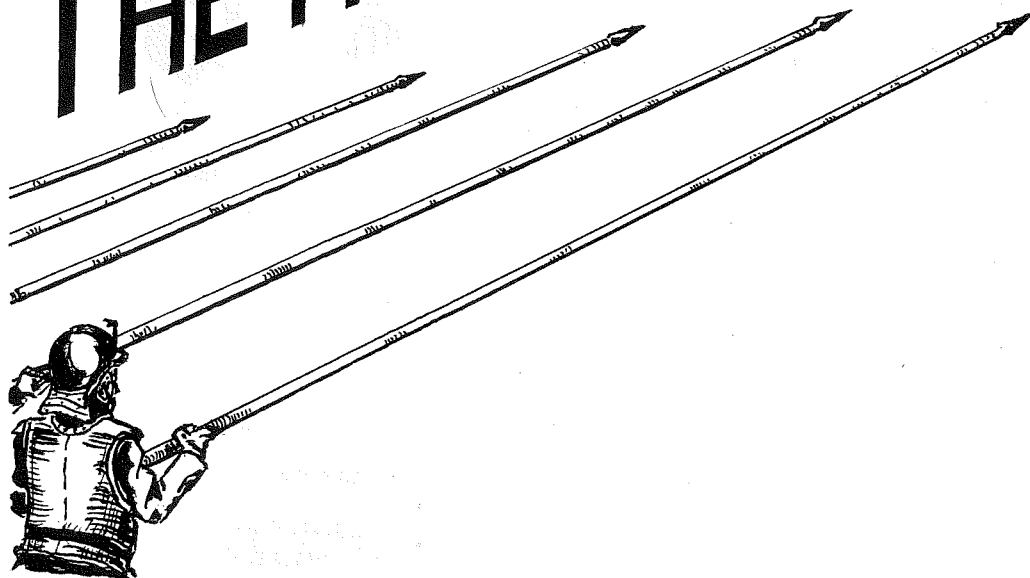
This returns the discussion to the original question of realism in conflict simulations. A survey of some of the principles of war shows that measured against reality the games do too well on some facets and not well enough at all on others. This is to be expected since games are simulating things, representing them, and are not the things themselves. Designers pick analogues to represent real functions within game systems. But the game systems are and remain models and because they are models are not real. At the point of combat in war many imponderables dominate outcomes while at the point of decision in games the outcomes are, if not perfectly calculable, at least reasonably predictable. The bottom line is that games are like books in that they can teach something, albeit in a different way than books. Military history offers a succession of snapshots in time in its books of how situations stood at definite moments and then explains outcomes based on these input factors. Games offer illustrations of how one situation evolves into a new and different one. Neither is capable of truly capturing reality nor should be expected to do so.

What about surprise, which is closely related to maneuver in military science? In reality surprise is facilitated by the "fog of war" effect in which adversaries often have very limited information about each other's strength and disposition.

continued on page 33.

THE PASSING OF THE PIKE

PETER HATTON



This article is about games and how they play—at least in the opinion of this enthusiast—and not about their historical accuracy. Our period starts with immobile artillery and with pike and musket as distinct infantry arms, the rate of fire being so slow that it was merely a sort of skirmishing softening-up; by 1700 the bayonet had made for uniform infantrymen with more effective volleyfire but now more vulnerable to cavalry; by 1783 artillery, though not yet the Napoleonic “queen of the battlefield,” was more mobile and American “mountain boys” had given some signs of what aimed small arms fire was to achieve in the nineteenth century.

This survey is intended to be comprehensive; they are not all still available from their publishers, but they still exist! My apologies to the designers and publishers of any game not included; I can only plead that (in this period) I’ve got everything I knew to be available. The format of what follows is: Title (Commanders: date; number and length in elapsed time of turns) designer (date of publication) publisher; sequence of phases; number and type of units; loss system and then some comments including where appropriate a recommendation.

THIRTY YEARS WAR (1618-1648)

In 1976 S.P.I. published games on five battles of this war by Brad E. Hessel—4 were as a “quadrigame” and the 5th, *Breitenfeld*, was the issue game in *Strategy & Tactics* 59.

Breitenfeld (Gustavus II v Tilly: 17 September 1631; 17 turns of 45 minutes), *Lutzen* (Gustavus II v Wallenstein: 16 November 1632; 14 turns of 45 minutes), *Nordlingen* (Horn & Saxe-Weimar v Gallas: 6 September 1634; 10 of the same), *Rocroi* (D’Enghien v Melo: 19 May 1643; 14 turns of 45 minutes), and

Freiburg (D’Enghien v Mercy: 3, 5, 9 August 1644; scenarios vary); the player-turn sequence is rally, artillery fire, move combat; the units are mainly regiments, loss is usually two-stage—disruption then elimination—and there are no ZOCs. The system is effective though it does not distinguish between pike and musket and the effect of the immobile artillery is such that one should attack away from them. At *Breitenfeld* 43 Swedish-Saxon units (244 Strength Points) and 8 guns face 32 Imperialists (262) and 4 guns—balanced, highly recommended. At *Lutzen* 32 (192) and 5 face 41 (213)—this should be balanced, but I’ve run into increasing difficulties as the Swede; recommended. At *Nordlingen* 33 (248) and 4 face 49 (270) and 7—preventing the Swedish forces linking up is the key to Imperialist success; recommended. At *Rocroi* 44 French (246) and 2 face (319) and 3—the French army has the lower demoralization level and (though I’ve won games through Habsburg impetuosity) I see no rational plan for him; not recommended. At *Freiburg* there are six scenarios and many problems; not recommended. A workmanlike system whose only challenges in portraying specific battles of the seventeenth century come from:

ENGLISH CIVIL WAR (1642-1646)

Here we have two very similar games of the whole war and two battle games; I like all four—maybe I’m biased towards this war. The campaign game I prefer is: *English Civil War* (Charles I v Cromwell: July 1642-October 1645: monthly turns with winter interphases) by Roger Sandell for (1975) Ironside Games and (1978) Philmar; the player-turn sequence is non-phasing attack on retreating units, move,

combat; the units are interchangeable and losses are by a quarter, half or all of the loser’s forces engaged. Fifteen regions (rather than counties) and 10 key fortified towns (on which victory depends if the game lasts till October 1645) are the map-board. I vote for this game (rather than *Cromwell*) because it is well-balanced, the effects of the leader units work out better, urban trained bands are a better concept than rural militia and its battleboard mechanics have the edge. Highly recommended now that Philmar have given it a glossy face-lift.

Cromwell (Charles I v Cromwell: September 1642-December 1646; monthly turns with winter interphases) by Leonard Kanterman, Doug Bonforte and Dana F. Lombardy (1976) for Simulations Design Corporation; the turn-sequence is first player moves, second player moves (alternating which is first), retreat before combat, combat; units are interchangeable representing around 1,000 horse, pike, musket or militia; losses are by strength point. Movement is by area (counties) and each player rebuilds his army in the winter interphase its strength depending on the areas he controlled at the end of the campaigning season. Immediate victory is won by capturing London (for the Royalists) or the King (for the Parliamentarians) or eventually by areas controlled at the end of December 1646. The rules are in three levels—introductory, 1 and 2 and you can start in 1642 (historical or semi-historical), 1643 or 1644 (both historical)—only in 1644 are the forces closely balanced. The turn sequence ensures that battle only takes place when both sides are ready for it. A well-conceived game with clear effective rules and some period features; recommended. *Edgehill 1642* (Charles I v Essex: 23 October; 8 turns of 30 minutes) by R.J. Hlav-

nicka and Dennis P. O'Leary (1976) for Excalibre Games Inc.; the player-turn sequence is move, phasing fire, non-phasing fire, melee (with severe limitations on artillery action); units are half-regiments 53 Royalist units (312 SP) face 60 Parliamentarian (316) with pike, musket, cavalry, dragoons and artillery all represented; losses are by whole units. A simple game, but effective, balanced and with each arm having distinctive characteristics; recommended.

Marston Moor (Rupert v Leven: 2 July 1644; 12 turns of 20 minutes) by Bob Pollard (1978) for the *Wargamer* (issue 7); the player-turn sequence is rally, cavalry control, artillery fire, musketeer fire (Royalist only), move, combat; units represent 500 infantry or 250 cavalry, 41 Royalist units (16 SP) plus 16 skirmish muskets and 3 guns face 48 Parliamentarian (180 SP) and 3 guns; losses are usually two-stage—disruption then elimination. The game includes two CRTs the cavalry v cavalry one being much bloodier, infantry formation effects combat against cavalry and it has a good cavalry out of control rule; it is well-balanced and plays to reflect the way battles were won on the faster moving wings in this war; highly recommended.

TACTICAL: broad period

S.P.I. have produced two "company level" multi-scenarioed games on anonymous map-board games:

Musket & Pike: tactical combat 1550-1680 by John Young (1973) for S.P.I. has 15 scenarios in our period (all bar two, Szentgotthard and Killiecrankie, from the two wars treated above); the player-turn sequence is phasing fire, move, melee; units represent around 125 men with several types of pike, musket, horse and artillery; losses are usually two-stage—disruption then elimination. The sequence permits musketeers to retire firing whilst keeping out of the way of enemy pikes, so avoid scenarios where one side can afford to give ground while facing a preponderantly pike army. Otherwise the system works well and various scenarios for it have been published in the magazines; it is all we have to help us recreate other seventeenth century battles, but the flavour will have to come mainly in the gamer's imagination and I find myself wanting to retreat rather than join battle far too often.

Grenadier: company level combat 1700-1850 by and for (1971) S.P.I. has 3 scenarios in our period (parts of Blenheim, Fontenoy and Leuthen); the player-turn sequence is phasing fire, non-phasing fire, move, melee; units are company/squadron/battery and losses are usually two-stage—disruption then elimination. The system is effective but colourless; as infantry can fire 5 hexes the ground scale must be small and so the game has a lot to commend it to those who wish to recreate actions at this level, but the scenarios provided are mainly later than our period.

THE WAR OF THE SPANISH SUCCESSION (1701-1714)

Blenheim (Marlborough & Eugen v Tallard & Marsin: 13 August 1704; 12 turns of 40 minutes) by Jim Hind (1977) for the *Wargamer* (issue 4); the player-turn sequence is reorganization, artillery fire, move, combat; units are usually at least 2 battalions and 51 Allied units (291 SP)

and 3 artillery face 58 Franco-Bavarians (349) and 5 artillery; losses are by steps (2 per unit). The rules add ZOCs and advance/retreat after combat and stacking (2) to the 30 Years War scheme and seem extremely constructed. Unfortunately I've never known a game end in anything other than an overwhelming French victory (thought the amendment suggested by Jim in issue 6 is of some help).

Marlborough at Blenheim (Marlborough & Eugen v Tallard & Marsin: 13 August 1704; 36, 24 or 18 turns of 30 minutes—different scenarios) by Daniel Scott Palter (1979) for West End Games Inc.; the player-turn sequence is rally, move, combat; the units are around 4 battalions each and 29 Allied (attack strength 290 defence strength 263) face 34 Franco-Bavarians (236-214), while the artillery is 10 Allied (32-105) against 4 (4-4) (that is surely worth some sort of counterfactual prize: 60 Allied guns faced 90 and the Franco-Bavarian guns were of greater average weight); losses are by unit elimination, attacks are voluntary and leaders cause die shifts for 18 turns after the first combat; the Allies have an advantage of 30 die shifts from this—or 14 with the optional career average performance rule. Thus, though Marlborough himself is too valuable in VP to risk and despite much terrain doubling defensive values, the Allies have such cumulative advantages that there is little incentive for Allied cleverness and virtually no hope for the French; not recommended.

Lille: the classic Vauban siege 1708 (Marlborough & Eugen v Boufflers: 27 August-7 October; 12 turns of 6 days) by David Werden (1978) for S.P.I. (part of the "Siege Quad"); the turn-sequence is planning, siege battery, Allied siege construction and movement, assault, French movement and siege construction (the assault phase can contain up to 5 impulses); the units are battalions, 61 Allied face 29 French, but only up to 15 can assault on any one turn; losses are by elimination, but being put out of action for the rest of the assault phase is more common. S.P.I. are to be congratulated on having brought us a siege of our period with a real-map on which to build our trench counters. The rules deal well with the approach work, and the actual assault is also probably good; I have not yet worked out how to fight my way from the breach to the citadel, but I am assured by Jim Hind (whose Southend group did the U.K. post-publication testing) that it is quite easy and he'll demonstrate (at the cost to me of W.A.R. rating points) at my convenience. Recommended.

THE GREAT NORTHERN WAR 1700-1721

A Swedish company has given us (in English) two battles of this war: *Holowczyn: the battle of the Moscow Road* (Charles XII v Repnin: 4 July 1708; 12 turns of 30 minutes) by Peter Englund (1980) for Swedish Game Production; the player-turn sequence is formation, move, non-phasing fire, phasing fire, melee, rally; units are battalions and 26 Swedes (134 SP) face 40 Russians (181) but the system gives the Swedes a morale advantage in melee worth about 48 SP—the Russian player will therefore do well to rely on fire combat as much as possible; loss is usually by strength points. It is a balanced game with an effective system. Recommended, though one may tire of

it as neither side has much choice as to how they fight. The Swedish company has certainly learnt from their earlier game on their country's worst defeat of the war:

Poltava (Charles XII v Peter the Great: 8 July 1709; 20 or 10 turns of 15 minutes—different scenarios) by Claes Hendrikson (1979?) for Swedish Game Production; the player-turn sequence (the player with highest initiative has first turn) is move, non-phasing fire, melee with rout removal after both player-turns; units are mainly battalions and 34 Swedes (melee strength 247) and 2 artillery face 75 Russians (346) and 36 artillery; losses are by strength point. Because defensive fire usually causes strength point losses and because such losses cause adverse die shifts he who moves into an enemy ZOC will lose. Not recommended.

THE WAR OF THE

AUSTRIAN SUCCESSION (1740-1748)

Bonnie Prince Charlie (July 1745-April 1746; 20 turns of 15 days) by Drew Mackie (1976) for Warhog Games; the turn-sequence is si-move (ie. simultaneous movement by the two players), raise troops/desertions, combat; the units are interchangeable and loss is by strength point. The CRT is a matrix with each player having a choice of three ways of attacking and three of defending; there is area movement with desertion and raising troops being strongly influenced by an area's historic allegiance; Charles Stuart must therefore land in the North-West of Scotland and in 20 turns the most he can hope for is a marginal victory by holding Edinburgh; the Hanoverian player must gather in his resources to prevent this. A simple exciting game with attractive graphics.

THE SEVEN YEARS WAR (1756-1763)

(see also *Quebex 1759* placed in the next section, Colonial America)

Frederick the Great (4 scenarios August-December 1756, April-December 1757, 1758, 1759: 2 turns per month) by Frank Davis (1975) for S.P.I. (the issue game in *Strategy & Tactics* 49); I have provided scenarios for 1760, 1761 & 1762 in the *Wargamer* issue 3 and for a connected campaign game in issue 2; the player-turn sequence is morale recovery, depot creation, phasing move, non-phasing forced march, combat, siege resolution, non-phasing attrition and supply; units are interchangeable (around 2,500 men per SP) and losses are by proportion of the forces involved for both sides. The game system involving Leaders moving forces around with them is a great success and has been widely applied elsewhere; its beauty in the mid-eighteenth century is the way building connected series of supply depots and taking enemy fortresses are the keys to offensive strategy (Victory. Points are for fortresses controlled). The Prusso-Hanoverians are usually outnumbered (only 40-41 in 1756 which is unbalanced pro-Prussian) 86-145 SP in 1757, 81-157 in 1758 and 76-143 in 1759; however, with the advantages of a central position and depot-building delaying the French and Russians and with an outstanding leader in Frederick the Prussians can give a good account of themselves. Leadership values are extremely important whether it is a case of attempting to force-march to set up a battle, recover morale after defeat, getting dished in combat

or maximizing or minimizing the consequences of battle. Very highly recommended.

The battle of Lobositz (Frederick v Browne: 1 October 1756; 16 turns of 30 minutes) and *the battle of Prague* (Frederick v Charles of Lorraine: 6 May 1757) both by Frank Chadwick (1978 and 1980 respectively) for G.D.W. use the same system. The player-turn sequence is move, rally, phasing fire (if not moved), non-phasing fire, melee; the units are mainly regiments at *Lobositz* 34 Prussians (107 SP) face 43 Austrians (122) while at *Prague* 49 (157) face 47 (125); losses are by strength



point reduction. G.D.W.'s simple (120 series) Fredrickian system puts significant stress on morale and plays well. However, my experience is that the results in these two games are predictable: at *Lobositz* the Prussians need to hold all 11 town hexes to win and despite their superior morale they should not have enough units left against a competent Austrian who moves last; at *Prague* the Austrians arrive later, have fewer SPs and rout off the board more easily and I have not found a viable Austrian strategy. Both are enjoyable, but let us hope G.D.W. will give us a balanced game using this system soon (these are the first two battles of the Seven Years War, perhaps they will eventually give us them all). *Torgau* (Frederick v Daun: 3 November 1760; 56 turns of 15 minutes) by Frank A. Chadwick (1974) for G.D.W.; the player-turn sequence is move (under certain conditions both sides can fire during this phase), melee, recovery; units are mainly regiments and 81 Prussians (214 stacking points, 480 melee points and 325 fire points—in line formation) face 87 Austrians (268 424 359); losses are by steps—4 per regiment 2 per battalion. This is the most detailed complete battle game in our period; it has units able to change from line to column and an ingenious (but complicated) procedure whereby phasing units fire at the cost of 1MP and non-phasing units can fire up to the number of MPs an enemy unit has expended adjacent to them. The possibilities for recreating eighteenth century combat is there and the graphics are excellent; the fire and melee values are adjusted as to whether one's opponent is infantry or cavalry and according to which of 5 formations he is in. My experience, however, is that the Austrian position on top of the ridge is just too strong. This does not necessarily win the game for the Austrians as the Prussian will break off the action well before he is down to 100 stacking points and unless he is happy with a draw the Austrian must go on to the offensive. But if assaulting the ridge is hopeless why should the Prussian do it in the first place? In my most recent games

both I and my opponent have accepted a challenge to meet on the flat ground beside the Great Torgau Road. It is a delightful system and with only the caveat concerning the ridge must be highly recommended.

COLONIAL AMERICA

Conquest of North America (1620-; quarterly turns) by Anthony P. Le Boutillier (1976, reworked 1978) for Fantasy Games Unlimited; this is a *Diplomacy* variant for Alouquin, Cherokee, Dutch, English, French, Iroquois and Spanish; all start with 4 forces and the winner is the first to control 15 of the 40 strategic areas. The year sequence is negotiate, si-move, si-move, negotiate, si-move, force adjustments. If you like *Diplomacy* this takes you to a continent you may love. Back on the old continent Lewis Pulsipher's *Diplomacy Games and Variants* (Games & Puzzles 1978) includes map and rules for "the Struggle for Hegemony in Europe: 1689-1815; there is a 4 player 1689 start, 6 in 1701, 5 in 1741, 7 in 1757 (& 1792 & 1805).

Quebec 1759 (Wolfe v Montcalm: 28 July-13 September; 16 turns of 3 days) by S. Brewster, T. Dalgleish and L. Gutteridge (1972) for Gamma Two Games Ltd; the game-turn sequence is si-move, combat; the units are mainly battalions and 13 British (48 SP) 4 naval and 5 dummies face 18 French (39) 2 Indians and 6 dummies; losses are by strength point. An attractively produced simple game with limited intelligence until battle is joined—the blank side of wooden units face the enemy (they rotate on their side to show current strength). Combat is by die-rolling between three columns a six being a hit with the defender getting an extra first fire if the intrusion is from a river. Naval capacity means that the British player can only move 4 units across the river at a time; to win he needs to have 20SP on the heights of Abraham and to take risks. Beautiful and fun—recommended.

THE AMERICAN WAR OF INDEPENDENCE (1775-1783)

The American Revolution (April 1775-January 1783; up to 24 quarterly turns) by James F. Dunnigan (1972) for S.P.I.; the player-turn sequence is land move, sea move, combat, fortification plus turn-end interphases; units are interchangeable and losses are by elimination or half-elimination of the forces involved. The British player will have more SPs on the board but he needs to control areas (at least 60% of North America to win) and the sudden death victory conditions oblige him to avoid defeats. It is a game of area movement with a 33% chance that any British force will fail to move into a new area; I therefore think, despite the "perfect plans" published elsewhere for the British player, that it requires competent play to avoid swift defeat and some luck to win. The CRT puts a great premium on attacking (1-1 is the minimum odds) and I advise the British to invade Georgia and then work their way north. A thoroughly strategic game, enjoyable, which plays quickly with an effective system—highly recommended.

1776 (monthly turns with quarterly interphases; yearly scenarios confined to north of Baltimore for 1775, 1776 and 1777—all of 6 months—and south of Baltimore 5 months of 1780 and 9 of 1781; also cam-

paign games using both maps—January 1776 to December 1780 (or 1777) and April 1778 to September 1779) by Randall C. Reed (1974) for Avalon Hill; the player-turn sequence is move, combat; units are interchangeable (around 500 men per SP) and losses range from 1 to 2 SP to half or all of one side's forces engaged; the CRT has 8 tactical options per side, the resulting matrix producing die modifications; combat continues until one side retreats or is eliminated or both players consent to its terminating. Hexes are 18.6 miles across and one has a very attractive map stretching at least 200 miles inland from the Bay of Fundy to Savannah, Georgia. All the scenarios (bar 1775) are reasonably balanced—victory usually being by occupation of specified cities. In the fall campaign game the British player has the daunting task of controlling 20 out of 22; it is possible provided full use is made of his 1777 supremacy before the French arrive in 1778 (I favour a "northern strategy" for this game). My liking for a little smaller scale, less predictability in movement, and for the French arrival being dependent on American success leads me to prefer *American Revolution* but that is a personal choice and this game is clearly comprehensive and effective; recommended.

The battle(s) of Trenton/Princeton (Howe v Washington: 26 December 1776 and 3 January 1777: 40 turns of 1 hour), *Brandywine* (How v Washington: 11 September 1777: 30 turns of 30 minutes), *Saratoga* (Burgoyne v Gates: 19 September, 7 & 11 October 1777: 44 turns of 30 minutes) and *Camden, S.C.* (Cornwallis v Gates: 16 & 18 August 1780; 38 turns of 1 hour) are all by and for the Oldenburg Grenadiers (all 1976); the player-turn sequence is morale, move, combat; losses are by strength point; the units are mainly battalions and the forces are: *Trenton/Princeton* 38 British (191 SP) and 6 artillery



(14) face 36 US (174) and 4 (8), *Brandywine* 69 (409) and 2 (8) against 63 (349) and 2 (8), *Saratoga* 39 (202) and 12 (56) face 46 (315) and 5 (16), and *Camden, S.C.* 30 (134) and 1 (2) against 33 (192) and 1 (6). The CRT is a matrix with 2 options for the attacker and 3 for the defender, but combat odds make no difference and each of the six tables result in equal loss for both sides given average die—the only real choice is whether to aim for heavy or light casualties. Hence the side with the greater initial SPs has an enormous advantage and there is little scope for tactical finesse. At *Trenton/Princeton* the historic victory conditions are impossible for the U.S. player and the odds must be against him attaining the basic; at *Brandywine* it is the other way round; at *Saratoga* the British artillery supremacy can win the game by both

criteria but it requires a dull retreating action to do so; at *Camden, S.C.* the British Regulars have a die-roll advantage when fighting U.S. militia, but it is not enough as the U.S. player will realize he should use Continentals to attack Regulars and Militia to attack Tories. Relatively simple with good graphics; not recommended.

Saratoga: 1777 (Burgoyne v Gates: 12 June-4 November; 50 turns of 3 days) by and for Rand Game Associates (1974); the player-turn sequence is move (normal then rapid), combat, entrench (si-move is an optional rule); units are mainly regimental and 24 British (179 SP) face 47



U.S. (233); losses involve a percentage of both sides forces involved. I suggest using all the optional rules and even so many gamers will find it over-simple. Movement is from point to point usually in clumps of units; the British player has the choice of advancing on Albany via Lake Champlain, the Mohawk Valley or both. The victory conditions are complex involving losses and geographical objectives; without the Burgoyne "idoicy" optional rule the British can sneak a minor victory by taking Fort Edward and then unadventurously holding, but given the proper spirit the result is a bloodbath with a little of one player's forces surviving. Simple, but in my view better than its low poll rating.

The battle of Monmouth (Clinton v Washington: 28 June 1778; 22 turns of 30 minutes) by R.A. Magazzu (1978) for Denron Amusement Co.; the player-turn sequence is artillery fire, move (normal then forced), combat; the units are mainly battalions and 24 British (179 SP) face 47 U.S. (233); losses are taken by an ingenious fatigue points system whereby each fatigue point suffered reduces a unit's Movement Allowance (MA) by 1 and when the MA reaches zero the unit is eliminated; victory points are mainly by unit elimination. The system works well but the game tends to be a series of chases (U.S., then GB, then U.S. doing the chasing) as reinforcements create a preponderance of strength for one side; as it costs 3 MPs to enter an enemy ZOC the units being chased almost invariably escape; a pity as there are several good ideas here.

Guildford Courthouse (Cornwallis v Greene: 15 March 1781: 18 turns of 20 minutes) by Greg Novak and Frank Chadwick (1978) for G.D.W.; the player-turn sequence is phasing fire or move, non-phasing fire, melee, morale; the units are mainly battalions and 12 British (43 SP) face 28 U.S. (93), but many of the U.S. units have such poor morale that they will quickly melt away and the British have more leaders; loss is by strength points. The British must push ahead up the road through the woods to Guildford Court-

house; the U.S. player has more options and the better of a fire-fight though he has the worst of the melees. The victory conditions are based on weighted loss in SPs with a bonus for sole control of the Guildford Courthouse area. Well-balanced and recommended, though playing the British is not that interesting.

Yorktown (Cornwallis v Washington: 18 September-19 October 1781; daily turns) by International Team of Simulation Games (Italy) (1979?); the player-turn sequence is artillery fire, move, combat; the units are mainly regiments 20 British (695 SP) and 7 artillery face 36 U.S.-French (1810) and 10 artillery; losses are by elimination. You need to be a linguist to understand the rules: the "English" version is so foreign one needs to construe it by reference to the Italian, French or German. The walls of Yorktown, but not the redoubts, are defensible against direct assault, but as the British player I have found no answer to Franco-U.S. artillery fire. The graphics are absolutely outstanding, the game simple and one-sided; beautiful, but dumb—not recommended.

NAVAL WARFARE

Two multi-scenarioed comprehensive games cover regular naval combat in our period (for pirates see below under role-playing).

Avalon Hill's edition (1977?) of S. Craig Taylor's (originally *Battleline* in 1974) *Wooden Ships and Iron Men* adds 8 scenarios on the American War of Independence—the most interesting being a 5 battle campaign between Hughes (GB) and Suffren (Fr) in Indian waters—to what started life as a 1793-1815 game; the turn sequence is unfouling, si-move plot, move execution, grappling & ungrappling, boarding preparation, combat, melee, load, sail adjustment. The manoeuvring and effects of gunfire are much more accurately portrayed than in *Frigate*; however, though it is clearly the better game, I find that in large fleet actions the resulting complexity is hard to handle. Highly recommended.

Frigate by James F. Dunnigan (1974) for S.P.I. has more widely spread scenarios: the 12 in our period range from 1702 to 1782; the turn-sequence is si-plot, command control, combat execution, movement execution, damage control; it is a simpler playable game (it is an optional rule that you can't sail directly into the wind!), but is not ideal for fleet actions because of rule problems as to what happens when the paths of two fleets are plotted to cross. Nevertheless it is manageable, its historical range is impressive and the overall effect is satisfactory; a useful second choice to have.

AIR, SPACE AND TIME

In memory of the American "historian" who said: "you have brought me the Army and Royal Navy lists for 1805, but where is the R.A.F. list for 1805?"—there are no games of aerial warfare in our period (Simulation Games of Italy have produced the earliest one in their *Odyssey*: player-Gods use winds to blow his ship around). However, we do have games of time-travel visiting us:

Time-War (Yacinto, 1979) has only one mission in our period: spreading plague in east London in 1665—sounds like an anti-Wargamer move to me. It has no "period" features, but in my view is a better game than:

Timetrip (S.P.I., 1980) which sends a Viet Nam G.I. possibly into the battles of Breitenfeld, Blenheim and Monmouth; in the first two "jump the flux" and move on (unless faced with 4 opponents or under—7 the average), but at Monmouth try to recruit your "period" fellow-countrymen for other adventures. For "real-time" period adventures we have:

MUSKETEERS, PIRATES AND ROLE-PLAYING

En Garde by Darryl Hany and Frank Chadwick (1975 and 1977) for G.D.W. takes player-characters into the service of the French King (preferably at Paris); wealth, military rank, mistresses, gambling, fortunes of war all this and much more is there, plus a combat (duelling) system of plotted moves which has stood the test of time (it is even the basis of *Off the Mat Games' Professional Wrestling*). The aim is to raise one's social level; great fun, many postal games in existence, highly recommended.

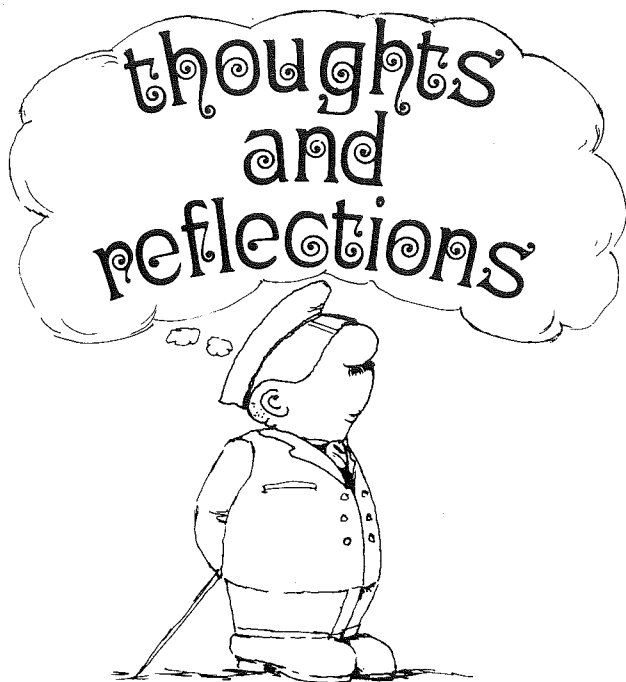
Swashbuckler by Thomas O'Neill (1980) for Yacinto Publications Inc. gives one the choice between a musketeer tavern brawl or piratical ship boarding; it is a combat only game with a workable system with much more combat detail than *En Garde*. I prefer the latter's elegance, evocation of the social context of the combat—I prefer duelling to brawling I suppose (incidentally using Ken Close's adaptation [*All Star Replay* Vol II no 4 p 22] one could stage prizefights of our period using Avalon Hill's *Title Bout*, if only someone would work out cards for Jack Broughton and company).

Corsair by Richard R. Sartone and Jack L. Joyner (1977) is an enjoyable game of looting merchant ships, cities and other freebooters on the Spanish Main around 1675; the fairly simple mechanism is 3 card packs/decks and a large scale map.



Skull and Crossbones by Gerald D. Seypura and Anthony Le Boutillier (1980) for Fantasy Games Unlimited is the full piratical role-playing game with personal characteristics, a career structure a la *Traveller* and everything provided for. However, the simplest boarding action will require 135 "characters" (almost all non-player), and even a medium range broadside of five guns will kill on average 1 pirate out of 75—so don't expect a long career as a buccaneer. Promising, but in my view it needs "tampering with."

My conclusion is that we have been very well served on the large scale games (*English Civil War*, *Cromwell*, *Frederick the Great*, *the American Revolution* and 1776) but that on battle games we are less well served; *Torgau*, *I Love You Dearly But . . .*, *Breitenfeld* and *Marston Moor* are very good games, but greater depth and detail should be possible.



A year and a half back I joined with four other men to form Paper Wars. We did it for a variety of reasons. With relatively little money we produced two solid games on topics that we wanted to do. The story from when Paper Wars was born to when our first two games were completed is a story in itself made up of a lot of work and hustle, some excitement, and lots of problems to handle and solve. Now I have decided to start my own company, Quarterdeck Games, and hope to produce *IRON-BOTTOM SOUND: The Guadalcanal Campaign* this coming spring. Nor is Quarterdeck Games the only example of a new small company. We have new companies like Steve Jackson Games, People's Wargames, Command Perspectives, KIWI Games, The Gameshop, ad infinitum. Model Retailer, publishers of a magazine on games that goes just to distributors, producers, and retailers, expects an explosion of new games and companies in 1981. Why would these people squander time and money on such a shakey item as a smalltime game company?

The basic motivations are, or should be, fun and profit. Some new game company Presidents might think in terms of becoming another SPI or TSR, and it could happen, but for the most part, you have to put fun before profit for the main reason to start a game company. Not that it might not be profitable, but don't quit your job and rent a big office right off. If any of us sat down and figured out rate of return on investment of time into a thing like this, one would have to reconsider the entire project of starting and running a game company. For a man like Steve Newberg at Simulations Canada, it allows him to reside where he wants to, and lets him design and publish games, and survive. He turned to this alternative largely due to the problems in being a free-lance designer and surviving at that. Rick Spence, designer of *Gallipoli*, joined with Jim Gabel (S&G Games) some years back to produce *Mukden - 1905* because they figured they could do better than SPI at producing games. They published an inexpensive quad like game that was historically well researched. Reasons for starting a company are many.

So you have decided to start a game company. The next questions are what are you going to produce, is it marketable (i.e. will people want to buy and play it), what will it look like, how many can you sell, and where is the time and money coming from for this. Let us assume that you have a knack for game designing and have a game that is ready to go and that people will want it. At this point you have to look at your pocketbook. One friend of mine, with a grand vision, mortgaged his home. Three years later he is out of debt and his company is steaming ahead and providing a fulltime job for him. [I wonder who he has in mind! Ed.] Dana Lombardy, when he launched SDC/Conflict back in the mid 70's went through a \$10,000 inheritance on his way to bankruptcy. Most small timers should be a little less grand in their approach. If one has access to some cheap graphic help (or you can do it yourself) and want to stay firmly in the ranks of the "second division" then 1,000 copies of the typical moderate sized wargame can be pro-

duced for \$3,000. A micro game for less, and a giant game for more. To upgrade the physical appearance and to provide for advertizing requires more, say \$5,000.

One point that must be remembered is that you have to make a decision on how to market your game early on. Jim Bumpas (Bumpas Games) over the years has produced four games, and now *Doro Nawa* through Paper Wars. His first four designs had rules run off on his own duplicator. They were physically small games with inexpensive and uninspiring graphics. They were not boxed, but pouched. He had no advertizing budget beyond review copies sent to various game publications. Yet he has sold fairly well through mail order with those four games priced quite cheaply. If you go this way then using plastic baggies for the holding of your game is fine. But if you want to break into the distributor end of the industry, where a distributor will come along and buy 25/50/144 copies or more (at 50% plus off the retail price) at one fell swoop, then your game should be attractively boxed and you should have more than one game. Distributors do not like to pick up a one-game company to add to their line. An example of this, and also an insight into pricing a game, is People's War Games. About 3,000 copies were attractively produced of *Korsun Pocket*. The more copies of a game produced, then the better unit price you will get. By that I mean if you produce 1,000 copies the per game cost might be \$3.50 (which would translate into a \$17 or even \$20 retail price at the local hobby store), while 2,000 copies might mean a unit cost of \$2.50. When *KP* appeared it was backed by lots of advertizing, was a good game, and sold about 1,000 copies. But distributors would only take so many because the game was *not boxed*. Now it is and distributors should be more responsive, and even more so since a second game, *Odessa*, is being added to his game line.

The first game that you produce is always the most difficult and expensive. You're bound to make a lot of mistakes, head off in the wrong direction, and have start-up costs. Graphics are a big challenge. Steve Peek when he started Battleline Games and went into the printer for the first time with *Seven Days Battles* did not know that you had to lay-out and paste-up your artwork. One has to find a die-cutter and get a die made to make the cuts on your game countersheet. You may want some stationery to help open doors for you. You'll have to hunt around to find a printer(s) who can do your work at the prices you want with the quality you want. In small towns it is not easy to find a printer with a press big enough to handle a 22" x 24" map-sheet. That is why many early efforts were produced as two mapsheets that fitted together to form one. An example of that is *Desert Fox*. Getting your game counters laminated together (counter sheet to cardboard backing) can be a major effort. If the printer is familiar with games then that is a big plus. I found two printers who had subscribed to S&T in the past and I got better than average estimates from them plus the added benefit of their knowledge of what they are producing.

The government is interested in your project too. State tax boards like to get their cut. If you make money you will have to pay taxes (though some game companies are run as a tax shelter). Are you the sole owner, is it a partnership, should you incorporate are all important questions. Shipping games across international borders can create difficulties too. Games going to Canada are heavily taxed, and Simulations Canada has a big barrier in getting its games over the Canadian-U.S. border. If you are not knowledgeable in tax law then you should be or know someone who is.

While this is only a short overview of some of the challenges of a game company, it should give the reader an idea of what is being confronted. Ultimately, though, there is satisfaction in completing a fairly large project successfully. The creative act of producing a game on your own without bosses (except yourself) and deadlines (except your own) is exciting. One young and new designer has had three games published by three separate game companies and has a residue of bitter experiences at the hands of one. Charges, countercharges, hassles, threats to "steal" designer credits, etc., have made him want to reconsider his role as a free-lancer to other companies. By going on his own he might be better off. Also, when you run the entire show, you get to do it your way and you have the corresponding disadvantage of being responsible for any of the mistakes.

Can one be successful? Maybe. In the case of Quarterdeck Games the proof of the pudding will be if a second game is produced. If *IRONBOTTOM SOUND* is well received, and if it remains "fun" to do, then it would warrant a second game. I hope it is well received and does remain fun.

FEEDBACK

Name (Please ensure you fill this in)

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THIS ISSUE Please indicate your view of the contents of this issue on a scale of 1 (low) to 9 (high). The first box is for recording your view of the *choice* of subject, the second box for the *treatment*.

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overall

Ville Gagnee

Game Tactics and
Ground Tactics.

map

Command Control

Passing of the Pike

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Please use the space opposite to record your view of games you have played — both those you like and those you don't, on a scale 1 (low) to 9 (high).

TITLE	PUBLISHER	DATE	OVERALL	COMPLEXITY :	MECHANICS	STRATEGY	PLAYABILITY	REALISM	SOLITAIRE	RULES CLARITY	AVERAGE PLAYING TIME	PLAY-BY-MAIL	GRAPHICS

GAMES RATING CHART

Name	Publisher	Overall	Complexity Mech.	Strat.	Play ab.	Realism	Solitaire	Balance	Rules Clarity	Av. play Time	PBM	Graphics
Flat Top	BTLN	8.3	7.6	7.4	7.1	7.9	3.1	7.4	7.5	6.8	-	-
Russian Campaign	AH	8.0	5.4	6.8	8.1	6.4	6.8	7.5	7.4	7.4	-	-
Dauntless	BTLN	7.9	6.5	6.7	7.4	6.9	4.9	7.6	7.9	2.1	7.0	3.0
Alesia	AH	7.8	5.0	7.1	7.6	7.4	4.9	7.5	7.9	5.9	3.0	6.0
Dresden 1813	SG	7.8	5.9	6.8	7.8	7.3	7.2	6.4	6.9	7.4	-	-
Squad Leader	AH	7.8	7.3	6.8	7.3	7.4	5.8	7.5	7.1	3.5	5.0	7.0
Desert Rats	SG	7.7	6.9	7.8	7.6	7.7	7.1	7.4	7.3	5.5	-	-
Panzergr. Guderian	SPI	7.7	5.8	6.8	7.8	7.0	6.7	6.8	7.2	5.2	-	-
Wooden Ships & Iron Men	AH	7.7	6.3	6.6	7.3	7.7	4.1	7.3	7.6	3.9	-	-
Aces High	SG	7.6	6.6	6.9	7.4	7.2	5.3	7.4	7.0	2.5	4.5	5.0
Napoleons Last Batts.	SPI	7.6	5.1	5.8	8.0	6.7	6.5	6.2	7.7	8.7	-	-
Arnhem	SPI	7.5	5.6	5.9	7.5	6.6	6.6	6.8	7.5	3.5	-	-
Assault on Leningrad	SG	7.5	6.0	6.0	7.8	7.0	6.7	6.9	7.5	5.4	5.1	7.6
Caesars Legions	AH	7.5	5.4	7.1	7.7	6.6	5.2	6.8	7.5	3.9	-	-
Cross of Iron	AH	7.5	8.1	7.2	6.9	7.8	5.8	7.5	7.3	4.5	-	-
Forward to Richmond	SG	7.5	5.9	6.5	7.3	6.9	7.1	7.0	7.7	4.3	5.5	7.0
Fulda Gap	SPI	7.4	6.9	6.7	6.9	6.3	6.0	5.9	7.3	6.1	-	-
Next War	SPI	7.4	7.7	7.8	6.4	7.4	4.7	6.4	6.7	9.9	-	-
Airwar 78	SPI	7.3	8.0	7.3	5.7	7.4	4.2	7.5	6.5	3.3	-	-
Conquistador	SPI	7.3	6.7	6.7	7.0	5.2	5.2	7.2	7.2	8.8	-	-
Chinese Civil War	SG	7.2	6.0	6.8	7.1	6.9	7.2	6.7	6.8	4.8	-	-
Kharkov	SPI	7.2	6.5	6.4	7.2	6.8	6.7	6.8	6.9	4.5	-	-
Panzerleader	SPI	7.2	6.8	6.6	7.6	6.7	6.0	7.0	7.2	3.6	-	-
Sinai	SPI	7.2	5.8	6.4	7.5	7.1	6.7	6.6	7.1	3.5	3.0	6.0
Diplomacy	AH	7.1	3.4	7.0	7.3	3.5	1.5	6.5	7.5	9.1	4.0	5.5
Eylau 1807	WWW	7.1	5.2	6.2	7.4	6.4	6.6	7.0	6.8	3.6	-	-
Fast Carriers	SPI	7.1	7.6	7.6	6.0	7.5	3.5	6.9	6.5	7.2	-	-
France 1940	AH	7.1	6.3	6.4	7.3	6.7	6.5	6.4	6.6	3.5	-	-
War of the Ring	SPI	7.1	6.4	6.3	7.1	6.3	4.0	6.1	6.6	4.8	-	-
Cobra	SPI	7.0	6.0	6.2	6.9	6.3	6.2	6.0	6.8	5.7	5.0	6.0
Kingmaker	AH	7.0	4.9	5.6	7.5	5.0	3.4	7.6	6.8	4.9	3.0	7.5
Stalingrad	AH	7.0	3.7	5.3	7.5	4.6	5.8	6.1	7.7	3.7	-	-
Third Reich	AH	7.0	7.4	7.9	6.6	6.1	5.8	6.2	5.3	9.9	-	-
Condor	SG	6.8	4.6	5.6	7.7	5.4	6.9	6.6	7.4	3.2	-	-
Simon de Montfort	SG	6.8	6.2	6.2	7.7	6.7	6.4	6.1	7.0	4.6	6.0	7.5
Panzerblitz	AH	6.7	6.8	6.3	7.5	5.9	6.2	7.5	7.6	2.6	-	-
Seelowe	SPI	6.7	5.6	5.7	7.1	5.7	6.1	5.8	7.1	3.9	-	-
Blenheim	WWW	6.5	4.2	4.6	7.6	5.8	6.9	5.8	7.1	2.8	-	-
Marston Moor	SG	6.5	4.5	4.5	7.5	6.2	6.9	6.9	6.9	2.7	-	-
October War	SPI	6.5	6.3	5.9	6.2	6.6	4.4	5.7	6.0	3.5	-	-
World War I (folio)	SPI	6.5	4.8	5.6	6.9	5.9	5.8	6.0	7.3	3.8	-	-
Africa	WWW	6.4	4.8	6.5	6.5	4.5	2.5	6.4	6.2	4.0	-	-
D-Day	AH	6.4	4.4	4.8	7.0	4.5	5.5	5.6	7.0	4.3	-	-
Kesselring	SG	6.3	6.0	6.3	6.0	6.4	5.7	5.8	5.3	5.5	-	-
Battle for Germany	SPI	6.0	3.5	4.4	7.8	4.8	6.6	5.6	7.8	2.3	-	-
Revolt in the East	SPI	5.9	4.0	4.3	7.3	4.0	2.1	6.4	6.9	2.2	-	-
Sniper	SPI	5.8	6.9	6.1	6.4	6.7	2.6	7.2	6.0	3.9	-	-
Cassino	SPI	5.7	6.0	5.6	5.4	5.8	5.9	6.1	6.4	4.9	-	-
Plot to Ass. Hitler	SPI	5.7	5.7	5.4	5.8	4.5	4.4	5.7	6.9	3.5	-	-
Normandy	SPI	5.6	5.9	5.3	5.9	6.1	4.7	5.4	6.5	4.0	-	-
Oil War	SPI	5.3	4.6	5.5	7.2	4.7	6.2	5.8	7.7	2.5	-	-
Road to Richmond	SPI	5.2	4.2	4.9	6.3	5.1	5.5	5.3	6.8	3.3	-	-
Constantinople	SPI	4.5	5.7	4.2	5.1	5.5	4.3	5.1	5.8	5.4	-	-
South Africa	SPI	4.5	5.2	4.8	4.7	4.8	4.0	3.8	6.5	6.5	-	-

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Napoleon at Austerlitz





Historical Background



Early in August 1805, the Grande Armée was encamped at Boulogne, and Napoleon, as the lesser Arc de Triomphe outside the Louvre delicately phrases it, "menaced England". Four months later, the army was encamped on a frozen field in Bohemia, with a considerably superior enemy army in front, a highly vulnerable line of communication behind, and winter fast approaching. Tricky.

It all came about as follows. England, in reply to the biggest invasion scare since 1066, was pursuing a twofold policy. Firstly, the French and Spanish fleets were being blockaded in half a dozen ports around the Western seaboard of Europe. Secondly, huge sums of money were being poured into Austria and Russia. If their governments would only agree to the formation of a Third Coalition, and march West, that would very effectively take the heat off the English Channel. A campaign in central Germany might also bring in Bavaria and Prussia, with a good chance of crushing the Corsican Ogre completely.

The early stages of this design certainly went according to plan. Admiral Villeneuve, as we all know, slipped the blockade at Toulon only to meet Nelson at Trafalgar six months later, and there was an end to the naval part of the invasion threat. Without it, the Army's share of the plan would, of necessity, remain theoretical.

Particularly as the army had marched East several months prior to Trafalgar. Even had Villeneuve succeeded in beating up the Channel, it would have been to find the Grande Armée long gone into the depths of Bavaria.

Deployment away from Boulogne began in the last week of August, in reply to the gathering of the Austrian armies along the Danube into Bavaria. Six Corps d'Armée debouched across the Rhine between Mainz and Strasbourg in a brilliantly executed flank march which had Archduke Ferdinand, and his quartermaster General Mack, roundly beaten with scarcely a shot being fired. Ferdinand, "to deprive the French of the glory of capturing a Hapsburg", ran for it, leaving Mack and the Austrian army bottled up in Ulm. The place capitulated on 20th October. With the campaign less than a month old, one complete army was hors de combat, yielding 50 thousand prisoners.

(As the prisoners filed out of Ulm, depositing their muskets in a neat heap, Nelson was ordering the signal "England expects..." to be hoisted. So much for the French plan to march on London).

The veterans of the Grande Armée had their own explanation of the encirclement at Ulm. It was all due, they said, to Le Tondeur's secret weapon — boots. Regarding the speed of the march into Bavaria, some figures are worth quoting. The campaign actually began when the first French troops crossed the Rhine on September 25th. Encirclement of the Austrians in Ulm was complete by 15th October. In the wheel from the Rhine to the Danube, Bernadotte's I Corps, on the outside of the turn, averaged 11 miles a day. From the opening of the French campaign of 1940 to the investment of Dunkirk, Guderian's 10th Panzer Division, on the outside of that wheel, averaged — 11 miles a day.

The marching record of the Russian army under Kutusov, who were supposed to be coming to the Austrians' assistance, is somewhat less distinguished. In one of the archetypal cockups of military cooperation between allies throughout the ages, the Russians started out ten days late. And why? Because they were using the Old Style (Julian) calendar, the Austrians were using the Gregorian calendar, and nobody had thought to check — that's why.

For all the dizzy success achieved to date, the onus was still very much on Napoleon to double or quit. In Italy and around Innsbruck were the Archdukes Charles and John, with two very effective forces. New Austrian armies were mustering. Russians, in effective numbers, were now at last in the theatre. Above all, the Prussian army, child of Frederick the Great and the pride of Europe, were mobilising. On the way to Ulm, Marshal Ney had taken a short cut through the Prussian — controlled Duchy of Ansbach, and Berlin didn't like it.

Napoleon still held one very transient advantage — the French occupied the central position in between all these disparate elements, giving the opportunity to defeat the Allies in detail before they managed to combine. Nearest was Kutusov, covering Vienna with 40 thousand men against Napoleon's hundred thousand plus.

Clearly there could be no thought in Kutusov's mind of attempting to fight; the Russians began a hasty withdrawal in the direction of Moravia, burning behind them each bridge they crossed.

Napoleon was forced to detach the Corps of Ney and Marmont to screen the main theatre from any possible intervention by the two Archdukes, while the bulk of his army set off in hot pursuit of the retreating Russians, with Lannes' V Corps and Murat's reserve cavalry in the van.

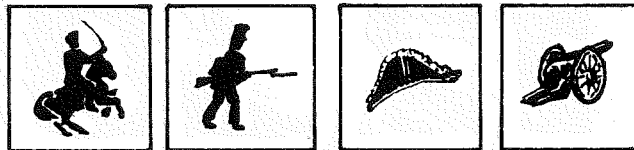
The Austrians had declared Vienna an open city; however, this was not to preclude their right to blow up any bridges there might be, to hinder French pursuit onto the North bank of the Danube. If Kutusov was not to escape, and join up the Buxhowden's Corps approaching from Olmutz, seizure of the bridge at Vienna was essential.

Put yourself in the shoes of Marshal Murat, as you ride up to the vital bridge. The approaches to the bridge are covered, from the farther bank, by a battery of Austrian artillery, all guns primed, the gunners standing beside them. The bridge itself is swarming with Austrian engineers, all industriously inserting fuses into barrels of gunpowder. All you have going for you is that you, and your companion Marshal Lannes, hail from Gascony, a province of France whose inhabitants are noted for their cheek. What are you going to do?

What Murat and Lannes actually did was to stroll out onto the bridge (in the full panoply of two Marshals of France: equalled, perhaps, in our own time only by the pianist Liberace) shouting "Armistice! The War's over!" meanwhile extracting the slow matches from the dazed hands of the bemused Austrians and dropping them in the river. A battalion of Oudinot's grenadiers then took over the bridge — intact. The pursuit of Kutusov continued. On the 15th November, Murat fell upon the Russians at Schongraben, finding Bagration's column dug in covering the retreat of the main Russian Army.

At which point, Kutusov blithely despatches an aide-de-camp to Murat with a proposal for an Armistice: French pursuit to cease, the Russians to withdraw to Poland. Murat duly halted his pursuit while Kutusov escaped, to complete his rendezvous at Olmutz with the forces of Buxhowden and the Czar. Murat, incredibly, had fallen for his own trick.

There followed a short hiatus in the campaign. Another review of the figures is in order. In 1940, Rommel's 7th Panzer Division crossed the Meuse at Dinant, were at Arras by 21st May, rested briefly while the business of Dunkirk was concluded, then drove on West, reaching the Seine by June 8th and forcing the capitulation of Cherbourg on June 19th: an average, since the beginning of the campaign, of ten miles a day. From crossing the Rhine at Strasbourg, through the capitulation at Ulm, to their capture of Brunn on 19th November, Murat's cavalry had clocked up 9.5 miles a day.

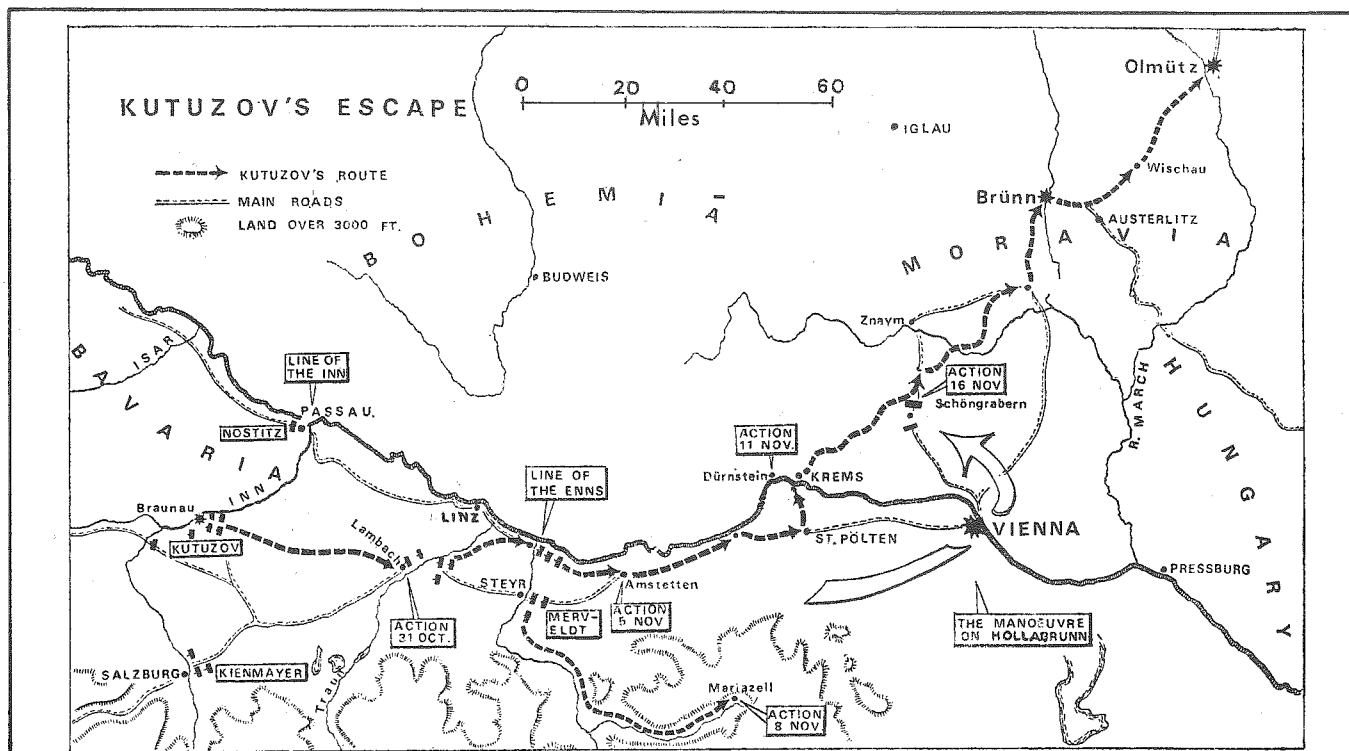


And still it wasn't enough. A brief survey of the scene at this point only shows that Napoleon had stuck his head even further into the lion's mouth. In front of him, at Olmutz, was the main Allied army, numbering 86,000. Around Prague was Ferdinand, having caught his breath after the run from Ulm, with another 9,000, marching South. Approaching from Italy were the Archdukes Charles and John (80,000), watched by Nev and Marmont with 22,000. And we're practically into December. On the bright side, Francophiles could note that the Prussian attitude had become markedly more conciliatory in the light of the successes that *had* been achieved. The bellicose rumblings that had been heard after the Ansbach incident, were now giving way to more gentle queries about what the French would give them *not* to fight.

Even without Prussian intervention, the French position was still dicey. A little patience on the part of the Allied monarchs while their scattered forces joined up together, and the French would be in all sorts of trouble. One chance remained: if Alexander were only stupid enough to offer battle before concentrating his forces...

Austrian emissaries had arrived at Brunn, ostensibly to discuss peace, but in reality to spy out the French positions. Here was the opportunity for a little poker play. General Savary was at once dispatched to Olmutz with orders to negotiate peace with the Czar, spy out Allied intentions, but above all to convey the impression that Napoleon was desperately weak and anxious to avoid a fight. The Austrian aides could meanwhile be allowed to catch a glimpse of a few knackered horses (Murat must have had plenty of those!), and given every opportunity to report back to Olmutz on what they had seen. Napoleon could be found (but *not* by the Austrians) seven miles to the Southeast of Brunn, pacing out a low rolling plateau by the name of the Pratzen Heights, and telling his staff to "examine this ground carefully, it is going to be a field of battle".

The wily old Kutusov would not have fallen for a word of it, of course. But from the arrival of the Czar, Kutusov was no longer in command. The Czar was young, quite ignorant of military matters, but nevertheless itching to have a crack at it. "He seemed to be confident of a victory that would place him at one stroke above the man who as yet had no equal, let alone a rival on the battlefield". With the Little Father of all the Russians in that sort of a mood, Kutusov's desire to continue retreating into the Carpathians was on a loser before it was even uttered. Nevertheless the general retained nominal control of the army, just in case a scapegoat were to be needed.



The decision to move was taken on November 24th; it then took three days to actually implement it. General intention was to move around Napoleon's right flank, thereby severing his communications with Vienna and forcing him to retreat — a sound enough scheme, had not Napoleon been well aware in advance that that was what was going on (Savary was doing his job well). Murat, and Soult's IV Corps, were instructed to fall back toward the chosen battlefield with just the right show of reluctance, while Bernadotte and Davout were to converge on the place as rapidly as possible. This gave Davout in particular a hard task — III Corps were stationed at Vienna, 70 miles away. In the event, little more than a dog-tired remnant of II Corps would make it in time for the battle (having given Rommel a real target to aim at — work it out for yourselves).

By the evening of December 1st, the scene was set. IV Corps formed the right flank of the French army, spread out in a long line along the Goldbach stream, and presenting to the Allies exactly the right picture of tempting weakness. If all went well, they would be reinforced during the night by III Corps, although this was beginning to look less and less likely. The high ground of the Pratzen heights (or what passed for high ground in this gently rolling countryside) had been abandoned to the Allies by way of yet more display of weakness. Surely, if ever a poker player was suckered into raising his bet, the Allies would continue their march around the French right, and attack Soult around the villages of Tellnitz and Sokolnitz. Then Napoleon could play his aces — the Guard, I Corps, Murat's cavalry, and the divisions of Vandamme and St. Hilaire from IV Corps, along with Oudinot's grenadiers. Let the Master describe it himself:—

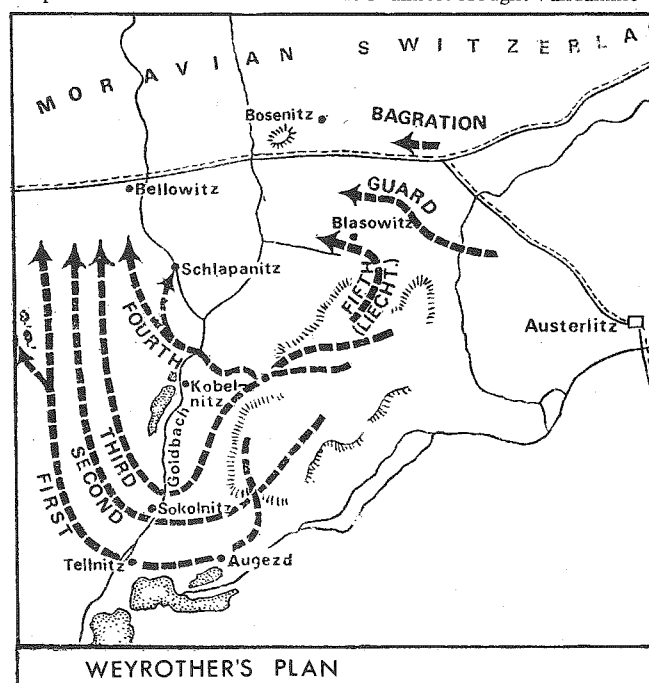
"We occupy formidable positions, and while the enemy march upon my batteries they will open their flanks to my attack".

Needless to say, on the other side of the Pratzen, that is exactly what the Allied high command were planning to do — though, naturally, they phrased it somewhat differently. They were going to roll up the French right with the column of Kienmayer, Dokhturov and Przbychevski, while Bagration pinned the French left (Lannes and V Corps) to prevent it from intervening. A French counterattack on the Pratzen was suggested by Kutusov as a possibility but rejected; after all, everyone knew that Napoleon was scared stiff and only looking for a way to retreat. Kutusov did not press the point (it is difficult to escape the conclusion that, his advice to retreat having been overruled, he had washed his hands of the whole business).

In the infinite wisdom afforded to people who contemplate such events as Austerlitz from the comfort of their armchairs long afterwards, it is tempting to be utterly scornful of the Allied plan. In point of fact, it was a perfectly sound one, and one that stood every chance of success. Napoleon had cut his cloth *very* fine. If the right flank at Tellnitz should collapse early; if the Allies guarded their flank on the Pratzen well enough; if Davout should be only a little late . . . Austerlitz was a much more finely balanced contest than later Napoleonic propaganda would have us believe.

The Allied failure at Austerlitz was one of staffwork (in that orders, originally drafted in German by the Austrian Weirother, took hours to translate into Russian, so that many column commanders received their orders late or not at all), and of middle-

order command (columns marched aimlessly here and there, tripped over each other, and generally failed to get on with it). When the crunch came on the Pratzen, the Allied command proved incapable of adapting to the threat in the heat of battle, and their army was split in two. It could easily have been otherwise. If the commanders of the Allied "left hook" had pressed their attacks more firmly on Legrand's overstretched division, instead of merely capturing Sokolnitz and sitting down to await further orders, the French right could have been rolled up before Davout's troops arrived on the scene. This would have left the Allies with enough troops in hand to hold St. Hilaire and Vandamme from exploiting their capture of the Pratzen, while making the French position quite untenable. As it was, the commitment of the Russian Imperial Guard in the centre of the field almost brought Vandamme



to a halt. Napoleon, however, was on the spot to supervise the commitment of his own Guard cavalry; the Russians were stopped in some of the bitterest fighting of the day, and Soult's steamroller could continue on its way South to envelope the Allied columns around Tellnitz and Sokolnitz.

These are, perhaps, idle speculations for the historian; but not for the wargamer. As the allied player, it is your responsibility to see to it that the attack of the left wing carries the day without being outflanked. Now, as the saying goes, YOU take command . . . enjoy yourselves.

RULES

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1. INTRODUCTION

NAPOLEON AT AUSTERLITZ is a game for two players, simulating the famous battle which took place on December 2nd 1805. One player commands the French forces, the other the Austrians and Russians. The map is an accurate representation of the battlefield, the counters represent the forces which took part, and rules on movement, combat, leadership and morale reflect the problems and possibilities which faced the historical commanders. However, whilst the players are placed in the historical *situation* they are free to take their own decisions: the outcome of the battle will depend upon the skill of the players.

If you have not played a board wargame before the rules probably look very complex. In fact they are not all that complex, and in any case there is no need to memorize them. We suggest you read the rules through once or twice to get the general feel of the game, referring to the map and counters when relevant. Then select a single scenario (**The Lower Goldbach** is a good one to start with), sort out the counters you need and set them up. Now play through this single scenario, referring to the rules as necessary. You will be surprised how quickly what had seemed highly complex becomes second nature.

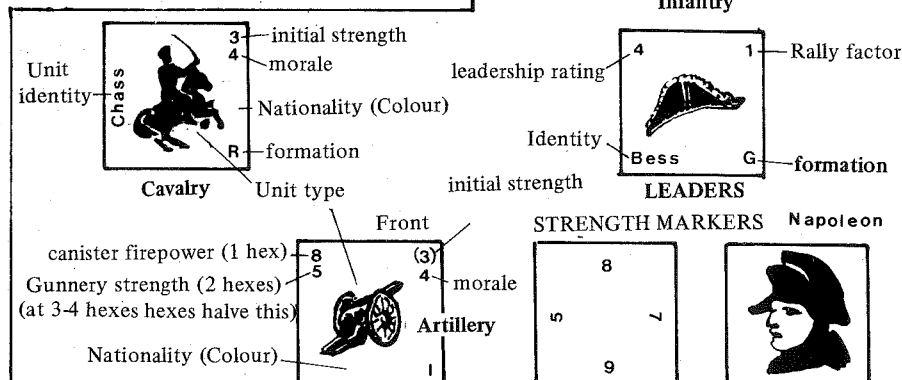
2. COMPONENTS.

2.1 THE MAP

The map represents the area in which the battle was fought. A hexagonal grid is superimposed on the map to regulate movement and combat.

Each hexagon is referred to as a *hex*. The map scale is approximately one hex to 400 yards. The **TERRAIN EFFECTS CHART** explains the significance for movement and combat of the various types of terrain found on the map.

2.2 THE COUNTERS



The reverse (disrupted) side of Russian and French combat units are distinguished from the fronts by being printed in white on green or blue. The reverse of Austrian units are printed in black on white. Replacement leader counters have no individual's name on them.

2.3 THESE RULES

2.4 DICE

Additionally you will need two 6-sided dice: these are not provided.

3. TURN SEQUENCE.

The game is played in **GAME TURNS**, each turn representing half an hour of real time. Each game-turn is divided into two **PLAYER TURNS**, the Allied player turn always preceding the French player turn. Each player turn is divided into a number of phases and the player whose player turn it currently is, is known as the **PHASING PLAYER**.

TURN SEQUENCE ALLIED PLAYER

1. RALLY PHASE
2. MOVEMENT PHASE
3. COMBAT

- (a) Defensive Fire (Opposing Player)
- (b) Offensive Fire (Phasing Player)
- (c) Melee

The Allied player completes these phases in the above order, and the French player then has an exactly similar player-turn. After both players have completed their player-turn, one complete game-turn has been played and the **TURN RECORD MARKER** is advanced one box along the **TURN RECORD TRACK**.

4. MOVEMENT

4.1 INTRODUCTION

During the movement phase of a player's turn he may move as many of his units as he wishes. Each unit is moved in turn, expending **MOVEMENT POINTS** as it does so. Each type of unit has a given number of movement points, which constitutes its maximum movement allowance per turn:—

Unit Type	Movement Allowance
Cavalry	6
Infantry	4
Artillery	3
Leaders	8

No unit may move more than its full movement allowance per turn (exception: see 4.5 Forced March). Movement points may not be "loaned" by one unit to another, nor may they be "saved" from one turn to another.

4.2 TERRAIN COSTS

The cost in movement points (M.P.s) of entering particular hexes varies according to the terrain in the hex. There is also a cost for crossing certain hex **SIDES**. All these costs are listed in the **TERRAIN EFFECTS CHART**. Note that some terrain carries with it the risk of disruption (see rule 11).

4.3 ORDER OF MOVEMENT

At the start of his movement phase a player must decide which Corps (French) or Column (Allies) he wishes to move first. He then moves all the units of that corps/column that he wishes to, before choosing the next corps/column he wishes to move, and so on. Once a unit of another corps has been moved the player may not again in that turn move a unit of a corps/column previously moved — even if he finds he has altogether overlooked a unit.

EXAMPLE The Allied player decides to move units of his 2nd column first. He proceeds to move those 2nd column units he wishes to, then decides to move units of the 1st column. Partway through moving units of the 1st column he discovers a unit of the 2nd column he had omitted to move. As he has already begun to move units of another column he may not now move the overlooked 2nd column unit, which must therefore remain where it is until the following turn.

The Allied columns are designated on the counters; they are numbered from 1 to 5, plus A (Advanced Guard) and A1. The French forces are divided into nine formations for the purposes of this rule. These are the 1st, 111rd, and Vth corps, the Reserve (R), the Guard (Gd), the 3 divisions of Soult's corps commanded by Vandamme (IV V), Legrand (IV L) and St. Hillaire (IV H), and Oudinot's division.

4.4 FRIENDLY UNITS

It costs 1 *additional* movement point to move into a hex already occupied by a friendly unit or units. Note that if the unit attempts to move not merely *into* the hex occupied by a friendly unit but *through* the hex, i.e., attempts to continue its movement further, there is a possibility that the unit will become disrupted (see rule 11).

4.5 FORCED MARCH

Any undisrupted infantry unit can attempt to force march during the owning player's movement phase. The player simply announces that this unit is executing a forced march, and this adds 2 movement points to its movement allowance that turn. At the end of its movement, however, it must check for disruption. The owning player rolls a single die, and a French unit is disrupted on a die-roll of 1, an Allied unit on a die roll of 1 or 2 (see also rule 11).

4.6 ENEMY ZONES OF CONTROL

It costs 1 *additional* movement point to leave an enemy Zone of Control (ZOC). All units must end their movement for the turn (other than movement in the combat phase: see rules 8-10) upon entering an enemy class A ZOC. A unit which *begins* the owning player's movement phase in an enemy A Class ZOC may leave that ZOC paying 1 additional movement point to do so, but may not move directly from 1 enemy AZOC to another enemy AZOC.

On the different types of ZOC, see rule 7. Leadership ratings also limit the number of units which may enter enemy ZOCs in a single turn (see rule 12).

5. STRENGTH MARKERS

On each unit is a figure reflecting the strength of the unit at the start of the battle.

When a unit takes losses, however, this figure is obviously rendered obsolete. At that point (and not before) a strength marker is therefore placed beneath the unit to indicate its new strength level. The strength marker is positioned so that the figure beneath the top (front) of

the unit counter indicates its current strength.

EXAMPLE A unit whose initial strength is 8 takes a step loss of 2. A strength marker is therefore placed beneath the unit, with the figure 6 immediately below the top of the unit counter (see diagram). The strength marker is revolved each time the unit takes losses, so as to keep track of its current numbers. Any unit whose strength falls below 1 is considered destroyed and is immediately removed from play.

Each player may examine the strength markers under his opponent's units in order to ascertain the units' current strength, but only if the units in question are in line of sight (LOS) of one of his own units. LOS is calculated exactly as for artillery fire (see section 9.5), except that it does not extend into "blocking" terrain, i.e. a player may never examine the strength marker (except of course in the course of a melee) of an enemy unit in woods, a village, etc. Note that no enemy strength marker belonging to an enemy unit more than 4 hexes from the nearest friendly unit may ever be examined.

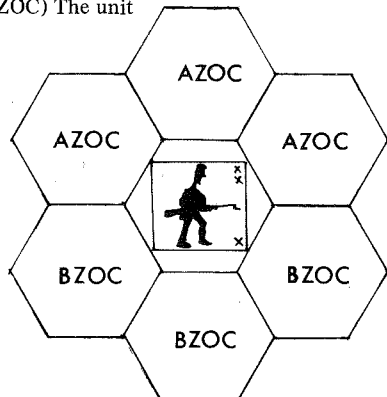
See also section 17 for the effects of mist during the first 2 game-turns.

6. STACKING

When more than one unit occupies the same hex at the same time, they are said to be "stacked". Friendly units may stack together up to a maximum of 10 strength points. Leaders stack freely. Opposing units may never be stacked together – except briefly during the melee phase (see Rule 10). The prohibition on units mustering more than 10 strength points occupying the same hex applies *during* movement as well as at the end of movement. Thus a unit with a current strength of 6 cannot move through a hex occupied by a friendly unit whose current strength is 5.

7. ZONES OF CONTROL

The six hexes adjacent to the hex a unit occupies are said to be its "Zone of Control" (ZOC). The unit



exerts a class A ZOC (an "AZOC") into the 3 hexes to its front (see diagram) and a class B ZOC (a "BZOC") into the 3 hexes to its rear. A *disrupted* unit has no AZOCs or BZOCs, instead it exerts a C class ZOC into all six adjacent hexes.

EFFECTS

AZOC All units must end their current movement immediately upon entering an enemy AZOC. No unit may ever move directly from one enemy AZOC to another (unless advancing to melee, see rule 10). Units may only fire through their front (Class A) ZOCs. It costs 1 additional movement point to leave an enemy AZOC (ie at the start of the movement phase). AZOCs block enemy chain of command (see rule 12). The owning player needs to allocate a "command" to a unit in order for it to enter an enemy AZOC (see rule 12).

BZOC It costs 1 additional movement point to leave an enemy BZOC, but note that there is no requirement for a unit to stop on entering an enemy BZOC. BZOCs block enemy chain

of command (see rule 12). The owning player needs to allocate a "command" to a unit in order for it to enter an enemy BZOC (see rule 12).

CZOC It costs 1 additional movement point to leave an enemy CZOC. The owning player needs to allocate a "command" to a unit in order for it to enter an enemy CZOC (see rule 12). CZOCs have no other effects.

8. COMBAT : GENERAL

After the phasing player has moved all the units he wishes to, play proceeds to the Combat phase. This is sub-divided into 3 parts, defensive fire, offensive fire, and melee.

DEFENSIVE FIRE

Any of the defending (i.e. non-phasing) player's infantry and artillery units may fire at adjacent enemy units. If desired, defending units may be rotated so as to bring particular enemy units within their fields of fire (AZOCs): this rotation costs nothing, and units may rotate irrespective of whether they are in command control or not.

Any losses inflicted by defensive fire take effect immediately, and any morale checks required are also taken immediately, and any retreats implemented straight away. For detailed procedure see rule 9.

OFFENSIVE FIRE

Attacking units (ie those of the phasing player) may fire at enemy units. All combat results are again applied immediately. Note that cavalry cannot fire. For detailed procedure see rule 9.

MELEE

Attacking (phasing) cavalry and/or infantry which did not fire in the offensive Fire phase may advance into the same hex as adjacent enemy units in their (the phasing units') AZOC, and melee. During melee the stacking limits in the hex apply to each side separately (ie there can be a maximum of 10 strength points *per player* in the hex).

Artillery may not melee offensively. If an artillery unit is stacked with other (friendly) units, and an enemy unit advances into the hex to melee, the artillery unit contributes nothing to the defence. It does, however, suffer the results of the melee, along with the other units present. An artillery unit alone in a hex and attacked during the melee phase defends with its current headcount (strength), not with either of its gunnery factors.

9. FIRE COMBAT

9.1. INTRODUCTION

Fire combat occurs in both the defensive and offensive fire stages. In the *defensive* fire stage only infantry and artillery units adjacent to enemy units can fire. In the *offensive* fire stage artillery units can fire up to a range of 4 hexes (see below); infantry can still only fire at adjacent enemy units.

A single (stack of) unit(s) can only be fired on once per combat phase. Each unit may only fire once per combat phase. No unit can divide its fire between 2 or more targets in different hexes. Firing is always voluntary: there is no compulsion on a unit to fire, nor is there any necessity to fire on all adjacent enemy units. Units may only fire through their AZOCs. The owning player decides the order in which he wishes to resolve his attacks.

9.2. PROCEDURE

Total the current strengths of all units firing on a single target. Roll 2 dice, total them and supply die-roll modifiers (as listed in 9.3 below and beneath the Fire Combat Results Table). Cross reference the modified die-roll with the total strength points of the units firing to find the result of the attack. The figure arrived at on the Combat Results Table (CRT) is the number of strength points lost by the target unit(s). Strength losses are recorded as outlined in rule 5.

If there are more than one unit in the target hex, the attacking player must specify in

advance which unit he is firing on. Should the attack result in more strength point losses than the target unit currently has, the attacking player may allocate the excess as he wishes to other units in the hex.

9.3 DIE-ROLL MODIFIERS

After rolling the 2 dice and totalling the resulting figures, it is necessary to check whether the result needs modifying before it is cross-referenced on the Fire CRT. Die-Roll modifiers are as follows:—

9.31 Terrain

See Terrain Effects Chart (TEC)

9.32 MORALE

Take the morale of the firing unit(s), subtract 4, and then modify the die-roll accordingly. If several units with differing morale levels are involved in a single attack, use the highest morale of those present.

9.33 Enfilade Fire

If the target unit is subject to enfilade fire (see 9.6 below), add 1 to the die-roll.

9.34 Infantry in Cavalry ZOC.

If the target is an infantry unit in an enemy cavalry ZOC (of any sort) add 1 to the die-roll (Historically the infantry would be in square, in the presence of enemy cavalry, thus presenting a more compact target to those firing on them).

9.35 Example

Infantry units with current strengths of 7, 5 and 3 fire on an enemy unit (current strength 6) in a wooded hex. Two dice are rolled, yielding a 4 and 6, total 10. The morale of the attacking units is 5, 5 and 4 respectively. Take the best (5), subtract 4, and apply the result (+1) as a die-roll modifier. The die-roll thus rises from 10 to 11. Subtract 2 for the wooded terrain (see TEC) reducing the die-roll from 11 to 9. The defending unit has been subject to enfilade fire (see 9.6) therefore add 1, raising the die-roll from 9 to 10. The unit attacked is not in enemy cavalry ZOC, so there is no modification for this. Final result: a modified die-roll of 10. Now cross-reference the total strength of the units firing (15) with the modified die-roll (10) on the Fire CRT.

This produces a figure of "2". The defending unit must therefore lose 2 strength points by adjusting its strength marker so that its current strength is 4 (6 - 2). As the unit has lost 2 strength points in a single attack it must now take a morale check.

Note that once you are familiar with this procedure it will take less time to implement than it has taken to read this example!

9.4 MORALE CHECKS

Units which suffer a loss of 2 or more strength points in a single fire phase must immediately check for morale (see rule 13).

9.5 ARTILLERY

9.51 Line of Sight

Artillery units must have a clear line of sight (LOS) in order to fire at a target. LOS is blocked by woods hexes (ie hexes with any woods symbols in them), villages, Sokolnitz Castle, and hexes occupied by combat units of either side (i.e. Infantry, Cavalry, and Artillery units; leaders alone in a hex do not block LOS). Artillery may fire *into* blocking terrain but not through it.

LOS is also blocked by intervening high ground, indicated by the contour lines on the map. Artillery may fire from high to low ground or vice versa, or along terrain of the same height. It may not, however, fire from level X over intervening higher level Y at a target on level X. When checking whether intervening high ground blocks LOS, do so by tracing a straight line between the centre of the firing hex and the centre of the target hex; if this line bisects intervening high ground (as defined above) LOS is blocked.

FIRE COMBAT RESULTS TABLE

	FIRE	1-2	3-4	5-8	9-12	13-16	17-20	21-24	25+
D I E R O L L	2-								
	3							1	1
	4						1	1	1
	5					1	1	1	2
	6				1	1	1	2	2
	7			1	1	1	2	2	3
	8		1	1	1	2	2	2	3
	9	1	1	1	2	2	2	3	3
	10	1	1	2	2	2	3	3	4
	11	1	2	2	2	3	3	4	5
	12+	2	2	2	3	3	4	4	6

Die-Roll Modifiers:—

Terrain: See Terrain Effects Chart
 Morale of firers (best morale minus 4)
 Enfilade fire +1
 Infantry target in cavalry ZOC +1

Note: A unit which loses 2 or more strength points as a result of a single attack must take a morale check.

MELEE COMBAT RESULTS TABLE

	ODDS	1-3 or less	1-2	1-1	3-2	2-1	3-1	4-1	5-1 or greater
D I E R O L L	2	R4/-	R3/-	R3/-	R3/-	R3/-	R2/-	FD/-	-/F
	3	R4/-	R3/-	R2/-	R2/-	R2/-	FD/-	FD/-	D/FD
	4	R3/-	R2/-	R2/-	R2/-	FD/-	D/F	D/FD	-/FD
	5	R2/-	R2/-	FD/-	FD/-	FD/-	-/F	D/FD	-/R2
	6	R2/-	FD/-	FD/-	FD/-	D/F	-/FD	-/R2	-/R2
	7	FD/-	FD/-	D/F	D/F	D/FD	D/FD	-/R2	-/R3
	8	FD/-	FD/-	D/FD	D/FD	-/FD	-/R2	-/R2	-/R3
	9	FD/-	D/F	-/FD	-/FD	-/R2	-/R2	-/R3	-/R4
	10	D/F	D/FD	-/R2	-/R2	-/R2	-/R2	-/R3	-/R4
	11	D/FD	-/FD	-/R2	-/R2	-/R3	-/R3	-/R4	-/R5
	12	-/FD	-/R2	-/R2	-/R3	-/R3	-/R4	-/R4	-/R5

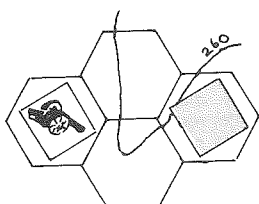
Column Shifts (Left and Right)

1. Morale Differential
2. Terrain: see Terrain Effects Chart
3. Cavalry charge: R1
4. Cavalry v Undisrupted Infantry: L1
5. Defender disrupted: R2 *plus a DRM of +2*
6. Flank attack: R1
7. Attacking units from different formations: L1
8. Defending units from different formations: R1

Notes

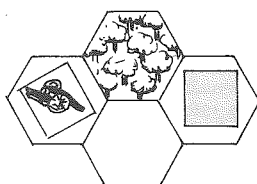
1. The results in the above table are shown as attacker/defender.
2. Defenders who include even a single disrupted unit suffer the R2 and +2-DRM penalty.
3. Cavalry and infantry may advance to melee together if so desired.

EXAMPLE 1.



The artillery unit cannot fire at the enemy target as its LOS is blocked by the intervening high ground.

EXAMPLE 2.



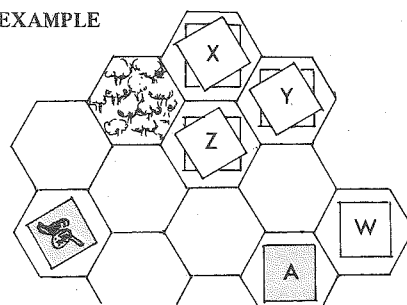
The artillery unit can fire at the enemy target. NB. If an artillery unit fires directly along a hexside, LOS is not blocked if only one of the adjacent hexes blocks LOS; it is blocked if both do so.

9.52 RANGE

Artillery may, in the offensive fire stage, fire at targets up to a range of 4 hexes away (ie 4 hexes counting the target hex but not that of the firer). When firing at ranges greater than 1 hex artillery units must have a clear LOS (see above).

When firing at an adjacent target an artillery unit does so using its canister fire factor (see rule 2). When firing at a range of 2 hexes it uses its ball fire factor. When firing at a range of 3 hexes it uses *half* its ball factor, with any fractions rounded up. At a range of 4 hexes it uses half its ball factor with any fractions rounded down.

EXAMPLE



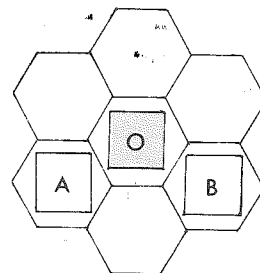
The artillery unit cannot fire at the enemy units X and Y as LOS is blocked, respectively, by woods and unit Z. It can fire on unit W, and if its ball factor is 5 it will do so with a strength of 2 (5 halved, fraction rounded down).

NB. Note that artillery fire is conducted at the same time as infantry fire. In the above example, if unit A is also firing on unit W, its strength will be added to that of the artillery fire (2) and a single attack made.

9.6 ENFILADE FIRE

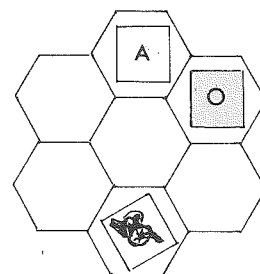
A unit is said to be subject to enfilade fire when it is fired upon by 2 units (or more) in a single attack, *with at least one hex between the units firing*.

EXAMPLES



Unit O is subject to enfilade if simultaneously fired upon by units A and B, as they are separated by at least 1 hex. It makes no difference whether the intervening hex is occupied or not. An infantry and an artillery unit may combine to produce enfilade fire, as may 2 artillery units.

EXAMPLE



10 MELEE

10.1 GENERAL

After the completion of all fire combat, the phasing player has the option to advance units to melee. In order to be eligible to do so units must be adjacent to the enemy they wish to attack, and their advance to melee

TERRAIN EFFECTS CHART			
Terrain	Movement Point cost	Die-roll modifier (Fire combat)	Column shift Left or Right (Melee)
clear	1	None	None
road	½	None	None
woods ¹	2 Cavalry disrupt on a die-roll ² of 1 or 2	-2 blocks artillery LOS	L1
village ³	1	-2 blocks artillery LOS	L2
bridge	1	None	L1 ⁴
marsh	3, all units disrupt on a die-roll of 1 or 2 ²	None	L1
frozen pond	infantry and artillery 3, ² disrupt on die-roll of 1 or 2, cavalry prohibited	+2 ⁵	None
stream hexside	infantry and 0, artillery +2	None	L1 ⁴
crest hexside	(upwards) infantry +1, cavalry and artillery +2	None	L1 ⁴
steep crest hexside	(upwards) infantry +1, cavalry and artillery +2	-1 if all units are firing upwards	L1 ⁴
contour line	as other terrain	may block artillery LOS: see rule 9.51	
vineyards	2	-1 ⁶	L1
pheasantries ³	2	-2 blocks artillery LOS	L1
Sokolnitz castle ³	2	3 blocks artillery LOS	L3

Notes

1. A wooded hex is any hex with some tree symbol in it (apart from villages and the pheasantries), similarly a hex with even a single marsh symbol in it counts as marsh, and so on.
2. Roll a die for *each* such hex entered.
3. Units occupying this terrain do not suffer the effects of either enfilade fire or flank attacks.
4. Provided *all* the attackers crossed this terrain feature when advancing to melee.
5. This DRM only applies if the firers include artillery.
6. This combat modifier applies only to the 2 vineyard hexes 1339 and 1340 (where the French had had time to settle into defensive positions), it does not apply to the vineyards around hex 3121.

Counter Abbreviations

Bagr	Bagration
Dokh	Dokhtorov
Lang	Langeron
Preb	Prebyshevsky
Milo	Milodordovich
Liecht	Liechtenstein
Const	Constantine
Koll	Kollowrath
Kein	Keinmayer
Bern	Bernadotte
St Hil	St. Hilaire
Vand	Vandamme
Bess	Bessiere
Out	Oudinot
INGERM	INGERMANNLAND
ARKHANG	ARKHANGELGOROD
EMPRESS	EMPRESS CUIRASSIERS
PAVLO	PAVLOGRAD HUSSARS
KHAZ	KHAZENKOV
COSS	COSSACKS
VLADIMIR	VLADIMIR
YAROSL	YAROSLAV
FANAG	FANAGORIA GRENADIERS
ST.P DR	ST PETERSBURG DRAGOONS
CZARTOR	CZARTORYSKI
L. RUSSIA	LITTLE RUSSIA GRENADIERS
ELISAB	ELISABETGRAD HUSSARS
CHERN	CHERNIGOV DRAGOONS
PREOB	PREOBRAZHENSKY LIFE GUARDS
GD GREN	GUARD GRENADIERS
SZEK	SZEKLER
SZ HUSS	SZEKLER HUSSARS
H HUSS	HESSEN-HOMBURG HUSSARS
AUERS	AUERSPERG
SALZ	SALZBURG
EJ DRAG	ERZHERZOG JOHANN DRAGOONS
Ca	Caffarelli
Su	Suchet
Lt	Light
Gren	Grenadiers
Chass	Chasseurs
Carab	Carabiniers
Cuirass	Cuirassiers

In general the infantry counters represent infantry regiments (eg the Auersperg I.R.), sometimes a composite of 2 regiments (eg 15th and 33rd regiments: 15/33).

Bibliography

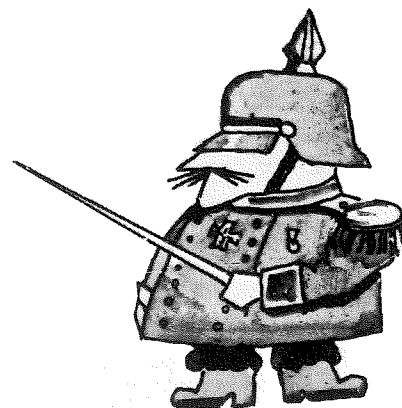
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must be made through one of their (the attacking units) AZOCs. Artillery units cannot melee offensively: cavalry can. Infantry can only do so if they have not fired in the immediately preceding offensive fire stage. Cavalry and infantry units can advance to melee together, if the owning player wishes.

10.2 PROCEDURE

Advance any eligible units that you wish onto adjacent enemy units. This is the only occasion when opposing units may occupy the same hex. No more than 10 strength points may advance to melee into a single hex (the defender, of course, may also have units worth up to 10 strength there). Infantry and cavalry may advance to melee together if the owning player wishes.

Melee is resolved by reference to the Melee Combat Results Table (CRT), and is by comparison of the strengths of attacker to defender to produce a ratio. Odds are always rounded down in favour of the defender.

EXAMPLE

10 strength points advance to melee against 4 strength points, producing odds of 2:1, 9 points v. 5 would be 3:2; 9 points v. 4 would be 2:1; 8 points to 6 would be 1:1; and so on.

COLUMN SHIFTS

Various factors may now cause a column shift on the CRT:—

1. Morale Compare the lowest morale rating on each side, subtract the lower from the higher and shift one column in favour of the appropriate player for each morale point difference.

Example The lowest morale rating of the Allied units present in a melee is 3; the lowest morale of a French unit present is 5. The difference is 2, therefore shift 2 CRT columns in favour of the French player. Thus if the French player were attacking at 2:1 the morale differential would shift the melee to the 4:1 column. Had the *Allies* been attacking at 2:1 the morale differential would shift the melee to the 1:1 column.

2. Terrain

See the Terrain Effects Chart for column shifts produced by various types of terrain.

3. Charge

Only cavalry may charge. Immediately prior to the resolution of each melee the phasing player announces whether any cavalry which have advanced to melee have *charged*. If one or more cavalry units has charged, there is a one column shift in favour of the attacker (i.e. a column shift to the right). There is no additional benefit if more than one cavalry unit charges.

4. UNDISRUPTED INFANTRY

If the forces which have advanced to melee include one or more cavalry units, and if all defending infantry are undisrupted, there is a one column shift in favour of the defenders (i.e. a column shift to the left). This column shift does not apply if the defending units include any disrupted infantry, nor does it apply if there is no infantry at all amongst the defenders. It *does* apply even if the attacking cavalry are accompanied by infantry.

5. DISRUPTED UNITS

If there are any disrupted units amongst the defenders in a melee, there is a two column shift in favour of the attackers, AND a plus 2 die-roll modifier (i.e. 2 is added to the die-roll). It makes no difference how many of the defending units are disrupted, nor what type of unit they are. ♦

6. FLANK ATTACK

If one or more of the attacking units advanced to melee via a flank or rear hex of all the defending units (i.e. a BZOC for undisrupted units, and its equivalent in the case of disrupted units), there is one column shift in favour of the attackers (i.e. to the right). This column shift does not apply if even one of the

defending units has the hex in question within its AZOC or disrupted equivalent. (Note that units occupying a single hex may face in different directions).

7. CORPS/COLUMN INTEGRITY

If the attackers include units from more than one corps (French) or Column (Allies) there is a column shift in favour of the defenders (i.e. to the left). If the defenders include units from more than one Corps (French) or Column (Allies) there is a column shift in favour of the attackers (i.e., to the right).

In the case of the French there is a one-column shift, in the case of the Allies a 3 column shift.

For the purpose of this rule the definition of Allied columns is as set out in Rule 4.3. For the French the relevant formations are the Corps, the Guard, and Oudinot's Grenadier Division. Note that there is no penalty for units of Soult's various divisions attacking together.

There is no penalty for French units from different command formations joining together in a single attack in the offensive fire phase; there is a die-roll modifier of -2 if Allied units from different columns do so, however.

10.3 MELEE RESULTS

Melee CRT results apply to all of a player's units in the melee hex.

"F" Fall Back

A unit, or units, suffering this result must immediately retreat to an adjacent hex.

"D" Disrupted

"D" means units are disrupted (if already disrupted they suffer no extra penalty).

"R" Rout

"R" followed by a number means the units are routed: they retreat the number of hexes indicated, and are disrupted. When falling back or retreating from melee, the following priorities must be observed:—

Units should always move into/through hexes which are not in enemy ZOC (ignore the ZOC of the enemy units which have taken part in the melee) if possible. Failing this they should retreat through enemy class C ZOCs, rather than A or B ZOCs. Failing this they should retreat through enemy class B ZOCs. Finally if no other course is open to them units may retreat through enemy AZOCs; for each enemy AZOC it retreats through the stack loses one additional strength point. Within the above priorities (no ZOC, CZOC, BZOC, AZOC) units should retreat if possible through vacant hexes; if this is not possible they should retreat through hexes occupied by friendly units such that stacking limits (10 strength points) will not be exceeded even momentarily. If this is not possible units may retreat *through* hexes containing friendly units such that stacking limits are exceeded momentarily as the retreating unit passes through the hex. In this case all friendly units in the hex passed through are immediately disrupted. In no instance may units *end* their retreat overstacked: if necessary to avoid this the retreating unit(s) must retreat an extra hex.

Where several units are required to retreat from a single melee they must do so as a *stack*; that is, units may not retreat in several different directions.

Within the above framework the owning player decides the direction in which his units retreat/fall back.

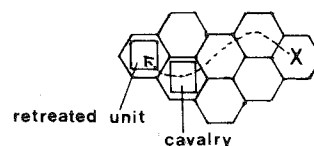
10.4 ADVANCE AFTER MELEE

In the event of a rout result (see above), victorious units have the option to advance after the retreating unit(s). They advance along the path of the retreating unit(s). The retreating units lose one additional strength point (per stack) for each hex the victorious units advance.

Cavalry units which have charged *must* advance all the way along the path of retreating enemy units (see diagram). They inflict

additional losses on the fleeing enemy in the usual way, but are themselves disrupted. They end their advance in the last vacant hex along the enemy's path of retreat.

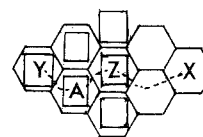
EXAMPLE



The melee has taken place in the hex marked "X". The charging cavalry must pursue the routed enemy, ending in the hex indicated in a disrupted condition.

Note that pursuing units can advance only along the path of the retreating units, though (with the exception of charging cavalry) they can stop at whatever point they wish. Neither advance nor retreat as a result of combat costs movement points. Units which are advancing in pursuit after melee ignore enemy ZOC (though their effects may be felt the following turn, for example by blocking the unit's chain of command). Pursuing units may not, however, enter hexes occupied by enemy combat units (they *can* enter hexes occupied solely by enemy leader counters).

EXAMPLE



Following the melee in hex "X" the routed units have retreated to hex Y, passing through the unit marked "A". The pursuing units can only follow as far as hex "Z", as they cannot enter the hex occupied by unit "A".

11. DISRUPTING AND RALLY

11.1 CAUSES OF DISRUPTION

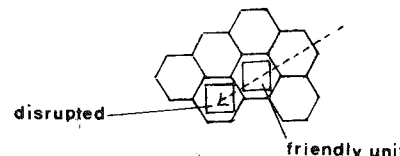
The disruption of a unit is indicated by flipping it over. The possible causes of disruption are:—

1. Terrain

Moving into certain terrain carries the risk of disruption (see Terrain Effects Chart). For example, a unit which enters a marsh hex is immediately subject to a die-roll, and will become disrupted on a die-roll of 1 or 2. It is then flipped over, and cannot move further during that movement phase. Should a unit move into a hex carrying the risk of disruption, not be disrupted, then move into another such hex — it must roll again for possible disruption.

2. Friendly Units.

Units which attempt to *pass through* a hex already occupied by a friendly unit, or units, risk disruption (see diagram). Disruption occurs on a die-roll of 1.



Note that there is no disruption penalty for simply moving *into* a hex occupied by friendly units (though it costs one additional movement point to do so). The penalty is courted if the unit attempts, in the same move, to move further. A unit which is disrupted in this way must end its movement, in the hex beyond the occupied hex it has passed through.

3. FORCED MARCH

Undisrupted infantry units (only) may, at the owning player's discretion, have 2 movement points added to their movement allowance each turn. Each unit which attempts to force march, however, is subject to an immediate die-roll to test for disruption. The die is rolled at the conclusion of the unit's move, (the move thus automatically includes the expenditure of 1 or 2 extra MPs). French units are disrupted, in the hex they have moved to, on a die-roll of 1; Allied units on a die-roll of 1 or 2.

4. Combat

See rules 8 - 10 and the Combat Results Tables.

Note that a disrupted unit which suffers a further "disrupt" result simply remains disrupted; there is no additional penalty. When a stack of units run the risk of disruption, a separate die-roll must be thrown for each unit: thus some may be disrupted and others not.

The above causes of possible disruption are cumulative. For example, an Allied unit attempting to force march, through a friendly occupied hex, in marsh would escape disruption only on a die-roll of 6 (Force March = 2; friendly unit = 1; marsh = 2; therefore 5 in 6 chance of disruption).

11.2 EFFECTS OF DISRUPTION

Disrupted units:—

1. Have a movement allowance of only 2 movement points per turn. However, they can always move 1 hex (in any direction desired by the owning player) even if this would normally cost more than 2 MP.
2. Have a type C ZOC (only) in the 6 adjacent hexes.
3. They cannot fire either offensively or defensively, and cannot melee offensively.

11.3 RALLYING

In the player's own Rally Phase he may attempt to rally his disrupted units. A single die is rolled for each disrupted unit, and the unit rallies (i.e. is flipped over so that its front is once again uppermost) if the die-roll is less than or equal to its morale rating.

Die-Roll Modifiers

1. If there is an undisrupted enemy unit in an adjacent hex add 1 to the die-roll. (It makes no difference if there is more than one such unit).
2. If there is a disrupted friendly unit in an adjacent hex add 1 to the die-roll (It makes no difference if there is more than one such unit).
3. If there is an appropriate leader stacked with a disrupted unit, subtract the leader's Rally Factor from the rally die-roll. If more than one such leader is present (for example, Napoleon and a Corps Commander) use the Rally Factor of the

senior officer. Appropriate leaders are as defined in Rule 12.

All these die-roll modifiers are cumulative. Note that Austrian leaders cannot aid the rallying of Russian units, nor vice versa.

Morale Check: Procedure

Roll 1 die. If number is greater than unit's morale rating, it has failed its morale check and becomes disrupted. (But note any modification for leader stacked with unit). If there are other friendly units stacked with a unit that becomes disrupted as a result of combat, they too must take a morale check.

12. COMMAND STRUCTURE: LEADERSHIP

12.1 GENERAL

On the French side the basis of organization is the corps, on the Allied side the Column. Exceptions: Sonet's (IV) Corps is broken down into its component divisions, whilst Oudinot's Grenadier Division and the Imperial Guard also act as independent formations. The command structure of the two armies is shown in the table below.

Leaders only affect units of their own command. Senior commanders cannot in general give command control to combat units. However, if senior commanders are stacked with a junior commander, the senior's leadership ratings and rally factors supercede those of the junior. Thus Soult would supercede Legrand, St. Hilaire, or Van Damme; Napoleon would supercede any other French commander. There is no leadership hierarchy on the Allied side.

12.2. RALLYING

A leader's rally factor is deducted from the rally die-roll of any disrupted unit with which it is stacked. See rule 11.3. Note that Russian leaders cannot rally Austrian units, nor vice versa, though they may exercise command control irrespective of nationality.

12.3 LEADERSHIP RATINGS

Leadership Ratings serve several important functions.

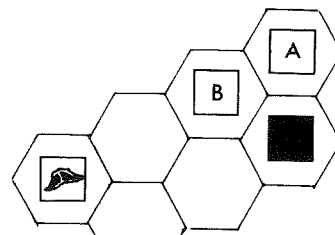
1. COMMAND RADIUS

The leadership ratings indicate the range in hexes over which each commander exercises command control. Any undisrupted unit not within the command radius of his commander (or appropriate senior commander: see 12.1 above) at the start of the owning player's movement phase is deemed to be out of command control. Units which are out of command control have their movement allowance halved (artillery units round fractions up). Units which are out of command control may not enter enemy ZOC (A, B or C), and may not melee offensively. They defend normally.

Command control is cut by enemy ZOC (A, B or C) unless the hex in question is also occupied by a friendly unit.

Command control can, however, be traced through enemy ZOC if a die-roll for this purpose is favourable. *Procedure*: roll 2 dice; command control may be traced through an enemy A ZOC on a total die-roll of 12, through a BZOC on a roll of 10 or more, through a C ZOC on a roll of 8 or more.

Example



The leader counter has a rating of 3, ie a command radius of 3 hexes. Unit B is in command control (2 hexes distant), so is unit A, for though an enemy ZOC intervenes between the unit and its commander, the presence of unit B negates this and allows command control to be traced.

If an attempt is made to trace command control through several hexes covered by enemy ZOC (and not occupied by friendly units), a separate die-roll (2 dice per roll) must be made for each hex. If different kinds of enemy ZOC block command control through a hex, take account only of the most effective (ie an A ZOC takes precedence over a B or C ZOC, a B ZOC over a C ZOC). Note that command control may still be traced (unless otherwise blocked) by a leader in an enemy ZOC, providing the leader is not alone in the enemy ZOC.

2 COMMANDS

The leadership rating also indicates the maximum number of fresh units which can be committed to enemy ZOC in a single player-turn. Units which start the turn in enemy ZOC do not count towards this total (unless they withdraw from enemy ZOC and then re-enter it). Rotating a unit already in an enemy ZOC, so that it faces a different direction, does however require a "command", ie counts towards the total of units committed to enemy ZOC that turn. (Note that rotating a unit in the friendly defensive fire phase does not require a "command"). All units in enemy ZOC may fire effectively, irrespective of whether they are in command control; they also defend normally.

Example

Milodorovich has a leadership rating of 2. He can therefore only commit 2 units to enemy ZOC each turn. On the first turn he commits 2 units, on the 2nd turn he rotates one of these to face a different hexside and commits a 3rd unit. All 3 units may fire normally in both the offensive and defensive fire phases.

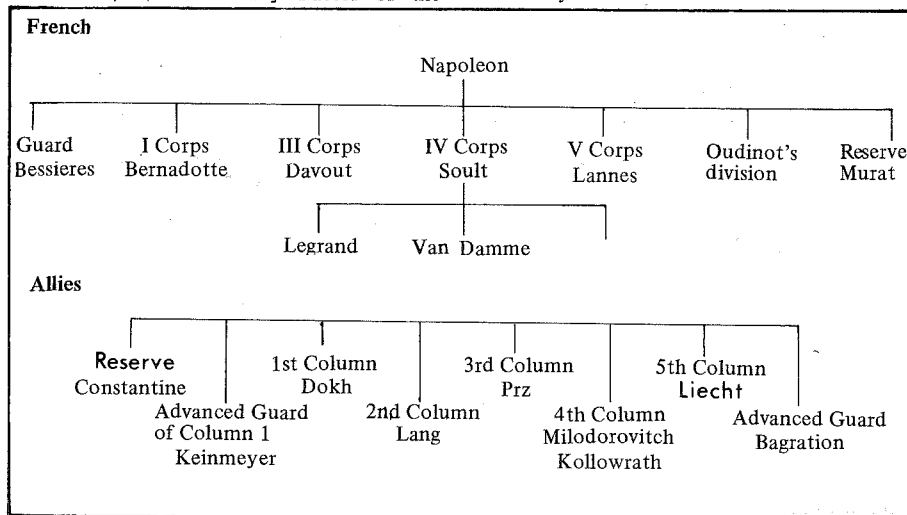
In order to enter an enemy ZOC, a unit must be in command control. Note that artillery may fire at enemy within their LOS, irrespective of whether they (the artillery) are in command control or not.

3. MELEE

The leadership rating also indicates the number of a leader's units which can advance to melee in a single melee phase. In order to do so, a unit must be in command control at the start of the owning player's melee phase. A leader may expend his full "command" rating in the movement phase (committing fresh units to enemy ZOC) and then expend his full "command" rating again in the melee phase.

Example

Milodorovich (leadership rating 2) can commit 2 more units to enemy ZOC in the movement phase, then in the melee phase command 2 units (provided they are in command control at the time) to advance to melee.



12.4 COMMAND INTEGRITY

Units of different command formations which melee together or (in the case of the Allies) join in an offensive fire attack, suffer a penalty. See Rule 10.2/7.

12.5 LEADER CASUALTIES

Leaders may become casualties in one of 2 ways:—

1) Leader in enemy A ZOC's

If a leader counter is alone in an enemy, infantry or artillery A ZOC during their (the enemy's) fire phase, a die is rolled. If the result is a "6" the leader has become a casualty (see below). Note that a leader alone in a hex cannot be fired on in the normal way. Note also that only one die-roll is required, irrespective of the number or strength of adjacent enemy units.

2) Leader in enemy occupied hex

If a leader counter is ever alone in an enemy occupied hex (ie occupied by one or more enemy combat units, not simply by an enemy leader), whether during the enemy movement phase or as a result of combat (see 12.6), a die-roll is required. If the result is 4, 5 or 6 the leader becomes a casualty (see below).

3. Replacements

Whenever a leader becomes a casualty, the counter is flipped over so that the (unnamed) replacement side is uppermost (Exceptions: Napoleon and Soult have no replacements. If Napoleon becomes a casualty the Allies immediately win; if Soult becomes a casualty his counter is simply removed from the map). A "leader casualty" marker is placed on top of the replacement counter, and remains there until the end of the owning player's following turn. Whilst the "casualty" counter is in place the replacement leader may not exercise any leadership functions whatsoever (thus unless they receive command control from a superior leader, all units of his command will be out of command control). Once the "casualty" marker is removed the replacement counter functions exactly as would a normal leader counter (but note that the replacements' leadership and rally ratings are generally inferior to those of the original commanders). If a leader counter survives a casualty die-roll it is immediately placed on top of its nearest subordinate unit.

12.6 LEADERS AND MOVEMENT

Leader counters (and replacement leaders) have a movement allowance of 8 MPs per turn. They calculate movement costs as if they were infantry units. They exert no ZOC. If a leader counter is alone in a hex it does not in any way impede the movement of enemy units. Thus a unit may enter a hex occupied (solely) by an enemy leader, and indeed move through such a hex without incurring any additional movement cost. The leader in question would immediately have to check to see if it has become a casualty.

Leaders stacked with units engaged in combat must retreat with those units if they are

required to do so, and may advance after combat if the owning player so wishes.

13. MORALE

13.1. INDIVIDUAL UNITS: FIRE

Each combat unit has a morale rating printed on it. This produces a die-roll modifier (DRM) when the unit is firing. If the unit's morale is lower than 4 the difference is subtracted from the die-roll; if its morale is higher than 4 the difference is added to the die-roll. If several units with differing morale levels combine in a single fire attack, the best morale of those present is the only one considered.

13.2 INDIVIDUAL UNITS: MELEE

A unit's morale rating does not affect the die-roll in melee combat. It may, however, produce a column shift or shifts. The morale of the attacking and defending units are compared and any difference causes a column shift on the melee CRT of the appropriate number of columns.

Example: a unit of strength 10 mounts a melee attack against a unit of strength 6 in clear terrain (3:2 odds). The morale of the attacking unit is 6, that of the defender 3. There is therefore a 3-column shift in favour of the attacker, so that the melee is resolved on the 4:1 column. Or to take another example if a unit of strength 6 attacks a unit of strength 10, in clear terrain (odds 1:2) and their respective morale levels are 4 (attacker) and 5 (defender), the melee would be resolved on the 1:3 column (ie a 1 column shift in favour of the defender).

If more than one of a player's units are involved in a single melee, take the lowest morale rating (only) of those present when comparing morale with that of the enemy.

13.3. FORMATION MORALE

Each formation (Corps, Column etc) has a demoralization level (see table below).

Once the formation has lost the number of strength points indicated it becomes demoralized, and a "D" marker is placed on the formation commander. (If there is no longer a relevant commander on the map, place the eliminated commander alongside the Turn Record Track with a "D" marker on it). Once demoralized a formation remains so for the rest of the game.

Note: When totalling strength points lost by each formation, count both the face value of those units eliminated altogether and any losses suffered by units still on the map (ie the difference between their face value and their current strength as indicated by the strength marker). Players may find it useful to keep a note on scratch paper of the current strength loss of each of their formations. Note that there are restrictions on your ability to examine your opponent's strength markers (see section 5).

13.4 EFFECTS OF DEMORALIZATION

All units belonging to a formation which is demoralized suffer a DRM of -2 for both fire and melee combat; this DRM is additional to

any other there may. Units of a demoralized formation also have no ZOC of any kind (and cannot therefore block enemy command control). Units of a demoralized formation must move at their full movement allowance each friendly movement phase, so as to move as far as possible (in movement points) from the nearest enemy units(s). Infantry units must move at the "forced march" pace, and run the risk of disruption that this entails. They may enter enemy ZOC and take part in fire combat, and may melee defensively but not offensively.

Units which are both demoralized and disrupted flee at their full movement rate, (infantry at "forced march" rate) have no ZOC, cannot take part in fire combat, and can only melee defensively (with a DRM of -2). Disrupted units which are also demoralized may not rally.

14 SET UP

FRENCH The Guard Units set-up within 4 hexes of Schlapanitz. I Corps to the west of the village of Girzikowitz but not to the south of it. III Corps is not on the map at the start of the game, but enters as a reinforcement on the French 10.0 am turn; entry is through the marked hexes in the SW corner of the map; the units pay movement costs from the moment they enter the map. IV Corps: St. Hilaire's division sets up within 2 hexes of Puntowitz; Vandamme's within 3 hexes of Girzikowitz, west of hex row 21; Legrand's west of the Goldbach Stream between Kobelnitz and Tellnitz (inclusive). V Corps within 2 hexes of the Santon, but not east of it. Oudinot within 3 hexes of the Zuran Hill. The Cavalry Reserve within 2 hexes of Girzikowitz, in or west of it.

ALLIES The advanced Guard of Column 1 sets up in or adjacent to hex 1939. Column 1 within 2 hexes of Augezd. Column 2 in or adjacent to hex 2437. Column 3 in or adjacent to hex 2931. Column 4 within 2 hexes of Krzenowitz. Column 5 in or adjacent to Birnbaum. The Reserve within 2 hexes of 3818. The Advanced Guard (Bagration) within 2 hexes of 3606.

The Leaders of both sides set up with the units under their command, i.e., in the areas as defined above. Napoleon begins the game located on the Zuran Hill.

15 THE SCENARIOS

Napoleon at Austerlitz is quite a long game to play. In addition to the full campaign game we have therefore provided three shorter scenarios:—

THE LOWER GOLDBACH

Use only the map area south of hex row 0135—3935 inclusive. The French have Le Grand's division of Soult's IV Corps; the III Corps arrive as reinforcements at 10.00 am. The Allies have the Advanced Guard of Column 1, plus Columns 1 and 2. Begin 8.30 a.m. end 11.00 a.m. (i.e. 6 turns)

LANNES v BAGRATION

Use only the map area north of hex row 0113—3913 inclusive. The French have the V Corps, the Allies have the Advanced Guard (Bagration). Begin 8.30 a.m. end 5.00 p.m. (18 turns).

PRATZEN HEIGHTS

Use the map area bounded by hex rows 0111—3911 and .0134—3934 inclusive. The French have the Guard, Oudinot's division, the Cavalry reserve, I Corps and St. Hilaire's and Vandamme's divisions of Soult's Corps, plus Napoleon and Soult. The Allies have Columns 3, 4 and 5 and the Reserve. Begin 8.30 a.m., end 12.00 noon (8 turns).

Note: Set-up for all scenarios is as for the relevant units in the Campaign Game. The full map and all the counters are of course used in the Campaign Game, which lasts for 18 turns.

FORMATION DEMORALIZATION LEVELS

ALLIES	STRENGTH POINT LOSS	FRENCH	STRENGTH POINT LOSS
1st Column	40	Guard	30
2nd Column	30	Oudinot	26
3rd Column	21	I Corps	22
4th Column	Russians 21	III Corps	25
	Austrians 21	IV Corps:—	
		Legrand	24
5th Column	12	St. Hilaire	22
Advance Guard	44	Van Damme	38
Advance Guard, Col.1	17	V Corps	44
Reserve	32	Reserve Cavalry	31

16. VICTORY CONDITIONS

In all cases the player with the greater total of victory points is the winner.

16.1 THE LOWER GOLDBACH

Each side receives 1 Victory Point (VP) for each enemy strength point lost, plus 2 VPs for each enemy leader casualty and 1 VP for each replacement leader casualty. In addition whichever side controls (see below) hex 1239 at the end of the scenario receives 5 VPs; if neither side controls it the French player receives 5 VPs. For each undisrupted unit the Allies have on the west bank of the *Goldbach* north of hex 1039 inclusive, at the end of the scenario they receive 5 VPs.

Note. To "control" a hex a player must either currently occupy it (with a combat unit, a leader alone will not confer control), or be the last player to have had the hex in his A ZOC. If each player is simultaneously exerting an A ZOC over a vacant hex at the time when control is calculated, neither side controls the hex.

16.2 LANNES v BAGRATION

Each side receives 1 Victory Point for each enemy strength point lost, 2 for each enemy leader casualty, and 1 for each enemy replacement leader casualty. Additionally the Allies (only) receive 5 VPs if they control hex 2210 (The Santon) at the end of the Scenario.

16.3 PRATZEN HEIGHTS

Each side receives 1 Victory Point for each enemy strength point lost, (exception: losses from the French Guard and Russian Reserve score 2 VPs per strength point), 2 for each enemy leader casualty, and 1 for each enemy replacement leader casualty. Additionally, whichever side controls hexes 2230, 2925 and 2822 at the end of the scenario receives 20 VPs per hex: if neither side controls a hex neither receives any VPs for it. Additionally whichever side controls hexes 2716, 2717 and 2326 at the end of the scenario receives 10 VPs per hex: if neither side controls a hex, neither receives any VPs for that particular hex. If Napoleon is killed the Allies immediately win the game.

16.4 THE CAMPAIGN GAME

Each side receives 1 Victory point for each enemy strength point lost (2 for each strength point lost by the French Guard and Russian Reserve), 2 for each enemy leader casualty, 1 for each enemy replacement leader casualty. In addition the Allied player (only) receives VPs if at the end of play certain geographical objectives were last occupied by an undemoralized, undisrupted Allied *infantry* unit (ie. the Allied player does not receive the VPs for a hex if it has subsequently been occupied by an undemoralized French *infantry*, *cavalry* or *artillery* unit – whether disrupted or not). Victory points are awarded as follows:—

Hex Number	Victory Points
1335, 1235	15 each
0137, 0138, 0139, 0140, 0141	3 each
2210	20
0125	40
0111	50
1433, 1239, 1140	10 each

If Napoleon is killed the Allies immediately win the game.

17. THE FOG OF AUSTERLITZ

The valley floor and lower slopes of the heights were shrouded in mist in the early hours of December 2nd. To simulate this all map areas below the 260 feet contour (ie the 4 green and yellow terrain levels) are considered to be covered in mist for the first 2 turns of the game.

EFFECTS

1. Ranged artillery fire is not allowed (ie there is a LOS only into adjacent hexes).
2. Units checking for disruption on moving through a friendly unit, suffer a DRM of -1.
3. Units which attempt to force march through mist (ie if *any* part of their move is through mist) suffer a DRM of -1 when checking for disruption.
4. No opposing unit's strength marker can be examined if the unit in question is in mist. Nor can LOS for this purpose be traced through or from any hex in mist (see section 5).

Credits

Design: Jim Hind, Keith Poulter.
Playtesting: Kieron Doyle, Chris Geggus, Mike Oliver, Wallace Poulter.
Graphics: Ted Woods, Briony Doyle.

DESIGNER'S NOTES

Keith Poulter

Napoleon at Austerlitz came about as a result of a conversation between Jim Hind and myself back in late 1979. I had some ideas for a Napoleonic game system, and asked him what battles he thought might be most suitable. After some discussion of scale, balance, and so forth he suggested Austerlitz as being the most promising encounter not recently covered (subsequent appearance of Marshall Enterprises' *La Bataille de Austerlitz* and the SPI mini-game are of course on very different scales).

The battle proved to adapt itself beautifully to treatment on the scale we had in mind. Dovetailing the map scale with historical figures for regimental frontages, almost immediately produced a game with one regiment per hex i.e. no stacking. Given the intention to use "Pollard Markers" (the 1–8 revolving strength markers pioneered by Bob Pollard in *Forward to Richmond!*), the absence of stacking was welcome.

Two remaining, related factors needed to be examined in order to determine the final scale of the game. How many game turns should there be, and what should be the movement rates of the units? My own preference is for a game that is playable in a (long) evening, or at any rate in a Sunday afternoon and evening. This typically means 16–24 turns. The battle began at 8.30 am. and was over by 5.30 p.m. So 18 turns, each representing half an hour of real time? In which case *infantry* movement could be 4 hexes (= half a mile) per turn, i.e. a battle-field rate of movement of 1 mile per hour (with extra speed available in the form of "forced march" carrying with it the possibility of disruption). Cavalry 6 hexes per turn, artillery 3. Movement rates of this order seem to me just right for a game covering a single battle: if slower the units simulate tortoises as they inch across the map; if greater, units are able to execute the most amazing movements whilst the enemy sits helplessly by. Movement rates of this order 3–6 cause operations to unfold step by step, with each side having opportunities to react to the enemy's moves as they occur. Voila!

What of the game mechanics? Here I had two main objectives. I was determined to utilize "Pollard Markers" so as to enable units to take losses at realistic levels, and thus avoid the "all or nothing" combat systems so prevalent in earlier Napoleonic games. Second, I wanted to avoid the "arithmetical" approach to combat, in which players think more about the exact numerical value of units (e.g. "If I move a '3' there I can get 3:1 odds . . .") than they do about the historical tactics and the historical nature of the units they command. To this end I wanted the strength markers to remain generally hidden from one's opponent, hidden morale tracks for each major formation, and a differential

combat system rather than an odds one.

Various other historical features clamoured for attention: the Allied column formation, their appalling staff work, the difficulties of Austrian – Russian cooperation, the Cossacks' distaste for formal combat, Bernadotte's traditional reluctance to commit his force to battle, and so on.

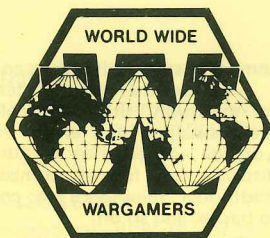
But it was that central feature, the combat system, which defeated me. Somehow it just wouldn't happen, and the game remained on a "back burner", as they say, for nearly 9 months – lovingly thought of from time to time, but stubbornly refusing to develop any further. OK, how about handing the "game" (it didn't really deserve the title at this stage) over to someone else to develop? Jim was the obvious person, but at the time was too committed to other projects to be able to take over sole responsibility. So we ended up completing the design jointly, with each of us throwing in suggestions for the other to shoot down. And it worked surprisingly smoothly, with no major differences of opinion. Jim redid the counter mix proposed (slightly reducing the number of combat units) and killed off the proposed differential combat system in favour of a *Forward to Richmond!* type system for fire combat, followed by melee. This achieved my major objective of diminishing the significance of arithmetical calculations in combat. My hidden morale tracks were reluctantly dropped as being too cumbersome in play. Instead morale ratings appear on the counters, and play an important part both in fire and combat melee.

(Interpolation: Jim. My thought at this point was to make the 3 main combat arms *functionally* different, in the sense that you have to do different *types* of thing with the numbers printed on them. Artillery is already differentiated, in that it fires at several hexes range. My ideas of a method of distinguishing *infantry* from *cavalry* is apparent from a study of the game.)

Keith and I argued long about the merits of line, column and square formations for *infantry*. Eventually I convinced him that, at this scale of command, the effects of these formations should be visible, but the players should NOT be called upon to make any decisions on the matter. And nor you will be, dear reader – your regimental commanders are all competently doing their jobs. The time taken to deploy from Line to Column to Square (the French were generally in *Ordre Mixte* anyway) is negligible on the scale here represented. But when your *infantry* get hit by artillery with a + 1 DRM because enemy cavalry are about, you will reflect on the impossibility of the poor sods being in line, column and square simultaneously. And at this scale that's how it should be!

As a result of our joint deliberations, three types of zone of control emerged, each with its own peculiarities (see rules). Stacking became based on the current strengths of units, victory conditions were modified to reinforce the lure of various geographical objectives. Most significantly of all, rules were developed to bring out the differences between different arms. In particular, cavalry cannot take part in fire combat (except as a target) but are highly advantageous in melee against disrupted *infantry*. In such circumstances they are likely to rout their opponents handily, and then, if they choose to pursue them inflict heavy losses. In close combat artillery are most to be feared, so pursuing cavalry are likely to inflict losses first on fleeing artillery (pursuer's choice). The picture of triumphant cavalry cutting down the slow moving artillerymen as they vainly attempt to escape comes vividly to mind . . .

And so the design, a truly joint effort, was completed. As the battle opens the Allied columns are poised to strike at the French positions in the vineyards before Tellnitz, at Sokolnitz Castle, and the whole length of the Goldbach Stream between the two. As the advertising blurbs put it, now *YOU* take command . . .



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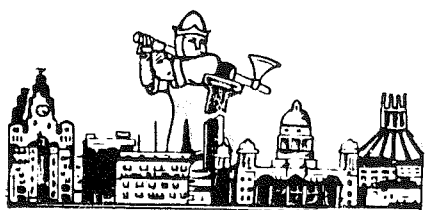
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VILLE GAGNEE ??

Donald Mack



By mid-day on the second day of the sudden Soviet onslaught on West Berlin the military situation of the Western Allies in the southern district of the city was very bad, although the British were holding well in Spandau and the French, supported by a strong contingent of Berlin's paramilitary police force, were still presenting a continuous though thin front to the 6th Guards Motor Rifle Division. But to the south the US line along the Teltow Canal was in fragments and the Autobahn from Potsdam was wide open to a Soviet drive into the city to link up with the 103rd Guards Airborne Division which had dropped successfully into Charlottenburg and the Grunewald the previous afternoon, less one regiment dropped right onto the lightly-garrisoned Tempelhof Airfield, completely neutralizing it. Although resistance could be continued for another day at least, possibly two days, the Soviet forces had too firm a hold on Berlin's vitals; on orders from Supreme Headquarters Allied Powers, Europe, the Western garrison accepted the offer of honours of war made by the Russians at 1200 hrs on D+1.

The great thing about this hobby, folks, is that you can stop the world when things get tough, get off and try an alternative time-segment. Like this:

Dawn broke darkly for the commander of the 20th Guards Army, despite the sunny, windless August morning. Twenty-four hours before, his four motor rifle divisions—6th Guards, 14th Guards and 19th, plus 1st East German under command of 20 Army—had launched their assault. Now the 19th was held by the British in Spandau, the 14th was running into increasingly stiff resistance in the heavily-built-up area west of Tempelhof, the 1st East German had its head in a bag in the southwest, where it had tried to thrust along the Autobahn. To the north, in Reinickensdorf, the 6th had almost completely annihilated the French—but at the cost of almost all its infantry, making it unlikely that the division's remnants would break through the

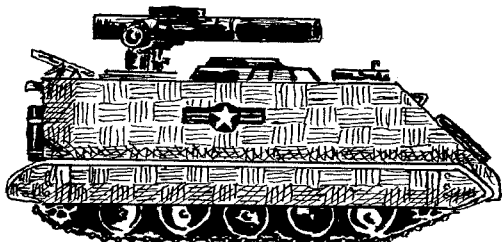
police units which had been hurried to the crisis-point. Worse, apart from a few sites near the city boundaries, his command had taken none of the vital objectives assigned to it. Perhaps he could have called in the paras on D-Day after all . . . 'Oh God,' he groaned aloud, thus earning still more the unspoken but potent disapproval of General Tonibennski, his friendly neighbourhood commissar . . .

All of which goes to show that this new game, published in *Strategy & Tactics* No 79, can swing either way dependent on the player's early dispositions and how Fortune's wheel spins for each. *Nerlin '85*, as its name implies, features conflict in West Berlin in the context of a general outbreak of hostilities between NATO and the Warsaw Pact and is an operational game at battalion level, its system that of the *Modern Battles* series but with marked modifications to reflect the nature of fighting in a largely built-up area; designer and developer are Jim Dunnigan and David Ritchie respectively. This profile is aimed at those readers of *The Wargamer* who do not subscribe to S&T but I hope that it may also be of some service to those who do subscribe but who, for one reason or another, have not yet got round to giving much attention to their recent acquisition.

Map scale is 1 kilometre to the hex, the map showing the whole of West Berlin and a belt of the surrounding area; the city is by no means all built-up—it includes open space, a sizeable chunk of forest (the Grunewald) and three airfields as well as suburban, industrial and urban terrain, the whole seamed by rivers, canals and the Havel See, as well as having a scattering of smaller inland waters. Units are mainly battalion-size and, as in *Modern Battles II*, show unit symbols with 'unknown' status on the reverse. Each turn represents the passage of eight hours and turns are sequenced as two day-turns and one night; the game can, in theory, last for sixteen turns—5½ days—but is actually unlikely to last more than six

or seven unless Soviet progress is abysmally poor. Indeed it can—again in theory—last only one turn of the Soviet player takes a big risk and is then very lucky with the dice.

As said, the system is basically that of *Modern Battles*—move-fight sequence in each player-turn, 'differential' CRT (total attack CF and defence CF and subtract lesser from greater to obtain a plus or minus differential), locking ZOC, mandatory combat between adjacent units, terrain effects reflected by pro-defensive shifts on the CRT and, last but not least, artillery able to add CF at a distance to both attack and defence. But now come the additions to bring out some of the flavour of FIBUA (Fighting in Built-Up Areas), a form of warfare whose characteristics include short fields of fire, heavy demands on manpower, increased chances of infiltration between defended areas—and a high casualty rate. Combat shifts for terrain are often considerable, with three- and four-column shifts in favour of units defending in Industrial and Urban hexes respectively: in addition ZOC do not extend into Urban hexes although they extend out, making units in such hexes tough nuts and relieving them of the necessity to attack adjacent enemy units. On the other hand units in concentrations of Urban hexes thus have no ZOC themselves, being sur-



rounded by similar terrain; the negation of ZOC is mutual. This allows infiltration of gapped lines, making continuous defensive positions necessary in heavily built-up areas (heavy demands on manpower, remember, to say nothing of short fields of fire). A nice pitfall digged for the artillery-fiend is contained in the Collateral Damage rule; more than a certain quantity of artillery CF into a hex (including any FPF added to the defence) is increasingly liable to turn that hex into a Ruin—special counter in the affected hex, which now gains an extra column-shift on the CRT and also becomes ZOC-proof like an Urban hex. A generous use of artillery by the attacking Soviets, especially in the more built-up areas, is all too likely to provide the defenders with a set of extra-strong defensive hexes in which they can sit without any obligation to counterattack. Another special rule reflects the difficulty in winking out stubborn defenders: in the event of a Retreat result in combat the defender can announce "They Shall Not Pass!" (those very words) and roll a die. Provided that the roll yields a figure greater than the number of retreat hexes called for on the CRT his unit stays put—although if the result is equal or less then the unit is destroyed.

Now d'you see it? Russian hordes attack in force, bags of artillery to attain +12 differential—attacker in Industrial hex, three shifts down on the CRT—+12 becomes +4.5—die-roll yields D1 result—defender intones "They Shall Not Pass!" and rolls a 2!—defending unit stays put, concentration of artillery CF into an Industrial hex produces a Ruin! (no ill-effects on occupying unit)—no ZOC into hex any more, defender not obliged to counterattack but Russian hordes now pinned and must attack again next turn with the CRT-shift now 4 columns in the defender's favour—Arrrghski!

Rough on the attacker? Worse is to come, friends. Unlike the *Modern Battles* series, *Berlin '85* has only one CRT and a double-edged one at that. Of the 36 possible results on the plus-differential side 9 are 'Exchange' and 3 are the dread 'Ax' (defender retreat one hex, attacker loses CF at least equal to that of the defender); in other words the attacker stands to lose a unit one attack in three on the average, and when one bears in mind that column-shifts will rarely permit the use of the +12 column his real chance of loss is more like one in two. The CRT is not the attacker's friend and as the Soviet player is the one doing most of the attacking he is going to realise this with a vengeance; to lose a 4-3-12 motor rifle battalion in exchange for a 1-2-8 police unit is not what one would call a good trade; to lose it to an 'Ax' result and then find that the accursed peeler

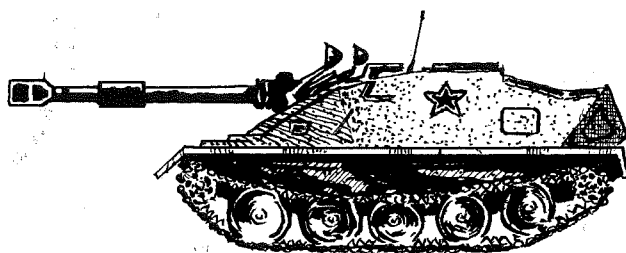
have cried 'TSNP!' and are still in residence in what is now a less-than-pregnant Ruin hex is indeed to ask for bread and receive a stone.

How, then, can this apocalypse of a game be won? It's all done by Victory Points. When the game ends (of which more anon) the Soviet player receives VPs on the scale of $Y \times$ the number of Warsaw Pact military (not Volkspolizei) units on the map, being a multiplier which decreases as the turns go by; during Turns 1-5 it is 5, in Turns 6-8, 4 and so it declines until in Turn 16 it is $\frac{1}{2}$! The Western player receives 5 VP for each turn in which one of his artillery units has interdicted the east-west rail line bypassing Berlin, 8 for each turn in which one of his units has occupied a hex of that line; he cannot amass a large total but he can badly off-set his opponent's. And to win even a marginal victory the Soviet player must be at least 120 VP to the good.

To be sure of winning the Soviet player must end the game in as few turns as possible in order to obtain a good multiplier and to avoid losing too many units in long-drawn-out combat; this he can do by inducing the Allied garrison to surrender, either on its own decision or on orders from SHAPE. By capturing various objectives (all clearly marked) and by eliminating enemy units he amasses Surrender Points (and the Allies can abate his score by destroying Soviet units and by retaking captured objectives); at the beginning of any turn he can offer Honours of War and a die-roll compared with a table (column dictated by the SP level) determines whether or not the Allies surrender. Snag—any result other than a surrender gives the Allies another 20 VPs! Ergo, have a fair total of SP before offering Honours of War.

Berlin '85 plays well, interestingly, and quite realistically, given its fairly simple system; the *Modern Battles* format, although I consider that it does not portray the fluidity of mechanised warfare, lends itself very well to a form of combat which is more of a slug-fest. The developer has added some good ideas further to bring out something of the 'feel' of FIBUA; true, only a detailed tactical game can portray the details but *Berlin* will certainly make both attacker and defender realize that *Wurzburg* and the *Chinese Farm* were never like this.

The No 1 scenario, 'Op Unity' postulates a sudden Soviet attack, the Western allies having only a couple of hours' warning. The Allies are deployed near their various barracks in West Berlin: USA—the three battalions of the 6th Infantry Regiment, a battery of artillery and a mixture of smaller units (military police, an ad hoc battlegroup, etc); France—the 46th Infantry Regiment, the 11th Chasseurs à Cheval (armour) a recce unit and another battery; Britain—1st Bn The Welsh Guards, 2nd Bn The Royal Anglian Regiment, 1st Bn The

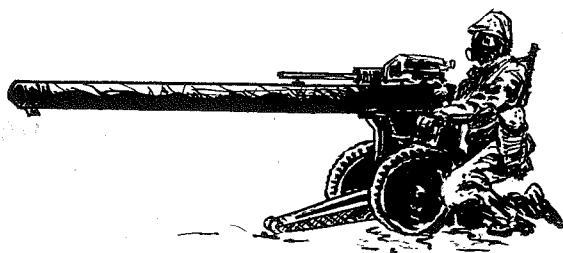


Green Howards (Princess Alexandra of Wales' Own Yorkshire Regiment) (There! I just couldn't resist rolling out the 19th Foot's full title), 2nd Bn The Parachute Regiment (who held the bridge at Arnheim forty-one years earlier), a squadron of the Royal Scots Dragoon Guards in a recce role, and two batteries of artillery. In addition a large force of West Berlin police units can be deployed fairly freely as the base hexes in which they must be set up are more in number than the units.

Outside the hosts of Midian they prowl and prowl around; four motor rifle divisions, each of nine battalions plus 'divisional artillery'. (As regards this last the player who knows *Modern Battles* will look in vain for the 122mm howitzer regiments; only the rocket-launcher battalions appear as the guns are deemed to be deployed in an assault role, firing over open sights, and have been factored into the rifle battalions' CF. David Ritchie did this partly to simulate Soviet doctrine and partly to avoid too great a clutter of ranged-artillery units on the map.) An airborne division is also available to be paratropped or airdropped on any day turn and the roll of military units is completed by the 34th Guards Artillery Division, eight ranged-artillery units, each with a pretty heavy punch. Finally

there are eight Volkspolizei units in East Berlin, useful for holding gains but for little else.

The Soviet player can have a tough time slogging his way into the city, for the more he slogs the more he stands to lose. Given some lucky die-rolls, an eye for the weak points in the defence, and deployment of the airborne division at the right time (and no serious losses during the drop) he can force a breach and start moving through into the objective-rich centre—this happened in the game described in the battle-picture with which this article opens. But if the Allies can group their rather scattered national contingents to counter the main thrusts as they develop, if too many attacks produce an 'Ex' or 'Ax' result, if gaps can be blocked as they occur, then the attackers can find that they are losing units, are moving too slowly, and that time runs on, runs on . . . This was the situation



behind the second battle-picture.

On his side the Allied player will find that he cannot hope to cover the city perimeter adequately and that his three contingents will be fighting their own separate battles, aided by the police (good in defence but not really intended for the offensive; their low attack CF and their inability voluntarily to enter enemy ZOC reflect this). He will have to improvise constantly as he attempts to identify, contain and then halt the converging enemy thrusts; as the CRT is so bloody he will find it advisable not to attack except *in extremis*, instead conducting his defence through a combination of mutual support and choice of advantageous terrain, pinning enemy units from Urban and Ruin hexes and forcing poor-differential attacks—preferably on police units! Further uncertainty, affecting both sides, is caused by the deployment of all units other than artillery with 'unknown' side up until the moment of first combat, as in the *Modern Battles II* series.

Of course 'victory' for the Allies cannot be true military victory; the Soviets will, in most games, eventually control more of the city than do they. Rather is it measured by the extent to which Soviet victory is made Pyrrhic ("If this be a victory, comrade General, let me never see such another.")

The Soviet player must win quickly but he will have to take a chance, probably more than once, to do so; probably his worst let-down will be a Cease-Fire in response to his offer of Honours of War—skip the turn, 20 VPs lost, and begin again next turn; eight hours gone, bringing a lower VP multiplier that bit nearer, and perhaps the Allied VP total now too great to outreach sufficiently. When I first played the game I thought it interesting but predictable—Soviet victory: when I played it next I thought it interesting but predictable—Soviet victory, no way! Now, after more playings and the nuances more fully understood I have no hesitation in calling it interesting and unpredictable. "War is the province of uncertainty," says Clausewitz—and the city of Berlin lies within that province.

Yes, this is a worthwhile game, reflecting credit on designer and developer alike, a game which should prove to be in the upper bracket of S&T issue games. The rules, moreover, are complete, clear and free of ambiguities; the only silly which I can cite is the rule which allows *all* units to move by the city Underground—how do you get a 155mm gun down an escalator?—which I prefer to modify by restricting this mode of movement to 'leg' units. It is interesting, tricky, fun to play (the Soviet player's attacks of apoplexy would do credit to John Cleese) and, last but not least, the Soviet ability to terminate play by a successful offer of Honours of War leads to a game easily playable in an afternoon or longish evening.

Note 1. "Ville gagnee!" was the old Norman battle-cry on setting foot within a city under assault; vide Alfred Duggan: *Knight with Armour*.

Note 2. The British brigade looks a little unreal; it is many years since I served in Berlin but I have my contacts. There should be three infantry battalions, not four, and none of these are mechanised although all are mobile and contain a mechanised element. Moreover the RSDG squadron is armoured, not recce; after all, the cover picture of S&T 79 distinctly shows the Berlin flash on the Chieftain tanks it features. But don't let that spoil the fun; play on!



CARDBOARD BATTLEFRONT

continued from page 9.

tions. In most games, broadly excepting naval games, the players both have either perfect information across the board or at least perfect knowledge of the opponent's disposition if not his strength. Efforts to build limited intelligence into the games have had indifferent success because accuracy in this respect is inevitably accompanied by a significant increase in playing time, resulting in a typical design compromise that minimizes limited intelligence provisions even when they are included.

Of course surprise is still possible in the board game. The player may use maneuver during his turn to concentrate forces from widely separated points on the game map for a decisive attack on some sector that the opponent does not expect. This is facilitated by the relative ease of maneuver on a game map as opposed to real terrain. Surprise in the commitment of defensive forces is also possible in games that include reserve rules. On the whole games, especially naval and air designs, do permit the operation of this principle of war.

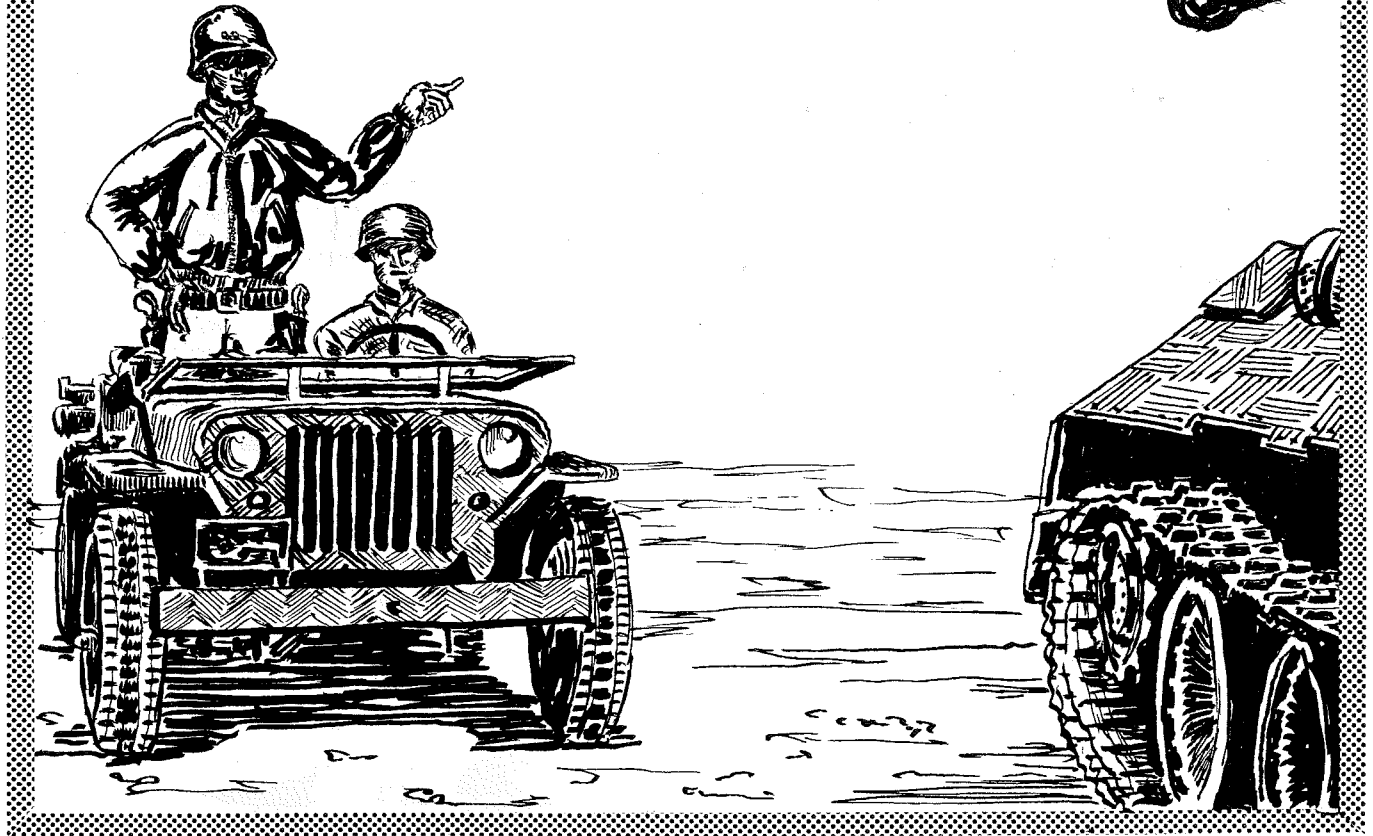
Then there is the question of economy of force, which again is closely related to both maneuver and to surprise. Here the situation is quite the opposite. In reality a true economy of force is very difficult to achieve because, on the one hand, maneuver is quite constricted while, on the other, the adversaries have vague notions of each others' strengths and dispo-

sitions under "fog of war" conditions. Usually the best that can be accomplished is to assign strong forces an axis of advance which, according to intelligence reports, will bring them into contact with a weaker enemy. The difficulty of achieving true "economy" is readily apparent.

In the game these difficulties are wholly absent. Economy of force is one of the easiest things to pay attention to in the game. The player is aware of his own strength, of the strength of the enemy, and of the adversary's positions, the effect of defensive terrain on the Combat Results Table, and the movement point costs of reinforcing his attacks with given numbers of additional forces. All these variables are manageable. The player may reference the CRT, find the optimum odds column for an attack, and bring up the precise number of strength factors to achieve that odds ratio and leave himself with the maximum of residual forces for other uses on the mapboard. The ease of maneuver and the perfect knowledge of the adversary make management of forces on the board extremely simple. Moreover, the absence of detailed logistics rules and restrictions make the available forces perfectly usable. Most gamers are entirely familiar with the phenomenon of an opponent who even uses a pencil and paper to add his combat factors and calculate the best attacks during his turn. Thus wargamers are in fact very good at illustrating the principle of economy of force in war.

Command Control

Andy McGee



This is another article arising out of correspondence with Keith Poulter; it aims to take one aspect of game design and consider the rationale behind it, particularly with reference to the relationship between theory and practice. The subject-matter, obviously enough, is Command Control, and the first difficulty arises when we seek to define that term. Keith's ideas, as well as those of John Prados in his article "The Leading Edge of Game Design" (see next issue) are heavily involved with the problems of perfect information, i.e. the loss of realism resulting from each player having perfect knowledge of the dispositions of the enemy forces. I do not say that this approach is wrong; Command Control is after all a term which means what we decide that it is going to mean, but my own view of the subject is a somewhat narrower one. I regard it as concerning the relationship between a player and his own units, the difference between what he orders them to do and what they in fact do. Compendiously phrased, the question with which this article will deal is therefore "Under what circumstances may a boardgame player legitimately be disallowed from implementing his intentions for the actions of a unit nominally under his command, given that these intentions violate neither the movement nor the combat rules?"

Looking at the matter in real-life terms, I would indentify five relevant causes of such a breakdown of command control, or frustration of a player's intentions:

1. Orders may arrive from a higher command limiting the player's freedom of action; one thinks in this context of some of Hitler's interventions at critical stages of World War Two.
2. The unit's superiors may omit to issue orders for it.
3. Orders may be dispatched but fail to arrive.
4. Orders may arrive but be so unclear that they are either misinterpreted or totally disregarded.
5. Orders may arrive and be perfectly clear, but the CO on the spot may elect to disobey because they appear to him to be out-of-date, based on inaccurate information or simply misconceived.

It is relevant at this stage to make two points about this list. The first is that head (1) is in a quite separate category, since it does not imply any breakdown of what is known in military terminology as C3- Command, Control and Communications, and because it is not so much about the implementation of intentions already formed as about which intentions may legitimately be formed. The second point is that head (5) may occur

without necessarily involving any breakdown in C3; in other words a discretion to disobey orders is recognised in most armies, although an officer exercising this discretion does so at his own risk should his judgment turn out to be wrong.

Given that so many things can happen to frustrate the implementation of orders, and that the consequences of such frustration are likely to be considerable, it might at first be thought surprising that the subject is in general so poorly treated in boardgames. It is obviously a large generalisation, but in my experience players tend not to like command control rules. I suspect that some of them at least have fallen for the advertising blurb about taking command of a whole army, and consequently resent the notion that their orders will not be obeyed on the instant and to the letter. Accordingly it may be worth asking who are the notional parties to the confusion which we are trying to simulate. The general answer to this must be that anyone who gives an order or receives an order or tries to execute an order may run into command control difficulties, as already defined, provided that verification and clarification of doubtful points will involve a significant delay; in general this means whenever the parties to the order are not face to face. This obviously gives us a pretty wide scope, and the more links there are in the chain of command, the more opportunities there must be for mistakes. It follows that the risk of error is magnified when communications are difficult or when there is a clash of approaches between commanders at different levels, to give only two examples.

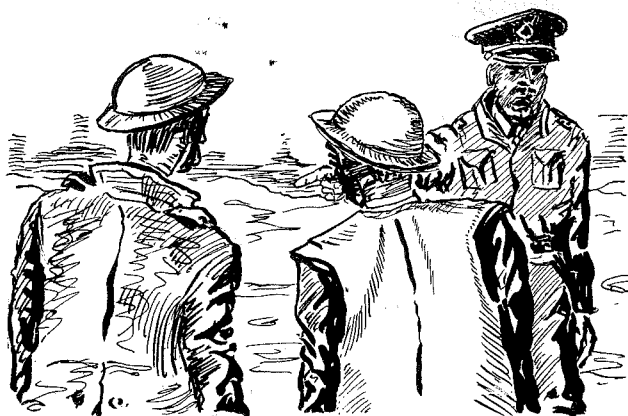
How does this apply to a board wargame? It is necessary to begin by considering who exactly the play is intended to represent. Unfortunately there is here a conceptual ambiguity, which is responsible for much of the difficulty in this area. Are we asking whose decisions the game allows the player to take, or whose position it seeks to help him understand? Or do we, like most games, gloss over the fact that there is really a mixture of the two? Let me illustrate this by reference to the *Napoleon's Last Battles Quad*; if we ask the second question, the answer presumably is Napoleon, for the player, like the Emperor, is in charge of all French forces. But the player must decide within each Corps, each Division even, exactly which units will attack which enemy units, where and in what order. Napoleon would not have done this: rather he would have issued more general orders to his Corps Commanders, who in turn allocated tasks to Divisional Commanders.

Thus the answer to the first question above is that the player represents in turn each Divisional Commander, as well as each Corps Commander and ultimately Napoleon himself. It is easy to see that this principle extends to any other boardgame. Yet it is precisely in the relationships between these various commanders that we have identified the friction of C3 as arising. Clearly if the player is allowed complete freedom of action in respect of any move not physically impossible, then we have abandoned any attempt to simulate C3. No great eloquence should be needed to convince the reader that this omission is gravely damaging to the validity of almost any simulation.

In the light of this general exposition it is proposed to consider the five situations identified at the beginning of this article with respect to two questions. First, when do they occur? Second, how best can they be simulated? As a preliminary matter, however, I offer the following answer to the problem of the conceptual role of the player. It seems to me most logical to regard the player as representing the officer in overall command of all the units on one side. Occasional cases of schizophrenia will be inevitable: in a two-player game of *War In Europe* (perish the thought!) the Allied Player must represent at least two people. It may also be objected that it is perfectly possible to see a divisional commander as in control of even a battalion from his division. In a sense of course he is, but it should be fairly obvious that we are interested here in the lowest-placed officer having such command. This deliberately leaves open the question of interference from superiors.

1. Orders from Superiors.

No exhaustive list of situations can be compiled, but it is useful to distinguish three different types of case. One is the initial setting of objectives for the period covered by the game. This must always happen—it is no more than the defining of the Victory Conditions, an interesting subject in its own right, but one which need not concern us in this article. The second is the changing of objectives in the middle of the game, the classic example in contemporary boardgames being the Hitler Directives in *Drive on Stalingrad*. Such a change may be affected by the player's perfor-



mance to date, by other considerations outside the scope of the game, or by an estimate of sheer irrationality on the part of the player's superiors: it is possible to see the withdrawal rule in *To The Green Fields Beyond* in this light. Again it is necessary to have a careful evaluation of the factors at work historically, but there is no very great difficulty as to the manner of simulating this, solutions such as DOS's "Hitler Directives Table" serving adequately in principle. The third case is where the objectives remain unchanged, but the means and methods available to achieve them are restricted. The considerations relevant here are much the same as for the second case, and the only technique I should wish to stress here is that of making the arrival of reinforcements or the withdrawal of units already on the board at least partly dependant on events on the board (as for example in *Assault on Leningrad* and *Drive on Damascus*: ed).

In summary it has to be said that this first head of command frustration is not of particular interest to us at present; it is certainly not free from difficulty, but it has the advantage that it cannot be ignored or glossed over in quite the same way as happens to the remaining heads.

2. Failure to issue orders to a unit.

In discussing the issues of this article I have found many people sceptical of the very existence of this head. How on earth can a unit be overlooked? The answer surely is that this is a staff problem; the harassed HQ simply omits to consider what some unit, probably a relatively unimportant one, should do; or the order is issued, but an administrative snafu prevents it from being dispatched. Such things are by no means unknown. The board-gamer is usually much less harassed (and under less time pressure) but it sometimes happens that he forgets to move a unit; I should have thought it at least arguable that the situations are analogous so that he should not be permitted to rectify the error later; in

this intention, was found in OSG's *Rommel and Tunisia*, where a Corps HQ was allowed to lend support to attacks, but if it supported many attacks in a turn, diminishing returns began to operate. Of course it is necessary to take into account the scale of the battle in formulating rules for this, and we should not too readily discount the argument that this phenomenon is really part of the question of player competence so that it is unfair to handicap a player who must represent an incompetent commander. In this context I

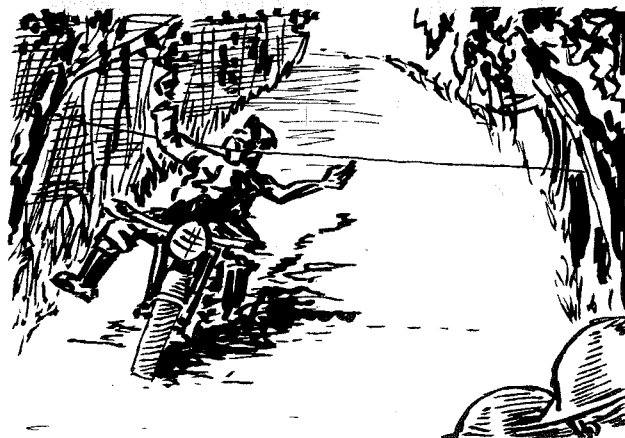


would draw a distinction between simulating the idiocy of the particular historical commander and simulating the inefficiency of his staff or command system. The latter are surely as much a part of the army's strength as are the tactical, organisational and equipment strengths and weaknesses of units in the front line. If the player is really to be put in the position of one historical commander, then he must take that commander's army as he would have found it, but that is no reason to impose on him the characteristics of the man whose achievements he seeks to better.

My own conclusion under this head is that a player should not be allowed to correct his own omission once he has passed the right to move to his opponent. Further, it seems desirable, at least in strategic level games, to include rules allowing for command overload. The best way of structuring these rules will be considered later.

3. Non-arrival of orders.

Clearly enough this head is principally about communications, and the issues involved will vary considerably with the era in which the game is set—the invention of radio is inevitably crucial. The factors which must be taken into account include the terrain, the distance the message has to travel, and the possibility of intervention by enemy units. In more recent eras the importance of terrain is reduced, although intervening mountains are not conducive to radio communication, whilst electronic warfare is obviously more significant. Much must depend on the scale of the game, of course; a strategic level game such as *Bonaparte in Italy* requires a much longer communications delay than does *Napoleon at Waterloo*, for example, and the danger of intervention comes from standing enemy patrols and ambushes rather than from stray shots, and the messenger may legitimately hope to reach his destination at a time when the friendly forces are not engaged in action.



4. Obscurity of orders.

Here we enter a rather more difficult area; when this situation arises, someone has made a mistake—orders should in theory always be clear. The points raised earlier about imposing historical constraints on the players are again relevant. It may be that the com-

mander in whose shoes a player stands was notorious for issuing vague orders, but the player will naturally wish to have a chance to do better than this. A solution commonly adopted in miniatures gaming is to require the player to write advance orders for each unit, doubtful points then being resolved by an umpire. This works well enough in a tactical game, where the number of discrete units for which orders must be written is small, and where, as is usually the case, these orders may not be changed in the course of the game. In a game at a more abstract level, the position is less satisfactory, not least because units at two removes from the player in the chain of command do not receive their detailed orders from the player but from an intermediate commander. In the boardgame the player must be allowed to decide what these units should do, but some allowance must be made for the possibility of his failing



to get the message across — instant telepathy is not to be assumed. The principal difficulty, to which I shall return later, is that whilst some such confusion is almost inevitable, it is virtually impossible to predict exactly which units will suffer it.

5. Calculated Disobedience.

In practice there is likely to be a fine dividing line between heads (4) and (5). In other words an officer who has chosen to disobey an order he regards as foolish may later defend himself by claiming that he could not understand what it directed him to do (a more determined individualist such as Admiral Nelson may pretend not to have received the order, but that is rather less common.) Despite this overlap it is useful to distinguish the two situations, not least because they arise under different conditions. Calculated disobedience becomes more likely when the information available to the player is imperfect, or when there is a clash of personalities between the giver of the orders and the receiver of them — one thinks of Rommel in the Western Desert wilfully ignoring Berlin's orders not to attack the Allied forces.



Having thus reached the end of our examination of when these problems must be expected to arise, it is time to consider what can be done to simulate them. I believe that the fundamental difficulty can be seen if we approach the issue from the point of view of making an estimate of statistical probabilities for the purpose of deciding on die-rolls which are to result in the occurrence of one or other of these command control problems. The fact is that not all the problems can be treated in the same way; the issue of interference from above is in a category quite by itself, for reasons indicated earlier, and I do not propose to deal with that any further in the present article. The non-arrival of orders is reasonably susceptible to prediction — the circumstances affecting each unit individually being readily visible from a glance at the map. In the

case of the other situations this does not apply so clearly. Some estimate of the probability of command failure (head 2) may be based on the number of units with which a particular link in the chain of command must deal, but if such failure occurs, it is pretty well random which will be the unit bereft of instruction. In the case of garbled orders the principal factor is probably the complexity of the orders (the efficiency of the transmitting service will presumably not vary much from one unit to another) and it is impossible to ascertain this unless the writing of orders is to be required, a solution already rejected on grounds of playability. The only historical information which will enable us to predict where head(5) is likely to occur is that concerning the personality of the officer receiving the command; in a game with many units on each side such facts will not be easy to come by and even if they were the introduction of an "Insubordination Rating" would slow down the game considerably.

Now this issue of playability is a fundamental problem; if we are to treat each of our five heads separately for each unit, then we shall become entirely bogged down in die-rolls. Yet we surely cannot ignore these matters entirely. Accordingly I would like to suggest the following approach to the simulations of heads 2, 3, 4, 5 of the breakdown on command control:

Head(3) needs to be treated separately; in most games it will be justifiable to say that in certain circumstances, specifically where the existence of a line of communications is in doubt, a unit is subject to a die-roll before it can obey the player's intentions (see *Napoleon at Austerlitz* ed). It is worth noting in passing that the existence of a line of supply is not at all the same thing as the existence of a line of communications, although many games come close to equating the two.

Heads 2, 4 and 5 can probably be treated together; it should be possible to make some sensible statistical estimate of what proportion of units is going to suffer from a breakdown under one of these heads, this estimate naturally being adjusted according to the particular circumstances. Given this estimate, a die-roll can then be used to determine exactly how many such breakdowns are going to occur in a particular turn. A further element of randomisation is then needed to decide who shall be the victims of the breakdowns, and this is certainly the most difficult part, at least if one tries genuinely to take into account the relative circumstances of each unit. For the sake of playability it may therefore be preferable to leave this entirely random, although this is, for me anyway, the least satisfactory aspect of my thinking on this subject; workable ideas on the point from readers would be welcome.

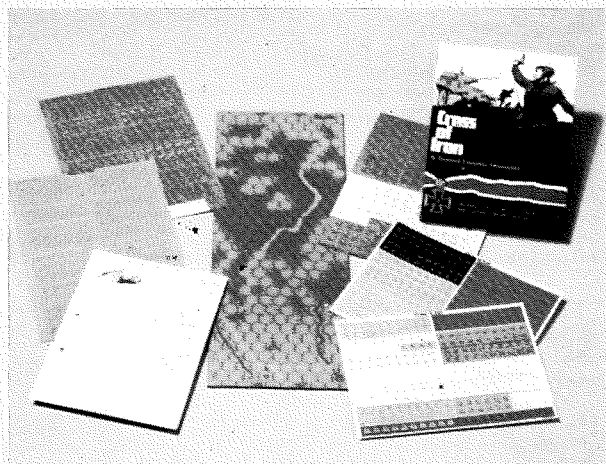
Finally, there is the far from easy matter of what is to happen to a unit which suffers such a breakdown. Under heads 2, 3 and 4 the consequence in real life is that the commander of the unit is thrown back more or less on his own resources, whereas under head(5) there is at least the certainty that the one thing the unit will not do is what it has been told to do. Experienced wargamers will doubtless remember the original SPI Panic rules, whereby units suffering panic were prone to run round in circles, like headless chickens. The recent game *Commando* introduced the amusing refinement that they were also liable to fire on their friends. In fact the matter is not wholly random; in any army the officers have all been trained in substantially the same doctrines, and most armies have a doctrine which is at least good enough to prevent utterly stupid reactions. The differences arise in the degree of personal initiative possessed by a particular commander, as well as in his abilities to read the mind of his superiors. The most fundamental choice facing a commander without orders is whether to sit tight or whether to act on his own initiative, a word which doubtless triggers associations in the minds of wargamers familiar with OSG's *Napoleon at Bay* system, for example. It seems to me that the basic principle of this system, i.e. that the decision whether to move is semi-random, dependent on an assessment of the officer's personal qualities together with a die-roll is a good one, though perhaps limited to fairly senior commanders of whom sufficient is known to permit such personal judgments. What is less obvious is that any commander who does decide to move should be allowed to divine the player's intentions as if by second sight. It is of course this problem that the SPI Panic rules were so clumsily addressing, and it is instructive to note their almost complete failure to get to grips with it. Probably no simple solution is readily available, but as a general guide it is worth remarking that an individual initiative will most often come in response to news of other forces in the area (maybe a factor to take into account in determining the initiative die-roll) and that the action taken will most often have reference to the reported activities of these units, linking up with them if they are friendly, going to fight them or to block their path — possibly to cut them off — if they are hostile. Clearly the force will not act in a wholly random fashion, but if rules are to be formulated, it is necessary to remember that the subordinate commander does not have the same information as his superior and may see the position quite differently.

At the end of this article I can only hope that I have said enough to suggest that there are more things in command control than are dreamed of in the philosophy of the games companies. I freely admit that I have far more questions in this area than I have answers; but if this article makes you think about these questions, it will not wholly have failed. You might even find the answers.

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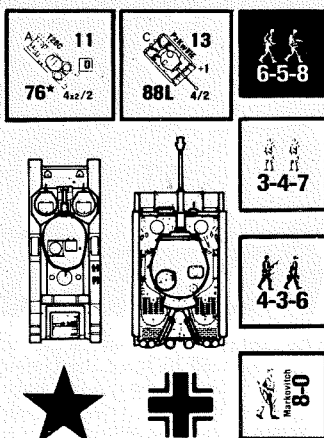
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LENINGRAD ~

a turn by turn analysis

PERRY
MOORE



My design of *Assault on Leningrad* (Wargamer 14) is I believe true to history, though only if the Russian player adopts an historical approach to the defense of the city. If the Russian player opts instead for a "forward defense", he will almost certainly come unstuck; even the loss of a few additional division will weaken his later defense of the city fatally, and open the "gates of Leningrad" to the Germans. For the German player the key to success lies in keeping his losses low, whilst at the same time being highly aggressive: not an easy balance to achieve. In the original design submitted to *The Wargamer*, the German player only received

victory points for those cities he captured by or before the date the city fell historically. This was intended to force the German player to be aggressive; during the game's development Andy Bagley dropped this time requirement, nevertheless the German player who dawdles will find victory slipping away from him. There follows accounts of two recent games I have played, the first featuring a historical forward defense by the Russian, the latter a more mobile defense. In the first game 8 Panzer division, SS Totenkopf, and 58 division were all allowed to enter on turn 1, to simulate a well-prepared German assault.

THE FORWARD DEFENSE

Turns 1 & 2

The German units which enter area A (in the north near Kingisepp) attempt to isolate the Russian Narva Brigade west of Kingisepp. The 6 panzer division attacks the 2 Volunteer division (stationed in the Luga Line) and the 3 panzer grenadier division moves towards the weak 3 volunteer division. Using his air units to the fullest advantage, the German gets lucky and breaks immediately into the Luga Line, though at the cost of taking a step loss. The Russian 2 volunteer division is forced back, but the 1 Tank division moves up towards Novgorod, the 235 division toward Luga itself, and the 4 volunteers to Kingisepp: the Russian forward defense is in motion. On turn 2 units of the 28th and 56th corps enter area B (down south near Luga) and assault the defense works there; the Russian 237 division takes a step loss. Near Kingisepp the defense line is broken as the 2 volunteer division goes down, and the 1 panzer grenadier swings north. Russian guerrillas move towards Luga and Kingisepp; the 24 Tank division moves into the fort at hex M13, whilst the 4 volunteer division and 235 division move up to Kingisepp.

Turns 3 & 4.

Although the Luga Line is reeling under the weight of the German assault, it still has not given way. Some holes appear in the Line, and the 3 panzer grenadier and Totenkopf divisions are able to exploit somewhat – but there is no breakout. Kingisepp is isolated, with the Russian garrison in effect forming a hedgehog defense behind the leading German units. The 235 division is diverted south by the Russian player to block a gap which has opened in the defense line there. German air bombardment weakens the threatened Russian counter-attacks, but still one of 3 panzer grenadier's units takes a step loss. The German attack fails to take Kingisepp, which is athwart the German supply lines. An attack on Luga city is also stopped cold, and German losses mount.

Turns 5 & 6

The dam breaks, as heavy German attacks wipe out the 90, 3 volunteer, and 1, 21, and 24 tank divisions. SS Totenkopf blitzes towards Gatchina, 8 panzer towards Vyritsa. The Germans near Kingisepp are still knocking their heads against a brick wall, as the weakened defenders hold out, but turn 6 has been devastating for the Russian.

Turns 7 & 8

During turn 7 both Kingisepp and Luga remain in Russian hands, causing severe supply difficulties for the attacking Germans (who must trace their supply lines off map via rail lines). The Germans destroy 1 marine and 70 divisions. The Russian moves the 1 volunteer division to Novgorod in the hope of throwing the German off balance by threatening the flank of his advance. The German spearhead near Gatchina is caught in a Russian counter-attack, and the 118 regiment of 36 panzer grenadier is lost. German 2 corps units enter Novgorod and move in the direction of Chudovo, taking it on turn 8. In turn 8 Luga also finally falls, much to the German's relief, but Kingisepp still holds out.

Turns 9 & 10

Kingisepp falls at last, and all roads now lead to Leningrad. German spearheads approach Tosno, Vyritsa and surround the Russian forces near Gatchina. The Russian, keeping to his forward defense strategy, continues to toss in everything he has.

Turns 11 & 12

Both Tosno and Gatchina fall. Only the 1 division and worker units are now left to defend Leningrad, as other Russian units have been bypassed and cut-off by the German blitz. German losses to date: 2 regiments. 38 corps approaches Oranienbaum. 8 panzer and 3 panzer grenadier divisions are withdrawn, but on turn 12 SS Totenkopf, 6 panzer and 12 panzer all enter the Leningrad inset, albeit unsupplied. Leningrad is now defended only by worker units, and the Russian player has little more counter-attack capability. German victory is in the air.

Turns 13 & 14

At this stage holding Leningrad solely with worker units looks a very doubtful proposition. The Kirov works are taken by the SS, and other German units approach the Army HQ and Smolny Institute. 1 panzer grenadier takes the power station, though Russian counter-attacks destroy the German 96 division and a panzer grenadier regiment.

Turn 15

The Germans take Leningrad, the Russian reinforcements being too late to save the day. German losses: 2 divisions, 3 regiments, and a further 5 regiments weakened.

As I hope the above account demonstrates, a forward defense strategy for the Russians is self-defeating. Certainly it can seriously delay the Germans on the outer defenses, but once these crack – and they will – Russian losses will have been so great there simply isn't enough left to stop the Germans from taking Leningrad. At least 4 or 5 divisions – in addition to the worker units – are needed to defend the city itself; fewer than that will not hold. Units left behind as "hedgehogs" are an excellent means of delaying

the German advance, but this tactic should only be used in Kingisepp, Luga, and Novgorod. These are not only fortified areas that aid the defense, but they are also astride the Germans supply routes. This forces the Germans to devote time and men to their elimination. Hedgehogs elsewhere are a useless sacrifice: they are too easily by-passed by the Germans.

As a contrast to the above game, here is an account of another I recently played, in which the Russian player adopted a more flexible approach.

Turns 1 & 2

The German 41 corps enters at Area A, with the 1 and 6 panzers attacking the 2 volunteer division in the Luga Line itself and the remaining Germans surrounding the Narva Brigade. The Germans break into the line, ejecting the 2 volunteers, but take losses in order to do so. The Russian 3 volunteers move to Kingisepp, preventing a German breakthrough, and the attackers make no further progress here in the second turn. German attacks from Area B in turn 2 also fail to make headway. The bulk of the Russian forces remain in reserve in Leningrad, though a counter-attack does destroy one German regiment.

Turns 3 & 4

The German concentrates the 3 panzer grenadiers, SS Police and 121 divisions against the Russian 237 division near Luga, and forces his way into the Luga Line at this point; the 237 division falls back to Novgorod, hoping to delay the German advance. Two German divisions begin the passage of the marshes near Lake Ilmen, with the intention of out-flanking the defenses on the east. The remainder of 2 corps swings west around the marshes. The German begins to see daylight at this point, as the Luga Line looks vulnerable in the south, though no breakthrough has yet occurred. The German settles for a stalemate in the north round Kingisepp; further progress can only be achieved at the cost of heavy loss.

Turns 5 & 6

The German attacks make little progress, though the Russian 1 Mountain brigade is first forced to retreat and then eliminated. German losses continue to mount as they pound at the fortified lines. The Russian line near Novgorod crumbles slowly. The German swings 6 panzer north to the coast in order to outflank the futile stalemate around Kingisepp, but the Russian moves the Narva Brigade west to counter this. Russian counter-attacks cause the 3 panzer grenadier to retreat, and the 237 division moves to hex 121 to plug the hole which has opened up in front of the German 2 corps. The 3 volunteer division is moved out from Leningrad to Lyuban. This is the first of the Russian reserve units to be moved forward; intended as a blocking action, it will achieve little.

OPTIONAL RULES

Victory conditions. If the German takes all objectives: decisive victory (as in basic rules); if the German takes 6 Leningrad objectives: substantive victory; 5 Leningrad objectives captured: marginal victory. Otherwise use the victory conditions in the basic rules.

The Neva. Historically the Germans could not cross the Neva because they lacked the bridging equipment necessary to do so. This rule supposes that they had had the foresight to come equipped. . . . Rule VI.C.3 applies to the German player as well as to the Russian, but only in respect of crossing the river from Kolpino (HH19) to the opposite bank at 1120. German units may cross the river at this point, and may also advance or retreat from combat here. If a Russian unit, of any sort, is in hex 1120 the German cannot attempt to cross from Kolpino (and cannot attack across either). *Scorched Earth.* The Leningrad commander vowed to leave the city in ruins if the Germans broke into it. This rule reflects that policy. Combat units on the Leningrad Inset (not guerrillas or workers) may receive defensive support from the Naval Unit, ie rule XIII.5 may be applied to the Inset. The Naval Unit when used in this way is subject to disruption by air bombardment on a die-roll of 1 or 2.

Bridges. Any time a German combat unit comes within 2 hexes of a bridge on the Leningrad Inset, and the Russian has an A or B rated unit adjacent to the bridge, he may attempt to blow it. If the unit is A rated, a die-roll of 1 or 2 blows the bridge, if B rated a die-roll of 1. Place a blank marker on a bridge to indicate that it has been destroyed. Once destroyed it cannot be repaired. Only the Russian player may henceforth cross the river at that point.

City Fighting. If you wish to make city fighting even less mobile than the rules already make it, treat all city (Inset) hexes as *fortified* city hexes for purposes of combat and zone of control rules (only); movement is not affected by this change.

Turns 7 & 8

German air attacks are notably successful at disrupting defenders, and the pressure mounts. On turn 8 the dam finally bursts, the Luga defenses collapsing in the south with the loss of 4 Russian divisions. 24 and 70 divisions and the LTS Brigade manage to fall back. The line near Kingisepp in the north still holds, but the Russian should have withdrawn some units from here too; the failure to do so will prove serious.

Turns 9 & 10

The assault on the outer defenses having been successful, the German now begins the second phase: pursuit. 2 corps angles along the road to Chudovo and Lyuban, others advance along the Luga-Gatchina road. SS Totenkopf and 39 corps arrive as reinforcements in Area B. The Russian 24 Tank division is trapped and isolated by the fast moving panzers. But many of the German



advance units are having supply problems, as the slow moving HQ units fall behind. On turn 10, to make matters worse, the Russian 111 division wipes out the 28 corps HQ. The Kingisepp line still holds, but the Russian is concentrating his reserves on the second fortified line just beyond Leningrad. German 2 corps approaches Lyuban.

Turns 11 & 12

The German player, fed up with the stalemate at Kingisepp, begins to infiltrate his weakened 41 corps past the Russian positions, between the fortified line and the coast. Several units move east towards Oranienbaum, along the coastal road, but others are blocked by the Narva Brigade. Supply difficulties and harassment by Russian guerrillas inhibit this advance...

To the south-east of Leningrad, German units have reached the vicinity of Pushkin and Kolpino, but an SS thrust into the inner defense line near Gatchina is roughly handled. German losses to date: 4 regiments.

Turns 13 & 14

The Germans continue to hammer at the inner defenses, and a break-in looks possible. 41 corps continues to by-pass in the Kingisepp area, whilst 38 corps mounts frontal assaults on the remaining Russian positions here. The Russians in this area are now cut off and can no longer withdraw towards Leningrad. Their prolonged defense is holding the 38 corps near its start line, but on balance it is the Russian who suffers the greater disadvantage, as he needs every unit for the defense of Leningrad. The Russians cut the attackers' supply lines with guerrillas, but 12 panzer penetrates the Leningrad inset near the Kirov works.

Turns 15 & 16

On Turn 15 and 1 panzer and 121 and 12 German divisions enter the Leningrad inset, meeting little opposition. The final phase, the battle for Leningrad, has begun. German losses at this point are 4 regiments and 1 division, but turn 16 sees mounting losses for no territorial gain: fighting in the city is tough!

Turns 17 & 18

The Germans fail to take any city objectives on turn 17, though they now have 6 divisions inside the city limits (ie on the Inset). The defending forces consist of 4 divisions and numerous worker units. The Russian now regrets the units left isolated at Kingisepp (where they are still holding the German 38 corps). Future turns will show that his defending forces in the city are insufficient to deny the Germans their objectives, though strong enough to make them pay heavily for them. On turn 18 the Germans take the Administrative Center and the Smolny Institute, but their losses soar to 8 regiments and 2 divisions. The German player faces a dilemma: in order to maintain as many units as possible at full strength — with grade A zones of control etc — he must allow already weakened units to be altogether eliminated. This gives more

victory points to the Russian, so unless the German can gain a decisive victory he will be in trouble.

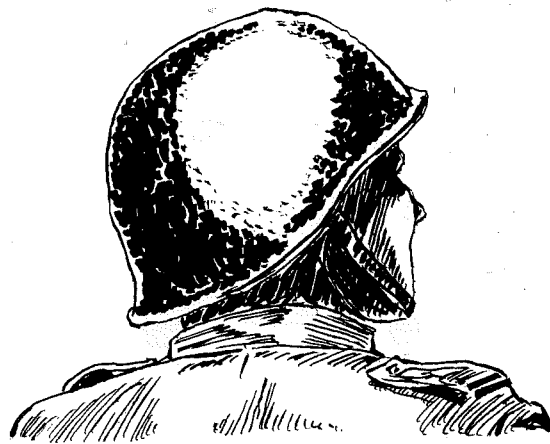
Turns 19-25

The battle for Leningrad rages. On turn 22 the Germans have gained all but 4 objectives. A German victory is very close — but they have been bled white. The Russian 168 division still clings on in the NKVD HQ, whilst the 5 Guards Volunteers hold the University. The German 56 corps HQ is destroyed in a heavy Russian counter-attack. By turn 25 the Germans control the Moscow and Vyborg areas of the city, the Russians — down to 3 divisions — having been driven back into the Petrograd district. However, no decisive victory has been achieved, so victory is determined by counting victory points for objectives captured (Germans) and losses inflicted on the enemy (Russians). Owing to severe German losses the game ends as a Russian victory. The refusal of the Russian player to commit his reserves too soon or too far forward has paid off...

STRATEGY IN LENINGRAD

Strategy for *Assault on Leningrad* is straight forward, but requires careful play by both players. In the games I have played or watched the German player generally follows an historical approach to the assault on the Luga Line. Units attack on both sides of Luga City, finally reducing it when surrounded. 2 corps avoids the swamps — but optimum play is to advance through the swamp so as to outflank the Luga Line in the east; this is slow, but worthwhile as this movement unlocks the southern defenses. In the north 38 and 41 corps have little choice but to butt their heads against the defenses around Kingisepp. An outflanking move to the north is fairly easily stopped by competent Russian play, but is still a possible strategy. In order to break through the outer defense line, losses will have to be accepted by the German. Where possible he should take these from the infantry units. Also, where possible, pick on the Russian B and C class units to attack: the combat differential will be needed when attacking at 1:1 odds. Air bombardment against forts is a waste of resources: use it to attack Russian units in clear and marsh terrain, where it stands a good chance of disrupting them. The Russian Narva Brigade should be destroyed as early as possible, as it will otherwise prove a thorn in your side. Generally weaken units rather than take your losses in the form of the elimination of already weakened ones: but a balance must be preserved. Once through the outer defenses, 2 corps should move along the road to Chudovo and Leningrad, 28 and 56 corps should advance on the Gatchina axis. Do not attempt to capture Mga or Volkhov unless you see that a decisive victory (or marginal using the optional rule) is beyond you: then go for them in the last 6 turns of the game. During the pursuit phase always move corps HQs first, otherwise you'll get your supply snarled up.

The Russian player is obviously on the defensive for most of the game — though a well-timed counter-attack can wreak havoc with



the attackers, and guerrillas can also impose delays. The key to Russian play is to know what to commit up front and when to fall back. As a general rule you must accept that any infantry units committed to the southern defenses will be caught by the panzers when the breakthrough occurs: they will not get back to Leningrad. When, as is usually the case, the outer line crumbles in the south, withdraw some units from Kingisepp too to aid in the final defense of the city. Hedgehogs should be used sparingly in good defensive positions and thwart the German supply lines. Keep your reserves in Leningrad itself until you see exactly where they need to be committed. 4 divisions including at least one A class unit are the absolute minimum for a sustained defense of the city: 6 divisions is better. When using the Naval Unit offensively do not be tempted to advance ground units beyond the protection of their forts. Careful play by both players produces a tense game and a tight finish...

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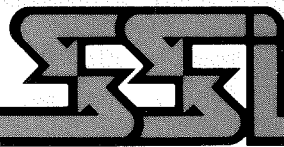
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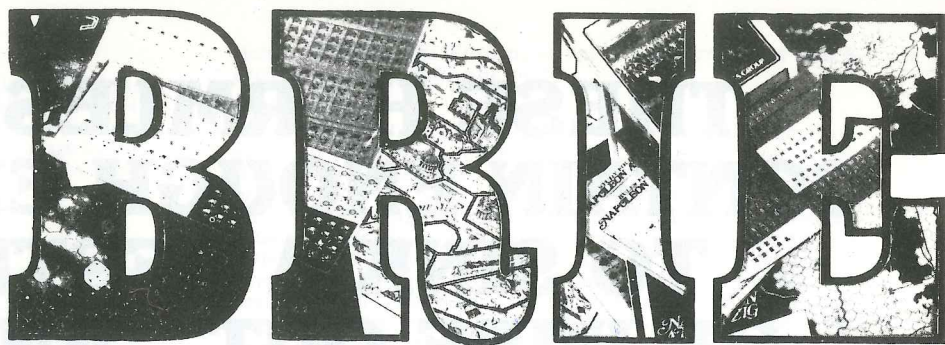
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FAST PATROL BOATS

In the last two years Yaquinto have put many games on the market; these have ranged from the outstanding (*Ironclads*) to the dud (*Thin Red Line*). *Fast Attack Boats*, described as "A game of the Arab-Israeli naval war of 1973", unfortunately tends towards the latter group, although it is not without some merit. Packaged to look cunningly like an LP record with an attractive cover of an exploding ship (sounds nice doesn't it), the cover opens to reveal the map-board inside. The 200 counters and rules can be stored in pockets.

The game is a very simple one and will doubtless annoy any player outside the ranks of the novices with its quaint oversimplifications. Nobody however can grumble of being led to believe it is anything but a very simple game since the cover prominently informs us that this game is of Yaquinto's complexity level one - easy to learn and play, but low in simulation detail. This is putting it mildly. The game is in fact a highly abstract game with no resemblance to any real battle that took place in 1973.

The game does have some good points. The rules can be learnt in a few minutes and numerous hypothetical scenarios can be set up. The game plays very quickly and there is enough destruction of ships to satisfy the most sadistic cardboard Admiral. It therefore serves as a pleasant if undemanding introduction to modern naval games, or a chance to play a fast and active game which will be all over in less than an hour.

The plain blue map and the counters showing various types of missile boats (double-size counters) with their assorted missiles are all of normal Yaquinto quality (that means very good). The aim of each scenario is always the same; sink all the enemy boats. The victory conditions could hardly be simpler. The boats move - and the movement is an unvarying number of hexes each turn - and fire their guns at anything within range. Missiles are launched towards the enemy, and obviously the aim is to sink the enemy ships before he has launched many of his. There is no point in trying to evade the enemy missiles by turning away. Their speed and range is much greater than the boats, and they can

change direction at will. Inevitably nearly all the missiles reach a target. Two dice are thrown to assess damage, which varies according to which missiles are involved. There is always a good chance of a "Miss" result. When a missile does hit, damage is assessed by the dice in the simplest terms, from 10% damage to Sunk.

The result of all this will be easily guessed. Within a few turns most of the missiles will already have been launched and soon nearly every ship will be sunk. Skill hardly enters into the game. Your flotilla simply advances a few hexes and starts firing everything. Winning the game is totally dependant on luck - whether the dice will allow your missile to sink or miss the enemy ship.

In spite of all this, I like the game. It is an enjoyable way to introduce wargaming to novices, and I intend to use it for this purpose in my school wargames club. Most of the readers of this magazine will not be novices, and for them *Fast Attack Boats* has nothing to offer. Save up your money to buy *Ironclads* instead.

Walter Oppenheim

ASSAULT ON TOBRUK

Publisher: Simulations Canada

This game is a company simulation of the fall of Tobruk on 20th June 1942. The two-color map shows only the fortress and the action only lasts the one day.

The game has a number of good points. The action is quick, despite the large number of units. Turns are simple: bombardment, move, combat, mechanized movement, other player. The rules are short, a mere six pages and cover all one needs to know, given the errata. There is a marked difference between types of units. Tank units (including self-propelled artillery, reconnaissance, and 'armoured infantry' pieces) are fast but dislike all but clear country. Infantry companies (including most artillery, anti-aircraft, anti-tank and engineer units) are slower but revel in the bad going.

In the historical scenario victory is simple. The Axis

player automatically wins if he takes one hex of Tobruk and has a clear road/track line back to the East map edge. Finally, the problems facing the two opponents radically differ. Facing the Axis player is a greatly superior army hidden behind a ring of strongpoints further protected by an anti-tank ditch. Once this is forced he then meets a minefield, another anti-tank ditch and two ranges of hills before he reaches Tobruk. Thus he must move fast and yet protect his supply lines. The Allied force commander (controlling only South African and Indian units according to rule 3.3) has a completely different set of problems. Most of his army is fixed in place. It has very few tanks. The Luftwaffe reigns supreme, and to top it all the Allied artillery is virtually useless when bombarding. Oh yes, and their tanks and infantry will not attack together.

While playing the game I found one or two quirks. The sight of the Indian (actually British) and South African artillery running around launching attacks on stacks of German tanks I found a bit disconcerting.

The major irritation I had was with the terrain effects chart. Units benefit, or are adversely affected, according to whether they are tank or infantry and by each of the different types of terrain in the hex. Consider hex 4928. This is a fairly critical hex, being the point where the road the Germans need to reach Tobruk meets the outer defences. This hex contains a road, a strongpoint and possibly part of the anti-tank ditch. Assume it is defended by C Company 2/7 Gurkha Rifles (given on the piece as C/GR/11, I would have welcomed a chart showing what the abbreviations meant). The actual set-up given is 4929 but I assume this is a mistake. This unit gains one strength point because of the anti-tank ditch, 3 owing to the strongpoint, but loses one owing to the road. However, when under bombardment the unit suffers more than normal by having deductions from the dice due firstly to the road and secondly due to the strongpoint(?). I

think this last may be a mistake as the possible die-rolls on the bombardment table range from 2 to 7 but there is no way of obtaining pluses. If the hex were occupied by German panzers they would gain one strength point because of the anti-tank ditch and lose two for the road. Under artillery fire they suffer owing to the road and the strongpoint which they elsewhere tactically ignore. Given the generally open nature of the terrain, I find it odd having to avoid roads, at the end of the move; and as the Axis player trying to end each move in a strongpoint. I think the minefield terrain effects are odd as well.

Overall this is good but not a great game. It is professionally produced, relatively simple, yet with differing problems for each side. There are seven scenarios and the standard rules include special rules for engineers and Rommel. One last comment: if you buy the game the first time you play it you will find the Allied units easy to place as the set-up chart and the counter sheet are in the same order. It will greatly aid speedy set up afterwards if you write the set-up locations on the back of the counters.

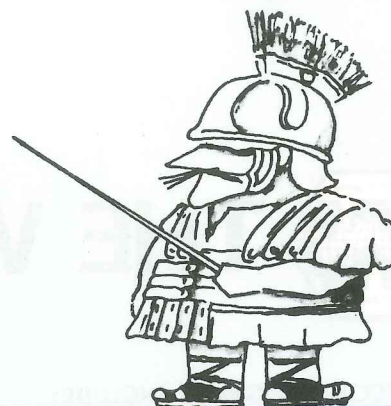
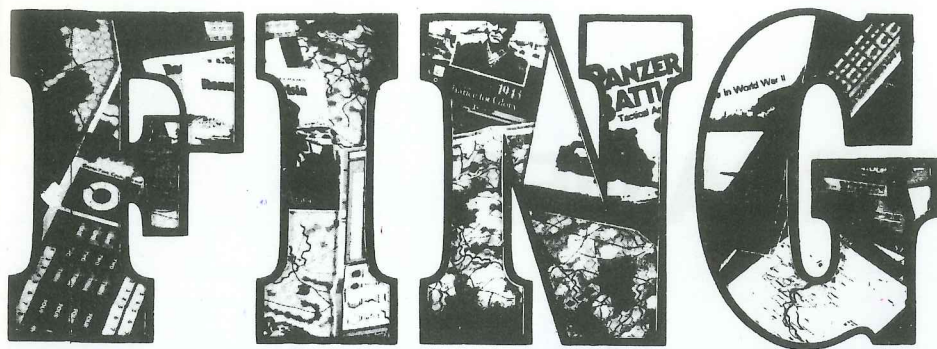
Chris Hunt

WARLOCK

Warlock is a new game in the *War of the Wizards* genre, where the players take the parts of magicians fighting by casting spells at one another. As with most games of this kind, it's pretty abstract and quite simple (you can learn it in five minutes). It's designed for two to six players, probably best with five or six. Published by Games Workshop, designed by Bob Connor.

Let's start with a physical description; you get a pretty box with a White Dwarf-cover type picture on the front; a small (25 cm x 33 cm) board with a little aerial view of a circle of standing stones; 6 very clear chart sheets; some plastic playing tokens; and lots of really quite attractive cards representing wizards and spells.

How do you play it, well, you have a number of spell cards each, and a number of energy



points, and it costs so many points to cast each spell, and you get bonus points for sending enemies to Limbo . . . all pretty familiar really (in principle anyway). Such charm as the game has (and I think is has quite a lot) comes in the names of the spells, and the way certain spells counter certain others; together with a few neat special rules which add a bit of flavour. For instance . . . 'defence screen,' which costs a fair bit to cast, will counter anything (well, except a Gorgon's stare) and has a picture that reminds me of Dr. Strange casting the shield of the seraphim (or maybe it's a bit more like Magneto putting up a gravimetric force shield . . . hmmm); or 'siren song' which will cause most vaguely human conjured creatures to turn and attack their master. Also I like the way certain spells are cheaper to use by black or white wizards, for example a white wizard really has to *burn* points to conjure demons (and they're not too good when they turn up), but finds it dead easy to use *nice* spells like 'damsel in distress'; whereas evil scheming black wizards can conjure wolves and crows and goblins quite cheaply, but ain't so hot at eagles or superheroes.

Warlock is quite a nice game that will probably go down really well with a certain type of gamer (White Dwarf readers will love it); for me, though it is quite pleasing, it doesn't really have enough interest to keep me playing it. (But then my current fave game is *Missile Command* . . .)

Andy Gilham

THE CRUCIBLE OF WAR

Jonathan Cape Ltd.,
London, 1980

'Barrie Pitt's dramatic narrative of the campaign in North Africa in 1940 and 1941 combines meticulous historical accuracy with a lively style, bringing to life the complex battles of the desert.'

Field Marshal Lord Carver

'A remarkable piece of military history. Within a clearly con-

ceived and consistent strategic framework Mr Pitt tells a vivid and gripping story, evoking the authentic atmosphere of the desert war that has not been equalled since Desmond Young's biography of Rommel. Mr Pitt's conception, however, is of a much grander kind.'

Lord Chalfont

'What I admire so much in Barrie Pitt is that he writes of war from the point of view of the units engaged. Yet in all this immensely detailed research he never loses sight of the whole sweep of the action. This is 1941 as it was . . . described as vividly as in any novel of action.'

Geoffrey Household

The above is from the jacket—sounds good, doesn't it? I thought so and sent off my 8.95 plus postage. And then after more than 90 days of shipping delays and surface mail, it arrived. I spent over an hour paging through it before finally sitting down to read it.

After 2 hours of discontented reading and some more paging, it dawned on me more or less like a lightning bolt that I'd seen and read all of this before. A little more reading, some more paging and some careful checking, and I found the source of that jolting realization—buried in his list of notes is the *History of the Second World War, The Mediterranean and Middle East*, Volumes I, II & III, HMSO, edited by J.S.O. Playfair—which he refers to as the Official History; myself—I prefer simply Playfair. And I swear that either subconsciously or consciously Mr Pitt has produced a condensed version of Playfair.

Follow if you can—The first date in Playfair which leads into the story line is Italy's entrance into WWI in 1915 on page 1, although the Constantinople Convention of 1888 is also mentioned on page 2 and 3. Pitt's Prologue goes into some detail on the Battle of Tel el Kebir, Sept. 12, 1882, and the subsequent English presence in Egypt thereafter. But once he gets through the late 30's, a very informative section I might add, it is almost item-for-item Playfair.

What tipped me was the title—*The Crucible of War* and sub-title *Western Desert 1941*.

(Note this is only the first volume of a series meant to cover all the African fighting.) Now, never mind that the word Crucible has been used before in the title of a book on Tunisia; a word in a title is fair game. And one can see throwing in 1940 and some build up through the 30's to work into the fighting in 1941 as the sub-title says. However, it is inescapably point for point, chapter by chapter a condensed version of Playfair. Oh, some things are dropped all together, others greatly reduced, a few are moved around a bit and admittedly other sources have been brought in to make the story flow better and replace Playfair's basic dryness with a much more colorful account. But!! If this book is just on the Western Desert fight with a few years of lead-in, why does the Taranto Raid come before Operation Compass as in Playfair? Like Playfair, he groups Bardia and Tobruk into one chapter, but why he calls it the First Battle for Tobruk is beyond me. Also beyond me is why English authors always put more importance on the fall of Tobruk's 32,000 man garrison to a seasoned 6th Australian Division over the fall of Bardia's 42,000-45,000 to a green 6th Australian Division. He does move the Long Range Desert Group from after Tobruk as in Playfair to after East Africa. Yes, the *East Africa Campaign* is here too, right after Beda Fromm, just like Playfair. Finally, he warms to his subject, dropping most of Greece and the Naval operation and sticking mainly to Rommel and the operations therein.

For some reason, he is not content to end his book on Jan. 1, 1942, or better on Jan. 17 when Bach surrenders. (He doesn't even mention the fall of Bardia on the 2nd. The men of the 2nd South African Division won't like that.) He wades deep into 1942 with Rommel's second grand offensive, something I would think would go much better in his next volume [1942?].)

Photographs—I've seen 90% of them before—many in Playfair. And Maps—They cover the same subjects as Playfair's

but are generally far simpler as they lack color.

Now it may seem to some that I have drawn and quartered Mr Pitt here. To the contrary. I'm just saying he'd make a good living writing for *Reader's Digest*. And if you haven't the time to struggle through the rather dry volumes of Playfair you might try wading through this volume of Pitt's and, if you like it, any future ones. You'll get basically the same thing only less of the naval and air action and generally a more colorful account. It's just that I had been led to expect something more, and now at least you know.

Playfair or not, you can still learn something from this book. Even Playfair doesn't mention that Marshal Balbo's fatal flight was a reconnaissance over Sidi Barrani and Maaten Baggush. For the armor buff, at long last, besides such things as Hobo Hobart and the development and workings of British armor in the desert, there's at least a mention of close-support tanks. In this case with Hobart's nephew, CO, C Sq./2 RTR (page 127) at Sidi Omar, Dec. 1940. And if ever there was a quote worthy of being remembered, he has one here where some British official found himself explaining to King Farouk that the British control of Egypt would have to continue until the Axis were defeated and the King replied 'Oh, all right! But when it's all over, for God's sake lay down the white man's burden, and Go!'

The book has its errors. Somehow on page 86, the 7th Support Group appears with 'the 1st and 4th Batteries of the Royal Horse Artillery, each with forty 25-pounders . . .' At Nibeiwa there were no M13s, only M11s. As a matter of fact, he has M13s in many places they weren't. But it's not really a fact book, it's a book meant for reading.

All in all, this book may be a condensed Playfair, but its use of personal accounts and the like make it anything but the dry reading of Playfair's factual account. It flows, it's personable and I'll certainly buy the next volume.

Richard Garczynski



THE WARGAMER

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