

WAR

Featuring a Complete Mini-Wargame: **ZULU WAR**

Also in this issue:

Battle for Moscow "Campaign Game"

Great Patriotic War Errata & Variants

Team Yankee Scenario Variants

Raid on St. Nazaire Variants

World in Flames Strategies

Fortress America Variants

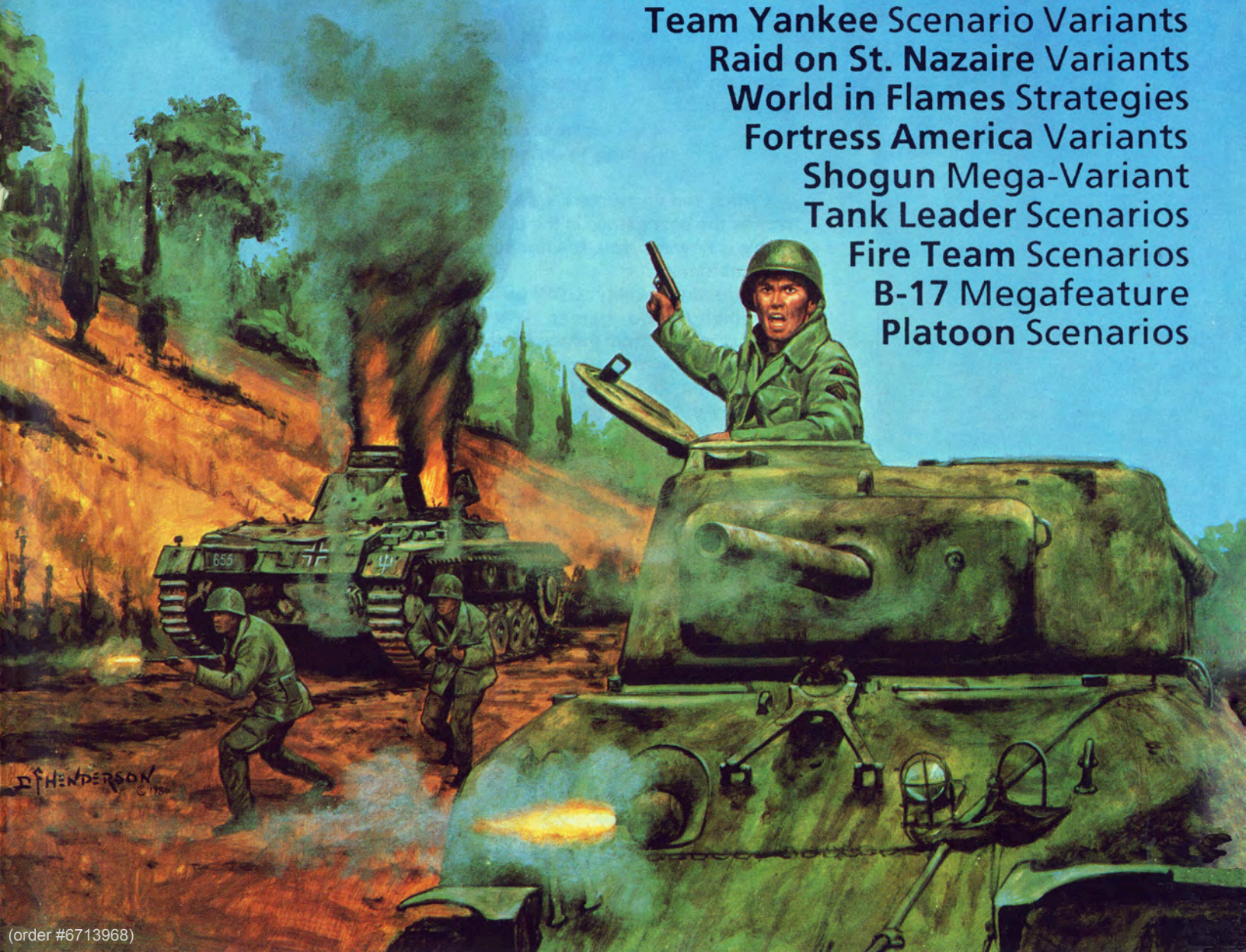
Shogun Mega-Variant

Tank Leader Scenarios

Fire Team Scenarios

B-17 Megafeature

Platoon Scenarios



THE ABSOLUTE BEST

QUALITY

"**2300 AD** is almost a daring role-playing game. These days, role-playing seems a field filled with licenses and quirky appeals to a narrow audience. **2300 AD**, on the other hand, sets out to present state-of-the-art interstellar role-playing. With finesse, polish, and a mind-blowing star chart, the game succeeds admirably."

—*Matthew J. Costello*,
Isaac Asimov's
Science Fiction Magazine,
in "1987 Science Fiction
Games of the Year."

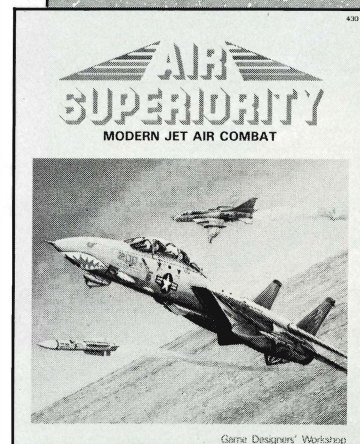
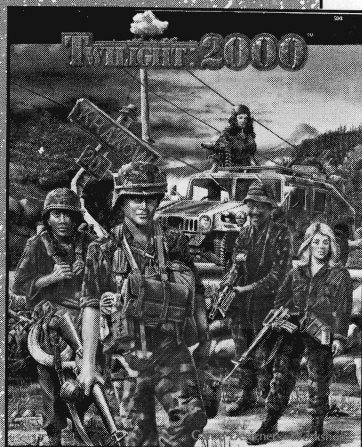
"The rules are well adapted for large or small groups & well stated & understandable. I thoroughly enjoy playing it."

—*Jose Gomez, Jr.*,
referring to **Johnny Reb**.

Critics and consumers agree: GDW makes the best games in the business. If this is news to you, it's not news to our customers.

Production Quality: GDW produces extremely good games with the highest production values in the industry. Stack them up against the competition, and you'll find GDW consistently outshines the rest.

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Our 15th Year

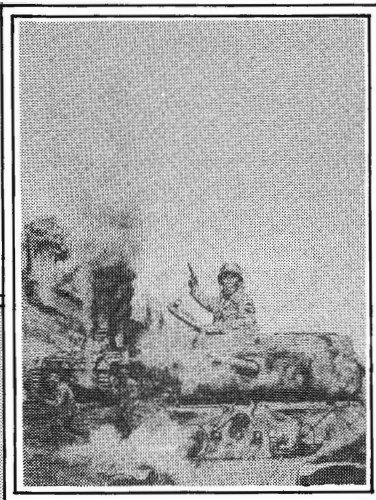


PO Box 1646
Bloomington, IL 61702-1646

BATTLEPLAN

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Editor
Alan Emrich
Associate Editor
Gary E. Smith
Publisher
3W, Inc.
Art Director
Perrin D. Tong

Advertising
Contact Jerry McKinnon
at (805) 927-5439

Staff Writers
★ James E. Meldrum ★
★ James C. Gordon ★
Leonard J. Krol, Wayne C. Close, Art
Kritzer, Bruce Harper and Keith Martens
Cover Art
• West End Games

Battleplan is produced on a Xerox 6095 work station and Xerox 4045 Laserwriter. (No, we don't think it's that great, either).

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Battleplan (ISSN 0897-3377) is published bi-monthly by 3W, Inc., located at 5374 Village Road in Long Beach, California 90808 USA (213) 420-3675. 2nd class postage paid at Long Beach, California and additional post offices.
POSTMASTER: Send address changes to *Battleplan*, P.O. Box F, Cambria, CA 93428-0295. All materials copyright 1988 by *Battleplan* magazine. All rights reserved.

Subscriptions rates as of 9/1/87: In the United States - one year (6 issues) \$20.00; two years (12 issues) \$37.00. Canadian addresses, add 60¢ per issue for postage and handling; overseas addresses add \$1.25 per issue for surface mail. International rates subject to change as postal rates change. *Note:* All payments must be in U.S. dollars, made by International Money Order, or checks drawn on a U.S. bank.

Editorial:

The Birth of the BattlePlan Mini-Wargame!

At last! After such a long wait, and a merger with 3W, the first **BattlePlan** mini-wargame is born! Welcome, please, in this issue: **Zulu War**, an Erich Faust design.

When I first saw **Zulu War**, I instantly conspired with Erich to create a mini-wargame which would "play just like the movies." Surely, we all remember those great battle scenes with the Zulus charging the ramparts and the British thin red line firing off salvos according to their battle drill. With that image in mind, grab a load of dice and give **Zulu War** a try. Before you know it, you'll be renting those famous flicks for your VCR.

The Production Schedules of 3W

You will doubtless notice that this issue of **BattlePlan** appears on time from the last issue (I know, I know... "But the cover date says..." - Forget the cover date! We'll fix that!). This, of course, is largely due to the merger between DTI and 3W, and the adoption of the 3W methods of meeting publication schedules.

A mention here should be made about the methods employed by our new boss, Keith Poulter, used to keep his Editors in adherence to their schedules. The rumors that there are often *threats* of physical violence are totally untrue. To those who've I recently met at Gen/Con Origins and GATEWAY 1988 and expressed concern about my health, I am assured that the welts will fade within a year (this after the delay in the publication of issue #6). We're on track and on time now, and I can even give you a peek about what the next issue will bring you!

But First, an Origins / Gen Con Report

While not the most "wargamey" of Origins, as you might have guessed by its TSR sponsorship, I had a nice time. Sales were slow at the 3W booth (where mostly wargames constitute our current product line), but throughout the open gaming areas of the convention, one could see grognards and neo-grognards giving *real* wargames a bash and having a great time. Attendance was in the

neighborhood of 10,000, which is very good, indeed!

A Look at Next Year's Origins

We'll be running Origins in 1989 in Los Angeles. Because of our company (and convention management's) background, wargames will, once again, be the traditional staple. Promotional materials will be available around the end of February. If you wish to be added to the Origins information Mailing list, please send your name and address to:

L.A. Origins Mailing List
P.O. Box 8399
Long Beach, CA 90808

Exhibitor booths are on sale now through our Long Beach office.

If you buy **BattlePlan** over the counter, you might want to tell the store owner about GAMA's Trade Show in Las Vegas. Many retailers from around the nation come each Spring to meet the manufacturers and wholesalers and share information which is extremely useful to retail sales. It will be held March 5-7 at the Tropicana in Las Vegas. They can get more information by contacting Howard Barasch at (214) 247-7981.

There will also be a special Trade Floor on Thursday, June 28th, 1989, on the first day of Origins. This will be another opportunity for retailers to hobnob with the manufacturers in L.A.

3W Seeks Designers for Twilight 2000 Modules

Under license from GDW, 3W will be producing **Twilight 2000** modules. If you would be interested in designing a **Twilight** module, contact Ty Bomba at our Cambria office: P.O. Box F, Cambria, CA 93428 for details.

BattlePlan Seeks the Next Battle For Moscow as Mini-Wargame Feature

Yes, we're looking for another "Battle for Moscosesque" type mini-wargame to feature in **BattlePlan**. If you can dig up your copy of **Battle for Moscow** and whip us something of near equivalent size, simplicity, balance, on a WWII or modern topic and **BattlePlan** would be *very* interested in putting in a future issue. Please write to:

Games Editor
BattlePlan Magazine
5374 Village Road
Long Beach, CA 90808

Or better still, call me, Alan Emrich, at 3W (213) 420-3675 for more information or if you have any questions.

You won't get rich or famous with your first **BattlePlan** mini-wargame, but what the hell! It's a start, and you may prove to be the next Jim Dunnigan! See the top left corner of page 62 for details.

Thank You for All Those Cards and Letters!

As you will see in our highly popular Feedback Forum section, the publication of the last issue generated a great deal of reader response. Your feedback cards, and the comments on them, are the navigational beacon of this magazine. Please, take a little time out and drop us that postcard. Maybe we'll reprint your comments in the next issue!

Looking Ahead to Next Issue

Next issue will feature Avalon Hill's **Third Reich**. There will be several pieces on the game, including a complete mega-variant extending the map south from Egypt to Italian East Africa. Variants and scenarios will include local and limited wars, a 1940 scenario, a 1941 scenario, a 1943 scenario, a Cold War scenario, a peek at what's in store in the 5th Edition, plus tons of variant chit ideas. James C. Gordon is our gold medal author for this feature, with special thanks to Siegfried Nelson for his mega-variant feature.

This feature has come about for three very good reasons. First, with the advent of 5th Edition **Third Reich** approaching, it was time to clear out all these great 4th Edition ideas. Second, Avalon Hill has come through like a champ and provided the cover art, new articles, and allowed some reprints from the General. And, finally, I like the game and I'm the Editor, so there's a bit of "Editor's Choice" about a **Third Reich** issue. Special thanks to Rex Martin and Tom Shaw of Avalon Hill for their wonderful help.

Until my next move... -AE



Tank Leader Scenarios

*Provided courtesy of West End Games
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1. Official Eastern Front Tournament Scenario

Year: 1945

German Formations:

- A/3 (111), set up within four hexes of hex 2023 (Akimowka).
- B/72 (114), set up within four hexes of 2415 (Moltarvoff).
- A/1 (115), set up within four hexes of hex 2103 (Belsk).

German Reinforcements:

- A/2 (101)
- B/2 (110)
- A/91 (116)

Enter on game turn nine on any hex on the East map edge.

Soviet Formations:

- 6th (200)
- 1/6 (201)
- A/1/6 (204)
- B/1/6 (205)
- 2/6 (202)
- A/2/6 (207)
- B/2/6 (206)
- 7th (214)
- 1/7 (236)
- A/1/7 (229)
- B/1/7 (230)
- 2/7 (235)
- A/2/7 (233)
- B/2/7 (232)

Enter in the Operations Phase of game turn one on any hex of the West map edge.

Soviet Reinforcements:

- 28th (209)
- a/28 (210)
- B.28 (211)
- C/28 (212)
- D/28 (213)

Enter on game turn five on any hex of the West map edge.

Battle Conditions:

Game Length: 16 turns.
Visibility: 6 hexes.
Season: Winter.
Contour: Hilly.
Area: Forested.
Urbanization: Normal.

Special Rules:

Movement restrictions for F rated units are suspended in this scenario.

The German player may rally shaken units which have failed their morale check by expending a number of victory points equal to the difference between the die roll and the morale check value. This is only in effect until turn nine.

Victory Conditions:

Victory is based on points. One point is accumulated for each enemy unit killed and for each enemy formation which is shaken at the end of the 16th turn. (Formations which are entirely eliminated do *not* count as shaken).

In addition, the Soviet player receives one point for each friendly unit which exits the West map edge.



2. Eastern Front Scenario: Assault on the Frozen River

Year: 1943

German Formations:

- Kampfgruppe Hintze (100)
- Hintze / HQ (113)
- 1st (118)
- C/33 (107)
- W/33 (108)

Set up first in any hex south of the river.

German Reinforcements:

- A/3 (111)
- C/3 (112)
- B/1 (109)

Roll one die and add two; the result is the turn of entry for the above German reinforcements. The roll should be made in secret before the start of play; re-roll rolls of six.

Soviet Formations:

- 62 (237)
- HQ/62 (238)
- 1/62 (239)
- 2/62 (240)
- 3/62 (241)
- 4/62 (242)
- C/42 (226)
- D/42 (227)
- 119 and 3 trucks.

Set up second in any hex north of the river.

Soviet Reinforcements:

- 3/6 (203)
- A/3/6 (216)
- B/3/6 (217)
- C/3/6 (218) - In this scenario, C/3/6 is subordinate to 3/6.

Enter on game turn two. Roll one die on turn of entry; on a roll of 1-3 they enter on a Soviet road, on a 4-6 they enter on a German road. Roll again normally to determine which road, but ignore a roll of six.

Battle Conditions:

Game Length: 16 turns.
Visibility: See special rule.
Season: Winter.
Contour: Variable.
Area: Variable.
Urbanization: Normal.

Special Rule:

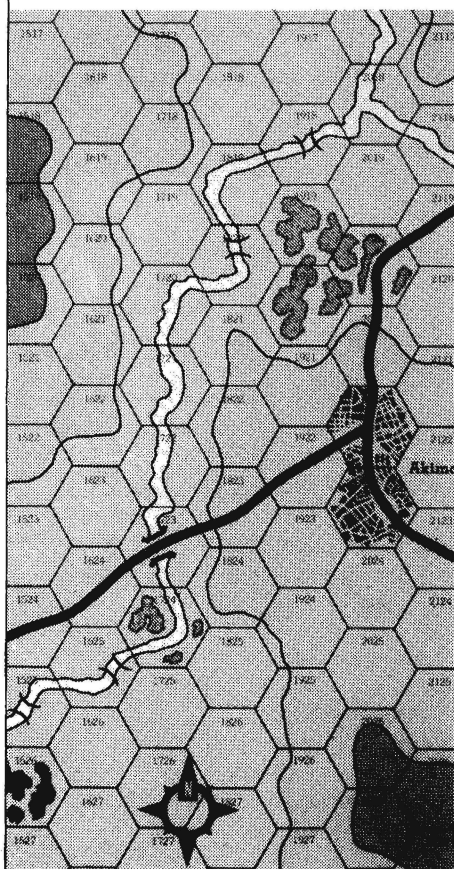
The visibility begins at three hexes. Roll a die during the Reinforcement Phase of each turn. On a roll of 5 or 6, the visibility increases by two hexes, up to a maximum of 20 hexes.

Victory Conditions:

Victory is determined by control of Leniwka and Odrino. One point is scored for each hex of either town controlled by a player at the end of the game. To control a hex, a friendly unit must occupy or be the last to have passed through the hex.

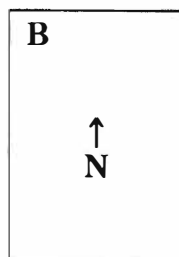
If a player's points total is six or more greater than his opponent's he wins. Any other result is a draw.

TANK LEADER

2. Western Front Scenario: Take Biouville

Year: 1944

Map Configuration:**German Formations:**

Kampfgruppe Gerbel (147)
Gerbel / HQ (148)
A/63 (145)
B/38 (154)
HQ / 65 (139)
A/65 (140)
B/65 (141)
A/752 (129)
3 trucks

Set up anywhere on the map after the Allied Player secretly chooses an entrance edge and notes it on a piece of scratch paper.

German Reinforcements:

None

Roll one die and add two; the result is the turn of entry for the above German reinforcements. The roll should be made in secret before the start of play; re-roll rolls of six.

Allied Formations:

Combat Command A (300)
B/55 (304)
D/55 (306)
HQ/91 (308)
A/91 (309)
B/91 (310)
A/781 (312)
40th (313)

Enter the map on game turn one. All units must enter on the same map edge which must be selected before the German player sets up. Record the edge on a piece of scratch paper or on your strike log.

Allied Reinforcements:

None

Battle Conditions:

Game Length: 18 turns.
Visibility: 8 Hexes.
Season: Summer.
Contour: Hilly.
Area: Forested.
Urbanization: Normal.
Road Net: Moderate.

Smoke: The Allied Player receives 6 smoke points; the German receives 3.

Strikes: The Allied player receives 3 on-call artillery strikes.

Victory Conditions:

The Allied Player wins if, at the end of turn 18, only friendly units occupy Biouville.

If Allied units occupy the town and 6 or less German units occupy the town, the game is a draw.

If 7 or more German units occupy the town, the German player wins.

Attention Grognards!

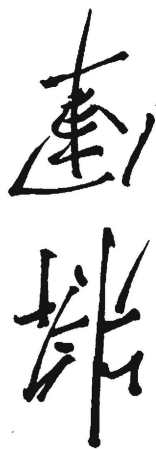
You Need The Canadian Wargamers Journal

Each and every issue of the Journal is always full of reviews, variants and strategy articles for board, computer and miniature wargames. While having a Canadian emphasis, it's information is useful to all *real* wargamers. A *must* for any grognard worth his salt!

It's only \$10.50 (U.S. funds for non Canadians) for a six-issue, bi-monthly subscription. (US postage paid) or \$1.95 (+\$2.00 postage) for a sample issue.

Send checks to: The Canadian Wargamers' Group, 207 Bernard Drive N.W., Calgary, Alberta, Canada T3K 2B6.

"Recommended Reading" - F&M Staff



Variants for Shogun

by Robbie Robberson

In Issue #4 of Battleplan, a replay of Milton Bradley's **Shogun** was printed. After that game, in which I was a fortunate (?) participant, I began mulling over the possible variants that would have allowed me the victory that I rightly deserved...

I. Ronin

A) In feudal Japan, ronin were more than just samurai without liege lords. Being masterless meant being without income to support yourself and your family. Thus, many ronin turned to becoming bandits, pirates, and highwaymen in order to bring home the daily rice. Under this variant, at the end of any player's final movement phase, any province that is without a garrison becomes occupied by ronin. The number of ronin that appear is determined on the following table:

Die (D12)	# of Ronin
1	5
2	4
3-4	3
5-8	2
9-10	3
11	4
12	5

These ronin are placed immediately before the next player's movement phase. If there are not enough ronin in the pool, place as many possible until the pool is depleted. If there is more than one province is empty, roll for each one separately.

These ronin-bandits are not controlled by any player and will not attack any other players. They *will* defend against any attack by players (have another player roll for their defense). Once the ronin are eliminated, the province becomes controlled by the attacking player and he receives the province card in the usual fashion.

Ronin-bandits appear in the opening set-up in empty provinces as well, after spearmen have been placed and before players place their armies. Use the above table.

B) Ronin, as mentioned in the **Shogun** rule book, were not completely trustworthy. During battles, entire regiments of 'hired swords' would switch sides, especially if the enemy was apparently winning. Under this variant, ronin become a double-edged weapon. Any ronin that accompany a army marker into battle against another army marker may defect to the enemy. Roll for each ronin piece separately. Use the following table at the beginning of each combat sequence, before the archers' phase:

Condition	Die Roll	Result
Enemy Army is smaller than your own.	1	Ronin defect
Enemy Army is larger than your own.	1-4	Ronin defect

Upon defection the ronin become part of the opposing player's forces immediately, and can attack that phase. Note that it is possible for ronin to defect to

both sides several times during the battle since, if there are surviving ronin, rolls must be made by the controlling side. If ronin remain after the battle is finished, they belong to the player to whom they last defected. Ronin do not defect if they are the inherent fortress defense pieces.

II. Ninja

Ninjas, being masters of stealth, were adept at penetrating castle defenses and hindering the forces inside. Under this variation, the player who has successfully hired the ninja for the turn has the option to use the ninja in battle against a castle or fortress. At the beginning of the assault, after all battles are declared, the player declares that the ninja will be used to undermine the castle being attacked. He rolls a die (D12) and uses the following table:

Die Roll	Result
1-2	Remove all fortress ronin
3-4	Remove 3 fortress ronin
5-6	Remove 2 fortress ronin
7-8	Remove 1 fortress ronin
9-10	No effect
11-12	Attacking daimyo is assassinated and removed

Only the castle/fortress' inherent defending ronin are affected, not units in a daimyo's army or other player's units who are defending in the same province as the castle. As in all other cases of hiring ninjas, the ninja is no longer in play for the rest of the turn. If the daimyo is assassinated, the attack on the castle is canceled, and the daimyo is removed and demoted as per regular assassination attempts.



III. Castles/Fortresses

A) Castles and fortresses in medieval Japan represented a concentrated effort of political and economic power. A daimyo who erected a castle or fortress was able to command a wider array of people and land, and demonstrated a capacity for stability, thus attracting more commerce to his fief.

Using this rule, for each *castle* a player has at the beginning of the game turn, he receives a spearman at the location of the castle. For each *fortress* the player has at the beginning of the game turn he receives one (1) koku, along with the spearman (for the castle foundation of the fortress).

B) Besieging a castle or a fortress did not mean that a successful conquest would result in the castle being captured intact. Cannons may have been used to breach the walls or fire to destroy the interior buildings and rout the defenders. As such, the conqueror could find himself in possession of smoldering ruins instead of stone walls to protect his weary forces. Under this variant the player who successfully defeats the castle/fortress rolls a d12 and consults the following table:

Die Roll	Result
1	Remove castle/fortress
2-4	Reduce fortress to castle or remove castle
5-12	No effect

All removals or reductions occur immediately after the castle/fortress is conquered before any other battles are resolved. No roll is made for a castle/fortress that is attacked and not conquered. It is assumed that the defenders, in beating off the attack, preserved the integrity of the walls.

IV. Karma

Karma is the concept of unavoidable fate - whether good or bad. A samurai's training included a certain amount of stoicism and the patience of accepting what life handed to him. A daimyo did not only have to worry about what his enemies were plotting, but also what the gods and nature were planning, and to plan accordingly to accommodate the sudden disasters that occurred.



This variant requires the use of Karma cards. Each player at the beginning of the game will take *one* card from the shuffled deck and keep it secret from all other players. During the course of the game the players will play the cards on their opponents. They cannot play the cards on themselves (this would be tantamount to allowing a player to control his own 'karma'). Although some cards will benefit your opponents, obviously you will play them on those opponents who are your allies or on those who will benefit the least from the results.

Only one card per player is drawn from the deck; the rest of the deck is then put away for the remainder of the game. Play of the cards occur during the course of the game according to the particular card being played; some cards will be played at the beginning of the turn, others during the planning action, and others during the movement and/or combat action, according to the instructions at the bottom of the card in question.

Players may not avoid following the directives of the Karma card for any reason and results must be carried out immediately. However, no player may ever have more than one card played on him during any single game turn. The various cards are described below:

#1 Tai-Fun! (Typhoon season). This card is to be played at the beginning of the wage war action before any daimyo's armies are moved. When this card is played, all sea movement is prohibited to all pieces of all players for the entire wage war action. No losses are to be taken.

Typhoons strike Japan's shores with a vengeance, usually bringing floods and mudslides and halting all traffic and communications.

#2 Kamikaze! (Divine Wind). This card is to be played during the wage war action of an opponent who is attempting a naval invasion against you or another player after the attacker has declared his first battles. When this card is played, the player's forces in that particular naval invasion (and no other) lose the rest of their movement, plus half of the invading force is eliminated by type, rounding down.

For example, if a naval invasion includes an army of five spearmen, two gunners, three bowmen and a daimyo, the player would lose two spearmen, one gunner and one bowman. The

daimyo can never be lost in this situation.

In 1274, a naval invasion fleet of Kublai Khan's Mongol hordes was anchored off the Japanese shore, ready to conquer Japan. Out of nowhere, a great tai-fun swept in and destroyed the fleet, thus saving Japan and preserving her unique culture. The Japanese viewed this incident as divine intervention, and revered the great winds.

#3 Earthquake! This card is to be played immediately before the levy unit step. The card is played to reduce an opponent's castle or fortress on the board. If a castle, remove it from the board; if a fortress, reduce it immediately to a castle.

Other pieces in the area are also effected, and one half are removed of each type, rounded down, as described in #2, above.

Earthquakes are no stranger to Japan or to her history, wrecking the landscape and toppling any stone or brick structures in the area, and starting great fires and floods among large wooden cities.

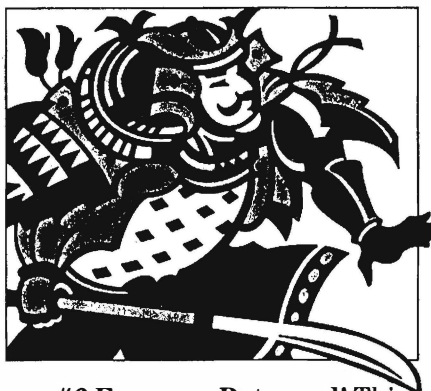
#4 Tsunami! (Tidal Wave). This card is played at the beginning of the planning action before revenue is spent. The player using the card selects the coastal or island province of an opponent to be hit by the tsunami. The owner of that province must forfeit on koku from his revenue to pay for damages.

If it is a coastal province (or on an island with at least four provinces), then the adjoining coastal provinces on either side are struck by the tsunami as well. They, along with the original coastal province, become flooded. Any units in these provinces, or entering them in the subsequent move phases, *must stop movement*, even if they are entitled to move further. No battles are allowed to be declared into or from these provinces. All of the above effects are removed at the end of the turn the card was played on.

Tsunamis, sometimes called tidal waves, are the result of earthquakes that occur offshore. The great destructive waves smash into the shores.

#5 Plentiful Rains. This card is played at the beginning of the collect koku action before revenue is collected. The player chooses an opponent to play the card on. The opponent then may receive two koku for every five provinces he has (dropping any remainder). He is entitled to receive a minimum of four koku.

Japan, being a feudal nation, had its economy based on agriculture. Coinage itself was based on a system measuring a family's consumption of rice for a year. Therefore, a good rain could mean the difference of whether the overlord could finance his wars or not.



#6 Emperor Betrayed! This card is played at the beginning of an opponent's wage war phase. The opponent is entitled to then completely fill one army of his choice up to its limit of troops, for free, filling in every empty space on his card.

The Emperor, even though he was a puppet of the current strongman, was revered by Japan's populace as divine and holy. A daimyo could guarantee his army to be overflowing with recruits if he could persuade them that the Exalted had been duped or was in danger.

#7 Ambush! This card is to be played after first battles are declared by the opponent on whom the card is being played. The

player then designates which battle the card will effect. The defending force then is entitled to one round of ranged weapon and melee combat before proceeding with the regular combat sequence.

The terrain of Japan, far from being a tableland, is very rugged for traditional warfare. Thus, every hill, forest and mountain held opportunity for an army to swoop out and catch the invaders by surprise.

#8 Drought. This card is to be played at the beginning of the collect koku action before revenue is collected. The player chooses an opponent to play the card on. The opponent may only receive one koku for every five provinces he owns, dropping any remainder. He is entitled to a minimum of three koku.

#9 Amida Butsu Captured. This card is played immediately after the hire ninja action. Any player who had hired the ninja for that turn loses it and the ability for assassination or spying (or sabotage, if using that ninja variant).

The sect of Buddhism which fostered the ninjas was called Amida Butsu. Based on the belief that a person who could achieve a perfect kill would go to Nirvana, the sect sprung up around the local temples of Japan. Attempts were made to stomp out the assassins and, from time to time, were successful. But never permanently...

#10 Banzai! This card is played after first battles are declared on an opponent's army who is attacking. As a result, all pieces attacking in the first missile fire and melee step subtract one from their die rolls. There is no modifier for subsequent steps.

The average Japanese samurai was a highly trained, dedicated soldier. Ever ready to defend his liege lord's honor, it was not uncommon to see mass charges of

emotional samurai at the enemy's lines, reckless of life and limb. These initial charges were devastating but, if they failed to break the ranks of the enemy, could often be very costly to the attackers.

#11 Barbarian Merchants.

This card is played on an opponent after he has declared first battles. All gunners, for the remainder of the turn, whether attacking or defending, subtract one from their die rolls.

By the end of the 16th century, Japan had been thoroughly exposed to Western influence, including the weapons the Portuguese, English, and Dutch brought with them. Many samurai frowned upon the use of guns, regarding them as cowardly, but some daimyos saw the wisdom of employing firearms, giving them the advantage over their more backward opponents.

#12 Forced March. This card is played at the beginning of an opponent's final movement phase. You select one of his armies, which may then move one extra province this turn than it would normally be entitled to.

Forced marches for any army could often spell the difference between victory and defeat.

#13 Peasant Revolt! This card is played at the end of the collect koku action, after all revenue is received. The opponent upon whom this is played must roll a D12 for each of his pieces not assigned to an army, subtracting two (-2) from each die roll. If he rolls greater than the combat value of a piece, it is removed.

Peasants were law abiding citizens, as is most of Japanese society. They were looked down upon by samurai, however, and occasionally became the victims of intolerance and over taxation. When a daimyo became too unbearable, peasants would revolt against his rule with whatever they could get their hands on, usually farm tools which were no

match for the honed weapons of battle.

#14 Seppuku! This card is played at the end of the planning action. The opponent must immediately demote his lowest rated daimyo to its first '1' position on the army card.

The ultimate sin for a samurai was failure, be he Shogun or a simple spearman. The only acceptable way he could recover his honor was to commit seppuku, ritual suicide, and thus keep dishonor from staining his family and clan.

#15 Plague! This card is played at the end of the levy units action. The player selects a coastal castle/fortress as the center of the epidemic. All units (excluding the intrinsic castle/fortress troops) in the castle fortress/s and every bordering province must roll a D12, adding two (+2) to the die roll. If the adjusted die roll is equal to or lower than the combat value of the piece, it is eliminated. Any province left without garrisons is returned to the deck of province cards.

Epidemics and plagues originating in Japan were rare, and usually came from ships that traded with China or were European. Japanese medical skills and hygiene were more than enough to prevent a widespread decimation of the entire population.

V. Miscellaneous

There are many obvious variants that can be devised for **Shogun**. One is allowing players to choose their provinces in the opening set up, rather than allocating them by dealing province cards. Simply draw swords to see who goes first and then take turns placing a spearman in a province. This will allow for players to begin the game from a more consolidated position and speed up play.

Another simple variant is to allow for armies to have more

units than the rules state. You might wish to allow an army to have six samurai pieces instead of four, or twelve spearman and/or gunners, instead of the normal ten.

One other possibility is to allow armies to move and attack together, whether they belong to the same faction or to different allied players. Some rules will have to be devised to allow both armies to move together (such as a declaration of alliance phase where players, after declaring for each other, must then loan on of their armies to the other player, who then moves it as though it were a fourth army of his for the next turn only). Be careful not to allow things to get too wild, such as six armies being moved by the same player, or you could end up wiping everybody off the board in one turn!

Sayornaya.



Ancients Scenarios

by William L. Banks,
Good Industries

If you haven't yet picked up a copy of this fun little number, you may want to. Even if Ancients aren't your favorite time period and tactical isn't your favorite scale, this game still has a lot to offer.

Ancients will take a pair of rognards, from the time they open the box, through sorting the pieces, reading the rules, choosing one of the many battles, set up and play to completion (all scenarios are six turns) *only about an hour!* Note that a complete review of **Ancients** is in *Fire & Movement* #56.

Distribution to game stores is still a bit sporadic, so if you can't find one at your local retailer, you *can* order directly from Good Industries. The price is the same, \$15.00, but please include an extra dollar for shipping. That's \$16.00 total to:

Good Industries
P.O. Box 6086
Vancouver, WA 98668-6086

Note that each of these three new scenarios uses Mapboard D (the "blank" one).

Pydna, 156 BC

This is one of the classic confrontations between legion and phalanx. The legion won, but it can get *very* close! This battle also gives players a nice variety of unit types on both sides and is a good test of Generalship.

No map for set up on this scenario. Players *must* use free deployment.

Macedonia: 1 Leader, 6 Phalanx, 4 Light Infantry, 2 Mixed Missile, 4 Light Cavalry, 1 Camp. Panic = 28.

Rome: 2 Leaders, 6 Heavy Infantry, 1 Light Infantry, 4 Mixed Missile, 4 Light Cavalry, 1 Camp. Panic = 22.

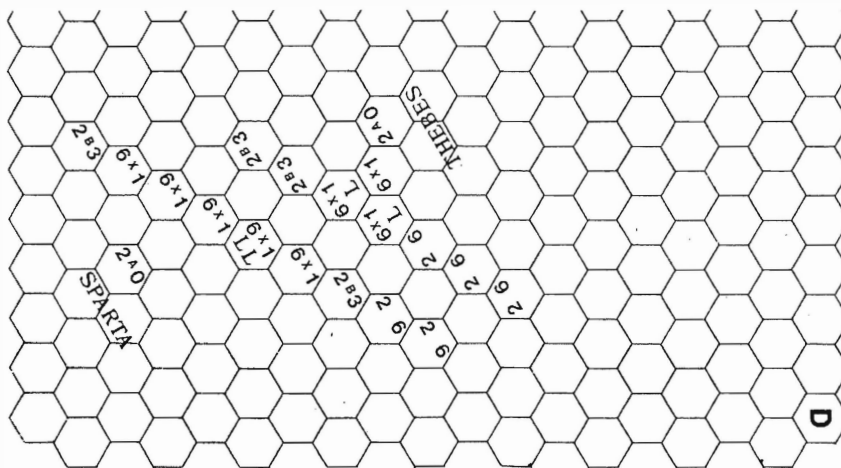
Leuctra, 371 BC

This battle is the earliest example of a general weighting one flank and refusing the other. In this case, it gave a surprise victory to the smaller force of Thebes who faced the legendary Spartan army. Any other tactic will probably result in Thebes' defeat as the Spartans will overwhelm them. While not much of a contest, it is an interesting study in this battlefield maneuver.

Thebes: 2 Leaders, 3 Phalanx, 2 Mixed Missile, 3 Light Cavalry, 1 Camp. Panic = 14.

Sparta: 2 Leaders, 5 Phalanx, 2 Mixed Missile, 2 Light Cavalry, 1 Camp. Panic = 19.

Scale: Phalanx = 2,000; Missile Infantry = 500; Cavalry = 500



Cannae, 216 BC

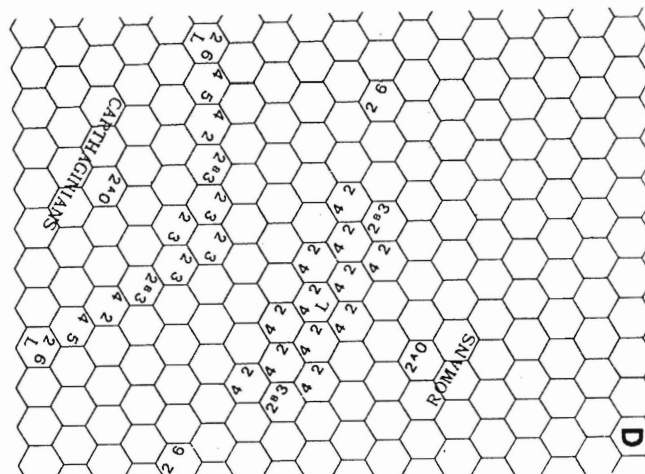
Any student of military history will recognize this as one of the most famous and spectacular victories ever won. What do you do when your enemy outnumbered you by 3:1? If you're Hannibal, you surround them! It is difficult to duplicate his victory, but it is an exciting challenge to try.

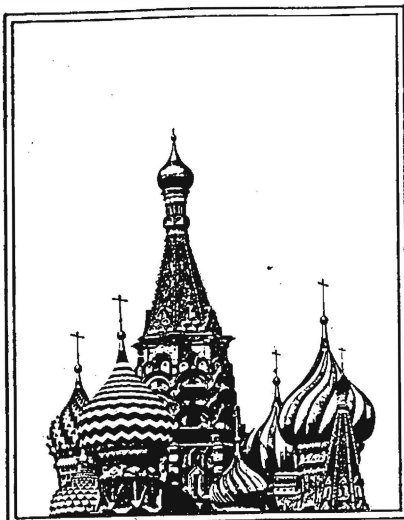
Carthage: 3 Leaders, 2 Heavy Infantry, 4 Light Infantry, 2 Mixed Missile, 2 Heavy Cavalry, 2 Light Cavalry, 1 Camp. Panic = 15.

Rome: 1 Leader, 12 Heavy Infantry, 2 Mixed Missile, 2 Light Cavalry, 1 Camp. Panic = 28.

Scale: Infantry = 5,000; Cavalry = 3,000

Note: For more "accuracy," the Romans should have a second Leader piece. This tips play balance heavily in the Romans' favor.





What Happens Next

Continuing play in Battle For Moscow

by Thomas M. Kane

"... The next day, amid the onset of winter, the reinforced Soviets launched their winter counteroffensive."

With these words, GDW concludes the description of how the original battle for Moscow ended. Another battle was obviously beginning, and one which would make an interesting "mini-campaign game" variant for **Battle For Moscow**. This scenario gives the Soviets extra chances for revenge, and also lets the German player experiment with move conservative strategies than the mad-dash-at-all-costs approach to Moscow. Perhaps such plans which might have saved Germany from its utter defeat on the Eastern Front.

New Victory Conditions

The Soviets controlled Moscow when they launched their counteroffensive, and Germany had no more hopes of taking it. Therefore, the continued campaign game rewards other

objectives too. Each side receives points for accomplishing goals, and whoever has the most points when the game ends wins. There are three different ways to earn points:

- (1) Each side gets 1 point per enemy *unit* destroyed, even if they are replaced later. A unit is not just a *step*, but the actual removal of an enemy piece from the board.
- (2) Players receive 5 points for each city they control at the end of the game. A player controls a city if his units were the last to move through it. Moscow is worth 20 points.
- (3) The Germans get 10 points if they can occupy Moscow at the end of any Soviet Player Turn, even if Russia recaptures it later.

The player with the greatest number of Victory Points at the end Game Turn 14 is the winner.

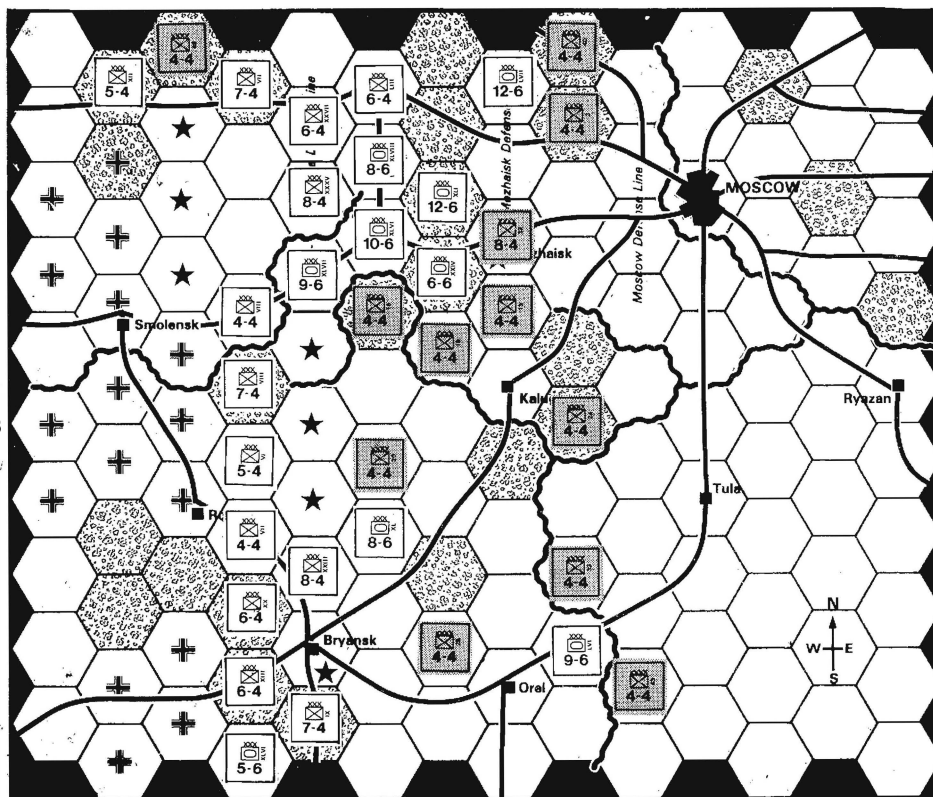
Winter Effects

The cold of Moscow's winter is legendary. German mess cooks cut butter with saws, and boiling soup could freeze nearly solid in the time a soldier took to retrieve a dropped spoon. Therefore, both sides suffer Winter Attrition.

During each player's Replacement Phase on turns 8 through 12, each player rolls on the Winter Attrition Table. If the result is *Frostbite*, one unit of the player's choice is reduced by one step. A player may choose which unit to reduce, and units which are eliminated by frostbite do *not* yield Victory Points to the enemy.

Winter Attrition Table

Die Roll	Axis Player	Soviet Player
1	<i>Frostbite</i>	<i>Frostbite</i>
2	<i>Frostbite</i>	<i>Frostbite</i>
3	<i>Frostbite</i>	No Effect
4	<i>Frostbite</i>	No Effect
5	<i>Frostbite</i>	No Effect
6	No Effect	No Effect



Actually, winter did not effect the armies as much as the autumn muds had, but it still slowed them down.

All infantry units have one fewer movement point than normal during Snow turns (turns 8-12), while Armor units lose two movement points per Movement Phase. This is because tanks suffered special problems during the cold. (Their engines had to be run regularly to keep them warm. This resulted in severe gasoline shortages and, in spite of all precautions, batteries warped and oil congealed from the cold).

Replacements

The Soviets had been concentrating their forces in the Moscow area all fall, and by winter they had begun to redirect their attention to the South. Therefore, beginning on turn eight, the Soviet player only gets *two* replacement points per turn. However, the Soviets were finally accumulating enough T-34 tanks to build an armored force.

On turn 13, the Soviet player may designate any one army which is in communication as his Tank unit. This requires the expenditure of one replacement point. The Soviet Tank unit may move during the Rail Movement phase but need not follow any rail lines. Additionally, it receives one column shift to the right when attacking. You may wish to write "Tank" on a blank counter and stack it on top of the designated Soviet tank unit.

1	Clear	Oct I	Underlined Game Turns indicate Soviet Reinforcements. Turn 4 add the 10-4 Shock Army to the replacement pool, turn 13 designate one unit the Tank Army.	14	Clear	Mar II
2	Clear	Oct II	Mud Game Turns cause one hex movement per Movement Phase and all units attack at one-half strength.	13	Clear	Mar I
3	Mud	Oct III/IV	Snow Game Turns cause Winter Attrition die rolls and reduce infantry by one Movement Point and Panzers by two Movement Points.	12	Snow	Feb II/III
4	Mud	Nov I/II		11	Snow	Jan IV/Feb I
5	Clear	Nov III		10	Snow	Jan II/III
6	Clear	Nov IV		9	Snow	Dec IV/Jan I
7	Clear	Dec I		8	Snow	Dec II/III
8	Clear	Dec II		7	Clear	Dec I
9	Snow	Dec III		6	Clear	Nov IV
10	Snow	Jan I/II		5	Clear	Nov III
11	Snow	Jan III		4	Mud	Nov II
12	Snow	Jan IV		3	Mud	Oct III/IV
13	Snow	Feb I		2	Clear	Oct II
14	Clear	Mar I		1	Clear	Oct I

New Timetable

This campaign scenario begins on **Battle for Moscow's** usual Game Turn 1, but lasts through turn 14, until early March. A new Turn Record Track is provided with this article.

Historical Summary

When Hitler heard of the Soviet counteroffensive, he characteristically ordered unflinching resistance without the possibility of withdrawal. This time, the policy might have been appropriate. Perhaps the Soviets could have overrun retreating armies in the cold. As it was, the offensive disappointed them, leaving the Germans exhausted but still controlling Rzhev, Vyazma and Orel. Naturally, Hitler was convinced that he had personally saved the army, and he exulted to his aides, "This little matter of operational command is something that anyone can do." But despite his confidence, Hitler had already defeated himself by attacking a country too large for any army to master.

THE GREAT PATRIOTIC WAR

13	13
3	2

XXXX ¹⁴	XXXX ¹⁴	XXXX ¹⁴	P ¹⁴	✈ ¹⁴
6-6	6-6	6-6	2	1-3

Unofficial Errata and New Variants for Great Patriotic War

GDW wishes to especially thank Alan Emrich, Gary E. Smith and the 3W Long Beach playtesters for their countless hours of post-production work. While this body of work incorporates what will be the final errata, playtesting still continues and many experimental ideas are being tried. Use these ideas for now, however.

The Map

The city on map B at hex 1301 should be Bryansk, not Orel.

Neither map has a hex 2301 on it. Instead, the first hex in the 2300 hex row has been misnumbered 2310.

Cernauti (map B, hex number 2507) should not be a part of Romania. the red boundary line should run along the hexside between hexes 2607 and 2606. Cernauti is part of Bessarabia. In the campaign game and the Barbarossa scenario, it is part of the Kiev Military District for setup purposes.

On map A, rivers on the hexsides between 1116 and 1216, and 1309 and 1408 should continue along the *entire* hex side. Treat any movement over these hexsides as crossing a river.

The Counters

The Hungarian and the Italian mechanized units have an infantry symbol on their reduced sides; the symbol should be a mechanized symbol. The factors are correct.

The Rumanian and Hungarian Garrison units should be marked with a "G" on the top-right corner of their reduced

strength step. Even if they take a step loss, they are still garrisons!

Rules Book

Rail Movement (page 7)

To clarify, Rail Movement may, like all other forms of movement, *begin* in an enemy zone of control, but must stop upon *entering one* (i.e., it may not *pass through* an enemy zone of control).

Combat (page 8)

Minimum and maximum odds for a battle should be calculated in step 3 (not step 2) of the combat sequence, *after* column shifts have been applied. In this way, attacks can be made at greater or lesser odds than provided for by the combat results table and "shifted" back onto it. For example, a player could conduct a 1:2 odds attack, provided that after all Leadership, airpower, weather, and terrain odds column shifts are calculated, the minimum odds must be 1:1 in order to attack.

Reinforcements and Replacements (page 10)

A correction, reinforcements and replacements **must** be brought in any friendly *major* cities, even in enemy zones of control, provided their placement does not violate stacking limits. If no friendly major cities are available, then they may appear, additionally, on any friendly *minor* cities.

The Russian Replacement Rate was found to be too low over the course of the campaign game. Increase it by one (+1) per turn in the Barbarossa scenario and the campaign game. Also, add the following Allied Lend Lease rule:

Allied Lend Lease (new rule)

To simulate the vast shipments of war materials by the Western Allies to the Soviet Union, the Russian player rolls for Lend Lease during his Replacement Phase of either the Barbarossa scenario or the campaign game. Beginning on the August, 1941 turn, and each turn thereafter through November/December 1944, the Russian player rolls a die on the following table:

Russian Lend Lease Table

Die Roll	Replacement Points Received
1	0
2	1
3	1
4	1
5	2
6	2

-1 from die roll during 1941 and 1944. Die rolls less than '1' are treated at '1' (i.e., no additional replacement points received).

The number result equals the number of additional Russian Replacement points received that game turn from Lend Lease.

Withdrawals (page 10)

If a German panzer corps unit to be withdrawn is reduced or eliminated, any other panzer corps with a similar combat strength may be substituted for the withdrawing unit. Alternately, if no such panzer corps is available, the Axis player must forfeit the replacement points necessary to rebuild the unit from his next turn's allotment. The German paratroop unit, and all the Italian units when withdrawn, need not be so replaced. Their reduction or elimination is irrelevant when withdrawn, has no effect, and no units need be substituted nor replacements spent on them.

Aircraft (page 11)

Change the third sentence of the second paragraph to read: "An airfield is any major city, city, or rail hex *which is connected to a friendly map edge unblocked by enemy units or their zones of control* (friendly units negate enemy zones of control for this purpose, exactly like supply).

The current air rule makes bombers much too deadly against intercepting fighters. Change the rule for air-to-air combat. Fighters will abort a bomber (or fighter-bomber on a bombing mission) on a roll of 4, and destroy it on a roll of 5 or 6. Bombers still "return fire" and kill a fighter on a roll of 6. (Note that this changes the effects described in the example on page 11).

Leaders (page 12)

Leaders who must move to their capitals after it has been captured, are instead placed off their respect friendly map edges. Think of the new "capital" as being moved off the map edge. **New Rule:** Units may not exit an enemy Zone of Control during a friendly movement phase *unless* in the command radius of a leader.

Shock Attacks (page 13)

A clarification, the Axis shock attack on the first turn of the campaign game and the Barbarossa scenario is a "free" shock attack, and does not count as the one they are allowed in 1941.

Since leaders represent the command elements needed to coordinate such large scale operations as a shock attack, during turns which a player is conducting a shock attack, leader units shift the odds by **two** columns to the right for all attacks made by friendly units within their command radii.

The Axis Allies (page 16).**Hungary**

On May, 1942, the Axis player receives more Hungarian reinforcements that there are Hungarian cities to hold them. Place the extra Hungarian unit on any friendly hex *adjacent* to a friendly Hungarian city.

Bulgaria

Add the following sentence to the first paragraph: "The Bulgarians defect on the same turn in which Romania defects."

Campaign Rules**Set up and First Turn (page 17)**

All advanced games rules should be used in the campaign game. The following rules apply to both the campaign game and the Barbarossa scenario.

The Germans achieved complete tactical and strategic surprise over the Soviet Union at the outset of the war. Also, the German Army had extensive combat experience and the first few weeks of the war were a practiced replay of the successful blitzkrieg tactics practiced in France and Poland. To better

simulate this, on game turn one, the Axis player enjoys a "free" shock attack (this does *not* count as the Axis player's 1941 shock attack, which may be conducted on any subsequent turn). Units which begin the game in Romania do not enjoy the benefits of this first turn shock attack (i.e., infantry units may not move one hex during the Axis Panzer Movement Phase of turn one).

Additionally, on game turn one, after the Axis General Movement Phase, the Axis player may conduct a *second* Combat Phase. Aircraft may not be used during this combat phase, but Leaders still shift *two* odds columns (i.e., the "shock attack" is still on).

**Axis Unpreparedness for Bad Weather (page 7)**

Germany had thought that the war would be over before the onset of winter. Not only was this prediction wrong, but the first winter of 1941-42 was one of the most severe ever. Germany found themselves fighting in bad conditions exacerbated by their own unpreparedness and poor planning.

To simulate this, during the first winter (from September/October 1941 to March/April of 1942), the Axis player suffers adverse weather during a movement phase on a roll of 1 through 5 (on a roll of 6, he enjoys clear weather). Additionally, during the snow game turns (i.e., Nov/Dec and Jan/Feb) of the first winter, a further odds column shift to the left penalty applies to all Axis attacks (i.e., they are shifted *two* columns to the left).

During the second winter, (from September/October 1942 to March/April of 1943), the Axis player suffers adverse weather during a movement phase on a roll of 1 through 4 (on a roll of 5 or 6, he enjoys clear weather). Subsequent winters are treated normally.

Campaign Game Variant Rules

Had the Axis adopted a more humane occupation policy, many Russians would have welcomed them as "liberators." The following two variant rules simulate this:

Ukrainian Separatists

During each Axis Replacement and Reinforcement Phase in which Kiev is Axis controlled, roll a single die. On a die roll of 5 or 6, one Ukrainian 6-4 infantry unit is created (use a green German 6-4 from the **Battle for Moscow** game included). This unit is placed in the Ukraine (i.e., inside the Soviet Union; south of hex row 1700; west of Rostov, exclusive; and excluding Sevastopol and Bessarabia), like any other new unit. A maximum of *three* Ukrainian 6-4's may be so built. After these three units are brought into play, an Axis die roll of 5 or 6 merely creates one special replacement point, good only for Ukrainian units.

Vlasov Volunteers

These are handled similarly to the Ukrainian Separatists. The differences are:

The separate activation die roll is a 6, only, and continues as long as the Axis control at least five Russian *major* cities.

Their units are 8-4's.

Their are only two of them allowed.

They may be placed anywhere in Russia as per normal unit entry (not just in the Ukraine).

Additional rolls of 6 after both Vlasov Volunteer units arrive create one special replacement point, good only for Vlasov units.

National War Efforts of Axis Minor Allies

To better reflect their individual war efforts, during

each May's Axis Replacement and Reinforcement Phase, the Axis player received three *additional* replacement points which may **only** be spent on Axis Minor Ally units (these replacements *may* even be spent on Italian units!)

German Army Refit

Beginning in 1942, the Axis player may remove **one** reduced strength *German* unit per game turn off his friendly map edge (if this is done by rail movement, it *does* count against the Axis rail capacity) to the "Refit Box" (draw a box on the game turn track to represent an off board area where units are being refit).

During each Axis Replacement and Reinforcement Phase, roll a die for each unit in the Refit Box. If the unit is an armored unit, or a roll of '5' or '6' it will return immediately at full strength. Infantry units will return immediately at full strength on a roll of 4-6. If a unit fails to make its refit die roll, it may either be left in the refit box to try again next turn, or brought back at its original reduced strength. Returning units must return by entering via a friendly map edge (i.e., they may *not* be brought back in on cities).

Fighters vs. Fighter-Bombers

Fighter-bombers, even while on a bombing mission, should stand a better chance of survival in air-to-air combat. To simulate this, when a fighter-bomber on a bombing mission is intercepted, it is aborted on a roll of '4' or '5' and shot down on a roll of '6'. Like bombers, it returns fire by shooting down the enemy interceptor with a '6'.

Soviet Marines

The soviet player may add one marine division to the soviet initial set-up at Rostov. This marine division is exactly the same as an airborne division in regards to combat strength and movement allowance (2-6, no reverse side); stacking; zone of control; replacement, etc. Its use differs only in its special movement ability.

The soviet marine division may amphibiously assault. To do this, it must start in a coastal city (of any size) on the Black Sea (or Sea of Azov, but may not assault through the Kerch Straight unless both hexes A2713 and 2714 are soviet controlled). During any soviet Movement Phase, the marine division may be moved to any non-mountain coastal hex along the Black Sea (or Sea of Azov).

The soviet marine division is in supply as long as it can trace a supply line back to a coastal hex. The marines may not invade during any turn in which the Axis player occupies every city on the Black Sea (and Sea of Azov) coast.

Soviet Artillery Corps

The soviet player may add two artillery corps to the soviet forces. One arrives on game turn 14, and the other arrives on game turn 15. These are 2-4's with no reverse side and are treated identically to airborne divisions in regards to combat strength; stacking; and zone of control, etc.

Where they differ is that artillery corps have no special movement abilities; cost *three* replacement points to replace; and, when used in an attack, will give the soviet player one odds shift to the right. This bonus is only for attacks; artillery corps add nothing other than their combat factor for defense. No more than one artillery corps may add it's column shift effect to any soviet attack.

Allied Bombing Effects

Studies after the war revealed that the Strategic bombing offensive against Germany was not very successful at disrupting German production. The bombing offensive did, however, disrupt the German's ability to move strategically by constantly destroying railroads and bridges.

To simulate this, beginning in 1943, during each Axis Replacement and Reinforcement Phase, the Axis player must roll for the effects of Allied Bombing on the following table:

Allied Bombing Effects Table

Die Roll	Bombing Effect
1	None
2	None
3	None
4	Rail Capacity is reduced by one.
5	Rail Capacity is reduced by one.
6	No rail movement this turn, plus lose one replacement point.
7	No rail movement this turn, plus lose two replacement points.

-1 from die roll during 1943 and +1 to the die roll during 1945. Die rolls less than '1' are treated at '1'.

Axis Scenario Book

Operation Barbarossa

Army Group Center's setup area should include hexes B-1616, 1716 and 1815.

Operation Bagration

Army Group South Ukraine's setup area should include hexes A-2821, and B-2901, 2902 and 2903.

Soviet Scenario Book

Operation Barbarossa

The 19th Army of the Strategic Reserve sets up in hex B-2101, not B-2111. The 3rd Mechanized Group of the Strategic Reserve sets up in hex B-2301 (incorrectly number on the map as 3210), not B-2311. Cernauti is part of the Kiev Military District.

Operation Citadel

The Zhukov leaver unit should not be shown as a reduced strength unit. Leaders have no reduced strength.

Operation Bagration

The boundaries of the various Ukrainian fronts are difficult to distinguish from the rivers and national boundaries. The 3rd Ukrainian Front's territory extends up to and includes hexes B-2402 and 2503. The 2nd Ukrainian front has seven hexes for setup, up to and including hexes B-2404, 2505 and 2605. The 4th Ukrainian front has hexes B-2405, 2406, 2506, 2507 and 2606. The rest belong to the 1st Ukrainian Front.

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For Details Contact:

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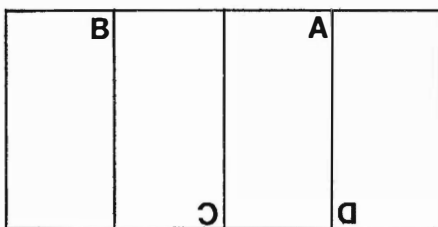
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Fire Team Scenarios

by James C. Gordon

1. Massed Assault



The Soviet offensive relies on the weight of numbers to open a hole through the American forward defenses.

Victory Conditions: The Soviet player wins by exiting at least 25 squads and/or vehicles off the West edge. Otherwise, the American player wins.

Game Length: 7 turns

U.S. Forces: Elements, 2nd Armored Division

CP Allowance: $38 = 2 \times 1, 3 \times 2, 4 \times 3, 2 \times 4, 2 \times 5$
 turn 2 $+ 22 = 2 \times 1, 2 \times 2, 1 \times 3, 2 \times 4, 1 \times 5$
 turn 3 $+ 31 = 2 \times 1, 3 \times 2, 3 \times 3, 1 \times 4, 2 \times 5$

Helicopter CP's: $8 = 2 \times 1, 3 \times 2$
 turn 3 $+ 8 = 2 \times 1, 3 \times 2$

Off-map Artillery: 3 batteries of three 12-point tubes each turn.

Smoke: 4 points

Prepared Positions: 8 entrenchment/firing ramps, all must be occupied.

Set Up: The U.S. player sets up first, West of hexrows 17XX (maps A and B) and 53XX (C,D).

Reinforcements arrive on the West edge.

1st Platoon: 3 Squads, 3 MG's, 3 Dragons, 4 M2's, 2 LAW, 1 Stinger

2nd Platoon: 3 Squads, 3 MG's, 2 Dragons, 4 M2's, 2 LAW, 1 Stinger

3rd Platoon: 3 Squads, 3 MG's, 2 Dragons, 4 M2's, 2 LAW, 1 Stinger

10th Platoon: 6 M2's

Observer team: M981, observer

Helicopters: 2 AH-64's, 1 OH-58

Leaders: 10-3-7, 9-1-7, 8-2-7, 8-1-7, 8-0-7

Reinforcements: turn 3

4th Platoon: 3 Squads, 3 MG's, 2 Dragons, 4 M2's, 1 LAW, 1 Stinger

5th Platoon: 4 M1's

6th Platoon: 4 M1's

7th Platoon: 4 M1's

8th Platoon: 4 M106's, M577, observer

AA Platoon: 2 M163's

Helicopters: 2 AH-64's, 1 OH-58

Leaders: 8-1-7, 8-0-7, 9-2-7

Soviet Forces: Elements, 6th Guards Tank Division

CP Allowance: $50 = 1 \times 2, 4 \times 3, 4 \times 4, 4 \times 5$

turn 2 $+ 28 = 2 \times 1, 1 \times 2, 2 \times 3, 2 \times 4, 2 \times 5$

turn 3 $+ 21 = 2 \times 1, 2 \times 2, 2 \times 3, 1 \times 4, 1 \times 5$

Helicopters CP's: $10 = 4 \times 1, 3 \times 2$

Off-map Artillery: 6 batteries of three 12-point tubes each on turn 1, thereafter 3 batteries each turn

Smoke: 6 points on turn 1, then 4 points

Set Up: All Soviet forces arrive as reinforcements on the East edge.

1st Platoon: 3 Squads, 3 MG's, 3 BMP-2's, 2 RPG-16's, 1 SA-14

2nd Platoon: 3 Squads, 3 MG's, 3 BMP-2's, 2 RPG-16's, 1 SA-14

3rd Platoon: 3 Squads, 3 MG's, 3 BMP-2's, 2 RPG-16's, 1 SA-14

7th Platoon: 4 T-80's

8th Platoon: 4 T-80's

9th Platoon: 4 T-80's

14th Platoon: 3 ASU-85's

AA Platoon: 2 ZSU-23-4's, 2 Spigots, 2 SPG-9's, 2 AGS-17's, 3 BTR-70's

Helicopters: 2 Mi-24's, 2 Mi-28's

Leaders: 10-3-7, 9-2-7, 2 8-1-7, 8-0-7

Reinforcements: turn 2

4th Platoon: 3 Squads, 3 MG's, 3 BMP-1's, 2 RPG-16's, 1 SA-14

5th Platoon: 3 Squads, 3 MG's, 3 BMP-1's, 2 RPG-16's, 1 SA-14

6th Platoon: 3 Squads, 3 MG's, 3 BMP-1's, 1 RPG-16's, 1 SA-1

16th Platoon: 6 120mm mortar, observer, 7 MT-LB's

Leaders: 8-2-7, 9-1-7, 8-1-7, 7-0-7

Reinforcements: turn 3

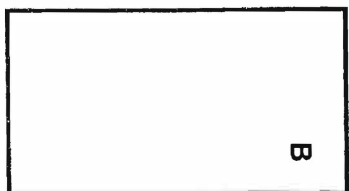
10th Platoon: 3 T-80's

11th Platoon: 3 T-80's

12th Platoon: 3 T-80's

13th Platoon: 6 SAU-122's, ACRV, observer

2. The Redoubt



The Soviets attack U.S. forces bypassed by the advance.

Victory Conditions: The Soviets win by controlling all of the Hegenberg range hexes, otherwise the U.S. player wins.

Game Length: 4 turns

U.S. Forces: Elements, 4th Mechanized Division

CP Allowance: 20 = 1x1, 3x2, 3x3, 1x4

Off-map Artillery: three 12-point tubes available each turn.

Smoke: 4 points

Prepared Positions: 4 entrenchments/firing ramps

Set Up: The U.S. player sets up first in any Hegenberg hex.

1st Platoon: 3 Squads (1 flipped), 2 MG's (1 flipped), 1 Dragon, 1 LAW, 1 Stinger, 1 Observer,

Leader: 9-1-7

Soviet Forces: Elements, 176th Mechanized Rifle Regiment

CP Allowance: 34 = 1x2, 2x3, 4x4, 2x5

Set Up: The Soviet player sets up second, anywhere except on Hegenberg.

1st Platoon: 3 Squads, 2 MG's, 3 BTR-70's, 2 RPG-16's

2nd Platoon: 3 Squads, 2 MG's, 3 BTR-70's, 2 RPG-16's

3rd Platoon: 3 Squads, 2 MG's, 3 BTR-70's, 2 RPG-16's, AGS-17

14th Platoon: 3 ASU-85's

16th Platoon: 3 120mm mortars, 1 observer, 4 MT-LB's

Leaders: 9-1-7, 8-1-7 x2, 7-0-7

3. Supply Convoy

A Mobile force attacks a supply column behind the front.



Victory Conditions: The player with the most victory points wins. The U.S. player scores 10 points for each BTR-70 eliminated and 2 points for each squad or vehicle. The Soviet player scores 10 points for each BTR-70 exited off the West edge and 3 points for each U.S. squad or vehicle eliminated.

Game Length: 10 turns

U.S. Forces: Elements, 11th Armored Cavalry Regiment

CP Allowance: 24 = 1x1, 3x2, 3x3, 2x4

Set Up: No units deploy at start. The U.S. player must secretly write down the turn and point of entry for each unit.

1st Platoon: 3 Squads, 3 MG's, 2 Dragons, 4 M2's, 2 LAW

10th Platoon: 6 M3's

Leaders: 9-1-7, 8-0-7

Soviet Forces: Elements, 194th Transportation Battalion

CP Allowance: 18 = 1x2, 1x3, 2x4, 1x5 at start + 20 = 1x1, 1x2, 3x3, 2x4, after first attack

Set Up: All units enter as reinforcements on road in hex 5807, map D.

4th Platoon: 3 Squads, 2 MG's, 3 BMP-1's, 2 RPG-16's

5th Platoon: 3 Squads, 2 MG's, 3 BMP-1's, 2 RPG-16's

15th Platoon: 2 T-62's

Convoy: 9 BTR-70's, treated as one platoon

Leaders: 8-1-7, 7-0-7

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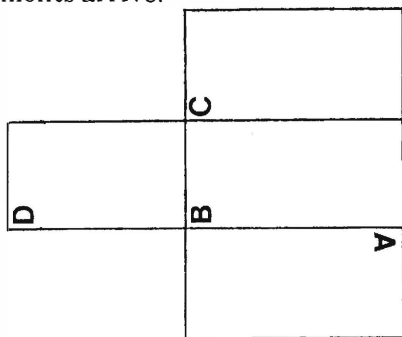
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4. Crossroads Bottleneck

American rearguard units hold vital intersections to slow the Soviet advance until reinforcements arrive.



Victory Conditions: The Soviet player wins by controlling all hexes in Fladungen and Schlizau. Otherwise, the American player wins.

Game Length: 9 turns

U.S. Forces: Elements of 8th Mechanized Infantry and 2nd Armored

CP Allowance: $26 = 1 \times 1, 2 \times 2, 3 \times 3, 3 \times 4$
turn 3 + $36 = 3 \times 1, 3 \times 2, 3 \times 3, 2 \times 4, 2 \times 5$

Helicopter CP: $6 \times 1, 2 \times 2$ (on turn 3)

Off-map Artillery: 3 batteries of three 12-point tubes each turn

Smoke: 6 points

Prepared Positions: 4 entrenchments/firing ramps

1st Platoon: 3 Squads (1 flipped), 2 MG's, 2 Dragons, 4 M2's, 1 LAW

5th Platoon: 2 M1's

10th Platoon: 4 M3's

Observer team: M981, observer

Leaders: 9-1-7, 8-1-7

Reinforcements: turn 3

2nd Platoon: 3 Squads, 3 MG's, 2 Dragons, 4 M2's, 2 LAW, 1 Stinger

3rd Platoon: 3 Squads, 3 MG's, 2 Dragons, 4 M2's, 2 LAW, 1 Stinger

6th Platoon: 4 M1's

89th Platoon: 4 M106's, M577, observer

9th Platoon: 4 M60A3's (use 2 M1 counters),

AA Platoon: 2 M163's

Helicopters: 2 AH-64's, 1 OH-58

Leaders: 9-2-7, 8-1-7, 8-0-7

Soviet Forces: Elements, 23rd Guard Tank Division

CP Allowance: $38 = 1 \times 1, 1 \times 2, 3 \times 2, 4 \times 4, 2 \times 5$
turn 2 + $34 = 2 \times 1, 2 \times 2, 2 \times 3, 3 \times 4, 2 \times 5$

Helicopter CP: $12 = 6 \times 1, 3 \times 2$

Set Up: All Soviet units enter as reinforcements on the east edge of maps A and C, as indicated by groupings A and C.

Group A

1st Platoon: 3 Squads, 3 MG's, 3 BMP-2's, 2 RPG-16's, 1 SA-14

2nd Platoon: 3 Squads, 3 MG's, 3 BMP-2's, 2 RPG-16's, 1 SA-14

3rd Platoon: 3 Squads, 3 MG's, 3 BMP-2's, 2 RPG-16's, 1 SA-14

7th Platoon: 4 T-80's

16th Platoon: 6 120mm, observer, 7 MT-LB's

AA Platoon: 1 ZSU-23-4, 1 Spigot, 1 SPG-9, 1 BTR-70

Leaders: 10-3-7, 9-0-7, 8-1-7 x2

Group C

4th Platoon: 3 Squads, 3 MG's, 3 BMP-1's, 2 RPG-16's, 1 SA-14

10th Platoon: 3 T-80's

11th Platoon: 3 T-80's

12th Platoon: 3 T-80's

AA Platoon: 1 ZSU-23-4, 1 Spigot, 1 SPG-9, 1 BTR-70

Leaders: 9-2-7, 8-0-7

Helicopters: 2 Mi-24's, 2 Mi-6's, 2 Mi-8's

Air Assault units

5th Platoon: 3 Squads, 3 MG's, 2 RPG-16's

14th Platoon: 3 ASU-85's

The Air Assault units can only enter the map by helicopter. If the helicopters are lost before all Air Assault units have deployed, the remainder may not be used. No units may exit the west edge of maps A or C.

5. Armored Duel



When combined arms operation become snafu'd, a pure tank battle develops.

Victory Conditions: The player with the most victory points wins. The Soviets score 3 points for each American unit eliminated and 3 for each tank exited off the West edge. The Americans score 4 points for each Soviet unit eliminated.

Game Length: 5 turns

U.S. Forces: Elements, 3rd Armored Division

CP Allowance: $12 = 1 \times 1, 2 \times 2, 1 \times 3, 1 \times 4$

Set Up: All units enter as reinforcements on the road in hex 5514.

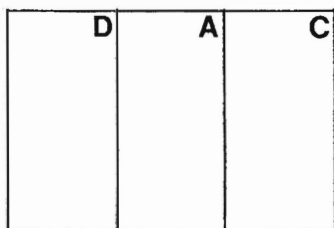
5th Platoon: 4 M1's

Soviet Forces: Elements, 9th Guards Tank

Division

CP Allowance: 14 = 2x1, 3x2, 2x3*Set Up:* All units arrive as reinforcements on the road in hex 3621.*7th Platoon:* 3 T-80's*8th Platoon:* 3 T-80's

6. Counterattack



Once the Soviet offensive stalls, the Americans regroup for a counterattack.

Victory Conditions: The U.S. player must have a 2:1 majority of units (squads, vehicles and teams) on map C at the end to win. Otherwise, the Soviet player wins.

Game Length: 8 turns**U.S. Forces:** Elements; 1st Armored Division*CP Allowance:* 48 = 2x1, 5x2, 5x3, 4x4, 1x5
turn 2 + 12 = 1x3, 1x4, 1x5*Helicopters CP:* 16 = 6x1, 5x2*Off-map Artillery:* 3 batteries of three 12-point tubes each turn*Smoke:* 4 points*Set Up:* All U.S. forces arrive as reinforcements on map D.*1st Platoon:* 3 Squads, 3 MG's, 3 Dragons, 2 LAW, 2 M2's*2nd Platoon:* 3 Squads, 3 MG's, 3 Dragons, 2 LAW, 4 M2's*3rd Platoon:* 3 Squads, 3 MG's, 2 Dragons, 1 LAW, 4 M2's*5th Platoon:* 4 M1's*6th Platoon:* 4 M1's*9th Platoon:* 4 M60A3's*10th Platoon:* 4 M3's*Observer team:* M981, observer*Leaders:* 9-2-7, 9-0-7, 8-1-7x2, 8-0-7*Helicopters:* 2 AH-64's, 1 OH-58, 2 UH-60's*Air Assault Platoon (4th):* 3 Squads, 3 MG's, 1 Dragon, 1 LAW

The Air Assault units must be deployed by helicopter.

Soviet Forces: Elements, 179 Motorized Rifle Division*CP Allowance:* 36 = 2x1, 3x2, 2x3, 3x4, 2x5*Prepared Positions:* 6 entrenchments/firing ramps*Set Up:* The Soviet units are deployed first on maps A or D (within 6 hexes of map 1). Reinforcements enter on map C.*1st Platoon:* 3 Squads, 3 MG's, 3 BMP-2's, 1 RPG-16, 1 SA-14*2nd Platoon:* 3 Squads, 2 MG's, 3 BMP-2's, 1 RPG-16, 1 SA-14*3rd Platoon:* 2 Squads, 2 MG's, 2 BMP-2's, 1 RPG-16*4th Platoon:* 1 Squad, 1 MG, 1 BMP-1*7th Platoon:* 3 T-80's*AA units:* 1 ZSU-23-4*Leaders:* 7-0-7, 8-0-7, 9-1-7, 9-2-7**Reinforcements:** turn 3*15th Platoon:* 4 T-62's

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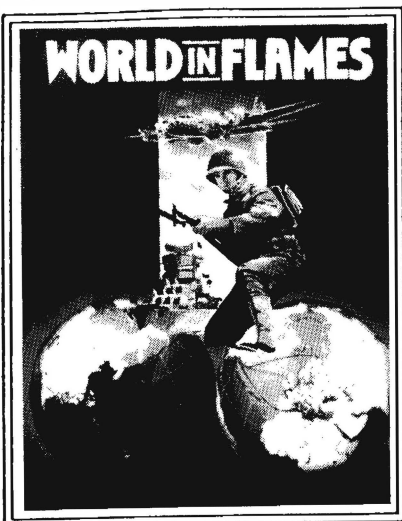
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4th Edition World in Flames Preview

By Alan Emrich

The 1988, 4th edition of the tremendously popular **World in Flames** has reached my editorial desk. Since this game has repeatedly rated high in the feedback among our readers, I thought I would rush you some information on this fine strategic WWII wargame.

What I received was the "expansion kit." This is basically every revised component for the 4th edition (which constitutes everything but the counters and the box). So there is a new rules book; advanced & optional rules / scenario book; charts and tables; production spiral; a new builds chart; two new maps; and a new counter sheet (#6) with 120 new counters. Short of the old pieces, it's all new!

Since the counters are quite colorful and catch my eye, I'll start with their description. The counters add Air Transport aircraft pieces for all of the major nationalities (3 for the U.S., 2 for everyone else except for Italy,

China and France who get one each). These can be used each impulse to transport one HQ, division, Paratroop or Mountain unit by air (6 hex range). They may also "air supply" units (i.e., unflip them). Of course, all this exposes them to interception (even Paradrops), but then that's the fun of it all, right?

The U.S. gets a couple more carriers to toss in their force pool (a 1-5-2-5 and a 1-4-2-5); the British get a couple more regular infantry pieces (6-4 South African and 6-4 Australian); the Japanese get a 7-4 regular infantry and a 5-4 Marine corps; Germany adds two light ships (3-1-2-5 and 2-1-1-6).

"Major Minor" force pools have been created. There are purple Turks (7xInf., 1xMtn., 1xHQ(2), 1xFtr., 1xLS); burgundy Poles (10xInf., 1xCav., 1xArm., 1xHQ(2), 2xFtr.); buff Czechs with hard-to-read white face units, that's for sure! (7xInf., 1xMtn., 2xArm., 1xHQ(3), 2xFtr., 2xTac.); white Yugoslavians (4xInf., 1xCav., 1xHQ(1), 1xFtr.); and *pink(!)* Spaniards designated with an 'E' for Español (11xInf., 1xArm., 1xHQ(2), 2xFtr., 1xLS). Also available are markers with the names of all of the minor powers with the promise in the rules that these will be quite useful for the 1936-46 campaign game in the works (due out in March, 1989).

The last of the counters adds Militia units for the British (Home Guard), Germans (Volksturm) and Japanese (Japanese Militia). Naturally, these are cheap, quick to build, weak and slow treading units to be used as fodder. The weakest ones are 2's; the strongest ones are 4's.

The new game aid cards are about what you would expect. The Builds Chart gives you a place to keep a written record of your production (for gearing limits), the previous turn's weather, the U.S. entry level and chosen U.S. pre-entry options, plus a new

track to count the number of turns since the Germans conducted a land attack (for a new optional rule allowing them a Surprise Impulse if they are nice and don't attack anybody for a while. This opens up possibilities in attacking France and Russia).

While there are no new charts and tables on the game aid card, the the U.S. entry section has been modified considerably. The U.S. can now: Intern a French CV (level 1); Escort ships in the Central Atlantic (level 9); and send the Commonwealth to Militarize the Netherlands East Indies (level 13). Also, Axis declarations of war on Spain / Sweden / Turkey and Switzerland / Yugoslavia are now on separate Entry Modification lines.

The Production Spiral adds the years 1936-38 and 1946 to the Year Track, and adds Air Transports (3 turns), Volksturm (1 turn) and Home Guard/Japanese Militia (2 turns) to the track.

The new maps are *great!* On the European map Czechoslovakia, Austria, Lithuania, Latvia and Estonia have been added. Also, a lot of new Area Boxes have been added including: Central Atlantic / Iceland (if the Germans want to threaten the U.S. or Canada, they've got to have Iceland), South Africa, British East Africa, Italian East Africa, Sudan, Khurasan (Persia), Afghanistan and the North-West Frontier Province (India).

On the Pacific map the only real change is the addition of the following Area Boxes: New Zealand and Northern India. Off map boxes are now connected by two different types of communications lines (solid and dashed), depending on their quality. Restrictions apply to dashed lines of communications.

The rules have a great many clarifications and a few changes and additions. *Many* examples have been added for clarity. Fortunately, all of these are

highlighted from the previous (3rd) edition of the game. Declarations of War have been clarified in terms of the sequence of play (prior to beginning each impulse), and the limited Sino-Japanese War restrictions are also clarified.

Air mission now include Air Transport, Paratroop and Air Supply, as previously discussed. +2 gets added to all aircraft ranges beginning on the January / February turn of 1944.

Strategic movement between mapboards is further defined, especially through the use of the previously mentioned dashed and solid lines between Area Boxes.

Paradrops now require physical air transport and have no ZOC on the *impulse* during which they land (the same goes for sea invasions).

A lot of definition has been added to Vichy France, the conquest of France, the U.S. and the Commonwealth have all been changed. Also, the Russo-Japanese war and peace terms have been modified a bit.

A Russian declaration of war against Germany now depends on the troop ratio along their border. If the Russians exceed a given ratio, then they can fly off into war. This ratio drops from 5:1 superiority of Russians to Germans in 1939 to 1:1 in 1943.

Finally, a good deal has been rewritten about Off-Map Boxes.

The Advanced Rules now include such things as Militia units (no restrictions on the Japanese, Germans can't leave Germany, British can't leave Commonwealth). There is also the German National Effort rule. Germany can declare during any Production Phase that this rule is being invoked, at which time their Militia is added to the Force Pool, they may only build INF, VS, HQ and FTR units, and all INF units cost two.

New optional rules include the German Blitzkrieg. This means that provided no German land unit has attacked for three consecutive game turns, they may lash out on the fourth with a Surprise Attack impulse, including a free odds column in land combat!

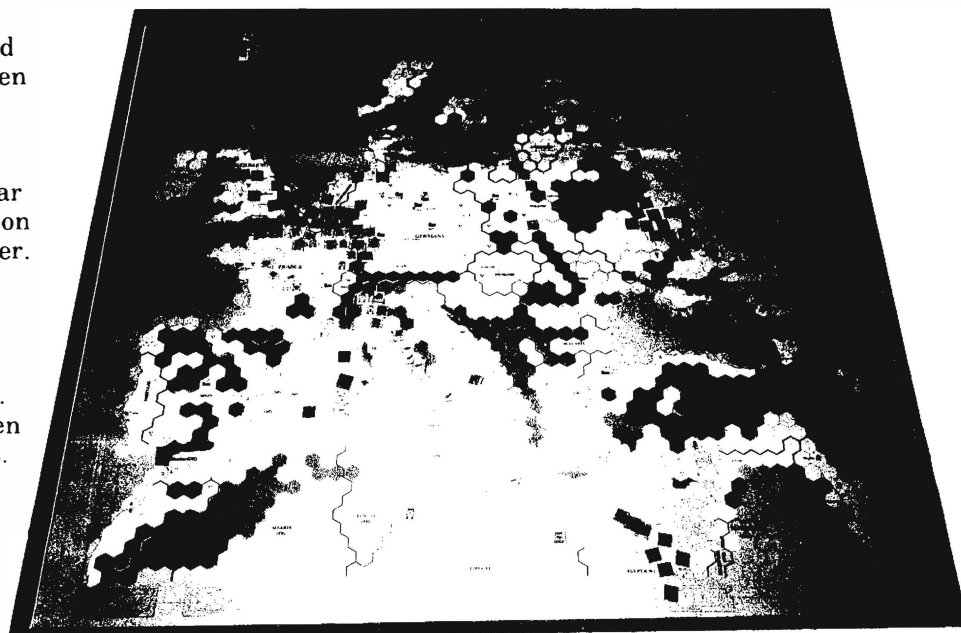
Many optional rules are included; some for realism and detail, some for play balance. Scenarios now include campaign games which begin with Barbarossa and the "Day of Infamy." There is also a Decline and Fall (of the Axis Powers) campaign game.

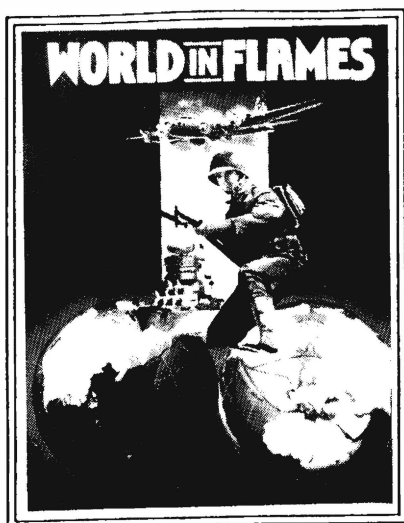
The greatest addition to the overall package is a comprehensive glossary of terms and a full index of rules.

4th Edition **World in Flames** will be available at game stores soon (look for a green sticker on the back announcing the fact that it is 4th Edition). The complete game will have a suggested retail price of \$50 US, and the expansion kit (if you can find it) will sell for \$30. If you can't get it at your local game store, you can order direct from the manufacturer for the full price (which includes shipping). If you own a previous edition of the game, you may send in the *original cover* from any earlier edition of the Rules Book along with only \$25 for the expansion kit or \$40 for the game to:

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Take The Axis World in Flames Strategy Notes

by Ken Hole

This article is reprinted courtesy of The Canadian Wargamers Journal, as advertised in this issue.

When choosing which side to take in a game there are several criteria that can be used. You could roll a die or, as in chess, hold a piece in each hand. Some people have favorite sides. An Aryan Brotherhood member would likely take the Axis. Joseph Communist would probably request Russia. Myself, I prefer the side most challenging to play (usually the underdog) and/or the side which tends to be the attacker. Defending is generally easier but requires patience. Although, after a late night I've been known to demand the easy side.

In **World in Flames** the Axis is the most interesting side to take. For until 1943, the Allies usually only react to Axis moves. This assumes they even make it that far. The Commonwealth (CW) and Russia need a lot of luck to survive. And if winning is also paramount to you, then you had better take the Axis.

The Crucial Period

September 1939 was a critical time for Hitler's Germany. The

invasion of Poland had put the "appeasers" to the test again. This time, however, Britain and France had declared war in support of their Polish ally. Poland's strategy was to hold on until the Allies' offensive in the West succeeded. Germany's top generals had been given the hated two front war by Hitler. But Hitler had read the Allies correctly again. Poland is still waiting for help. **World in Flames'** 1939 Campaign Scenario presents the same dilemmas to the German and Allied players.

Germany must commit over half of its land forces to take out Poland in two or three impulses (assuming competent Polish set-up). Four TAC and one FTR will also be required. Warsaw, Lodz, the HQ, and another hex will have to be softened up in the ground strike phase. The FTR can be used to counter any Polish air, although a fight should be avoided (one doesn't want to lose planes to a country that will soon be extinct). Be prepared to lose one, possibly two ground units. Conservative attacks can probably reduce this, but they will take longer to defeat Poland. It's not the end of the world if Poland lasts to the fourth impulse, but if the turn ends early due to an Allied pass option, "it ain't good either." When there is a chance of the turn ending, make sure your HQ's are in cities. I've seen HQ's in Poland watch the attack on France because a muddy winter has locked them in place.

A good balance of forces must also be kept West to hold the French and British at bay. Most Allied players are reluctant to repeat the Sitzkrieg of 1939. Coupled with the realization that France will almost certainly fall within a year anyway, why not attrition the Germans?

The key to defense is having enough air support combined with a minimum exposure of troops for the Allies to attack. The navy should be set up in Konigsberg and Stettin to avoid a port attack. Deployed within range of the

Western front should be: 2 TAC, 1 NAV, 1 STR, and 4 FTR's. A preemptive ground strike can burn up a French HQ and stall the attack for an impulse. This allows time for extra units from the Polish front to arrive.

Defending Saarbrucken is a debatable proposition. Should the French have a ground strike succeed, with a good mix of troops they can get a 2:1 (+1) assault on Saarbrucken. Holding terrain in Southern Germany is not too important as your attack will go through Belgium anyway. So why not let the French immolate themselves in Germany rather than you on the Maginot Line? In one game I took three different hexes of the Maginot Line. Each time I was pushed back out. The loss of four infantry and two planes to my opponent's slightly higher losses was not worth it. Also, if the French attack at 2:1 or less, always choose the Blitz table. The loss ratios are much more acceptable and he will still have to use HQ's to flip back units.

In Search of Victory

Each of the next two turn (Nov/Dec 1939 - Jan/Feb 1940) will be used to take out first the Netherlands, then Belgium, with your reinforcements from the east. France itself will be attacked in Mar/Apr or May/June or 1940.

Exploit the non-cooperative nature of the Commonwealth (CW) and French. Neither air force is strong enough to stand up to the Luftwaffe individually. If the CW are in northern France, they will make a good target. An 'S' or 'B' result sends them home, anyway. Should they take losses it will have long term benefits. The CW is the ones you will be fighting in the coming years anyway.

The paratrooper is well placed in Liege (it is a small partisan garrison as well) and threatens both London and Paris. Maintain an Italian threat on the French border and in Libya.

Should the CW commit too greatly to France, several options are open. A sortie against an

undefended Scapa Flow has a 50% chance of success (or better if you move first, assuming Optional Rule 23.5 used). Suez, Gibraltar, and even Britain may be subject to CW neglect. Above all, try to keep losses to a minimum. 4-1 or 3-1 (+1) should be a minimum attack unless circumstances dictate otherwise. It's fine if France doesn't fall until Jul/Aug, as long as losses are low.

Depending upon your long term goals, time is not of the utmost importance (yet).

If all has gone well, then chances of victory are very good. Yugoslavia can be taken out easily in Jan/Feb or Mar/Apr '41. This is the best time due to the reduced US Entry roll. If something has gone awry in the first turn or two, it is still possible to revise your long term goals.

Experiment. Nothing is more frustrating than playing the Allies three or four times until the Axis finally get "satisfactory" die rolls so that the game can continue. One option is to attack Russia in the summer of 1940. I've always been interested in trying this strategy which should have a reasonable chance of success with Japan both helping and benefiting. A holding force is required in the West of course. If Russia holds you are "toast," but at least you tried. The nature of **World in Flames** allows many options to be explored.

By Nov/Dec '39 your long term strategic plan should be formulated and, hopefully, based on your chosen victory conditions. The major German Strategic options I can think of are below:

A) Seek a CW surrender. This will require the building of a strong air force (NAV, STR, FTR). Italian air builds can also help here. A strong sub fleet and a couple more TRS will also be needed. Since the CW is on its own until 1942 and the German will outbuild the CW 200-300%, it has a surprisingly good chance of succeeding.

B) An attack on Spain with Gibraltar, Suez, and the Caucasus in Russia to follow. You wouldn't believe the Russian problems then!

C) The "historical strategy" can also be followed. Hit Russia in the Summer of 1941. Here Russia has to pray to the End of Turn God or its curtains.

Samurai Role

As with the Germans, the Japanese have a difficult beginning. They have to be careful and not get overconfident in their battle with the Chinese. Here they will always do better than historically as the Chinese are no match for them. Early, they should consolidate their line and wait for their builds to arrive before striking for the Burma Road and Chung King. They have a couple of easy turns to not watch the Russians, as an early attack by Russia would assure nonintervention by the US and seal the Allies' fate. But come early 1940, Japan had better have a good garrison in Manchuria. Without the Japanese threat, Russia can have a very effective attack force in the east. The three resources necessary to force a peace with Japan can fall quickly and easily. However, once Japanese builds are into play and Russia pays more and more attention to Germany, Japan will have a freer hand.

Japanese intervention in China will depend upon the Axis grand strategy and how early they want the US in the war. Unless early help from the US has occurred, the Chinese will be in for a tough time. Even then a major assault in 1940 or 1941 will be devastating to the Chinese.

I feel there are two choices on this front;

A) Go for the major assault in mid 1940 (avoiding isolating some Chinese factories to reduce US Entry rolls) with the Burma Road, Chinese resources, and later India as the goals.

B) Attrition the Chinese, grab the two easy resource centers and build towards a maximum war effort against the US and CW.

A compromise of either strategy will show up later in Japan's early demise.

The Axis have everything going for them. They have a very good chance of knocking out the CW or Russia before the US enters the war. Either one and the game is over. The true weight of the US is not felt until the beginning of 1943 at the earliest. Most games of **World in Flames** end before that time, one way or another. If you want the side with the best chance, take the Axis.

Optional Rules

These following changes come from various opponents I've played. They add to the game and, I feel, add historical accuracy. With the exception of the fourth option, they do not affect a particular country too much. In all cases, I believe they add overall balance to the game.

1) Only subs friendly to the owner of Gibraltar may pass to and from the Mediterranean. *Ever watch Das Boot? This gives meaning to the capture of Suez or Gibraltar.*

2) Subs cannot be more than 6 MP's from a friendly port. They are still allowed to stay out at sea. *Even subs had basing requirements.*

3) Note 2 on the weather chart applies to Finnish units as well. *I would say the Finns were acclimatized.*

4) A division only counts as a 1/2 unit loss if the attacker takes losses against corps or army sized units. *Otherwise the naval powers (US, CW, and Japan) use divisions as an unrealistic soak-off tactic on land.*



The Unfought Battle

by James E. Meldrum

One of the greatest mysteries of World War Two is why the French and British did not attack Germany when they invaded Poland in 1939. Every military consideration favored a violent Anglo-French counteroffensive that could have struck deep into the heart of Germany and brought down Hitler's Third Reich in short order. This variant for GDW's 1940 game assumes that Hitler lost his gamble and that both Britain and France came to Poland's aid by attacking in the West.

Many people thought that the next war in Europe would be little more than a replay of World War One. The French Army combined with the British Navy and Airforce were expected to make short work of the Germans. It didn't work that way, but suppose that it did. Suppose that the French executed war plans, with British support, (in existence since 1938) which could have decided the Second World War in its first year, 1939.

With the bulk of the German Army and Airforce in Poland, the French could have launched a

crippling strike against Germany. The German forces in the West were outnumbered and outgunned in almost every category. The Allied governments, however procrastinated and lost the opportunity.

Unless otherwise mentioned, all rules for 1940 will be in effect at all times. The regular game rules will be used to resolve any disputes that may arise between the variant material in this article and the regular rules.

Across the Rhine in '39!

In this scenario the German player receives the following forces in simulation of those deployed in the West during the invasion of Poland: 4 x (1) - 4 fortified units; 1x 1-6 airborne (the 22nd); 5x 5-6 infantry; 3x 3-6 infantry; 5x 2-5 infantry; 2x 1-6 infantry; and 2 air points.

The 1-6 airborne unit is deployed in Frankfurt and 1x 1-6 infantry unit is deployed in *each* of the Ruhr and Mannheim. All other units are deployed anywhere inside Germany within two hexes of the western German border, as the German player sees fit.

The Allied player receives all initial units as per the regular game, and deploys all units as per the standard game rules. In addition, the Belgians, Dutch, and Swiss are all neutral.

The Allied player receives *all* reinforcements and replacements in the usual manner. The German player, however, receives *only* those units designated as either reinforcements, replacements, or reserves in the regular game. No other German units of any kind are used including the 8-12 armored reserve unit. The German player may *not* conduct airdrops.

Rules 16 (Planning and Deployment) and 17 (Command)

are ignored in this scenario. The only exception is that the British Army must begin play in the First Army area.

Rule 18 (The Attack) must be modified to account for the special nature of this scenario. In this variant, only the French units in Army Group 2 may move on turn 1. On turn 2, and all subsequent game turns, all Allied units may move and attack normally. No German unit may move on turn 1. Allied units move first in this variant. On the first turn of this scenario, neither player gets a second impulse.

Victory conditions (rule 19) are also modified for this scenario. In addition to the victory points awarded under rule 19, the Allies get five extra Victory Points for each hex of the Ruhr, Frankfurt, and Mannheim that they occupy at the end of the game. The Allies win by having a larger victory point total than the German player *and* by occupying at least three hexes of the Ruhr. Any other result is a German victory.

Variants

Several variants are possible for a hypothetical Allied invasion of Germany in 1939. One of these is to use only French units. Another possibility is to use only the BEF units without British reinforcements to reflect a reduced British commitment. Also try playing the late Belgian Alliance rule in this variant.

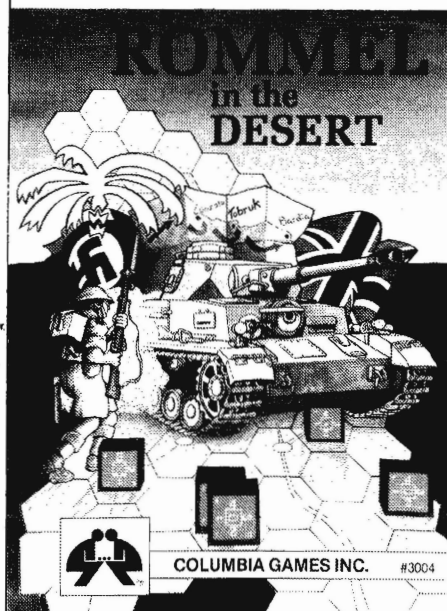
Another possibility for a variant in this scenario is to simulate a German counteroffensive. Any invasion of Germany would have been met by a counterattack employing German units being transferred from Poland. The Germans would probably first have released units from their armored reserves in Poland. This is simulated by allowing the 8-12 armored reserve unit and three 1-12 motorized units to appear as reinforcements

on game turn 4, in addition to any other German units received as reinforcements.

As an alternative, these units could also be used as initial units to simulate a decision by the German general staff to hold some mechanized forces back in case of an emergency in the West.

Another variant is to simulate German naval efforts to interfere with the reinforcement of the BEF. On any turn when the Allied player is slated to receive British reinforcement units he must roll a die; a five indicates that the units will arrive one turn late; a six

indicates that the unit was lost at sea because of German naval and air action. Units lost in this manner *do* count for victory determination purposes. On a roll of 1-4 the reinforcement arrives normally. This procedure must be followed for each British unit arriving as a reinforcement when this variant is used.



Operation Battleaxe

by Craig Besinque

This article appears courtesy of The Canadian Wargamer's

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Journal, as advertised in this issue of BATTLEPLAN.

Craig Besinque is the Designer of **Rommel in the Desert** and the Editor of Columbia Games newsletter, *Around the Block*. This the scenario used at Origins '87.

This scenario picks up the 1941 Campaign in the fourth month with Rommel investing Tobruk and holding frontier. The British have escaped major losses by giving ground, and have accumulated a supply advantage.

LENGTH

Months 4-10 (July, 1941 - January, 1942). 2-3 hours.

AXIS (deploy first)

INITIAL FORCES:

All "S" and "3" units: Free deployment in Libya, except

Tobruk (21/104 mechanized is reduced by one step).

INITIAL SUPPLY:

Four Supply Cards.

REINFORCEMENTS:

"5" and "7" units.

RESUPPLY:

Two Supply Cards per month.

ALLIES (deploy second)

INITIAL FORCES:

All "S" units (except 2/3 armor and 2/SG mechanized infantry, which are eliminated), "T," "2," and "4" units: Free deployment anywhere in Egypt and Tobruk.

INITIAL SUPPLY:

Eight Supply Cards

REINFORCEMENTS:

"6," "8," and "10" units.

RESUPPLY:

Three Supply Cards per month.

VICTORY

Usual Victory Conditions apply.



FORTRESS AMERICA VARIANTS

By Perrin D. Tong



After seeing *Axis & Allies* and *Conquest of the Empire*, I had come to expect *Fortress America* to be as good a game as it is. At *Origins '86* I eagerly awaited its appearance. Expectedly, even though I didn't get my copy on the first day, Milton Bradley had sold out all the games they brought to the dealer room, save about 17. I, being a dealer, was able to get one of the last copies by being fortunate enough to be in the dealer room and standing in line prior to the opening of the doors that morning. It was worth the 30 minute wait!

As I bought my copy, I was warned that the molds were new so that the pieces might be difficult to break off, and that there was extra playing pieces including, "be sure to count out and use the proper amount of each unit for each player."

And as you may already be aware of, the plastic pieces have that Milton Bradley quality typical of the GAMEMASTER SERIES.

As I recall from many a conversation of the game, the game balance always seems to be at one extreme or the other; "The American player is **too** powerful" or "The American player just doesn't stand a chance." Mostly, they say the American player always wins. But there is a select few of us that have played often enough to see that this isn't quite true. Time has shown that the game is well balanced (and that's a balancing act if I ever saw one!). Yet, the game could still be modified, optionally, and by the player's choice, without tipping the balance too far.

In *BattlePlan #4* there was a short article by Christopher Miller. He also believes that the balance is slightly in favor of the American player. Others think that the Invaders will simply walk all over the U.S. But it's turns six, seven, and eight that are the critical turns in this game; not the beginning where the American players gets stomped, or after turn eight when the Invaders lose their reinforcements. No, it's those middle turns that are critical and each player's strategies and tactics (as well as luck) will determine the winner. It's these turns, in my opinion, that are particularly well balanced.



"But if I could change one thing...."

As the game mechanics would indicate, it seems that the Bombers should be called Fighter/Bombers. In the game, they are able to attack both land and air units, bombing one and dogfighting the other. However, being that they are the most powerful piece on the board (aside from the laser towers), it seems to me that they should be handled a bit differently. More accurately, in one of two ways:

First, as bombers, they should be required to attack in the same territory (rather than from an adjacent territory) and be able to attack all *non-air* units only. Also, they *must* return to a friendly territory during the Second Movement Phase.

Secondly, as "fighters," they should be required to attack from an *adjacent* territory. They would be able to attack any unit. However, their second movement is limited to either staying in the territory they attacked from or advancing to a conquered battle area if accompanied by at least one ground unit from the area they attacked from.

This, in my opinion, is the only major rules change I believe is necessary for playable "realism."

I have experimented with ways (otherwise known as "variants") to make *Fortress America* *even more fun and exciting!* Players may choose to use any or all of these variants as they wish, but everything should be agreed to prior to the start of the game. Without further ado, I give to you my...

Fortress America Variants

All rules to follow are available to the Invaders on the first turn *only*. If used, they should be played in the order that they are presented here.

1. Tactical Nuclear Strike

The Invaders have the opportunity to fire ahead of the invading forces and launch submarine based nukes. Each of the Invading players has **one** attack he may perform on turn 1.

Range: 3 territories form any supply lane.

Target: A U.S. city.

Combat procedure:

1. Roll 3 10-sided (blue) dice.
2. Attacked units are destroyed on a roll of 5 or more.
3. Any units that are not destroyed must be retreated.

For the remainder of the game the city is a "blue zone" (designate by inverting city piece), no unit may enter this territory.

This destroyed city is not counted for Invader victory points but it is counted against the American player for the victory condition.



2. Tactical Support Strike

The Invaders have the opportunity to fire ahead of the invading forces with missiles and strike the American forces in an attempt to weaken a city's defenses. Each of the Invading players has **one** attack he may perform on turn 1. This is in *addition* to the tactical nuclear strike.

Range: 3 territories form any supply lane.

Target: Any U.S. unit.

Combat procedure:

1. This die roll is performed during the Laser Fire Segment.
2. Roll a 10-sided (blue) die.
3. Attacked unit is destroyed on a roll of 5 or more.
4. A roll of 1 and the attacked unit is retreated.

3. Paradrops

The Invaders now have the opportunity to drop paratroops behind enemy lines. This gives them the opportunity to threaten an inland city early on in the game. Each of the Invading players has **one** attempt during turn 1.

Range: 3 territories from any supply lane.

Target: Any *unoccupied* territory.

Attempt Procedure:

1. Roll a 6-sided (red) die. A result of 1-5 is the number of the starting infantry units you may use for the drop. A roll of 6 and that player may not conduct any paradrops.
2. You now choose a territory in which to drop troops. (You may consider them as a helicopter unit for tactical purposes). You also have the option to decline the drop at this point.
3. Place a battle marker and your paratroops into the desired territory during the First Movement Segment.

Paradropped infantry units may **not** move during the Second Movement Segment nor may they conduct combat during turn one.

They **do not** have to check for supply at the end of turn 1, but *must* check for supply on turn 2 and thereafter.

4. Holding Resource Territories

Since an Invader may control a resource territory, is it not possible that he may use its resources? Try this:

1. Any Invader ground unit in a resource territory need not check for supply.

2. For every 1 infantry unit "working" a resource territory, the Invader may supply one unit in an adjacent territory.
3. For every mobile unit "working" a resource territory, the Invader may supply one unit as far as 2 controlled and adjacent territories away.

Invader units are considered "working" a territory if they do not attack from it during the combat phase.

5. Reinforcements

It is recommended that Milton Bradley's optional rule of reinforcements (the Invaders reinforce with 5 units per turn for 8 turns) be used when using any of the above.

Player Strategies:



ASIAN PEOPLES ALLIANCE Northern Attack

Turn 1: take Portland and nuke San Francisco or Los Angeles. Missile strike Seattle, and send paratroops close to Salt Lake City or east of Seattle.

Turn 2: take Seattle and move across the northwest, possibly into Salt Lake City on this turn or the next.

Turn 3: put pressure on the Plains Sector. Remember, the U.S. player's defense is based in the Plains.

Southern Attack

Turn 1: take San Francisco and/or Los Angeles. Nuke Portland or Seattle, and use a missile strike to soften up San Francisco or Los Angeles. Land paratroops south of Salt Lake City or east of Los Angeles (but *not* in East L.A., which is controlled by gangs).

Turn 2: take San Diego (if blue hasn't) and march towards Salt Lake City and Denver.

Turn 3 on: put pressure on the Plains Sector. Remember, the U.S. players defense is based in the Plains.

Eventually, no matter where you attack, you'll want to conquer **all** the western sector. If possible, include the Rocky Mountain sector in your conquest!



CENTRAL AMERICAN FEDERATION

Attack Texas

Turn 1: take San Antonio and nuke Phoenix or San Diego. Missile strike Dallas or Houston, and paratroop southwest of St. Louis or north of New Orleans.

Turn 2: take Houston. Possibly into St. Louis on this turn or next.

Turn 3 on: New Orleans and Dallas should soon be taken. Put pressure on the Ohio Valley area.

Western Attack

Not recommended. But if you must, make sure the Asian Peoples Alliance is conducting a Northern Attack or you'll get in each other's way.

Turn 1: take Phoenix and/or San Diego. Nuke and missile

strike in Texas. Paratroop in the Rocky Mountains.

Turn 2 on: march towards Denver. Put pressure on the Plains Sector.



EURO-SOCIALIST PACT

Southern Attack

Turn 1: take Tampa and Miami. Nuke Atlanta or Buffalo (nuking Buffalo takes away a partisan card reinforcement!) or anywhere handy on the northeast coast. Missile strike anywhere handy. Paratroop (and helicopter advances) in the Appalachian Mountains, or paratroop outside of Memphis if you get a large force.

Turn 2 on: March towards Memphis, Cleveland and Pittsburgh. Otherwise, there is not much else. You're going to have a tough enough time as it is!

nuking a city they really don't want to).

Turn 1: you should pull back all remaining forces to take of the defense of the Plains Sector. However, if there is a captured city that is not well defended and you have surviving units close by (at least a 2 to 1 ratio), you may consider this attack for an extra Partisan Card next turn.

For the first couple of turns you should try to strengthen your defense perimeter (the Plains Sector) until later in the game. However, don't pass up the opportunity to recapture a city or cut off enemy supply lines!



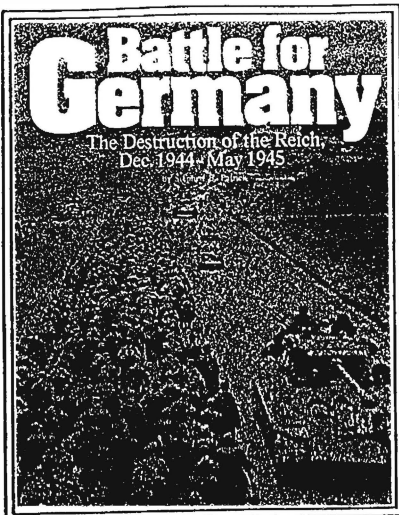
AMERICANS

Overall Defense

Initial set-up should take into consideration that you are most likely going to lose three cities to nukes at the start. Place your units knowing this (and maybe even to intimidate the Invaders to

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Two Historical Fantasies for Battle for Germany

by James E. Meldrum

The SPI game **Battle for Germany** has scenarios that deal with the historical conclusion of World War II in Europe as well as a "Patton's Fantasy" scenario. There are, however, other ways that the war in Europe could have ended. This article is intended to present two alternative ways (or wars) that the War in Europe could have ended in.

Allied Separate Peace

Many historians have speculated about what might have happened if the Nazis managed to negotiate a separate peace with the Western Allies, and how they could have forced such a peace to be negotiated. The variant presented here assumes that the Germans managed to win the Battle of the Bulge and also succeeded in making poison gas attacks on Allied airfields in Britain. As a result, Nazi Germany would face the Russians in the East and have to fight them to guarantee the existence of a Nazi state in the post-war era.

When playing this scenario, set up the historical scenario (13.0) as indicated, except the Western Allied forces which are not used; Soviet forces are set up as indicated. Next, set up the West German forces, but remove the following units; 1x 6-5-6; 1x 5-6-5; 1x 1-3-4; 1x 2-3-4; 1x 4-5-5. Removal of these units represents the forces eliminated by the Western Allies during the Battle of the Bulge. In order for the Germans to have won the Battle of the Bulge, they would have to have sustained very heavy losses, and these units represent these losses and peacetime border garrisons.

All German units in Italy are redeployed one per hex in a line of hexes running from I310-I314. All Western Allied units in Italy are removed from play.

After these changes have been made to the set up, play the scenario to completion with the Germans fighting the Russians. Both sides take replacements, etc. as in the regular game and use the same victory conditions. Players ignore the theater boundary line.

Cold War / Hot War 1948

The next variant in this article concerns itself with a hypothetical war as a result of the Berlin Crisis of 1948. Game length is 6 turns (turns 11-16). Use the same replacement values for both sides as given in the Red Star/White Star scenario. Units are set up as follows:

Soviets:

- 5-6-4 Four anywhere in Yugoslavia, at least one in hex 0922.
- 8-20-3 One each in hexes 3526, 1523, 2811, 2611, 2511, 2311, 2211.
- 7-7-4 One each in hexes: 3015, 2220, 2126, 1913, 1625, 1425, 1522.
- 6-4-6 One each in hexes: 2915, 2517, 2213, 2012, 1522.
- 3-3-4 In hex 2723.
- 2-5-4 In hex 2418.

NATO:

- 4-8-6 One each in hexes: 2613, 2910, 2605, 2406, 2018, 1901, 1809, 1603, 1612, 1014, 0908, 0711.
- 6-6-7 One each in hexes: 2508, 1803, 0211.
- 7-4-8 In hex 2008.

Reinforcements:

Only the NATO player receives reinforcements. All NATO reinforcements appear in hex 2302. Reinforcements appear on the following schedule:

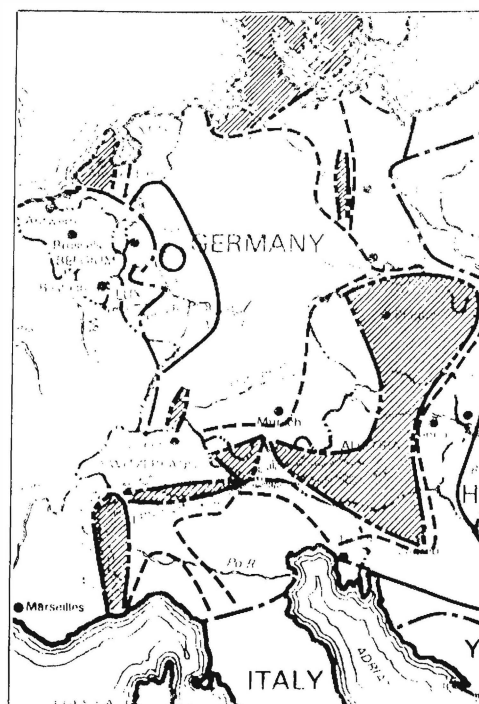
Turn 1:

- 1x 7-4-8; 2x 6-6-7

Turn 2:

- 2x 7-4-8; 1x 6-6-7

As an option, the Soviet player may roll one die on each turn that the NATO player receives reinforcements to simulate the effects of soviet submarine attacks on NATO convoys in the Atlantic. First, the Soviet player rolls one die; if the result is even, the reinforcements for that turn are delayed one turn. If the result is odd, there is no delay and the reinforcements appear normally.



Zulu War

Zulu War Rules of Play

Index of Rules

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 - 8.6 Zulu Surprise Attacks
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10. Set Up and Reinforcements

1. Introduction

Zulu War is an historical simulation game of the first British invasion of Zululand, South Africa, in January, 1879. The game board is divided into squares that represent approximately 13.5 miles from side to side depicting part of Natal Province and Zululand.

The game is played in turns that represent approximately 15 days each in real time. The pieces represent the actual military units which fought in the campaign. Each Zulu ibutho unit is represented by strength points that equal 100 warriors. Each British unit is represented by strength points that equal 100 British regular, auxiliaries and native contingents.

2. Game Equipment

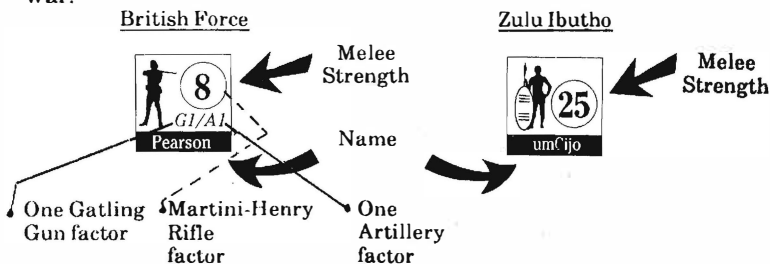
A complete copy of **Zulu War** should contain all of the following:

- One map.
- One set of counters (which you should mount on thick cardstock before cutting apart).
- One tactical battle display
- One set of charts and tables
- One set of rules

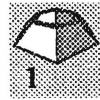
Additionally, players must provide their own six sided dice. Several dice would serve best.

3. Unit Identification

The following units and markers make up the counters in **Zulu War**:



Note, for British units, the single large number represents both the melee strength and Martini-Henry Rifle factor, and will be referred to as either in these rules.



British Redoubt Marker



Zulu Impi Marker

3.1 Glossary of Terms

Ibutho - Zulu Combat unit (beginning the game with from 10 to 60 strength points). Approximately one Zulu "Regiment."

Impi - Zulu marker which "holds" Ibutho in off-board boxes, hidden from the British Player to simulate the fog of war.

Horns - One of the three Zulu attack lines (includes the center, "Chest" line).

Shot - Group of dice thrown by a single British Combat Factor in Fire Combat (see Firing Line Table).

Combat Segment - Consists of Zulu Advance Rounds plus Melee Combat Rounds and ends with either every Zulu Ibutho failing a morale check (which begins another Combat Segment) or with one side withdrawing.

Zulu Advance Round - Consists of a British Fire Phase, and Zulu Morale Checks, with passing Zulu units closing in to the next Fire Line (and another Zulu Advance Round) until either reaching the Melee Line (after the fire from which, Melee Combat begins), or with every Zulu Ibutho failing a morale check (which begins another Combat Segment unless the British withdraw or the Zulu's are defeated and forced withdrawal).

Melee Round - Consists of comparing the total Zulu Strength to the total British Strength, a die roll and applied losses. This is followed by appropriate Zulu Morale Checks, followed by another Melee Round. This continues until either every Zulu Ibutho fails a Morale Check (which begins another Combat Segment unless the British withdraw) or all British units are eliminated.

4. General Description of Game

Zulu War is played in game turns, each of which is composed of two player turns. The Zulu player conducts his player turn first each game turn, followed by the British player, with units moving and fighting according to the sequence of play. The game ends, and the winner is determined according to the victory conditions, when 50% of either side's strength points are eliminated (220 Zulu or 32 British, not counting artillery or Gatling Guns), or if the British player occupies Ulundi for two consecutive turns, or the end of game turn 15, whichever comes first.

When opposing forces meet in the same square, a battle is usually fought. Both players place their units from the game map onto the Tactical Battle Display, and the Zulu player continues to attack the British player until either the British player withdraws from battle or the attacking Zulu force suffers losses so great that they are compelled to withdraw.

5. Sequence of Play

Zulu War game turns consist of two player turns, each of which consists of several phases which must be performed in the exact sequence outlined below:

ZULU PLAYER TURN

I. Movement Phase (3 movement points per unit)

II. Combat Phase

- A) Roll for surprise (see 8.6)
- B) Roll for Redoubt attack option (see 8): 1-3 = may attack, 4-6 = must attack
- C) Determine Zulu battle at-start strength
- D) **Combat Segment**

1. Set up units on Tactical Battle Display

2. Zulu Advance Rounds (see 8)

2a) British Fire Phase (see 8.1)

2b) Zulu Morale Checks (see 8.4)

2c) passing & unscathed Zulu units advance to next line and begin another Zulu Advance Round until either: surviving the Melee Line, after which go to Melee Combat (3, below); or every Zulu Ibutho fails a morale check (which begins a new

Zulu War

Combat Segment [II.D, above] if the British do not withdraw; or the Zulus are forced to withdraw).

3. Melee Combat Rounds (see 8.5)

- 3a) Determine odds, roll die and apply losses
- 3b) Zulu Morale Checks (die roll of '6' only)
- 3c) Redoubt Fire, if any (see 6.42)
- 3d) Zulu Morale Checks from Redoubt Fire, if any (die roll of '4-6')
- 3e) Passing & unscathed Zulu units begin another Melee Combat Round until every Zulu Ibutho fails a Morale Check (which begins another Combat Segment [II.D, above] if the British do not withdraw, or forces Zulu Withdrawal, depending on total Zulu casualties in the battle thus far; or all British units are eliminated.

4. British Withdrawal Attempt (see 7.2)

BRITISH PLAYER TURN

I. Movement Phase (2 movement points per unit)

- A) Reinforcements (see 10)
- B) Movement and Probes (see 6.3)
- C) Special pre-combat withdrawals (see 7.1)
- D) Redoubt marker placement / adjustments (see 6.42)

II. Combat Phase

- A) Determine Zulu battle at-start strength
- B) **Combat Segment**
See Zulu step II.D, above.

ADVANCE GAME TURN MARKER

6. Movement

The playing pieces (units) in **Zulu War** are moved by a player during his or her own Movement Phase. During a player's Movement Phase, some, none or all of *that player's units* may be moved.

Each unit has a movement allowance; three for Zulu units and two for British units. A unit spends movement points from its movement allowance to enter an adjacent square. It costs one movement point to move one square either horizontally or vertically, and two points to move one square diagonally.

A square with a river running through it costs all of a unit's movement points to enter (thus it can be the only square a unit enters during its movement phase) unless either:

- a) the river has a ford (ie. "Drift") on that square, or
- b) the unit began the turn on that same river.

In either of those cases, the river square may be moved into normally.

6.1 Engaging Enemy Forces

Units must cease movement upon entering a square containing enemy units. An exception is made for Zulu units entering a square in which all British units are in redoubts. Zulu units need not stop in a square containing only British units in redoubts.

Note, the Zulu Player *must* stand and fight a battle when his units enter squares containing British forces and that the British Player may *not* form redoubts (see 6.4, below) during the Zulu Player's turn!

6.2 Zulu Impi Markers

Zulu impi (army) markers are the units which the Zulu player *actually moves on the map*. These may be moved *inverted* (upside down) by the Zulu Player, if so desired, to help conceal the strength of the impi from the British player. Zulu Impi Markers may be added or removed from the map by the Zulu Player freely during his Movement Phase, transferring units as appropriate between holding boxes.

Each impi marker is represented by a holding box on the player aid card, with Zulu ibutho pieces placed off the map in the holding boxes corresponding to the impis in which they are currently located. This information may be concealed from the British player. Six impi markers are provided, and impi markers may be placed and removed at any time during a Zulu Movement Phase when Zulu ibuthos enter or depart from the same square. Note that all Zulu ibuthos must move on the map via impi markers.

Impi markers need not contain *any* Zulu ibuthos in order to be moved about the map. In this way "dummy" or "bluff" forces may be maneuvered about the map by the Zulu player to confuse the British Player as to the actual location of Zulu Strength.

More than one impi marker and/or British force marker may occupy a square. There is no stacking limit.

6.3 British Probes

When the British Player first enters a square containing a Zulu impi marker, the Zulu Player must inform him if the impi contains any ibuthos (ie. whether or not it is a "dummy" force). If it is a dummy force, it is immediately removed and the British unit may continue moving if it has a movement point remaining. If it contains Zulu ibuthos, the Zulu Player must state how many it contains, *but may exaggerate the report by plus or minus three ibuthos*. NOTE that no mention is made by the Zulu player of Zulu Strength Points!

6.4 British Pre-Combat Withdrawal Option and Redoubts

6.41 Upon hearing the results of a British probe, described above, the British player may either:

- a) withdraw one square towards the south or west board edges, provided it does not enter a square containing another Zulu impi marker (see 7), or
- b) stand and fight an open (i.e., non-redoubt) battle (see 8), or
- c) form a redoubt (see below) and *not* fight a battle during the ensuing combat phase.

6.42 The British player may form a redoubt by the following procedure:

A #3 redoubt marker is placed on top of the British force unit. At the end of each subsequent British Movement Phase it is replaced by a redoubt marker one lower until #1 is reached. British units which *begin* a British Movement Phase under a #1 redoubt marker may move normally that turn. British units under other redoubt markers may neither move nor withdraw. They are "frozen" in place and will fight to the last man in battle.

The benefit of the redoubt is that if all British units in a square are in redoubts, the British get a two column shift to the left in melee combat and the British player may fire on the melee line during each Zulu melee phase. Melee odds of less than 6-1 are treated as no effect, and the Zulu player must withdraw immediately (either beginning a new Combat Segment or, if forced to by losses, withdrawing completely from battle, see 7, below).

7. Withdrawals

When a player withdraws from enemy forces, the withdrawing units must retreat one square towards that player's friendly map edges. The north and east edges are friendly to the Zulu Player, while the south and west edges are friendly to the British Player. Withdrawals may be made diagonally if a horizontal or vertical move is not available.

A player may *not* withdraw into a square containing enemy units. If no other box is available to withdraw to, the units may not withdraw and must stand their ground and fight to the last man.

Withdrawals are performed, *optionally for the British player and mandatorily for the Zulu player*, at certain times as follows:

1. For the British Player immediately after a British probe (see 6.3).
2. For the British Player at the end of any round of open battle (ie, *never* from a redoubt defense) if the British Player successfully rolls the die roll result required for withdrawal on for that game turn, as indicated on the Turn Record Track. If unsuccessful, the British Player faces another round of combat.
3. For the Zulu Player at the end of any *single* round of battle which has seen them suffer losses greater than 20% (*during that one round*) of those Zulu forces which were present at the beginning of the *entire battle*.
4. For the Zulu Player at the end of any round of battle which has seen their total losses in that battle exceed 50% of the Zulu forces which were present at its beginning.

If the Zulu player is forced to withdraw, the British player may *not* also withdraw, but must instead remain holding the battlefield.

8. Combat

Combat is fought when both players have units occupying the same square during a player's Combat Phase (exception, see 6.41.c).

Zulu War

Zulu Redoubt Attack Option

An exception is that Zulu units need not attack British units in the same square during a Zulu Combat Phase if they are all in redoubts and a one, two or three is rolled on a separate die. (If a four, five or six is rolled, then all Zulu forces *must* attack British forces in the redoubt).

Regardless of who's turn it is, the Zulu player is *always* the attacker in combat. Combat is conducted by placing all of the units involved in the battle on the Tactical Battle Display. The British units are placed in the center, the Zulu units are divided as evenly as possible among the three "horns" (outside rows). For example, if the Zulu player had eight units in the battle, two horns would have three units each, and the third horn would have only two units. The strength of the units is not considered at this time, only dividing them as evenly as possible.

Basically, in combat, Zulu units close in on defending British units on the Tactical Battle Display, one row at a time, undergoing fire, until they manage to close in for melee combat, which will last from that point through the duration of that battle round.

The Zulu Player losses are recorded on the Loss Record Track. When setting up, the 20% and 50% breaking points of the force involved in the battle must be calculated. These numbers should be noted on a piece of scratch paper for determining forced Zulu withdrawals (see 7.3 and 7.4).

8.1 Rounds of Fire Combat

The British player rolls a number of dice times the amount indicated on each firing line of the Tactical Battle Display for each strength point of that type he has firing on that line. For example, if the British player had three strength points of Martini-Henry Rifles firing on the Martini-Henry line, that would equal twelve (3x4) die rolls. Remember, each "G" or "A" on a British force represents only *one* Gatling Gun or artillery factor, respectively (2A equals *two* artillery factors).

Following all British Fire Combat on a given range line, the Zulu player checks the morale (see 8.4) of each unit that received damage during the British Fire Phase on that line. In this way, if a Zulu unit is continually hit on several firing lines while closing to melee, it may undergo several morale checks before actually engaging British units.

Note that British fire on the Melee line is the last fire the Zulu units must undergo before engaging in melee combat.

8.2 Dividing Fire

Each artillery, Gatling Gun or Martini-Henry Rifle factor may only fire on one horn per round of Zulu advance on the Tactical Battle Display. Artillery and Gatling Gun factors may be divided between horns freely, and changed freely between Combat Segments as the British player sees fit. Martini-Henry Rifle factors, however, *must* be divided as evenly as possible among the three horns (for example, 13 strength points of Martini-Henry Rifles would be divided into two groups of four, and one group of five). As with artillery and Gatling Guns, the British player may *not* vary which factors are firing at each horn once the Zulu advance begins.

Furthermore, the British player may announce the ibutho that is being fired upon for each shot (group of dice) from each attacking British Combat Factor. In this way, fire can be directed against several ibutho, or concentrated upon a single ibutho. Such designations should be made before any fire on that line of that horn. Should the British Player fail to designate a target ibuthos, the Zulu Player may take any losses from those shots as he desires among the ibuthos in that horn.

8.3 Zulu Advance to Melee

Zulu ibuthos advance through British fire combat, obviously ignoring the Artillery and Gatling Lines if the British player has no artillery and/or Gatling Guns, respectively, in the battle. The British Player indicates the number and type of "shots" to be fired at each ibutho and rolls the number of dice indicated on the British Firing Lines Table. Each time the British player rolls a six or a pair of fives (ie. each five is worth 1/2 a hit, rounded up) when attacking Zulu units with fire combat, a hit is scored against the designated Zulu ibutho (mark off one box on the hit record sheet), lowering its Combat Strength by one per hit.

8.4 Zulu Morale Checks

Each Zulu ibutho receiving one or more hits in combat **must** undergo a morale check at the end of each round in which it suffered losses. A die is rolled on the Ibutho Morale Table and compared to the Firing Line occupied by the Zulu ibutho to see if the unit passes or fails its morale check. If it passes, it may continue into the next round of battle, advancing another line (or prolonging the melee, as the case may be). If a unit fails a morale check, it is placed at the edge of the Tactical Battle Display and must wait for a chance to start over again if a new Combat Segment is begun.

When all ibuthos on all three horns are removed through casualties or failed morale checks, then that Combat Segment is over and a new Combat Segment begins (if the British do not withdraw, see 7.2) with all surviving Zulu ibuthos (even those which have previously failed morale checks). British fire rounds continue until Zulu units either all fail Morale Checks or make it to the melee combat. Melee rounds continue until all Zulu units on the melee line are either eliminated or fail their morale checks, even beyond the 50% casualty level if necessary.

8.5 Melee Combat

Once the Zulu player's units reach the Melee Line, the British Player gets one last round of fire combat and the Zulu player undergoes one last series of morale checks (if any). Following this, Melee Combat begins.

Melee Combat continues round after round, with losses applied simultaneously followed by continued Zulu ibutho morale checks (as necessary) on the Melee Line. No further fire combat ensues (exception, Redoubts, see 6.42) and Melee Combat continues until one of the following occurs:

- ▶ All Zulu ibuthos are eliminated or fail morale checks in Melee Combat.
- ▶ All British melee/Martini-Henry Rifle factors are eliminated.

In Melee Combat, total all surviving Zulu strength points on the Melee Line and divide the number of British melee strength points being attacked into it. Reduce this into one of the simple odds ratios expressed on the Melee Combat Results Table (ignore all fractions). The Zulu player rolls once per melee round and losses are applied to both players (as appropriate) simultaneously.

Note: losses are multiplied once for every ten (or fraction thereof) British melee strength points present in the melee. For example, 87 Zulu strength points survived British fire combat and all morale checks necessary to finally engage 11 British factors in melee combat. The odds are 7-1, and so the Zulu player rolls on the 6-1 to 10-1 column on the Melee Combat Results Table. A die roll of 'four' is made, indicating four Zulu strength point losses, and six British losses (the result numbers are doubled for the British player having between 11 and 20 strength points in the melee).

Melee Combat Results Table

Die Roll	1-1 to 2-1	3-1 to 5-1	6-1 to 10-1	11-1 to 20-1	21-1 +
1	4/0	4/1	3/1	2/2	DE
2	3/0	3/1	2/1	2/3	DE
3	3/1	3/2	2/2	1/3	DE
4	2/1	2/2	2/3	2/4	DE
5	1/1	2/3	2/4	DE	DE
6	2/2	2/4	DE	DE	DE

COMBAT RESULTS EXPLANATION:

The number to the left of the slash represents the Zulu casualties that melee round; the number to the right of the slash represents the British casualties. Zulu units suffering losses must undergo a morale check. DE means that the defending (ie. **British**) force is *entirely eliminated*. Zulu losses on a DE result are equal to one-half of the British losses eliminated by the DE result, rounded down.

Remember, losses are multiplied once for every ten (or fraction thereof) British melee strength points present in the melee.

Zulu War

8.51 Applying Melee Combat Results

Both players **must** divide losses as evenly as possible among the *units* (regardless of size) present in the melee. In effect, no unit may receive a second hit in a Melee Combat Round until each other unit present on that side has received *one* hit. Within this restriction, players may assign losses to specific units in any order desired each Melee Combat Round.

[For example, the British Player has Chelmsford (with all 27 boxes remaining), Pearson (with 6 boxes left), and Pulleine (with only one box left). In the first round of Melee combat, the British Player suffers two losses, and so applies them to Chelmsford and Pearson, protecting Pulleine as eliminated British *units* count for double victory points for the Zulu Player (see 9). In the second Melee Round, four more losses are inflicted on the British Player, so each of the three units takes one loss (good bye, Pulleine!), with the British Player opting to take the fourth loss against Chelmsford.]

8.6 Zulu Surprise Attacks

Zulu forces fighting the British in Zululand (ie. *not* in Natal) during the Zulu player turn may roll for surprise before the first round of combat. The number needed to successfully surprise the British in a given battle is listed under the current game turn. If the British are caught by surprise in battle, Zulu forces begin the first round of combat (only) deployed on the Martini-Henry Rifle line, and British artillery and Gatling Guns fire at half strength (i.e., with only 1/2 of the dice allowed) on that line during this first round of Zulu Advance. All subsequent combat activity is conducted normally.

9. End of Game and Victory Conditions

The game ends and victory is determined when any of the following occurs:

- ▶ Total British losses equal or exceed 32 strength points.
- ▶ Total Zulu losses equal or exceed 220 strength points.
- ▶ The British player occupies Ulundi for two consecutive Zulu Player Turn combat phases.
- ▶ Game turn 15 ends.

Victory points are awarded as follows:

FOR BOTH PLAYERS:

- 25 points for controlling Ulundi when the game ends.
- 5 points each for controlling Rorke's Drift and Middle Drift when the game ends.

FOR THE ZULU PLAYER:

- 2 points per British strength point eliminated from a depleted British Force.
- 4 points per British strength point eliminated from a destroyed British Force (ie. double points for entirely eliminating a British Force). Note that this *does* include the Artillery and Gatling Gun Factors as well, since the *entire* unit has been eliminated!

FOR THE BRITISH PLAYER:

- 1/2 point per Zulu strength point eliminated inside Zululand.
- 1 point per Zulu strength point eliminated inside Natal.

Control is defined as being the player with forces who were the last to occupy or pass through the square in question.

The player must have more victory points than his opponent in order to win. Level of victory is determined by the following scale:

Less than 15	= A draw
15 to 40	= Marginal victory
41 to 65	= Substantial victory
More than 65	= Decisive victory

10. Set Up and Reinforcements

BRITISH:

In square 22 Rorke's Drift Garrison (Redoubt #3)
In square 22 Glyn's Column and Pulliene's Column
In square 39 Pearson's Column
In square 38 Durnford's Column
In square 1 Wood's column
In square 1 Rowland's Column (arrives game turn 3)
In square 44 Chelmsford's Column (arrives game turn 7)

ZULU:

In square 3 (one ibutho): abaQulusi
In square 33 (two ibuthos): unXapho, uDhlambedhlu
In square 12 (sixteen ibuthos): uNokenke, umHlanga, uDududu, isAngqu, umDabakawombi, uThuluwana, inDluyengwe, inGobamakhosi, uDloko, amaKwenke, umBonambi, umCijo, umQakamatye, umTulisazwa, uVe, inDlondhlo

Game Design Credits

Designer: Erich Faust.

Development: Dennis L. Bishop, James C. Gordon, Alan Emrich, Lew Fisher.

Playtesting: Robert Jacka, Pete Flahive, Jeff Albanese, Gary E. Smith, plus the Developers.

Historical Research: Dennis L. Bishop, James C. Gordon.

Art & Graphics: David Fuller, Earth Surface Graphics.

Sequence of Play

ZULU PLAYER TURN

I. Movement Phase (3 movement points per unit)

II. Combat Phase

- A) Roll for surprise (see 8.6)
- B) Roll for Redoubt attack option (see 8): 1-3 = *may* attack, 4-6 = *must* attack
- C) Determine Zulu battle at start strength
- D) **Combat Segment**

1. Set up units on Tactical Battle Display

2. Zulu Advance Rounds (see 8)

2a) British Fire Phase (see 8.1)

2b) Zulu Morale Checks (see 8.4)

2c) passing & unscathed Zulu units advance to next line and begin another Zulu Advance Round until either: surviving the Melee Line, after which go to Melee Combat (3. below); or every Zulu ibutho fails a morale check (which begins a new Combat Segment [II.D, above] if the British do not withdraw; or the Zulus are forced to withdraw).

3. Melee Combat Rounds (see 8.5)

3a) Determine odds, roll die and apply losses

3b) Zulu Morale Checks (die roll of '6' only)

3c) Redoubt Fire, if any (see 6.42)

3d) Zulu Morale Checks from Redoubt Fire, if any (die roll of '4-6')

3e) Passing & unscathed Zulu units begin another Melee Combat Round until every Zulu ibutho fails a Morale Check (which begins another Combat Segment [II.D, above] if the British do not withdraw, or forces Zulu Withdrawal, depending on total Zulu casualties in the battle thus far; or all British units are eliminated.

4. British Withdrawal Attempt (see 7.2)

BRITISH PLAYER TURN

I. Movement Phase (2 movement points per unit)

- A) Reinforcements (see 10)
- B) Movement and Probes (see 6.3)
- C) Special pre-combat withdrawals (see 7.1)
- D) Redoubt marker placement / adjustments (see 6.42)

II. Combat Phase

A) Determine Zulu battle at start strength

B) **Combat Segment**

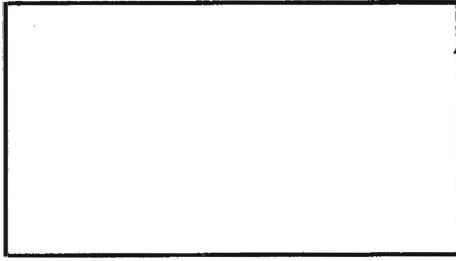
See Zulu step II.D, above

ADVANCE GAME TURN MARKER

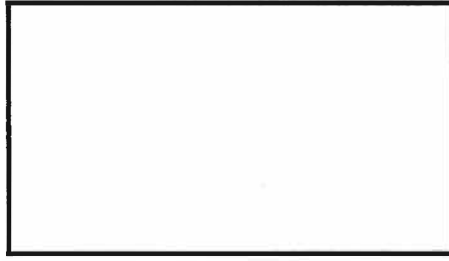
Zulu Redoubt Attack Option

An exception is that Zulu units need not attack British units in the same square during a Zulu Combat Phase if they are all in redoubts and a one, two or three is rolled on a separate die. (If a four, five or six is rolled, then all Zulu forces *must* attack British forces in the redoubt).

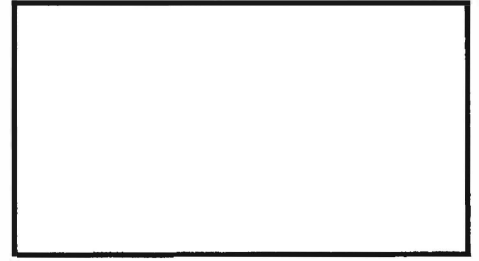
Dabulamanzi Impi



Godide Impi



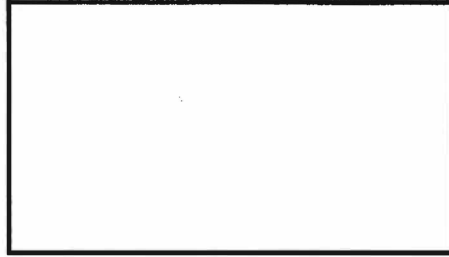
Somopho Impi



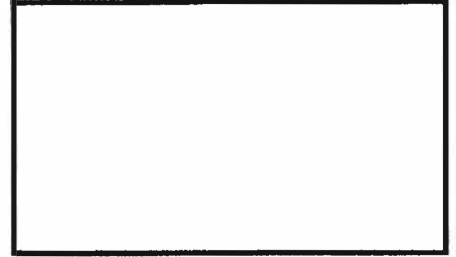
Ntshingwayo Impi



Siwendu Impi



Mavumengwana Impi

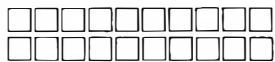


ZULU IBUTHOS

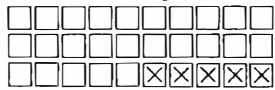
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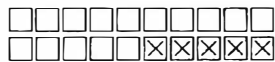
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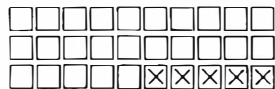
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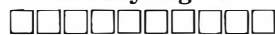
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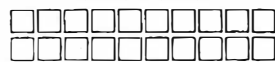
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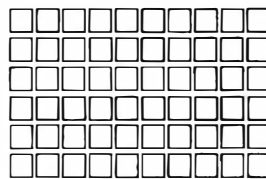
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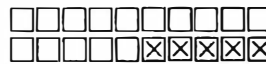
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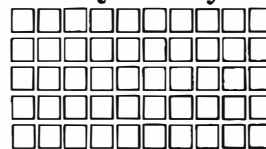
amaKwenke



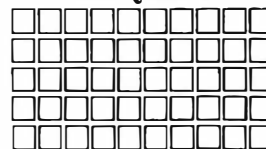
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umQakamatye



abaQulusi



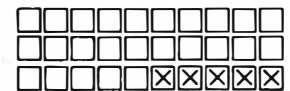
uThuluwana



umTulisazwa



uVe

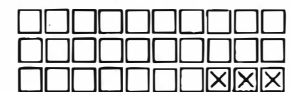


unXapho

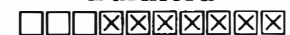


BRITISH COLUMNS

Chelmsford



Durnford



Glyn



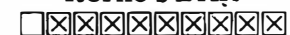
Pearson



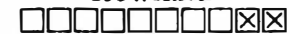
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Rorke's Drift

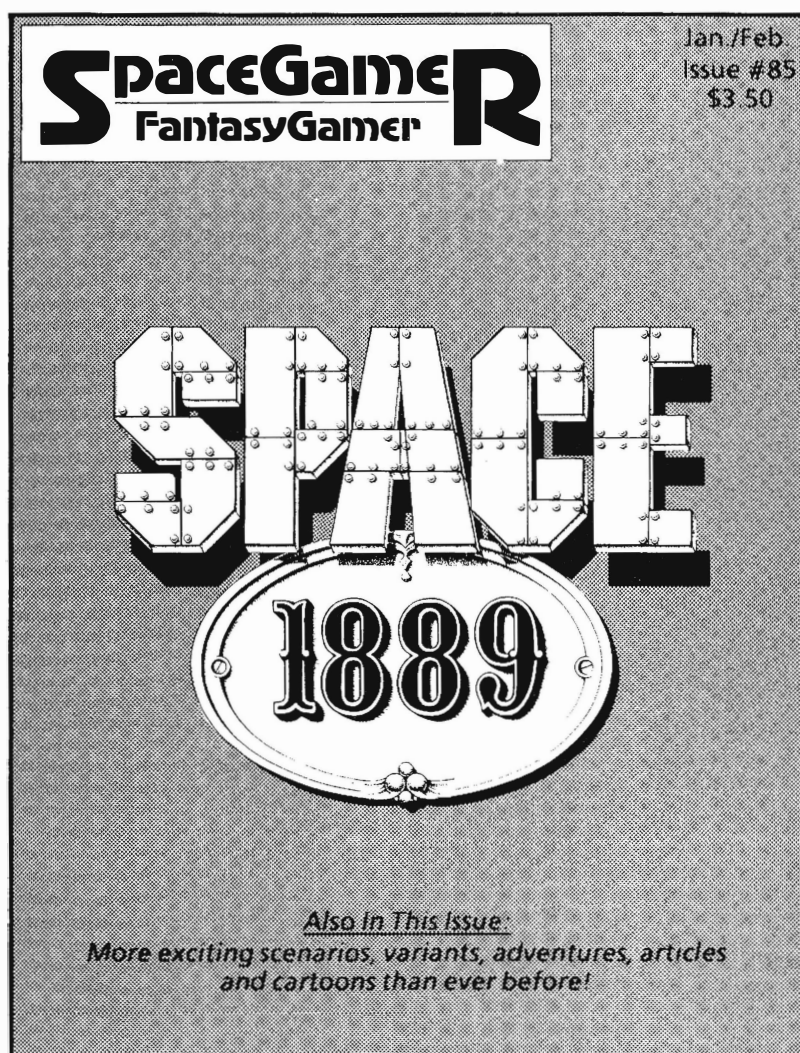


Rowland



SpaceGamer FantasyGamer

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Extra Firefights for Platoon

by James E. Meldrum

Platoon is Avalon Hill's Viet Nam man-to-man level infantry combat game based on the academy award winning motion picture of the same name. The game **Platoon** simulates the four firefights that take place in the movie, but like nearly all other wargames, there is great potential for other variant situations that may be played using **Platoon**.

This article contains information that will enable players owning **Platoon** to play two additional firefights - an attempt to rescue Elias as he struggles to reach the landing zone and the safety of Bravo Company, and a Sniper scenario. In either case, all **Platoon** rules are in affect at all times unless otherwise noted. In any situation where the variant material presented in this article conflicts with the original game rules, the game rules will be used to resolve the rules dispute.

F) FIREFIGHT FIVE: GOING BACK FOR ELIAS

Perhaps the most heart rending sequence in the motion picture **Platoon** is the death of Seargent Elias. Just as Bravo Company is helicoptered out of its landing zone, Seargent Elias staggers into the LZ in spite of his wounds with North Viet Nameese soldiers in hot pursuit. He is killed just as the US helicopters turn back to rescue him.

This scenario never took place during the movie but it attempts to find out what might have happened if the US forces were determined not to leave without Elias. This firefight is four turns long. Use 6 American and 4 North Viet Nameese chits per turn.

North Viet Nameese Set Up: The North Viet Nameese player sets up first, placing the unit counters for this forces as desired in any hexrow lettered A, B, or C. No fire support is available. The North Viet Nameese player receives the following North Viet Nameese soldiers: 1 AK47 leader (+2, 3); 1 RPD; 1 AK47 (+2, 2); 7 AK 47 (+2,3); 2 fakes.

American Set Up: Place the Elias counter in hex I4. Place the Kingpin counter (M60) in hex T7. Place one additional US soldier/M60 counter in hex T4. Place the following American soldiers in any hex of hexrow R: Adams, Bunny, Boc, Rhah, Sanderson, Taylor, Wolfe.

Special Rules:

a) The American player may perform a "bonus" action at the very beginning of the firefight without the need to draw a chit.

b) The US M60 units represent the door gunners in UH-1 transport helicopters armed with M60 machine guns. These units may not move for the duration of the firefight.

c) Elias is wounded. Consequently, he may move only one hex per turn/chit draw regardless of the terrain he is currently occupying.

Elias is also unarmed and not engage in any form of combat.

d) Elias may be "captured" by the NVA player. This may be accomplished by either entering or passing an uninjured NVA soldier through the Hex currently occupied by Elias. If this happens, Elias is considered to be captured. Elias may be "carried" by moving the Elias counter with the uninjured NVA counter at the rate of two hexes per turn/chit draw. The NVA soldier carrying Elias may not engage in any form of combat. Elias may be "evacuated" by "carrying" him off the mapboard by exiting hexrow A.

Any American soldier unit may "carry" Elias in the same manner as the North Viet Nameese player.

How To Win:

The NVA player wins by 1) Preventing Elias' rescue; or 2) Capturing Elias and evacuating him from the mapboard by exiting the map through hexrow A; or 3) Eliminating Elias as a result of either fire or melee combat.

The American player wins by moving Elias into either of the hexes in hexrow T which are occupied by the US M60 units *and* losing less than three soldier units.

Sniper Firefights

During the Viet Nam war, both sides used snipers. Snipers were highly trained individual soldiers armed with high power rifles equipped with telescopic sights. These soldiers could deliver accurate rifle fire over very long ranges against specific targets and/or inflict casualties on enemy forces deep inside supposedly "secure" rear areas.

The sniper firefight in this article may be played using either US or NVA snipers against opposing forces. The situation represented in this firefight is that of an infantry platoon being

harassed and/or attacked by a sniper from the opposing side.

To represent a US sniper, use the Barnes counter and increase its range to 10 hexes. An NVA sniper is represented by using the NVA AK47 leader counter (+3,3) and increasing its range to 10 hexes. For **Platoon** game purposes, all snipers have a range allowance of 10 hexes and may fire through four jungle hexes. Snipers (only) may fire through hexes containing units from either side.

Snipers were almost always superbly concealed and camouflaged so they are not revealed when they fire unless forced to do so by an unfavorable die roll. Each time a sniper fires at an opposing unit, the sniper player must roll a die; snipers are not revealed on a die roll of 1-7. If the number rolled is 8-10, the sniper is revealed for the current game turn. At the start of the next game turn the sniper is again concealed from the opposing player.

G) FIREFIGHT SIX: SNIPER!

This firefight is entirely hypothetical and represents either an American squad being attacked by a NVA sniper, or a NVA squad being stalked by a US sniper. Use 5 chits per turn for the sniper player and 4 chits per turn for the infantry squad player. This firefight is five turns long.

Sniper player Set Up: 1

Sniper, 3 fakes. Set up anywhere on the map.

Squad Player Set Up: One squad enter in play from any hex in hexrow U.

Special Rules:

For the purposes of this firefight, one NVA squad is composed of one leader of any kind, one IT33, four AK47 or four SKS. An American squad is composed of one leader of any kind, one radioman, and four M16 armed soldiers.

How to Win:

The squad player wins by exiting at least four soldier units of any type from any hex of hexrow A or by eliminating the sniper.

The Sniper player wins by eliminating any three squad units, one of which *must* be either the leader or radio man.

One final source for further **Platoon** firefight variants are the original firefights included with the game. Players may try switching sides and placing the Americans in the NVA's role in the firefight and vice versa. In all cases, players should switch the numbers of chits available, victory conditions, and set ups when changing sides. The numbers of soldiers available for the firefight should be switched also, but this element of the firefight is limited by the number of units in the counter mix.

In firefights 1-3, the Americans may play the NVA and vice-versa simply by changing set ups, etc. But in firefight four, the NVA will use the American set up while the American player will have to use all American soldier units in the game.

The optional rules from **Platoon** may be used with any of the firefights played with reversed sides as well as with any of the firefights included in this article.

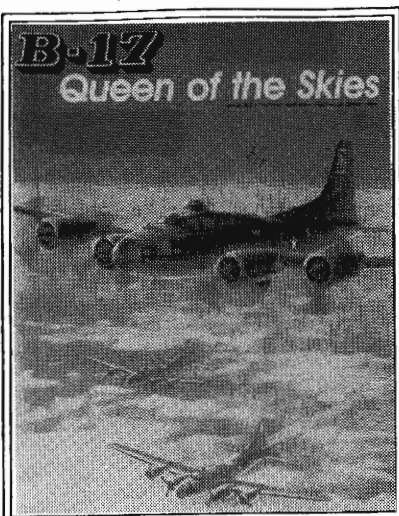
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Cousins of the Queen

by Phil Richards

Avalon Hill's **B-17: Queen of the Skies** is an accurate, yet playable simulation of the strategic air war over Europe. It demonstrates the strengths and weaknesses of the most effective weapon of that war, the B-17 Flying Fortress bomber. Since a player controls a single plane and its individual crewmen, he can string together individual games to form a role-playing type of campaign. You can experience the thrill of landing your bombs on target and the sense of loss and sorrow when all of your crew doesn't make it back. It's solitaire design and short playing time make it ideal for multiple session play.

It's also versatile game design, suitable to be adapted to simulate other types of bomber aircraft of the time. With this article, you can try flying other nation's planes, and even some experimental types that never flew. Each can be run through the gauntlet of Nazi air defenses. Here are a few examples:

YB-40 Escort Fortress

Lack of long-range fighter protection for its bomber formations was a problem that plagued the US Army Air Force throughout 1942 and '43. The large dimensions of a bomber aircraft make it ideal for carrying the large amounts of fuel necessary to travel long distances. The small size and trim lines of a fighter, conversely, preclude it from carrying a great amount of fuel. Early bombing missions proved that large, slow moving bombers were vulnerable to attack when used individually. Even massed formations of well armed planes could not defend themselves from determined assaults by enemy interceptors. Despite their impressive armor and armament, B-17's took heavy losses during these raids. The AAF needed long range escort immediately and many solutions were proposed.

One idea which saw reality was converting existing bomber types into "fighter destroyers". By removing the bomb equipment and adding extra armor, guns and ammunition, designers hoped to create a "flying battleship" capable of knocking down enemy fighters as they attacked into the bomber formation.

As an experiment, 14 B-17F's and one B-24 were pulled off the production lines and refitted. Extra armor was installed and each gun position was upgraded to a twin mount. The radio room gun was replaced with a dorsal turret. The nose and cheek guns were removed and a new "chin" turret was installed. Extra ammunition was stored in the now empty bomb bay, with supply tracks leading to each gun position for speedy replenishment when the ammo ran low.

Designated YB-40's, they were sent into combat in early 1943. They occupied positions within the bomber formation that had been determined to be the most dangerous. Designers hoped that German fighter pilots would

attack them thinking they were ordinary bombers. However, they soon proved themselves to be a great disappointment. The extra armor made them tail heavy and keeping formation with the bombers was difficult. Unless most of the ammunition was shot off on the trip out, they would be too heavy and slow to keep up with the bombers after the bomb drop. They had trouble defending *even themselves* from fighter attacks. Thus, the escorts needed their own escorts to get home! A complete failure, they were soon withdrawn and either reconverted back to bombers or used as trainers.

Wargame pilots who would like to learn about this little bit of history can simulate a mission with these planes using the **B-17: Queen of the Skies** game. To do so, perform a regular B-17 bombing mission with the following rule changes:

1. Pilots use the standard B-17F found in the game with these modifications:

a. The Bombardier is replaced by a "Nose Gunner," who occupies the same position. Any wounds which affect the Bombardier injure the Nose Gunner instead.

b. Remove the nose and cheek guns and add a "Chin" turret to the nose section. This gun is operated by the Nose Gunner. It can fire at the 10:30 level and low positions, 1:30 level and low, and all 12:00 positions. It hits on a die roll of 5 or 6.

c. Replace the radio room gun with a turret. This position is now identical to the top turret and has the same field of fire, except for 12:00 level. It uses the same "to hit" numbers as the top turret. The Engineer, Radio Operator, and Ball gunner may now trade places without penalty.

d. All gun positions are twin mounts and may exchange ammunition freely. Each gun holds double the

normal amount of ammunition. (The chin turret holds double the nose gun ammo).

2. After rolling for shell hits on tables B-4 or O-4, toss one die for each hit. A result of '6' automatically makes that hit "Superficial Damage."

3. YB-40's perform missions the same as regular B-17's. To start a mission:

a. Roll for the target city on table G-3. After determining the destination, note which zone number it's in and write it in the Bomb % block of the mission chart. To win you must shoot down at least this many German fighter planes and return to England.

Example: If you roll St Nazaire, you must shoot down 6 fighters to win.

b. Roll 2 dice for formation position. Your plane is placed in the lead on a roll of 2-6, middle on 7, and tail on 8-12. Next roll one die for your squadron assignment. You are assigned the Low squadron on a 1, 2, or 3, the Middle squadron on a 4, and the High squadron on 5 or 6. *You are automatically out-of-formation for the entire return trip.*

4. Fighter Cover is rolled normally for all missions.

5. The following damage results should be treated as "Superficial Damage" should they occur:

Norden Sight, Bomb Release Mechanism, Bombs, Bomb Bay Doors, Automatic Pilot, and all hits damaging the check guns.

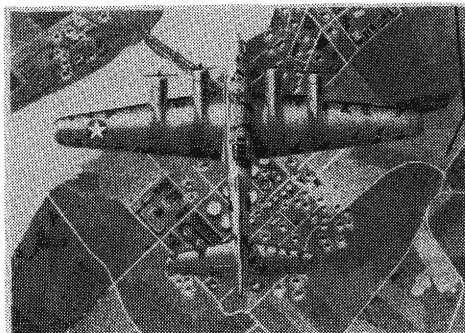
Wounds affecting the Bombardier are applied to the Nose Gunner instead, and damage to the nose gun now effects the Chin turret. This turret *cannot* be knocked out by an attack from 12:00 high.

6. The navigator acts as an extra gunner, available to replace a crewman should one become SW or KIA. The Engineer is still third in line to pilot the plane.

7. Although the YB-40 does not actually bomb the target, it is still with the formation during the

bomb run. Therefore, roll for Flak hits normally when over the target city.

Even if the YB-40 had been a success, the Luftwaffe probably would have learned to either stay away from it or developed tactics to overcome it. Relegated to obscurity, the YB-40 Escort Fortress is still a fascinating plane to study.



XB-38 Allison Powered Fortress

Although the Flying Fortress was the best bomber aircraft of the time, engineers were constantly experimenting to make it better. New engines, turret arrangements, armor, bombing systems, and guns were all tried in attempts to make the B-17 a more survivable and effective weapons system.

Speed and range were factors that received a large share of attention. Getting the plane to fly faster would mean less exposure to enemy anti-air defenses, and greater range would allow previously unreachable targets to be attacked. Several aircraft manufacturers worked on these problems.

One experiment was conducted by the Vega aircraft company, which was under contract to Boeing to build B-17's. In March of 1942, the Wright radial engines of one B-17E were replaced with Allison in-line engines, which produced greater power. New fuel tanks were built into the wings outboard of the engine nacelles. A dummy ball turret was added underneath, as the flat remote controlled turret of the "E" model would not simulate the air flow of an "F" type for which these improvements were designed.

The Army designated the new plane as the XB-38, and authorized flight tests. The prototype was an immediate success. It could cruise almost 20 miles per hour faster than the B-17's in use, and the added power and fuel had no effect on stability. It did, however, suffer from some overheating problems. On its 8th test flight a fire broke out in one of its engines. When the extinguishers failed to put it out, the crew safely escaped, and the crash destroyed the plane.

Although the cause of the overheating problem and the fire was found and a solution proposed, all Allison engines then in production were needed for fighter aircraft. No other planes of this type were built.

The XB-38 never saw combat, but had sufficient numbers of engines been available, this plane probably would have been built instead of the B-17G as an improvement over the B-17F. Wargamers who would like to try out this souped-up Fort can do so. Simply fly a regular B-17 mission with the following rule changes:

1. The XB-38 prototype was originally intended to use the same gun turret arrangement as the B-17F found in the game. Information about the advantages of the chin turret on the YB-40 probably would have led to its use on production B-38's. If the player wishes, he may use a chin turret on his plane to replace the nose

gun as per the rules for a YB-40. The cheek guns are retained however.

2. The XB-38 has six fuel tanks, three in each wing. Whenever a dice roll on table B1-1 results in a fuel tank hit, roll one die; Port Wing: 1,2 = Tank #1; 3,4 = Tank #2; 5,6 = Tank #3. Starboard Wing: 1,2 = Tank #4; 3,4 = Tank #5; 5,6 = Tank #6. Should a fuel leak develop and the player must roll to see how many turns he has left in the air, roll the die and add two (+2) to the number of turns left to fly.

3. Because of the plane's extra power, modify the engine loss penalties as follows:

a. One Engine Out - The plane must jettison bombs if it wants to remain with the formation. If you elect to keep your bombs, you are out-of-formation but you still only spend one turn in each zone.

b. Two Engines Out - You must drop out of the formation. Attacking German fighters get a +1 to their die rolls, but you may take evasive action. If you jettison your bombs, you may stay at 20,000 feet and spend two turns in each zone or descend to 10,000 feet and spend one turn in each zone. If you keep your bombs, you must descend to 10,000 feet and spend two turns per zone.

c. Three Engines Out - The plane must jettison its bombs, descend to 10,000 feet, and spend two turns in each zone. German pilots get +1 to attack die rolls, and no evasive action is allowed. The B-38 may fly two more turns and must either crash land or bail out. If you toss out all bombs, guns, ammo, and fire extinguishers, you may fly for three more turns instead of two.

d. All Engines Out - No changes.

The XB-38 was, like the German ME 262 jet fighter, a case of a technological advancement that was never properly utilized.

Project Reed

In addition to official efforts to improve the B-17's defensive abilities, local commanders were encouraged to find solutions of their own. One such program was conducted by the 92nd Bomb Group under the direction of Major Robert J. Reed. During the summer of 1943, an overaged B-17 "E" Model, named "Dreamboat," was extensively modified with the following changes:

The plexiglass nose was removed, and a twin-gun powered turret from a B-24 was mounted in its place. The bombardier's station was moved to a gondola hung underneath the nose.

The radio equipment and its operator was moved into the nose to improve the aircraft's center of balance. The radio operator worked the nose turret.

The radio room gun was replaced by a powered twin-gun turret. This turret could fire at either side and straight back. It was intended to replace the waist gun positions, which were deleted. The airplane now carried a crew of eight.

The tail gun was replaced by a powered turret also taken from a B-24.

The Oxygen supply was rerouted and a back up system was installed, making it more difficult to damage or knock out.

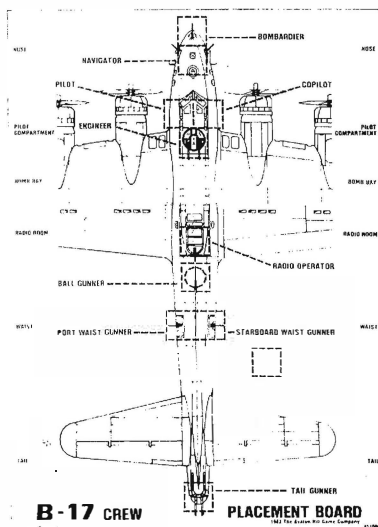
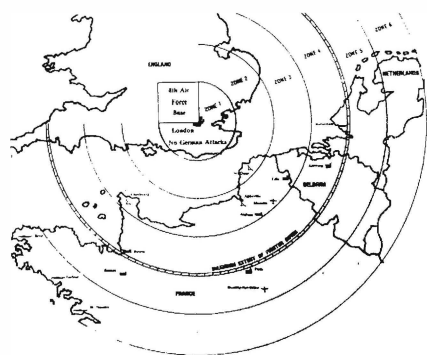
These and other changes resulted in an airplane that was over 1,000 pounds lighter, and had better handling characteristics. Unfortunately, its speed was no greater than the standard B-17F's then in use, owing mostly to the lack of streamlining on the external modifications.

The plane was flown to 8th Air Force Headquarters where it was extensively tested and evaluated. German intelligence thought this was a new version of the B-40 with no less than 25 machine guns! Even though it seemed to be a much better aircraft, none of the changes in the Reed bomber were incorporated into new planes. Late model B-17F's and B-17G's were already on the assembly lines, and the new Boeing B-29 was scheduled to replace the B-17.

Wargamer's who wish to try out this unusual variation of the famous "Queen" can do so. Simply fly an ordinary mission with the following rule modifications.

1. Guns:

a. Delete the nose and cheek guns and replace them with a Nose Turret. This twin-gun position can fire



at all levels of 10:30, 12:00, and 1:30. It hits on a die roll of 5 or 6. It carries an ammunition supply equal to the combined totals of the nose and cheek guns. Any hits damaging the nose gun affect this turret instead.

b. Delete the radio room gun and both waist guns. Replace them with a radio room turret. This Twin-gun position can fire at 3:00 High and Level, 9:00 High and Level, and 6:00 High. It uses the same "to hit" numbers as the top turret when firing at these locations. It carries ammunition equal to the total of both waist guns and the radio room gun. Any hits damaging the radio room gun affect this turret instead. (Note: This turret's field-of-fire is different than the radio room turret on the YB-40).

c. All positions are twin-gun mounts and may

exchange ammunition freely.

2. Crew:

a. Move the radio operator up to the bombardier's station in the nose. Any hits which affect the bombardier injure this man instead.

b. The navigator also performs the duties of the bombardier. Should this man become SW or KIA, penalties for both crewmen immediately come into effect. Use either the bombardier or navigator counter for this crewman. He remains in the navigator's position during the bomb run.

c. Remove either the port or starboard waist gunner, and use the remaining counter to represent the radio room gunner. Any hits which affect the radio operator injure this man instead.

3. Damage:

a. The radio is moved up to the nose. Change Table P-1,

"Armament" to read: "Roll 1 die: 1,2,3 = Nose Turret inoperable; 4,5,6, = radio out, see table P-4, change "Radio Out" to "Superficial Damage".

b. All damage to cheek guns is treated as "Superficial Damage."

c. Both waist gun positions are removed. They may not be used to provide heat or oxygen for any crewman. Any hits effecting these positions or crewmen are counted as "Superficial Damage."

d. Four "Oxygen Supply" hits are needed to knock out a crewman's supply, instead of two.

4. Landings: Add +1 to any landing die roll, whether landing on water or land, in addition to any other modifiers in effect.

Although the Reed plane never saw combat, it stands as an example of the ingenuity and inventiveness of the men flying these bombers.

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B-17 Queen of the Skies



BATTLEPLAN #7

Squadron Command

Rules For Leading A
Squadron Of B-17
Flying Fortresses

by Phil Richards

Avalon Hill's aerial combat game, **B-17: Queen of the Skies**, is an exciting and educational simulation of one plane's experiences during the Allied Strategic Bombing Offensive of WWII. Each game recreates in detail a single mission of one bomber over Occupied Europe. Campaign game rules link together individual games to present a history of a single plane and its crew. A player can literally spend hours following their efforts to reach that magic 25 mission mark.

The current 25 Mission Campaign is a good method of tying together single games, but the game's format is also well suited for flying more than one aircraft per mission. By organizing a group of planes and sending them together to the same target (with the same fighter cover, flak, and weather) a player can simulate the effects of a precision bombing raid. This article allows you to try this. A player can now command a complete *squadron* of bombers

and follow their flights of destruction.

The rules below allow a player to fly a squadron on either one mission or a campaign of several missions. The optional rules may be used as a player sees fit.

Single Mission Game

Preparation: At the start of the game, the player is given a squadron of six bombers with which to wreak destruction across the German Reich. Fill out the Squadron Formation Plan with the names of the planes and their pilots. Note the position of each aircraft in the formation, particularly the lead and tail bombers. Write this information on each planes' mission chart. Aircraft number one is the lead bomber and Squadron Commander. Number six is the tail position. The player should write his own name in the Squadron Commander's plane. Once the formation is organized, you may not rearrange it. Next, roll on Table G-3 for today's target and write that on the formation plan and on each bombers' mission chart. After determining the target, roll on table G-4 to find where the "Brass" have positioned your squadron; either High, Middle, or Low. Mark this on each plane's mission chart. Fill out the rest of each plane's chart normally. Your unit is now ready for take off.

Procedure: Take bomber number one and play out its entire mission. Write the friendly fighter cover, Flak intensity, and weather conditions onto the formation plan as they are encountered. Each plane which follows will find the same, identical conditions. After finishing with the first plane, run through the same mission with the next bomber, and so on, until you have gone through the whole squadron. When played in this way, it's best to start with the lowest numbered plane, then fly the highest numbered plane, then the second lowest plane, etc., slowly working from each end

towards the middle. In this manner, as casualties mount, you can keep track of which planes are the lead and tail bombers.

For example, if bomber number one is shot down or has to drop out of the formation, bomber number two is the lead plane from that moment on. If bomber number two is shot down, number three is now lead, etc. The same works for the tail position, but in reverse. It is possible to be the lead and tail bomber at the same time if all other planes are gone. Lone aircraft were favorite targets of the Luftwaffe! You are still with the rest of the bomber group, however, so the out of formation rules do not apply.

Alternately, the player may fly all his bombers simultaneously, zone by zone, until they have all bombed their target and returned to base. This simulates a mission more realistically, and it's easier to keep track of the position of each bomber in the formation. However, this method can take considerably more time to play out. After you have played one bomber for one zone, you must change the Crew Placement Board and damage markers for the next plane. (Of course, you can always get extra copies of the game and arrange the boards in squadron formation).

Victory: At the end of the game, total the number of 8th Air Force wins, German wins, and draws for each plane. If the number of American wins is the largest, you have won the game!

Bombing Offensive Campaign

In this game, the player performs more than one mission for his unit. He keeps track of each bombers' career, replaces losses, and generally runs an operational combat unit.

A squadron of bombers consisted of twelve planes, their air crews, and ground personnel.

Squadrons were commanded by officers with a rank of Major. The aircraft were split into four Flights of three planes, each led by Captains. The rest of the bombers were piloted by Lieutenants. Although a squadron had a dozen airplanes assigned to it, it was usually understrength due to casualties, maintenance problems or slow supply lines. On the average, a squadron could usually fielded six aircraft. While performing missions, squadrons flew in a double "inverted V" formation.

This campaign scenario is run the same as a 25 mission game for a single plane, except the whole squadron is involved. The player must determine how many missions will be flown before starting the campaign. Note that flying a squadron through 25 missions will require playing the game 150 times. Players with limited time on their hands may want to choose fewer missions.

Preparation. Fill out a Squadron Organizational Chart. Write in the names of the bombers and pilots for all twelve aircraft. You are the Squadron Commander, Major, so place your name there.

Procedure. To begin the first mission, select six aircraft and assign them to positions on the formation plan. The squadron commander is always the number one plane, and the number two and four planes must be flown by Captains. Target selection is the same as a regular game. Table G-1 is used for the first five missions, G-2 for the second five, and G-3 for the rest. Run the squadron through the mission as stated above. At the end of the mission, total the number of 8th Air Force wins, draws, and German wins for each plane. Keep a running tally of these numbers. For the next mission, determine which planes are able to fly, assign them to the Squadron Formation Plan, roll for a new target on the appropriate table, determine if you're High,

Middle, or Low Squadron, and continue the campaign.

Special Rules.

a. As the campaign progresses, keep track of kills scored by gunners to determine Ace status. Pilots receive their landing bonus modifier and bombardiers get their bonus after completing their tenth mission. Keep careful track of which crewmen have flown how many missions. If you are so inclined, you may keep a roster of crewmen and follow their individual careers as well as the aircraft's.

b. Injured crewmen are subject to missing missions. A crewman suffering from one Light Wound is ready to fly the next mission. Men suffering from 2 Light Wounds will miss the next mission, but will be ready for the following one. Seriously Wounded crewmen will miss the next three missions before returning to duty even though recovery is rapid. Crewmen suffering frostbite will miss two missions, before coming back to active duty. A man bailing out over France and returning to England will miss one mission. While the crewman is recuperating, a replacement man will temporarily take his place.

c. If a plane returns to base with vacancies in its crew due to death or injuries, the player may replace them with fresh replacements. He has an unlimited supply of replacement crewmen. If a plane crashes and the crew survives, they may be reassigned to other planes to replace dead or wounded crewmen. They may only replace vacancies of the same job they originally had. (Exception: waist Gunners can fill either the port or starboard positions). If a plane's pilot is killed, his co-pilot is promoted and takes his place, and a replacement

co-pilot is assigned to the plane.

d. Planes which are shot down or irreparably damaged are not replaced. The player must continue with the bombers he has left. If, at the end of a mission, the squadron's strength falls below six operational aircraft, the unit is withdrawn for a month long refit and repair. The ranks are filled out with fresh, new 90-day-wonder Lieutenants who come with new airplanes and crews. All recuperating men are returned to duty, and the squadron is sent back to the front line.

Victory. At the end of each mission, total the number of wins and draws and German wins for each plane. Keep a running tally of these numbers until the end of the last mission. Whichever number is greatest will determine the campaign's winner.

Optional Rules

1. The skies over England were usually overcast, and fog came in distressingly often. Many scheduled missions were either postponed or scrapped because planes couldn't take off due to bad weather. Sometimes the weather would break, and senior planners would hurriedly launch their squadrons hoping they could get away before the clouds rolled back in. This made for some *very* hazardous flying. Collisions could occur, and when they did, they were often spectacular. Also, accidents on take off could happen in any weather, and devices on the plane could go on the fritz at the most inconvenient moments. A player can simulate such occurrences with these Optional Rules:

After organizing and preparing the squadron, but before entering the first zone, roll two dice on table 0-1 for weather over England during take off. Record this on the Squadron

Formation plan. Next, roll two dice for each aircraft to see if it suffers an accident. In Good weather the plane has an accident on a roll of 2. In Poor weather, an accident occurs on a roll of 2 or 12. In Bad weather, a 2, 3, 11, or 12 causes an accident. If an accident occurs, roll one die:

1-2 = Mechanical Malfunction. Roll as if the plane took a single Flak shell hit. If the damage roll results in a crew wound, that crewman is suddenly airsick and suffers one light wound.

3-6 = Mid-air accident. See Random events table. If a plane survives the accident, it may return to base immediately. The mission still counts for 25 mission and pilot bonus purposes, but not for bombardiers.

Parachuting crewmen automatically land in England and are available for the next mission if not wounded. The player may rearrange the

formation before entering the first zone, but may not replace missing bombers. The player must still roll for weather over England when his returning planes try to land.

2. Instead of replacing lost pilots with their co-pilots, this rule allows you to fill those positions from within the squadron's pilot ranks. When a pilot is killed or sent back to the states, the pilot from the next lower rank is promoted and moved into that position. The chain of command works like this:

Should the Squadron commander be lost, the senior Captain will be promoted to Major, and he and his plane will take the old Major's place. If a Captain is promoted, killed, or sent home, the senior Lieutenant in his flight will be promoted and take his place. The, killed, etc. officer's plane and crew, if they survived, will be placed at the bottom of the roster under a new lieutenant, fresh from the States. Note that the loss of a high

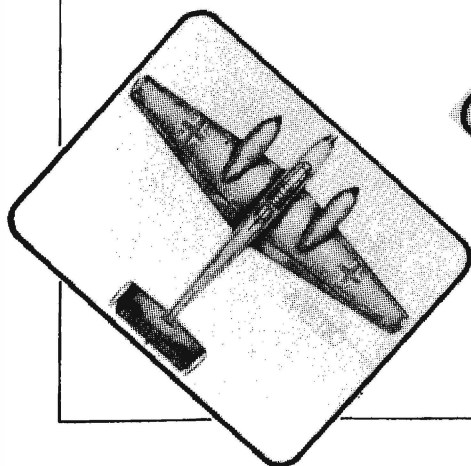
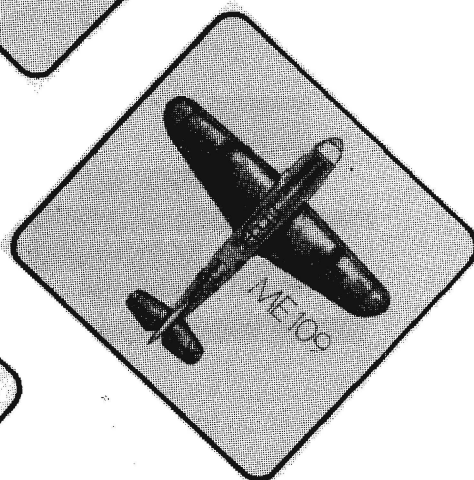
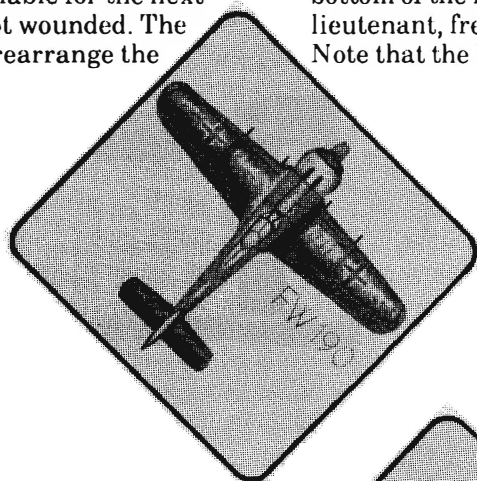
ranking officer can create a chain reaction of promotions and shifting of planes around the squadron. Just remember that the pilot that has been in the unit the longest is senior to other officers of the same rank. The organization chart shows which officer is senior in each unit. The higher up the ladder, the more senior the officer. At the start of the game, the "A" Flight Commander is the senior Captain, etc. If an officer is wounded and must miss missions, his next in line will temporarily take his place, and the wounded officer's plane will be temporarily flown by a new Lieutenant. If, for some reason, two eligible officers for the same position have the same seniority, roll a die to determine which one should be promoted. The pilot's crew and plane will stay with him no matter where he goes. Remember to keep track of who started when in order to determine seniority.

3. If a player is the generous type, he may present awards and decorations to his crews for courage and bravery under fire. The following are some of the awards most commonly given to air crews:

Purple Heart- Awarded for wounds as the result of an act of an opposing armed force. This medal should be given to any crewman who is wounded or suffers frostbite. It may be received more than once.

Distinguished Flying Cross- For heroism or extraordinary achievement while participating in aerial flight. This award should be given when a crewman performs actions beyond his normal duties; such as a Lieutenant taking command of a squadron when his superiors have all been killed; or the Group Commander flying with his air crews; or a non-pilot taking the controls; etc.

Silver Star- For gallantry in action against an opposing armed force. This decoration should be presented when a crewman performs his duties despite



extreme circumstances; such as a pilot returning his plane to base despite being frostbitten; or a gunner continuing to man his post despite being wounded several times, etc.

Congressional Medal of Honor- For conspicuous gallantry and intrepidity, at the risk of life, above and beyond the call of duty. This award should be given when a crewman performs truly heroic actions; such as a non-pilot landing a badly damaged plane to save his seriously wounded crewmen, or a gunner shooting down five enemy planes on one mission, etc. The stories of bomber crew Medal of Honor winners are epics of courage and heroism, and make fascinating reading. Note: take care when handing out this little gem. Congressional Medal of Honor winners were usually promoted and sent back to the states. There they spoke at war bond rallies, took a much deserved rest, and received a nice stateside assignment. Mostly, they were sent there to get them out of a situation where they could get killed. Congressional Medal of Honor casualties make for bad newspaper headlines. If you do award one, that crewman must be immediately removed from the squadron's roster.

Awarding medals is entirely at the discretion of the player. The suggestions made here are only guidelines.

A note on promotions: If optional rule 2 is being used, and if two officers are eligible for promotion to the same position, the player may take into account the decorations each has earned, thus making a die roll unnecessary.

4. Those players with A LOT of time on their hands may wish to run a mission for an entire Bombing Group. Either the Single Mission game may be run, or the Bombing Offensive Campaign can be played. A single mission uses only 18 planes, but a 25 mission Bombing Offensive with a whole

Group would take 450 individual games. Players should take into account their amount of free time and the effect this would have on their wives and families before embarking on a project of this magnitude.

A Bombing Group consisted of four Squadrons. They were commanded by a Colonel who did not accompany the formation on its missions. This officer now represents the player himself. Squadron 1 was led by a Lieutenant Colonel who was also in operational command of the formation, with Majors flying the lead aircraft of each Squadron. Each Flight was lead by a Captain who flew the first plane in the "V" formation. Figure 3 shows the formation of bombers used by 8th and 15th Air Force Bombing Groups.

The player goes through the missions as he would for a single Squadron. He begins by filling out an organizational chart for each squadron (Note that Squadron 1 is commanded by a Lt. Col.). He then assigns planes from each squadron to the Group formation. Any three of the four squadrons can be assigned to the High, Middle, and Low positions. All aircraft in a position must come from a single squadron. You are not allowed to mix planes. The aircraft in Figure 3 are numbered to show which planes are the lead and tail bombers for each squadron. The lowest numbered are Lead bombers, and the Highest numbered are Tail.

The player may keep track of the careers of his crews. If the Lt. Col. is lost, then the senior Major is promoted to his place. At the start of the game, the commander of Squadron 2 is the senior Major. Surviving crewmen of plane crashes can be assigned to any squadron. The player may *not* transfer planes between squadrons, though. If a squadron falls below six aircraft, the player must pull it off of the front line for refitting and must fly the next two missions with only the remaining three squadrons. If, after a

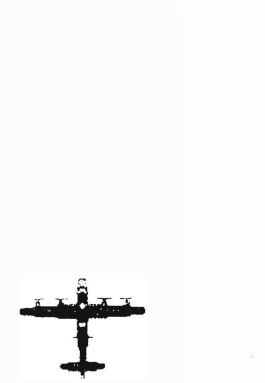
particularly devastating mission, two squadrons are below strength, the whole bombing offensive is halted until the losses are made good.

At the end of the last mission, the player totals the number of wins, losses, and draws for the Americans and Germans. If the American victory total is the greatest number, the player wins the campaign.

If the player likes to live fast and dangerously, he may accompany his command on their missions. The B-17 could be rigged with a jump seat in the Pilot's Compartment to handle an observer. The player (as the Colonel) can ride in any plane as an observer. He has all the necessary heat and oxygen hook-ups. If any of the crew become incapacitated, the observer can take his place. The Colonel is a fully qualified pilot (including +1 landing modifier) and can perform navigational duties. He may not replace either of the pilots unless one becomes incapacitated. He may man any of the guns, but hits only on a "6." Should the Colonel be killed or sent back to the States, the player may either: a) end the game right then and there (the outcome of the war no longer matters to him), or b) continue the game by promoting the Group Vice-Commander. If the Colonel parachutes or crash lands in France, he is automatically returned to base in time for the next mission.

I hope that you enjoy these rules as much as I have. Commanding a front line combat unit was not easy, but still had many rewards. Watching the progress of your men up the mission numbers and the ranks can be fun by itself. This can offset the sorrow at seeing some of them not come home. Perhaps this, more than anything else, was what that war was all about.

So, until VE day, Straighten Up And Fly Right!

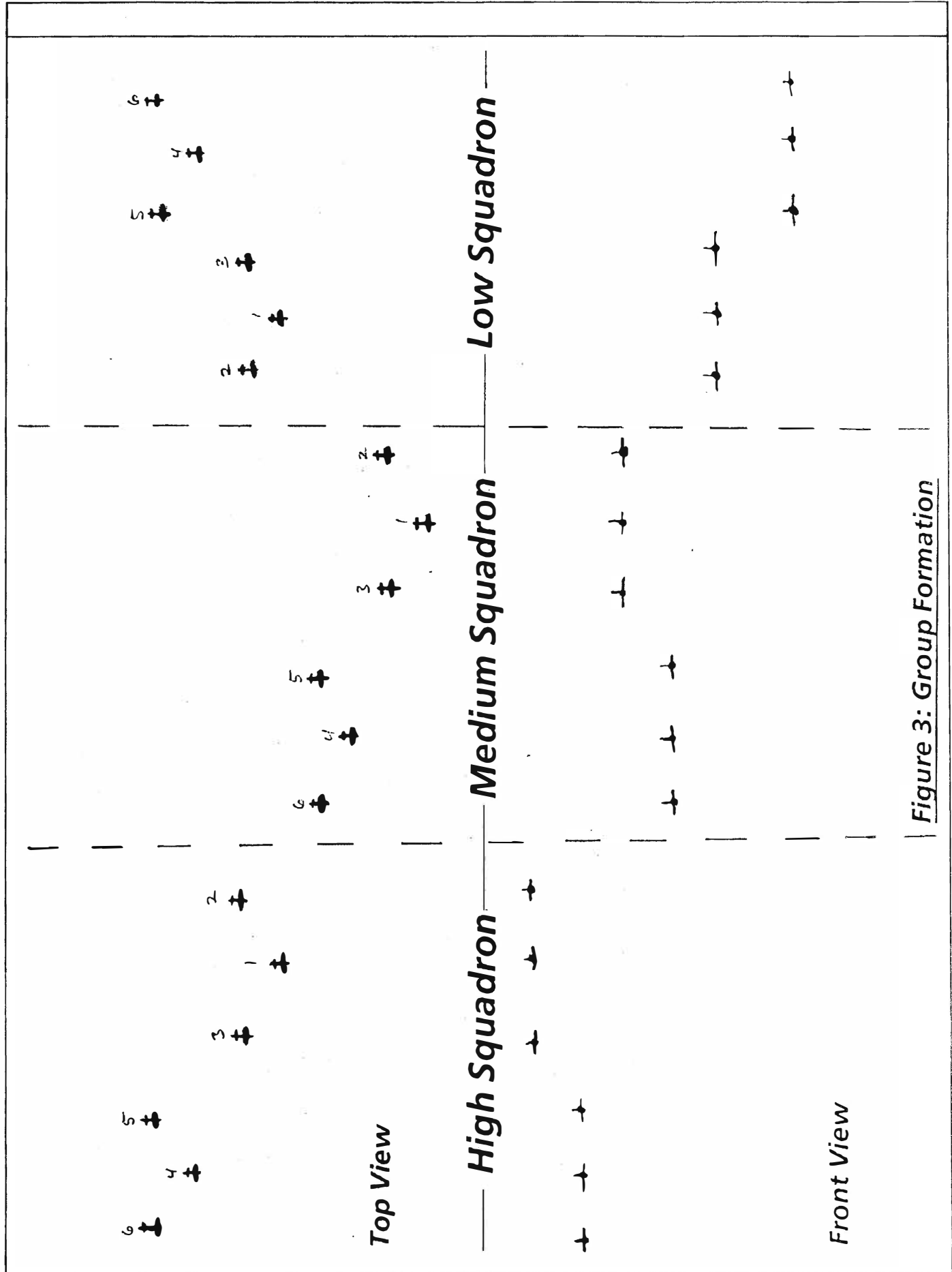


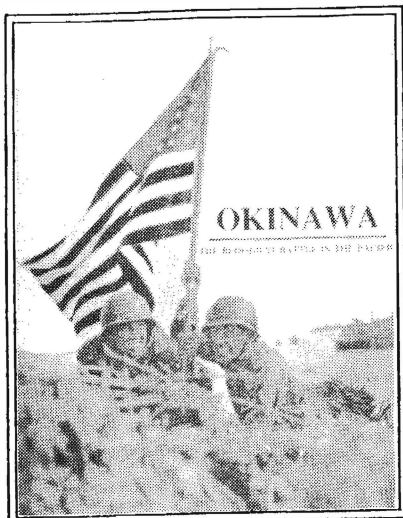
Squadron Formation Plan					Target:	
Plane No.	Name of Bomber				Pilot Name	
1						
2						
3						
4						
5						
6						
Fighter Cover Out/Back		2 /	3 /	4 /	Flak:	T E Weather:

Squadron Organizational Chart

Squadron Organizational Chart

"A" Flight	"B" Flight	"C" Flight	"D" Flight
Major	Captain	Captain	Captain
Plane:	Plane:	Plane:	Plane:
★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★			
Captain	Lieutenant	Lieutenant	Lieutenant
Plane:	Plane:	Plane:	Plane:
★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★★			
Lieutenant	Lieutenant	Lieutenant	Lieutenant
Plane:	Plane:	Plane:	Plane:





Okinawa Enhanced

by James C. Gordon

The Ryukyu Island group became a strategic priority for the American forces in the Spring of 1945. Capturing Okinawa would be the final operation before the invasion of Kyushu, which would carry the war right to Japan. *The Wargamer #55* included the game **Okinawa**, a simulation of the battle which took place on that island that involved nearly 400,000 troops and lasted for three months. The game has three campaign scenarios, altering the Japanese defense strategy and adding a second U.S. landing. Several other variant possibilities exist for representation the forces available to each side and for changing the strategic direction of the battle.

Armor

The American armored battalions breakdown into three companies with fire-melee-movement values of 2-3-6/1-1-6 (full/reduced strength). Breakdown or recombination is voluntary and must take place away from Japanese ZOC's. Two full strength companies or three reduced strength units recombine into a reduced strength battalion.

OKINAWA

THE BLOODIEST BATTLE IN THE PACIFIC

Buffaloes

Early in the campaign, the Americans used the Landing Vehicle Tracked (Armored) "Buffaloes" for tactical infantry support. Each division operating north of hex row 2636-1731 deploys two LVT(A) units as armor support, with values of 1-1-6/no reduced strength. All LVT(A) units are removed after turn 15. After weeks of overuse in combat, the vehicles were breaking down and were needed to move supplies.

Supply Dumps

By leaving a supply unit stationary for three turns, the U.S. player creates a permanent, reusable supply dump in that hex. The static supply source functions like a mobile unit in all other respects. If the Japanese overrun the hex, all supply capability is lost. Supply units can establish any number of dumps.

Keise Shima

The U.S. 77th Infantry Division captured and placed three battalions of 155mm heavy artillery on the island of Keise Shima. Starting one turn after Ie Shima is invaded, the U.S. player receives one extra roll on the bombardment table each turn, using the far left column. The off-shore "long Toms" can hit any target north of Shuri.

U.S. Reinforcements

The U.S. Tenth Army included the 2nd Marine Division as a floating reserve and the 81st Infantry Division as its theater reserve. The composition of these divisions follows:

2ND MARINE DIVISION

2nd Marine Regiment (3x 7-7-5/5-3-5)
6th Marine Regiment (3x 7-7-5/5-3-5)
8th Marine Regiment (3x 8-5-5/6-3-5)
Artillery (1x 7-4/5-4 range 20; 1x 7-4/5-4 range 15)
Armor (1x 6-8-6/4-4-6)
Supply (1x 1-0-3)
Headquarters (1x 1-0-6)

81ST INFANTRY DIVISION

321st Regiment (3x 8-5-5/6-3-5)
322nd Regiment (3x 7-7-5/5-3-5)
323rd Regiment (3x 7-7-5/5-3-5)
Artillery (1x 6-4/4-4 range 20; 1x 6-4/4-4 range 15)
710th Tank battalion (1x 6-8-6/4-4-6)
Supply (1x 1-0-3)
Headquarters (1x 1-0-6)

Deploying the 2nd Marine Division costs the Americans 10 VP's. The 2nd Marine division is available for deployment at anytime. Using the 81st Infantry division costs 15 VP's. The 81st Infantry division can not be activated prior to turn 15. (Historically, the 8th Marine Regiment entered the battle in June, on turn 25).

American OB

The U.S. divisions had other organic units attached to them along with the formations represented in the game. Furthermore, the Corps and Army commands included additional support units. The following units can be added to the American order of battle:

EACH MARINE DIVISION

1x Engineer battalion (3-2-5/1-1-5)
1x Pioneer battalion (2-2-5/1-1-5)

EACH ARMY DIVISION

1x Engineer battalion (3-2-5/1-1-5)
1x Recon battalion (1-1-6/---, armored)

III AMPHIBIOUS CORPS

1x Artillery group (3x 7-4/5-4 range 20)
1x Engineer regiment (3x 4-2-5/2-1-5)

XXIV CORPS

1x Artillery group (3x 6-4/4-4 range 20)
1x Engineer regiment (3x 4-2-5/2-1-5)

10TH ARMY

1x Artillery group (3x 6-4/4-4 range 20)

Japanese OB

Probably for the sake of playability, the designer did not include many of the independent, auxiliary, and support units in the Japanese 32nd Army. The following units can be added to the Japanese order of battle to better complete it:

24TH INFANTRY DIVISION

1x Engineer battalion (3-2-6/1-1-6)
1x Recon battalion (2-2-6/1-1-6)

62ND INFANTRY DIVISION

1x Engineer unit (1-1-6/---)

The 272nd and 273rd regiments should use only their lowest strength steps

44TH MIXED BRIGADE

1x Engineer unit (1-1-6/---)

32ND ANTI-TANK BATTALION

1x 1-5/-- range 2

66TH ENGINEER BATTALION

1x 2-2-6/1-1-6

ONBF

1x 81mm Mortar battalion (1-6/-- range 3)

GUARD ENGINEER REGIMENT

3x 2-2-6/1-1-6

Ie Shima Invasion

Originally, the 77th Infantry Division was scheduled to assault Ie Shima later, further delaying its contribution to the Okinawa campaign. The die roll table below alters the timing of the 77th Division operations for both Ie Shima and Okinawa:

- 1 = Deployment delayed by 3 turns
- 2 = Deployment delayed by 2 turns
- 3 = Deployment delayed by 1 turn
- 4 = Deployment advanced by 1 turn
- 5 = Deployment advanced by 2 turns
- 6 = Deployment advanced by 3 turns

L-Day Zones

The American player can reorganize the landing positions of his assault divisions on turn one. Each division must land on at least two hexes in the Hagushi beach zone. The III and IV corps must both land their two divisions adjacent to each other. The division which lands on the left (northern) flank must move to fulfill the requirements for capturing the northern region. The division to the right of that must capture the central area. The 27th and 77th divisions may also be deployed normally.

Target Beach

Before the Japanese player deploys his forces in the Free Setup scenario, the U.S. player writes down his assault plans. One or two beaches can be selected as invasion targets, with the attacking divisions indicated. If more than one beach is chosen, the reinforcements may land in either zone.

Beach Defense

In the Free Setup scenario, the Japanese player can elect to make a beach defense. Units from the parent formations 924th and 62nd divisions, 44th Brigade, 2nd Infantry Unit, plus any machinegun or anti-tank units can deploy within one hex of any invasion beach. Those units can not move, but they are automatically in prepared positions. The American player gets three chances to bombard the

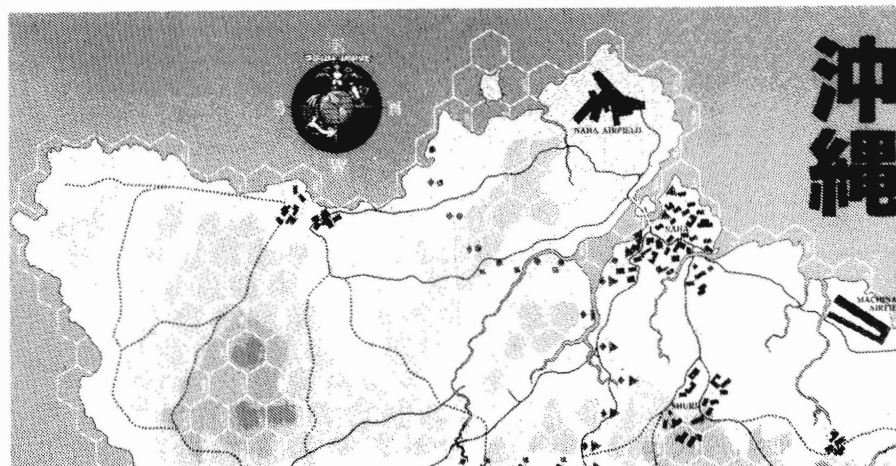
beach defenders before the invasion takes place. Roll the dice against each target three times, using the "6" column against prepared positions on the Bombardment table.

During the amphibious assault, the Japanese gain an extra column shift on defense against American units which are in the water hexes (assaulting a beach hex). The American units can make two attempts to dislodge the Japanese beach defenses. Fresh units which did not attack in the first attempt can be used in place of, or in addition to, units used in the initial assault.

Failure to take control of a beach hex results in the withdrawal of the attacking units back to the invasion boats. The same units can attack the next turn at full strength. The Japanese gain 3 VP's for successfully defending a beach hex and forcing the U.S. player to withdraw. However, units committed to defending beach hexes from prepared positions can not be moved from their starting location.

Early plans

The original American plan called for two separate landings in the south and central parts of the island. The Marine divisions would land on the Minatoga beaches while the Army would hit the Yonabaru zone. Later, the 27th and 77th divisions could land in support of either beachhead.





TEAM YANKEE

THE NEW
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Extra Teams for Team Yankee

by James E. Meldrum

Team Yankee is GDW's recent release simulating mechanized combat in central Europe as part of the conflict described in Harold Coyle's novel of the same name. **Team Yankee** is the radio call sign of a tank company that is part of a US Army mechanized infantry battalion, one of the most commonly encountered types of NATO units in central Europe. Likewise, most of the Soviet units in **Team Yankee** are either tank battalions or regiments, also one of the most common types of Warsaw Pact formations found on the other side of the Iron Curtain.

Obviously, each of these kinds of formations are composed of different kinds of smaller sub units, all of which are represented in the counter mix. By changing the kind of units making up these formations, player can change the kinds of forces available in each scenario and how the scenarios would be played. Suppose, for example, that "Team Yankee" was either an airborne or light infantry formation; how could a unit like this cope with Soviet Tank formations? Conversely,

what if the attacking Soviet formations were mechanized infantry instead of tank units? Rearranging the forces available to each player in the scenarios gives the players a chance to find out.

The infantry forces that could be used in this game vary with the scenario currently in play. Substitute the following forces in place of the US forces given in the regular scenarios. Unless otherwise mentioned, all regular and scenario rules will be in effect at all times.

In **scenario one**, use the same forces used in the scenario to represent a US airborne recon company that has been air landed behind enemy lines. Remove the two M1 units and substitute two AH64 and two A10 units. The A10 units may be used only on their turn of entry. Scenario victory conditions are the same except that the US player wins by having a unit occupying a village hex at the end of the scenario. The US infantry force is assumed to be evacuated by helicopter at the end of the scenario.

Try playing **scenario two** using all (18) troop units and reduce the number of M1 units to four. Players may substitute two AH64 units for deleted M1 units. This variant is intended to represent an attack by a contingent of one of the new US light infantry divisions.

For **scenario three**, simulate an infantry force by deleting all except four each of the M1 and M113 units. Use all six M3 units. This force is intended to simulate a "slice" of one of the new light infantry divisions. As an option, the US player may add two AH64 units.

Try playing **scenario four** using an infantry force that simulates part of a light infantry division by using all (18) troop units, four M3's (any ID's), 4 M1's

(any ID's), 3 ITV's (all), one FISTV, four dummies, and six entrenchments. This situation could represent how well a light infantry forces could block a Soviet mechanized rifle battalion. Also try playing this situation using just 12 troop units. Allow US troop units to mount M3 units in this scenario. The Soviets win by exiting any eight vehicles from the map.

In **scenario six**, try using an infantry heavy force to hold hill 214. Use the same forces as in the regular scenario but remove two M1 units and substitute two ITV units. Neither of the ITV's may move since these units actually represent stationary TOW emplacements.

See how well an infantry force would respond to the kind of surprise generated in **scenario seven** by using all of the troop units (18), five M1's, and five M3's. Victory conditions are changed so that the Soviet Player wins by destroying two US units of any kind for each Soviet unit eliminated. US troop units do not begin the scenario mounted but may mount M3 vehicles during the scenario.

Either an airborne or airmobile unit might well be used to seize a bridge in **scenario eight**. A US airborne attack could be simulated by using all (18) troop units and all (6) M3 units. The US forces would be divided into two equal groups before beginning play. On turn one, one group would enter play on the north map edge of map one while the other group would enter play on the south edge of map two. Allow US units to mount their vehicles in this scenario.

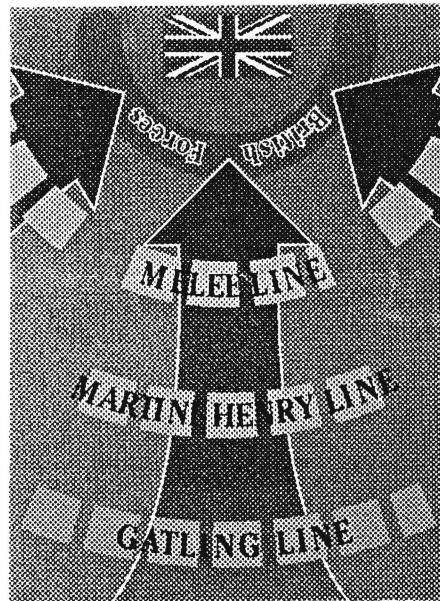
Another kind of unit that may be simulated in **Team Yankee** is a "slice" of a Soviet airborne division. For game purposes, each Soviet airborne company consists of one leader and seven troop units, seven BMP units, and one



If you thought the Zulu War game in this issue was pretty neat, wait until you see our next mini-wargame... (because we want you to design it!)

No lie. Check out the Editorial and the top-left of page 62 for all the details. We really want you to design a mini-wargame for **BattlePlan** magazine. Even if you've never designed a wargame before. If you're reading this, then you're a hard core wargamer, and that's about the best start there is to becoming a designer...

What we're looking for is the next **Battle for Moscow**, the next **Napoleon at Waterloo**, or the next **Strike Force One** (remember that little ten hex, ten counter job!). We want fun little wargames, with small map sizes, low unit densities, low complexity and high playability and enjoyment levels. Please share a little fun with your fellow wargamers, and design a **BattlePlan** mini-wargame today.



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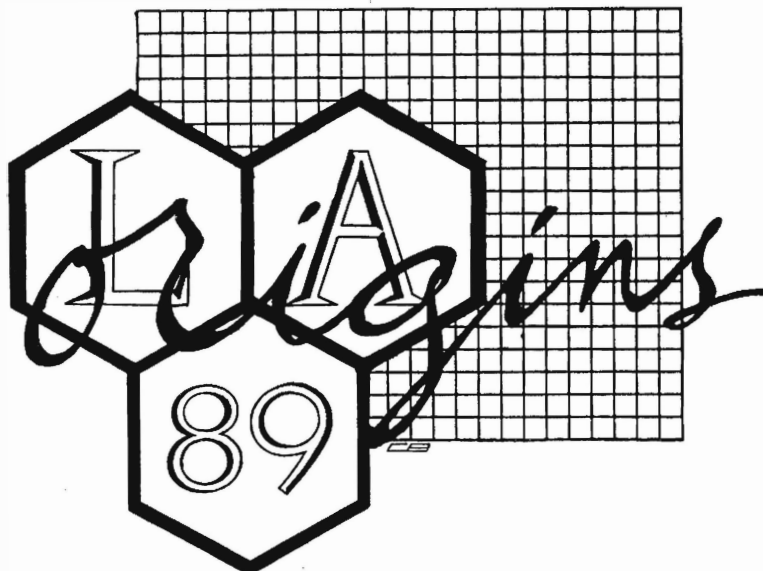
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The Last Victory Errata

Counters: The German 444th and 445th Security and 1st and 3rd Mountain Divisions all have 1 Artillery barrage factor showing on their reverse (HQ) side. These units should *not* have this factor.

Charts:

1. The Advance Exploitation Table 9.37 does not list the die roll modifiers beside it. Cut and paste the chart below over the Winter Strum logo beside the Exploitation Table:

ADVANCE TABLE DIE ROLL MODIFIERS

Unopposed Advance	+2
Advance into Clear Terrain	+1
Advance over Minor River	-1
Advance into a City Hex	-2

2. The Combined Effects Chart should also list the following conditions. These were mentioned in the rulebook and should be added for completeness.

German & Allies	Soviet	
-2	-2	<u>EFFECTIVENESS</u> Refitting or Regrouping or 2nd Forced March
-2	-2	<u>MORALE</u> Refitting or Regrouping or 2nd Forced March
+2	+2	<u>MOVEMENT</u> General Retreat Declared or Forced March in effect

In addition, on the Movement summary portion of the chart asterisk the -2M(*) entries for: Unit in defensive or depleted mode and write underneath the chart:

*Except HQ's and Higher Level Artillery

normal	normal	<u>ZONE OF CONTROL</u>
-2	-2	Projected across any minor river bridge
-1	-1	Projected across major river railroad bridge
		Projected across any other major river bridge

3. The Zone of Control Chart 7.19 should have the above entries placed on it.

4. Remember, a unit's Zone of Control and Support Ratings are equal at all times. Only the top division is a stack projects a ZOC, but all units in the stack Support. All ZOC/Support Rating penalties are assessed on a per division basis.

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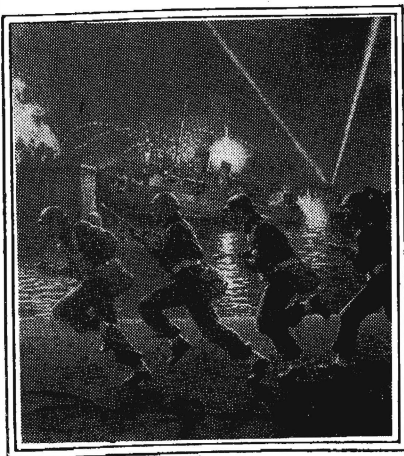
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St. Nazaire Readjusted

by James C. Gordon

Raid on St. Nazaire is a challenging game for a solo player and the standard situation easily produces widely divergent results with each play through. But there are several possibilities for altering the game to make it easier or harder (or simply different). The following include minor tactical adjustments which carry strategic considerations for the British.

Delayed Warning

The British fleet achieves greater penetration into the harbor area before the Germans become aware of their presence. No searchlights are active during the first Harbor Defense and Dockside Defensive Fire phases.

Greater Surprise

German gun crews are not on station when the British vessels arrive. All gun and searchlight batteries are disrupted at start and must undergo Recovery in the first phase. Harbor Defense Fire has a maximum of 8 shots on turn one, instead of 12. No German ground forces deploy until turn three.

Early Sperrbrecher Sortie

The German *Sperrbrecher* leaves port earlier and is well

clear of the harbor before the British assault begins. Ignore the vessel displayed on the map for all purposes.

Better Gunnery

British flotilla gunfire is more accurate and consistent. During the initial "To Hit" die roll in each Cover Fire Phase, use a -1 DRM. Use no DRM for the next "To Hit" roll, and then add +1 for each subsequent shot. The modifier from the Flotilla Gunnery Display applies normally.

Pre-raid Bombardment

An aerial bombardment shortly before the attack causes some damage to the port facilities and vessels at berth. Roll one die for each German gun and searchlight battery, every vessel on the map, and all victory objectives (excluding the Normandie Dock caissons and the U-boat pens). On a roll of '1,' the target suffers some damage. Refer to the Cover Fire results table for hits on gun or searchlight batteries. Use the Grenade Attack table for all other targets.

Better Alert

Early warning places the German defenses at a high state of readiness. German ground units conduct two deployment phases before the game starts, with one armored car deployed last.

Battery/Objective Garrisons

Suspecting an attack, the Germans deploy additional units to garrison key positions around the town and port areas. Before starting the game, all German Group 1 Strosstruppen are drawn at random and placed singly under each gun and searchlight battery. The player should not look at the unit strengths as they are deployed. Excess units are placed on objective areas (excluding vessels at berth and the U-boat pens), in order by zones (1, 2, then 3). Use an extra counter to hide those units' strength. Once the British land, German garrison forces will begin to move when the

British enter their zone of deployment, or a connecting bridge/Lock Gate area. Turn 1 Strosstruppen mobilization starts with Group 2.

Early Concentration

Better command control assists the defenders. During German unit mobilization, all units to be deployed are placed in the same zone, indicated by the first triad. Thereafter, roll only two dice to determine the exact area of deployment within that zone.

Armored Support

A recon platoon responds immediately to the first sounds of an attack. On any doubles roll during German mobilization, or on turn 10 at the latest, all three armored cars units deploy.

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Squad Leader 1948

by James E. Meldrum

Squad Leader, by Avalon Hill, is probably the last word in squad level infantry combat games. Nearly any kind of World War Two infantry action may be simulated it. Historical engagements from the Second World War are not, however, the only kinds of battles that **Squad Leader** is suitable to simulate.

At the end of World War Two the western Allies and the Soviet Union glared at each other over the ashes of Nazi Germany with mutual mistrust and suspicion. Ignoring the Berlin Crisis of 1948, which could have erupted into war very easily, there were many other incidents that could have caused a war. These included the shooting down of US aircraft near

Soviet/Warsaw Pact airspace and at least two known incidents involving dogfights between US and Soviet aircraft. Obviously, there was plenty of potential for open hostilities at the start of the cold war.

Several other Avalon Hill games have been used to simulate the hypothetical hostilities between the Western allies and the Soviet Union, usually as a result of the Berlin Crisis in 1948. Examples of these games include **Panzerblitz** and **Panzer Leader**, both of which have had excellent variant scenarios published in the **General** (Vol. 12, #1 and Vol. 13, #5). In a similar vein, **Squad Leader** may also be used to simulate hypothetical infantry actions between Allied and Soviet forces using existing game equipment and mechanics.

Most of the scenarios found in **Squad Leader** and its many expansions may be used as the basis of Allied vs. Soviet variant scenarios. When simulating these engagements, players should substitute US or British forces for those of the Germans on a one-for-one basis in the scenarios. Wherever possible, use 1944 or 1945 (most preferable) orders of battle, equipment, and weapons for both sides. In substitution situations where there is not a direct equivalent of a particular unit or vehicle, players should use common sense and fairness. In any case, all **Squad Leader** rules are in effect at all times and should be used to arbitrate all rules disputes. Players should also

feel free to substitute Allied for Soviet forces in any of the scenarios (thereby switching sides) and vice-versa in some of the scenarios which gives the Allies to be on the offensive.

Squad Leader is particularly appropriate for scenarios like this since both sides used basically the same weapons and equipment in the post war era.

Generally, the scenarios that are the most promising in terms of play and situation value are those from 1944 or 1945. For the first and second editions of **Squad Leader**, suitable scenarios would include scenarios 1-5; 7-12; 15; 33; 34; 36-38; 40; 42-47; 107-110; as well as R211; R216-R219; R221-3. In most of these scenarios, players should substitute US and/or British forces for those of the Germans as mentioned earlier. Some scenarios may be just as valid, however, if sides are switched. When doing this be sure to modify the reinforcements, victory conditions, etc.

While this article is intended mainly for those gamers owning copies of the first and second editions of **Squad Leader**, players of **Advanced Squad Leader** should not feel neglected. ASL players should follow the same guidelines suggested here when pitting Allied forces against those of the Soviet Union. The scenarios included in the various ASL modules present may gamble situations for hypothetical Allied Soviet conflict in Europe and Russia during the 1945-1950 time period.

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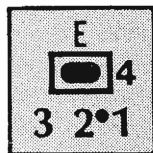
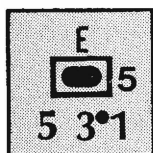
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Elephants for Hammer and Anvil

by John Schettler

This article is reprinted with permission from the Clash of Arms newsletter, P.O. Box 668, King of Prussia, PA 19406.

The German Panzerjaeger "Elefant" Assault Gun is forever linked in the military historian's mind with the Battle of Kursk. Yet, these weapons were in the pipeline and would have appeared regardless of the battle. Scenario 10.4 of *The Last Victory* by Clash of Arms postulates a Kursk alternative that never happened. Where are the Elephants? Take a spare counter and reproduce the following:



The Elephant unit is treated as a Heavy Tank unit in all respects, except when attacking or defending against a stack containing a Soviet infantry units. If so doing, the Elephant always fails its Effectiveness/Morale check and uses its Secondary Combat Factor. In Scenario 10.4, the Elephant unit begins as an integral part of the "Gross Deutschland" Division.

I want to express my appreciation to the cadre of die hard gamers that have remained loyal fans of this series. All of your question, comments, complaints, and praise is really appreciated. Did you know that the game which eventually became the *Last Victory* sat in a quiet corner of my drawing room for 5 years before Clash of Arms resurrected the system? They would not, or could not, have invested the time and money it takes to print a

game these days without the faith that you were out there waiting somewhere.



Panzers on the Riviera

This article comes courtesy of Clash of Arms Games

One of the ironies of the German effort to relieve Stalingrad was on the one hand while Von Manstein was desperately seeking warm bodies to man the defenses and mount an attack, on the other Hitler's best mobile divisions were marching through the french Riviera! "Operation Lilac" (the Axis occupation of Vichy France) began November 18, 1942 in response to the Allied landings in North Africa. The SS Panzer Corps, comprising the best equipped units in the German Army, conducted a bloodless "parade" through Vichy France. What if it had been ordered East?

To simulate this event, take out your original *Winter Storm* game and the SS Panzer Corps units from *The Last Victory* (less the Heavy Tank Battalions). The following changes to the Campaign Game Reinforcement Schedule apply:

Turn	Date	Units	Entry Area
6	Nov 30	SS Hq, NW, SPA & Hausser	14 or 15 entrained
7	Dec 2	All units of 1st SS Panzer	14 or 15 entrained
8	Dec 4	All units of 2nd SS Panzer	14 or 15 entrained
9	Dec 6	All units of 3rd SS Panzer	14 or 15 entrained

5th Edition Third Reich

Playtesters Wanted

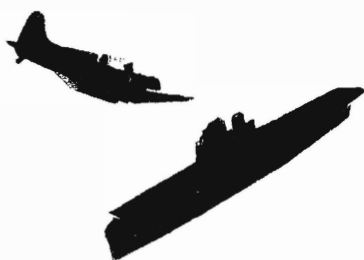
If you are a devotee of The Avalon Hill Game Company's game *Third Reich*, and wish to assist by "blindtesting" this new edition which was three years in designing, contact: Bruce Harper, 3641 W. 48th Ave., Vancouver, B.C., Canada, V6N 3R2



The German Player does not receive any of the reinforcements indicated for Entry Areas 10 or 11 during the game, nor any units listed after game turn 21 (Hitler grumbles "I have given Manstein our best, to withdraw the 1st Panzer Army from the Caucasus would be disgraceful"). The 17th Panzer Division is never "released." Standard victory conditions apply, except the Soviet Player gets an extra 20 points for taking Rostov as now the 1st Panzer Army will be hopelessly trapped!

For Scenario 15.3, "Operation Winter Storm," replace the 57th Panzer Corps HQ and remove the 6th Panzer and 23rd Panzer Grenadier Divisions with the SS HQ and the three SS Divisions. The regular scenario victory conditions apply.

MIDWAY



Japanese Style

by James E. Meldrum

Midway is Avalon Hill's game simulating that climatic naval battle. This variant is intended to simulate the battle of Midway as the Japanese anticipated that it would be fought. Japanese naval planners did not know that the US Navy had broken the Japanese codes and assumed that the USN would send its carriers north to the Aleutians to intercept the

Japanese diversionary force attacking the US base at Dutch Harbor.

If the US Navy had reacted as the Japanese planned, the only forces that they would have had to contend with for the beginning phase of the battle would have been US land based air units on Midway itself together with those that could have flown from Pearl Harbor.

To play this scenario, allow the Japanese ships to enter the game as in the regular scenario. No US ships begin on the Map. Midway has a strength of 20 fortification points and air searches may be made from Midway in the usual manner simulating the US flying boats based there. In addition, Midway may initially hold 30 factors of air units and has an anti-aircraft combat/screening value of 4. Midway itself may now conduct anti-aircraft combat against attacking air units as though it were a ship.

The US ships may not enter the map until the 0900 turn of June 4, anywhere on the north map edge anywhere in sectors D through H. This rule simulates the speedy return of the US fleet to the Midway area (i.e., as soon as the island radioed the news of the Japanese attacks on their position).

As an additional variation, remove the US CV Yorktown from play. Historically, the Japanese Naval Intelligence service believed that this ship had been sunk at the Battle of Coral Sea when, in fact, it had only been severely damaged.

For the purposes of this scenario, the Japanese player receives only 10 points for capturing Midway. Both players receive victory points for sinking opposing ships.

Unless otherwise noted, all **Midway** rules are in effect at all times. In any situation where the variant material in this article conflicts with the regular game rules, the game rules will be used to resolve the dispute.

Mission: Block Party

Errata and additons from Battleplan #4.

by Kjell Windsland

Berzerker rules, modified

Superman belongs in the cartoons, not in **Ambush**. To make a berzerker soldier somewhat more human, modify the rules as follows:

An old wound result has the effect that the berzerker losses a turn, and on a new roll of 5-9 he falls prone. In addition his WS is reduced by 1. But he is *not* wounded. If his WS falls to 3 he is no longer berzerk. All the old results takes effect when a berzerk soldier returns to normal. This means that a soldier who

have recieved 2 old wound results or more is incapacitated.

A Result that would kill a normal soldier would most likely kill a berzerker as well, but ok, this is after all still a *game*.

Paragraphs

- 010 Alternative: Make a PC (no modifiers). If failure, the radio is destroyed.
- 016 If GE 1 is inactive, see 010 when first US soldier enter the hex where GE 1 became inactive. If US soldier there already see 010.
- 036 If in operation and S3 has not occurred. If in Rounds...
- 068 (S9). Activate...
- 078 (S4). Activate...
- 083 (S5). Activate GE 2 and GE4 in Q-8...

- 085 If GE 1 or GE 5 are currently active see 096. If GE 1 and GE 5 have been.
- 102 ...until mission ends or your own radio is unmanned. (Optional)
- 801 Add: Crouch if no active target is visible.
- 802 Add: Crouch if no active target is visible.
- 815 Add: Crouch if no active target is visible.
- 913 ...is in sight, do nothing with cannon.
- 928 * if active US tank is 4 or more hexes away, or no active US tank, see 801.

Player cards

German GE6/U is the machine gunner.

German GE7/S is the sniper.

Oops! We forgot to print the victory conditions to last issues Mega-Scenario! (How embarrassing!)

Victory Schedule for the Central America Wilderness of Mirrors Scenario

Communist Victory Points

Accrued:	Reason:
+ 1	Each Costa Rican, Guatemalan, Honduran or Salvadoran city, town or port controlled by Communist units at the conclusion of the scenario.
+ 1	Each merchant shipping raid during the scenario.
- 1	Each Miskito Indian village not exterminated.
- 1	Each time a Communist unit is destroyed.

Allied Victory Points

Accrued:	Reason:
+ 10	FSLN government was captured.
+ 5	FSLN treasury was captured.
+ 1	Each Nicaraguan city, town or port controlled by Allied units at the conclusion of the scenario.
- 1	Each time a Allied unit is destroyed.

Victory Determination: The player who wins the war may reference the following chart to find if a victory has occurred.

Communist Victory Determination:

Victory Point Total:	Level of Victory:	Consequences:
+ 20 or more	Communist Strategic Victory	WW III, U.S. falls.
+ 11 to + 19	Communist Decisive Victory	U.S. is invaded.
+ 3 to + 10	Communist Tactical Victory	Mexico falls.
- 1 to + 2	Communist Marginal Victory	Mexico is invaded.
- 5 to - 2	Psychological Victory	Region is conquered.
- 10 to - 6	Popular Defeat	Theatre is controlled.
- 11 to less	Tactical Defeat	Guerrilla wars arise.

Allied Victory Determination:

Victory Point Total:	Level of Victory:	Consequences:
+ 5 or more	Allied Decisive Victory	Cuba is liberated.
+ 11 to + 14	Allied Theatre Victory	Cuba is destroyed.
+ 5 to + 10	Allied Tactical Victory	Cuba is destroyed.
- 2 to + 4	Allied Marginal Victory	Cuba holds out.
- 11 to - 3	Allied Decisive Victory	Leftist riots in America.
- 12 or less	Allied Political Defeat	Officers coup in America.

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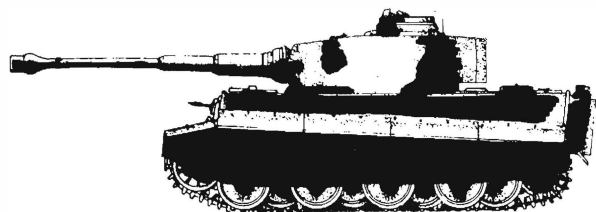
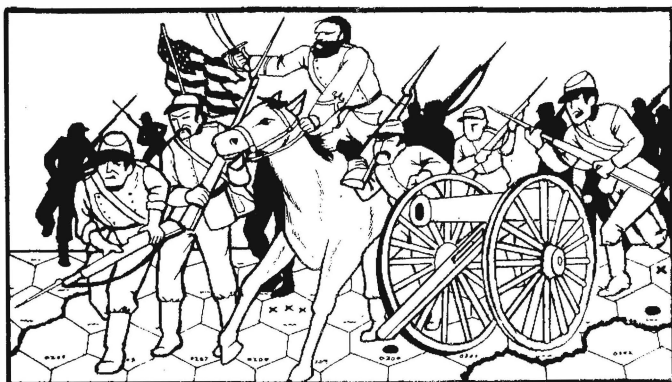
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> **Map size**, 11" x 17" maximum, although smaller maps are not only permissible but preferred.

> **Rules**, no more than 3,000 words, if possible. *Low complexity levels preferred!*

> **Counters**, up to you. They can be full color, if needed (avoid back-printing), on cut-out cardstock inserts (so don't have a lot of stacking, either, if you can help it!).

> **Charts & Tables**, don't go overboard.

Begin by submitting a one page game proposal to: BP Games Editor, P.O. Box 8399, Long Beach, CA 90808. In it, describe generally the game you wish to design. Mention the topic, scale, complexity, and the number or counters, charts and tables that will probably be needed to make the game.

If the proposal is accepted for development, you will receive a 'go ahead' on it, plus our standard "Poor and Obscure" contract (you didn't think you'd get "Rich and Famous" designing little wargames did you?). The pay scale varies, but it is around \$130.00 per game design, plus a royalty if we ever publish it separately as a boxed game (don't hold your breath). You'll owe us two playtest copies of the game, plus a historical background article as well as designer's notes. We'll owe you the money, your name in the credits, and five copies of the game (presumably for your mother).

Writer's Guidelines for BATTLEPLAN magazine

We are always looking for new contributors, many of whom come from the ranks of our readers. Often our readers write their very first published articles for BATTLEPLAN. If you feel that you can express yourself clearly on paper, we invite you to submit your variants and reviews to us. You may write on any game or other related topic which you enjoy that might be of interest to our readers. We will consider articles on any type of historical, political or military adventure gaming product, particularly new releases (for current reviews). Variants and scenarios to both new releases and old favorites are particularly desired, however, they should be more of the "play-tested" variety and less "experimental" in terms of development and game balance.

Manuscripts should be typewritten or computer printed with a dark ribbon on white paper, double-spaced, and amply margined. Computer printouts should be ragged right (not justified!) and burst. Game titles should be in upper and lower case letters and underlined (eg. Russian Campaign).

Game and product reviews should be 500 to 850 words in length, presented in a brief, capsulized format (see the adjoining review format guidelines). We are *not* looking for in-depth analysis in a game review, merely brief concise descriptions of games. Variants of all sizes, but particularly short variants, clarifications and optional rules running from 350 to 1600 words are particularly welcome, as are full blown scenarios and "mega-variants" (with cardstock components). Note that a "word" is defined as five letters plus a space, or six characters. Longer articles are still welcome, but shorter articles are best to start with and easier for us to publish.

Submissions will not be returned to writers, so only send us *copies* of your work, *not* originals. A cover sheet should be included with all submissions and contain the author's name (as you wish it to be published), address, telephone number, suggested title, and the date submitted. A completed facsimile of the writer's agreement, left, must also be included with the article.

Ease of editing will increase probabilities of article acceptance. The Editors defer to Fowler's Modern English Usage, Strunk and White's Elements of Style, and Webster's New World Dictionary on matters of grammar, syntax, and spelling.

All articles submitted automatically become the property of this magazine. In submitting an article, the author affirms that none of the material is copyrighted, previously published or concurrently submitted for consideration for publication elsewhere. BATTLEPLAN currently pays 1.5¢ per word upon publication. All submissions should be sent to: Editor, Alan Emrich, P.O. Box 8399, Long Beach, CA 90808. Please include a stamped, self addressed post card for an immediate appraisal response.

Some review copies of certain games are available at the office for established game reviewers. If you would like to write for ownership of the review copy as well as payment, please contact the Editor, who will let you know if a review copy is available to send to you. The Editor controls the writing assignments, with the assistance of the various magazine Department Editors.

Veteran Writer's Guidelines for BATTLEPLAN magazine

If you already have some experience writing for gaming magazines, here is a more detailed description of the different types of features found in BATTLEPLAN.

GAME REPLAYS:

This is a basic analysis of a game (or game *turn*) described by being *actually played out*. It is a nuts-and-bolts look at the mechanics of the game's operations, as well as strategies and tactics, as described through the playing of a game or just a turn or two. Generally, 5-7 ms. page length is about right for a short Game Replay, although longer pieces like those used in The General will be considered as well. Naturally, detailed examples of play, indicating specific board spaces and unit locations, combat results tables, die rolls, etc. almost entirely constitute this type of analysis article. A reader must really have felt like he has read a good, solid "test drive" of the game.

STRATEGY ARTICLES:

In addition to Game Replays, we are interested in strategy or other 'how to play' articles. These discuss game strategies, tactics, rules subtleties, tricks, etc. The best of these type of analyses cover not only what is best/optimum play, but also show *why* the suggested strategies and tactics are best by examining alternative approaches to the game. In other words, they are true analyses. This type of article requires exhaustive playtesting, but is often the most rewarding.

VARIANTS:

While virtually *any* suggested change to a game is a variant for it, we are more interested in brief, intelligent variants. These might be of the **Quick and Dirty** variety (1/2 - 1 1/2 ms. pages), which are just a few sentences or paragraphs suggesting an optional rule or changes to existing rules. Alternately, they might be more comprehensive revisions of already existing popular wargames running from 3-7 ms. pages or more.

SCENARIOS:

Scenarios are complete 'games within games.' They usually consist of listing alternate orders of battle and victory conditions. Occasionally, an odd chart or table is required to round out the components for a standard game Scenario article. Length may vary, but should be about 3-7ms pages.

MEGA-VARIANTS AND SCENARIOS

These babies are like the ones described above, except that they often require additional game components be created by the magazine such as counters, maps, charts and tables, game cards, etc. There's is no telling on the length, but the components *must* conform to the physical production limitations description as previously described under Game Design for BATTLEPLAN.

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BATTLEPLAN

Feedback Questions

Issue #7 August / September 1988

How to use the Feedback Response Card:
After you've finished reading this issue of *Battleplan*, please read the Feedback questions below, and give us your answers by writing the answer-numbers on the card in the response boxes which correspond to each questions number. The response card is to your right, on the bottom corner.

Please be sure to answer all questions (but do not write anything in the box for question-numbers labeled "no question"). Your answers will help steer *Fire & Movement* and *Battleplan* magazines, which will, in turn, help steer the hobby.

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

The following questions ask you to rate the articles in this issue [1 = poor; 9 = excellent; 0 = no opinion]. Be sure to rate the article, not the game, book or product reviewed!

1. Editorial
2. Tank Leader Scenarios
3. Shogun Variants
4. Ancients Scenarios
5. Battle for Moscow mini-campaign Game
6. Great Patriotic War errata & variants
7. Fireteam scenarios
8. 4th Edition World in Flames preview
9. World in Flames strategies
10. GDW's 1940 scenarios
11. Rommel in the Desert scenario
12. Fortress America variants
13. Battle for Germany scenarios
14. Zulu War complete mini-wargame!
15. The Zulu War of 1879 historical notes
16. Platoon scenarios
17. B-17 variant articles
18. Okinawa variants
19. Team Yankee variants
20. Last Victory errata
21. Raid on St. Nazaire variants
22. Squad Leader 1948 ideas
23. The Last Victory variant
24. Winter Storm variant
25. Midway scenario
26. Gamer's Guide Classifieds
27. Feedback Forum
28. Issue Overall
29. Was this issue better than the last one?
30. Assume that you don't subscribe to *Battleplan*. Would the quality of this issue be enough to get you to subscribe?
- 31-32. No Question.

The results of the following questions comprise the statistics in the Fire & Movement Games Rating Chart. After each game title there are six questions lettered "A" through "F". Unless otherwise noted, these questions are answered with a "1" (poor) through "9" (excellent) rating.

Question A- What did you think of the game's play balance and "excitement level" (was it challenging and interesting for both sides)? In effect, how was it as a *game*?

Question B- What did you think of the game's *perceived* realism (does it "feel" historically accurate)? In effect, how was it as an *historical simulation*?

Question C- What did you think of the quality and "completeness" of the game's rules (was everything thoroughly explained, including examples and illustrations)?

Question D- What did you think of the physical quality of the game's components (map, box, counter, art & illustrations, rules book, and/or CRT screen displays for computer games)?

Question E- What did you think of the game overall, both as a *game* and as an *historical simulation* on a given topic and scale as well as the physical product quality? The single value at which you rate this must be considered as a synthesis of these elements, and the game's success at merging them.

Question F- How would you rate the *Solitaire Playability* of the game on a 1 = none to 9 = perfectly suitable for solitaire play scale. This number represents the *ease* of getting the maximum amount of the enjoyment and learning from the game systems through solitaire play.

Question G- Did you receive your money's worth for the game? (1 = Yes; 2 = No).

If you have not played these games, or have not played them enough to be able to accurately evaluate them, simply place 0's or dashes (-) in all the boxes.

Western Front Tank

- Leader (WEG)**
33. A (as a game)
34. B (as a simulation)
35. C (the rules)
36. D (the graphics)
37. E (overall)
38. F (solitaire)
39. G (money's worth)
40. No question

Great Patriotic War (GDW)

41. A (as a game)
42. B (as a simulation)
43. C (the rules)
44. D (the graphics)
45. E (overall)
46. F (solitaire)
47. G (money's worth)
48. No question

Fireteam (AH)

49. A (as a game)
50. B (as a simulation)
51. C (the rules)
52. D (the graphics)
53. E (overall)
54. F (solitaire)
55. G (money's worth)
56. No question

Battle for Germany (S&T)

57. A (as a game)
58. B (as a simulation)
59. C (the rules)
60. D (the graphics)
61. E (overall)
62. F (solitaire)
63. G (money's worth)
64. No question

Horse Soldiers (S&T)

65. A (as a game)
66. B (as a simulation)
67. C (the rules)
68. D (the graphics)
69. E (overall)
70. F (solitaire)
71. G (money's worth)
72. No question

Kanev (S&T)

73. A (as a game)
74. B (as a simulation)
75. C (the rules)
76. D (the graphics)
77. E (overall)
78. F (solitaire)
79. G (money's worth)
80. No question

Lee Invades the North

- (CounterAttack)
81. A (as a game)
82. B (as a simulation)
83. C (the rules)
84. D (the graphics)
85. E (overall)
86. F (solitaire)
87. G (money's worth)
88. No question

Zulu War (BattlePlan)

89. A (as a game)
90. B (as a simulation)
91. C (the rules)
92. D (the graphics)
93. E (overall)
94. F (solitaire)
95. G (money's worth)
96. No question

Raid on St. Nazaire (AH)

97. A (as a game)
98. B (as a simulation)
99. C (the rules)
100. D (the graphics)
101. E (overall)
102. F (solitaire)
103. G (money's worth)
104. No question

Enemy in Sight (AH)

105. A (as a game)
106. B (as a simulation)
107. C (the rules)
108. D (the graphics)
109. E (overall)
110. F (solitaire)
111. G (money's worth)
112. No question

Hunt for the Red October (TSR)

113. A (as a game)
114. B (as a simulation)
115. C (the rules)
116. D (the graphics)
117. E (overall)
118. F (solitaire)
119. G (money's worth)
120. No question

Nicaragua (S&T)

121. A (as a game)
122. B (as a simulation)
123. C (the rules)
124. D (the graphics)
125. E (overall)
126. F (solitaire)
127. G (money's worth)
128. No question

Indian Mutiny (S&T)

129. A (as a game)
130. B (as a simulation)
131. C (the rules)
132. D (the graphics)
133. E (overall)
134. F (solitaire)
135. G (money's worth)
136. No question

Gettysburg '88 (AH)

137. A (as a game)
138. B (as a simulation)
139. C (the rules)
140. D (the graphics)
141. E (overall)
142. F (solitaire)
143. G (money's worth)
144. No question

Grand Army of the

- Patomac (TFG)**
145. A (as a game)
146. B (as a simulation)
147. C (the rules)
148. D (the graphics)
149. E (overall)
150. F (solitaire)
151. G (money's worth)
152. No question

Wargame Construction Set

- (SSD)
153. A (as a game)
154. B (as a simulation)
155. C (the rules)
156. D (the graphics)
157. E (overall)
158. F (solitaire)
159. G (money's worth)
160. No question

Team Yankee (GDW)

161. A (as a game)
162. B (as a simulation)
163. C (the rules)
164. D (the graphics)
165. E (overall)
166. F (solitaire)
167. G (money's worth)
168. No question

Afrika Korps (AH)

169. A (as a game)
170. B (as a simulation)
171. C (the rules)
172. D (the graphics)
173. E (overall)
174. F (solitaire)
175. G (money's worth)
176. No question

Feedback Forum

Battleplan Issue #6 Feedback

Ranked by Popularity

1. Feedback Forum
2. Central America Scenario
3. Russian Campaign Strategies
4. Issue Overall
- and Classifieds (tie)
6. Hastings Variants & Strategies
7. A House Divided Mega-variant
8. French Options in World in Flames
9. Editorial
10. Hastings Review and Corrections
11. Empires in Arms Strategy and Tactics in the Peninsula

So what does this mean?

Yet again, you like *this column* best! A pattern developing is the consistently high feedback ratings given to articles on S&T games. Presumably, this is because they are "common denominator" games that many people own. Also consistently rating high are the best selling "classics," like *Russian Campaign*, *Squad Leader* and the like. We'll try to aim more towards these and the latest releases in future issues of *BattlePlan*.

50% of you thought issue #6 was better than the last one (how could you remember all the way back to issue #5?), while 62% said that you'd subscribe based on issue #6. That's pretty respectable from a publishing standpoint.

Question #25 in last issue's feedback asked about how much "reader" material you wanted in each issue. The runaway majority indicated that "maybe a few more readable articles would do nicely." The second largest voice said we had it just about right already. Therefore, we will strive to preface or end every boring to read set of scenarios and variants (which consist mostly of numbers) with a bit of history to explain them. At least you'll have something to *read*, even if you don't own the game in question!

Reader's Comments:

"Sometimes a variant/scenario is the catalyst for renewed interest in a game heretofore collecting dust or untried."

-W. Waldau, Olympia, WA

That's what BattlePlan is all about! When you buy a role-playing game or get into miniatures, there are all sorts of supplemental materials you can buy, but once they sell you a wargame, it's "Good-bye and good luck." BattlePlan fills the

need for supplemental material for the wargames you already own.

"Are issue 1, 2 and 3 of *BattlePlan* available for sale?"

No. We did discover a small cache of numbers 4 and 5, and a few #6's remain, but the first three issue have already become collectors items. A #1 recently sold at a local L.A. game auction for \$15. Maybe we'll reprint some of the better articles. Would there be any interest in that?

"Please include more variants and scenarios. I get all of the 'reader' articles I could want in S&T and various other historical/military magazines."

-P. Conrad, Manhattan Beach, CA

"About reader articles vs. variants: A good variant includes [some] readable history/strategy."

-T. Kane, Farmington, ME

"[Question] #25 is key. I agree with your analysis. I prefer the present mix and the intent of *BattlePlan*. Readers can get F&M."

-E. Czyryck, Millersville, MD

Clearly, our readers want variants and scenarios or they wouldn't be buying this magazine. Surprisingly, though, the "readable" articles rate higher because everyone can agree that they're nice (as opposed to a variant for some game which a reader might not own, and sticks it with a 1 or 2 feedback rating, thus killing it statistically). Our plan is to make sure that the majority of future pieces include a bit of history or strategy at the beginning or end of the article as something a bit more readable than hex numbers and unit strengths for a game you may not own!

"No comprehensive wargame convention calendar exists. It should. Do it!"

-P. Meyer, Hilton, NY

When asked so politely, how can we refuse. If our Gamer's Guide Classified Editor, Perrin Tong, will do it, it shall be done!

"Maybe an article / variant / scenario for GDW's *Third World War* or AH's *Blitzkrieg* [would be nice]."

-J. Gezzel, E. Lansing, MI

"[I] would like to see articles on variants for SSI's *Russia* computer game."

-D. Coyle, Virginia Beach, VA

*As ever, our policy is that we only print what we receive. If you really want to see an article on a specific game, write it and send it to us. It's not like we're sitting on a giant backlog of articles deciding whether or not to hold up the *Blitzkrieg* piece. Check out page 62, write us an article, share your ideas with your fellow wargamers, and earn a couple of bucks on the side.*

*For Mr. Coyle, I can recommend reading SSG's house organ *Run 5*, as the best place to get variants for their games. Ian Trout becomes very upset whenever we do anything with SSG games, so our policy is to just not bother. Every other company is*

happy to see us publish new ideas on their old games, even if SSG is not.

"Please stay away from very many computer game promotions. I think computer games hurt the boardgame hobby. I look at Computer Games as role-playing - bad for the hobby."

-T. Hively, Waco, TX

*Well, since it's thought to do variants and scenarios for most computer wargames, you don't have much to worry about (yet). We take the opposite view on Computer and Role-Playing games, however. A good wargamer can convert any lay person who begins a career in *Adventure Gaming* with Computer or Role-Playing games. We feel that they should be embraced for their ability to outreach. If we fail to make their audience "real wargamers," it's our failure, not theirs for "stealing" away hard core grognards.*

"More play-by-mail variants, please. [Also, how about a] forum / market for play-by-mail gaming?"

-H. J. Gerber, Edmonton, Alberta Canada

There's an idea! If you'd like to see more on play-by-mail wargaming, say so on this issue's feedback card when you send it in. Perhaps we've neglected (quite unintentionally) something very important, indeed, to our readership!

Works In Progress

We now present *Zulu War*, live and in color courtesy of Designer Erich Faust, Art Director David Fuller at Earth Surface Graphics, and a supporting cast of thousands. We hope that you'll break out the rubber cement and thick cardstock, mount the counters and map and give the game a bash. This one is really a fun little number.

While *BattlePlan* awaits the next *Battle for Moscow* game to include in a future issue (would somebody out there please design it!), we have other games currently under playtest at our Long Beach office and elsewhere by organized game clubs. Some of those titles include:

Naval Commander. This is a modern version of the popular *Naval War* card game. While the basic game is pretty much what you'd expect (with a lot more fast and furious play, as a modern game would be), there will be expansions for this game. The *Naval Commander* expansion kit will give players "sides" (NATO vs. Warsaw Pact) playing as teams. Each pair of players will square off in a *Oceanic Theater of War*, obtaining missions and counter-missions, contesting the seas in search of victory (points). Later games will add an air system, and perhaps even a land system. Before you know it, operations of WWII will become the ultimate card game!

Red Sun Black Cross is back in house, awaiting typesetting before going off for playtesting. After that, it's off the the printer and then to you. Once we nail down those scenarios, this project will be out the door!

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The Zulu War of 1879

Historical Notes by Dennis L. Bishop

"Volley fire, present!... Independent, fire at will!"

The echoes of great movies like **Zulu** and **Zulu Dawn** keep alive the spirit of the Victorian colonial experience. Who could resist the lure of the thin red line as it clashed with a wave of man destroying Zulu warriors shouting their war cry, "Ju, Ju, uSuthu!?" The Zulu War is an interesting topic for wargamers; one that has been enhanced by fiction and movies.

The two armies that confronted one another in 1879 varied widely both in weapons and tactics. The most common tactics used by the British army were to reconnoiter and provoke the Zulu to attack in major engagements. The infantry would either entrench or form squares and maintain a sustained volley fire, supported by artillery, rockets, and gatling guns. If the Zulu attack was broken, the cavalry would then pursue, followed by native levies.

Unlike in the movies, Zulu army tactics were not "mass and rush." Warriors were able to form circles and columns, and could deploy into the traditional formation of horns (flanks), chest (center) and loins (reserve) quite easily. The distinctive tactical deployment of the Zulu was based upon closing with the enemy and overpowering him with their traditional short stabbing spear (the assagai). This maneuver was executed by the center slowly advancing toward the enemy, while the horns spread around his lines in an attempt to encircle the enemy force. When this was accomplished, the center charged. It is interesting to note that although each *ibutho* (regiment) had its own war cry, during the campaign against the British in 1879, the Zulu shouted the national war cry, "uSuthu." The reserve could be used to support a faltering attack, or to pursue a routed enemy.

As is the nature of war, sometimes tactics dictate strategies, and sometimes strategies dictate tactics. The Zulu War was a good example of both. The British commander, Lord Chelmsford, had decided in 1878 that only one pitched battle was necessary to destroy the Zulu army. He divided his meager forces among five columns. The red coated regulars of the British army were further supported by irregulars and native levies. Chelmsford reasoned, wrongly, that he would be able to entice the Zulu to battle without worry of being out-flanked. Once the Zulu could

be drawn into battle, the volley fire of the heavy Martini-Henry rifle would end for all time the myth of the invincible Zulu army.

Of the five British columns originally intended for the invasion of Zululand, only Column 1 (Col. Pearson) on the north, Column 3 (Col. Glyn) at the center, and Column 4 (Col. Wood) on the east made any offensive movements toward the Zulu "capital" of Ulundi. This was due to the greatest problem confronting the colonial army, a stinging shortage of transportation and animals. Column 5 (Col. Rowlands) at Luneburg and Column 2 (Col. Durnford), much to Durnford's disgust, along the Tugela, were ordered to the defense of Natal and Transvaal against an expected Zulu counter invasion.

If the British were committed to an offensive strategy, the Zulu were equally committed to a defensive strategy. Cetshwayo (King of Zululand) ordered his *impis* (armies) to avoid prepared positions, and instead harry the British lines of supply to force the invading columns to fight their way back to their supply lines. Unfortunately, his orders were ignored by his *izinduna* (generals).

The Zulu command was committed to a short, decisive campaign that would crush the invaders and threaten Natal. Cetshwayo reasoned that by withholding his *impis* from actually *crossing into* Natal, that the colonists would sue for peace. He also considered that an invasion of Natal would bring a massive British retaliation that would result in the genocidal destruction of the Zulu nation.

The Zulu War began officially on January 11, 1879. Cetshwayo sent an *impi* of 20,000 warriors against the center column. At the same time, an *impi* of 4,000 warriors was sent against Col. Pearson's column to the north. Allied tribes (probably 5-9,000 warriors) were expected to deal with Wood's column to the south. A large reserve of over 20,000 warriors was held at Ulundi to intercept any British cavalry, an expected amphibious invasion in St. Lucius Bay, or an invasion from the North by Swazis in support of the British incursion.

The left (east) Column under Col. Wood assembled 2,250 men near Balte Spruit early in January. The column advanced, in spite of resistance by the Zulu allied tribes, to the right bank of the White Mfolosi River on January 21. On January 25, Wood withdrew to Nkambule Hill after learning of the battles of January 22nd. They were later joined by Col. Rowlands Column in February.

The Center Column, under Col. Glyn, started from Rorke's Drift with 4,700 men. Lord Chelmsford accompanied this column personally, as it took the most direct route to Ulundi. At a gap called Islandhlwana,

the column split. The British command decided that, in order to bring the Zulu to battle, a "flying column" should be improvised to threaten the Zulu capital.

Chelmsford left most of the column's transport at a heavily guarded camp at Islandhlwana and proceeded toward Ulundi with the "flying column." In the proper European military thinking of the day, this would have been considered a sound strategic decision. A light column, moving rapidly forward, would enjoy many of the same advantages enjoyed by the Zulu army. However, Chelmsford's decision to split his forces would result in one of the most famous defeats of the colonial British army.

On January 22, 1879, the Zulu *impi* that had slipped around Glyn's column was discovered to the North of Islandhlwana. Earlier, Col. Durnford's column had disobeyed orders to stay behind and watch the border, instead joining Glyn's central invasion forces. As Durnford started forward to join Lord Chelmsford and the "flying column," the Zulu *impi* attacked.

The stage was set for a great tragedy. The British *had* succeeded in bringing the Zulu to battle. The Zulu had the opportunity to strike a decisive blow to the invading army. Within hours, the British force of over 1,700 men was overrun and, even more importantly to Chelmsford at the time, all of the column's transport was destroyed. This was the battle of Islandhlwana, as depicted in the movie **Zulu Dawn**.

That evening, the Zulu reserve at Islandhlwana in a state of battle frenzy (having been denied their share of the victory at Islandhlwana) disobeyed Cetshwayo's directives and crossed the Buffalo River to be bloodily repulsed at Rorke's Drift. This was the battle of Rorke's Drift, as depicted in the movie **Zulu**. The Zulu army then retired and dispersed. Chelmsford collected the remnants of Glyn's column and retreated to Natal to prepare for a Zulu invasion there that never was to come.

To the north, Col. Pearson's column had crossed the Tugela River with 4,750 men on January 12. Pearson appeared to be more cautious than the other column commanders, as he built several forts along his advance to protect his supply columns. This slowed his advance considerably, but ensured the safety of his forces.

At the Nyezane River, on January 22, Pearson's column was attacked by a Zulu *impi* of 4-5,000 Zulu warriors and allies. The Zulu were defeated and retired from the field. Pearson then proceeded to Eshowe where, on January 28, he learned of the disastrous British defeat at Islandhlwana. There, he built Fort Eshowe and the Zulu besieged him.

By the closing days of January, 1879, the status of the opposing armies was clear. The British army was no longer able to threaten Ulundi, but still maintained forces in the field capable of eventually continuing the offensive. The Zulu army had suffered some defeats, but had dealt a decisive blow that had paralyzed the invasion. The British colonial office, however, was not willing to sue for peace as Cetshwayo had hoped. Meanwhile, the Zulu ibutho were dispersing to engage in their primary peace time occupation (farming).

Ironically, the failure of the Zulu to press their advantage gained by the victory at Islandhlwana and invading Natal did not impress the colonists. Further, it gave the British time to reinforce and reorganize their army to later crush the Zulu nation. Throughout the war, Cetshwayo continued to negotiate a peaceful settlement to no avail.

In the lull that occurred during February and March, Chelmsford reorganized his remaining forces in Natal. On March 28, he led a relief column across the Tugela River to Pearson's redoubt at Eshowe. At the same time, the Zulu command reinforced the impi's besieging him there.

These two armies met at Gingindhlovu on April 2, 1879. The Zulu impi's of 12,000 warriors were defeated, being routed from the field. Eshowe was relieved on April 3, and the combined force retreated back into Natal. There remained only one active British force in Zululand, Wood's combined column to the east.

Chelmsford had ordered Wood to create a diversion to assist the relief operation Pearson. Wood dispatched two mounted columns, one under Colonel Buller and one under Colonel Russell, to clear the aba Qulusi and Swazi from the Holbani Mountain. On March 28, Buller's column engaged 20,000 Zulu reinforcements from Ulundi, and was defeated with heavy losses.

Wood's column then retreated into his entrenched camp at Nkambule where the last of the Zulu reserves attacked him for four hours on March 29. This was to be the turning point of the Zulu War. In their defeat there, the morale of the Zulu nation dissolved and Transvaal was made safe from invasion.

From April through June, 1879, regular battalions of the British army arrived as reinforcements until, on April 17, the second invasion began. The second invasion was almost an anticlimax to the war. Two large columns moved toward Ulundi, combining outside the Zulu capital. The British had learned to fortify their supply lines and to fight from laagers or in square formations.

The Zulu command assembled the amabutho (regiments) for one last battle outside Ulundi. It appears that most of the amabutho were present for this battle, however, the spirit that had motivated the warriors to their earlier victories was gone.

The Zulu impi's charged several times, but were not able to break the English square. During the afternoon of July 4, the Zulu army was destroyed, Ulundi was burned, and Cetshwayo was made a fugitive in his own land.

The hostilities continued until September 1, 1879, when Cetshwayo was captured and taken to England. Zululand was to continue to be an independent country under British supervision. However, as the British regiments departed on September 2, few were aware that this small war would set the stage for forces that would eventually see the expulsion of the English from South Africa, and the creation of many modern leaders of the black nationalist movement in South Africa today.

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Designer: *Erich Faust*
Development: *Dennis L. Bishop,
 James C. Gordon, Alan Emrich,
 Lew Fisher*
Playtesting: *Robert Jacka,
 Pete Flahive, Jeff Albanese,
 Gary E. Smith plus the Developers*
Historical Research:
Dennis L. Bishop, James C. Gordon
Graphics and Design:
David L. Fuller/EarthSurface Graphics

Place Zulu units that fail Morale Check here.



Explanation: The number to the left of the slash represents the Zulu casualties that melee round; the number to the right of the slash represents the British casualties. Zulu units suffering losses must undergo a morale check. DE means that the defending (i.e. British) force is entirely eliminated. Zulu losses on a DE result are equal to one-half of the British losses eliminated by the DE result, rounded down. Remember, losses are multiplied once for every ten (or fraction thereof) British melee strength points present in the melee.

British Firing Line Table			
Range ↓	# of Dice Rolled Per Factor of:		
	Artillery	Gatling Guns	Rifles
Artillery Line	2	0	0
Gatling Line	2	4	0
Rifle Line	2	6	4
Melee Line	4	6	5

Zulu Casualty Record Track		0	1	2	3	4	Advance markers to reflect current Zulu casualties.				
9	8	7	6	5	40	300	200	100	00	00	400
90	80	70	60	50	40	300	200	100	00	00	400

Game Turn Record Track

<p>Zulu Surprise Die Roll → 1-4</p> <p>Br. Withdrawal Die Roll → 1-4</p>	<p>8</p> <p>1-2 1-3</p>
<p>1</p> <p>1-4 1</p>	<p>9</p> <p>1 1-4</p>
<p>2</p> <p>1-3 1-2</p>	<p>10</p> <p>1 1-4</p>
<p>3</p> <p>1-3 1-2</p>	<p>11</p> <p>1 1-4</p>
<p>4</p> <p>1-3 1-2</p>	<p>12</p> <p>1 1-4</p>
<p>5</p> <p>1-2 1-3</p>	<p>13</p> <p>1 1-4</p>
<p>6</p> <p>1-2 1-3</p>	<p>14</p> <p>1 1-4</p>
<p>7</p> <p>1-2 1-3</p>	<p>15</p> <p>1 1-4</p>

SEQUENCE OF PLAY

Zulu Player Turn

- I. Movement Phase (3 mps/unit)**
- II. Combat Phase**
 - A) Roll for surprise**
 - B) Roll for Redoubt attack**
 - C) Determine Zulu strength**
 - D) Combat Segment**

British Player Turn

I. Movement Phase (2 mps/unit)
A) Reinforcements
B) Movement and Probes
C) Pre-Combat Withdrawals
D) Redoubt placement

II. Combat Phase
A) Determine Zulu strength
B) Combat Segment

