

A detailed oil painting of John Churchill, 1st Duke of Marlborough, in 17th-century military attire. He is shown from the waist up, wearing a dark, fur-trimmed cloak over a silver breastplate. He has long, curly brown hair and a white ruffled collar. He holds a sword upright in his right hand and rests his left hand on a sword scabbard. The background is a dark, mottled blue.

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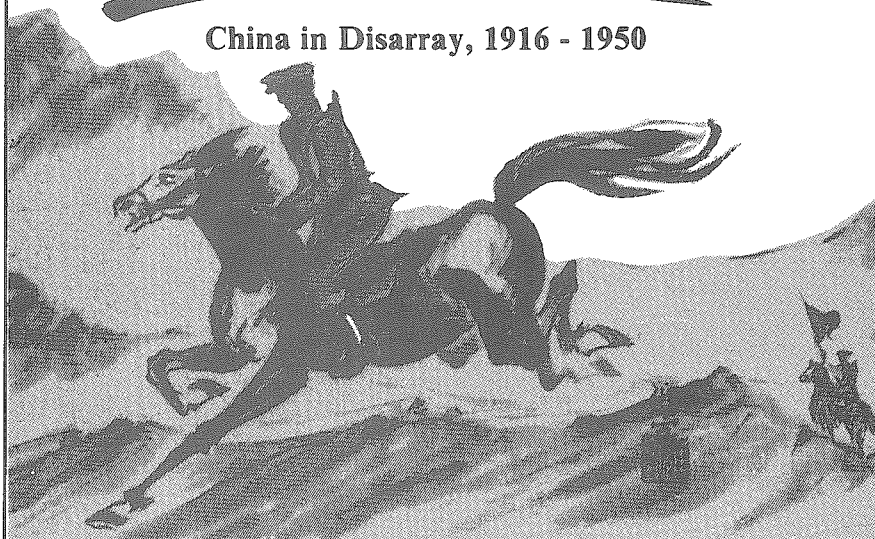
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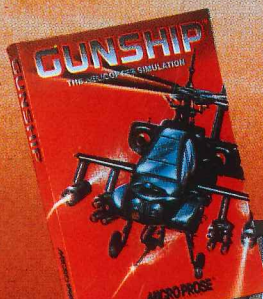
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8 Barbridge Road
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Founder & Editor Keith Poulter
Computer Editor Mark McLaughlin

Contributing Editors:

John Alsen, Andy Bagley, Marion Bates, Tyrone Bomba, John Burt, Erich Faust, Ian Feldman, Lew Fisher, Ted Furey, Chris Geggus, James C. Gordon, Jack Greene, Peter Hatton, Jim Hind, Larry Hoffman, Chris Hunt, Paul King, Steve List, Donald Mack, Mark McLaughlin, Bob Medrow, Roger Musson, Roger Nord, Peter Perla, Wallace Poulter, George Schandel, William Searight, Jay Selover, Jon Southard, John Vanore, Bob Marrinan, Bob Faulkner.

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Over The Hills

Marlborough's Campaigns 1702 – 1711

SPANISH SUCCESSION

"Now, tell us all about
the war,
And what they fought
each other for."

As the 17th century drew to a close, all eyes in Europe were trained on the sickly, imbecile, and above all childless, King Charles II of Spain. Who would succeed him on his death?

There were two main candidates. First, Louis XIV of France (le Roi Soleil, no less), grandson of one King of Spain and son-in-law of another. Secondly, the Emperor Leopold of Austria, also, curiously, the grandson of one King of Spain and the son-in-law of another (via different daughters).

Neither monarch was so unobvious as to make the claim for himself, of course. The French claim was being made in favor of the Dauphin, while Leopold espoused the cause of his younger son, the Archduke Charles.

The third, and junior, power block in Western Europe comprised England (under William III) and Holland. They would be likely to look askance at any settlement which would upset the balance of power. William was also, naturally, rather sensitive about the way in which Louis was giving aid and comfort to the exiled (Catholic) James II. He was, accordingly, busily looking around for compromise candidates. Unfortunately, they had a distressing habit of dying just as everything had been sorted out.

On November 1, 1700, Charles himself joined them. It was promptly announced that he had made a deathbed will leaving his inheritance, not to the Dauphin exactly, but to Louis' grandson Philip of Anjou. The Spanish ambassador to Versailles let slip a famous indiscretion: "the Pyrenees have ceased to exist". England and Austria prepared for war.

THE CAPTAIN-GENERAL

Enter our hero. John Churchill, Earl of Marlborough, no less. A consummate and, some would say, grasping courtier. (But then, who wasn't?) He had been prominent in the faction which ousted James II back in 1688, and invited William to take the vacant throne. Since then, his fortunes had been eclipsed somewhat. William's wife Mary couldn't stand him. Worse than that, in supremely important matters of state policy (i.e. the family quarrels surrounding the throne) he and his wife Sarah were firm friends of the Princess Anne. After helping William to the throne, he had fancied himself for a Dukedom, but William had withheld it. His enemies accused him of financial speculation, and there were even rumors of treasonable letters to Versailles – though nothing was ever proven on either score. The charges could quite easily be fictions drummed up by his Tory opponents;

that was the way people did politics then (and not only then).

With the worsening international situation, however, it became obvious that William could not do without Marlborough, who was the only possible choice for command of the English army. A reconciliation was therefore patched up between them, and the Earl was appointed Captain-General of William's English and Dutch troops.

This background might not have proved a happy omen for relations between Monarch and General. But it was at this point that William broke a collar bone in a riding accident, and died from it. He was succeeded by Anne, who loathed the Tories and was devoted to Whigs in general and the Marlboroughs in particular (one of her first acts as Queen was to give him that Dukedom).

Of the great commanders of history, some have achieved fame while young – Alexander and Napoleon, for example. Others have fought their battles later in life (Caesar, Grant, Blücher). Among the latter group, Marlborough's position is unique. He only took up supreme command when past 50, and then entered on a decade of continuous campaigning after which it could fairly be said of him that "he never fought a battle he did not win, nor laid siege to a town he did not take".

THE WAR

There would be three main theaters of campaigning. First, not surprisingly, in Spain itself. The most far-reaching event in that quarter would be the English capture of Gibraltar by a seaborne landing in July 1704. The place was promptly attacked by a Franco-Spanish army, in an epic siege which lasted until March of the following year. Britain has held Gibraltar ever since, with incalculable benefit – most notably in the wars against Napoleon and Hitler.

Mention must also be made of the campaigns in Italy, where the Austrian commander was Prince Eugene of Savoy – of whom more later. But the major fighting was to take place in the Spanish Netherlands (Belgium to you), with one major excursion to Bavaria. Louis had commenced hostilities by occupying a number of important fortresses with French troops. Technically, he was perfectly entitled to do this, but the implied threat to the safety of the Dutch States-General was obvious to everybody, and served as the immediate *casus belli*.

In June 1702 Marlborough began the shooting proper by invading the Spanish Netherlands with 50 thousand men (including 12 thousand British). Immediately the terms of his relations with the Dutch were made clear. They were sure he was the best man, nay the only man, for the job. But their confidence did not run as far as letting him fight a battle. The Captain-General's brief was to hold and defend the Dutch border

fortresses; they were quite sure he would do it very well; there was no one better. But offensive action formed no part of his brief, and permission would not be forthcoming.

Marlborough's intention had been to demonstrate against the French fortresses, compelling his opponent, Marshal Boufflers, to give battle to defend them; and in this way to destroy the French army in the open field. On four separate occasions he had it in his power to do this. Each time the two Deputies, assigned to him by the Hague, denied permission for any Dutch troops to be employed, and thereby allowed Boufflers to escape.

This was to be the story repeatedly over the next years. If offensive action of any sort was to be contemplated, the Dutch would have to be hoodwinked into accepting it. Fortunately for the Allied cause, the Captain-General, with all his experience of the political greasy pole at home, was consummately good at this sort of thing. He was going to need to be.

1704: BLENHEIM

The 1703 campaign gave rise to a lot of shadow boxing, with few major developments. Marlborough began the year with two main objectives: open communications along the Rhine to Austria, and shatter the French in the Netherlands with the capture of Antwerp. The first of these was achieved in May with the capture of Bonn; the second was not (the Dutch again). Meanwhile, the French under Marshal Villars had staged a very successful campaign in the Danube valley in concert with the Elector of Bavaria. The honors for the year definitely went to the French: Villars' achievement set the scene for the campaign of 1704, which was to be decisive.

The confident French planned to build on their success of the previous year with a drive down the Danube on Vienna itself, thereby knocking Austria out of the war completely. Meanwhile, Marshal Villeroi was to contain Marlborough in the Netherlands (Louis kept switching his Marshals around). In reply, Marlborough decided on a diversionary expedition to the Mediterranean (which would result in the capture of Gibraltar). This was, however, merely a cover for the main business of the year: the Anglo-Dutch army would abandon the Netherlands, and march South to join the Austrians under Prince Eugene, and a smaller Allied army under Margrave Prince Louis of Baden. Objectives were to save Vienna, knock France out of Germany and Bavaria out of the war.

If it worked, it would be brilliant. To make it work, security was obviously essential. Keeping the plan secret from the French was obviously important; from the Dutch, vital. Apart from an inner circle of no more than five people, the story was that Marlborough intended to march up the Rhine as far as Coblenz, and use that as a

and Far Away

by Jim Hind

springboard for a campaign on the Moselle. We can be sure that this news travelled straight to Versailles. In the Netherlands, Villeroi was ordered to cover this expected move, while in Bavaria Marshals Tallard and Marsin prepared their move on Vienna. From Versailles' point of view, things were going swimmingly.

At this point, writes Winston Churchill, "a scarlet caterpillar, on which all eyes were at once fixed, began to crawl steadfastly day by day across the map of Europe, dragging the whole war along with it."

The march began on May 19, and the army reached Coblenz on the 26th; all exactly as expected. But now the first surprise: instead of executing a right turn onto the Moselle, there were two pontoon bridges waiting to take the troops onto the EAST bank of the Rhine. Very curious: where was he going? Villeroi reported back to Versailles "there will be no campaign on the Moselle: the English have all gone higher up into Germany." Tallard and Marsin halted their march on Vienna while they waited to see what the English were up to.

On up the Rhine, and all now seemingly becomes clear. More pontoon bridges, waiting to carry the army back onto the West bank, going for Strasbourg. Villeroi continued to conform to Marlborough's moves, and in Strasbourg, Tallard postponed his march still further while he referred back to Versailles for further instructions.

What with the state of the roads, these took till the end of June to arrive. Meanwhile, Marlborough was "over the hills and far away." He made rendezvous as planned (10 June) with Eugene and the Margrave, and completed his march to the Danube. The French attack on Vienna had thus been delayed by six weeks, without a shot being fired.

What of the Dutch, you ask. They were as surprised as everybody else. Letters from the Hague followed Marlborough with each new development, all asking the same question everybody wanted answered: where did he think he was going? Marlborough could reply to these queries by pointing out that, as Villeroi had obligingly traipsed off up the Rhine after him, there was no conceivable threat to the Netherlands: should any develop, he had made arrangements to transport the army back down the Rhine in barges, at the rate of 80 miles a day.

No, the Dutch were not mollified by this. But, like the French marshals, they had been presented with a fait accompli. By the time they were aware of what was going on, the thing was already too far advanced for them to stop it. They relapsed into a frightened acquiescence, awaiting either news from the Danube or large invading French armies, and not at all sure which would arrive first.

Up in Bavaria, Marlborough still had problems: he needed a base of operations. The obvious place was Donauworth, on the

banks of the Danube itself. This would give him the opportunity to cross back and forth across the river at will. Snag: the town was overlooked by a large hill, the Schellenberg, which had a large fortress on top. Reducing this by normal siege techniques could take up to a month, and with all those French armies about, the Duke was unlikely to be given the time. (Nor, in the circumstances of his long march South through the mud, had he brought any siege artillery.)

The solution had the merit of directness: Allied troops appeared before the town on the afternoon of 2 July, and went straight up the hill at the Schellenberg without even pausing to load their muskets. A bloody little scrap followed, and Donauworth was in English hands by nightfall.

So far so marvelous. At this point, though, things went awry for a while. It had been hoped that the Elector of Bavaria would be so discouraged by the presence of the English on his soil, that he would pull out completely. To further persuade him, the Allies spent the next month systematically laying waste the country for miles around. Still, the Elector refused to give in – though his relations with the French Marshals are said to have become somewhat strained. Tallard's response was to move the French armies toward Donauworth, with the obvious threat to retake the place and leave Marlborough stranded on the Southern bank of the Danube.

A second crossing point was clearly necessary, in case Donauworth did fall. Prince Louis of Baden duly took his troops 20 miles downstream to lay siege to Ingolstadt. Marlborough and Eugene converged on Donauworth.

Tallard, meanwhile, was advancing systematically along the North bank of the river. On the 12th of August he paused for the night at the small village of Blindheim.

He had good reason to be content with the way things were developing. Marlborough and Eugene had had their bluffs firmly called. His army outnumbered theirs, their lines of communication were threatened; all they could do was retreat. On the morning of the 14th he sent a dispatch to Louis XIV, adding in a postscript that:

"This morning before daybreak the enemy beat the General at 2 o'clock and at three the Assemblée. They are now drawn up at the head of their camp, and it looks as if they will march this day . . . they will leave us between the Danube and themselves."

This was, in fact, exactly what happened. But not at all in the sense that Tallard expected!

As was to happen over a century later at Waterloo, the two armies spent the morning facing each other, the French waiting for the British to retreat, while Marlborough waited for Eugene to bring his forces into position on the right flank.

The line of the British army was marked by a small but very marshy stream, the

Nebel. The early afternoon's action comprised the Army crossing the marshes under heavy French fire, and deploying in good order on the far bank. Eugene's Germans engaged the Elector's Bavarians in the North, while the French on the Southern flank were pinned into Blindheim itself – in fact the French commander on this wing, in the surprise and panic of finding himself being attacked at all, overreacted and called in large reserves. These were not available to Tallard when the crunch came later in the center.

Deployment of the main body of the English army in the center was harassed by numerous French counterattacks, all of which were beaten off. So effective had been the pinning attacks on the two flanks that Marlborough could bring overwhelming superiority at the decisive point. Tallard's line broke and fled. All that remained was to determine the size of the victory by mopping up the large numbers of the enemy who were by now surrounded in Blenheim village with their backs to the Danube.

Churchill estimates that the French took 150 thousand troops into Bavaria that year, and that 16 thousand eventually straggled back to France. In percentage terms, that represents a disaster fully comparable with Napoleon's campaign of 1812. The eventual outcome of the war was decided: there would be no French hegemony on the Danube. Blenheim "changed the political axis of the world". From this point on, Louis XIV's only thought was to extricate himself from the war with as little damage as possible. There remained several years of campaigning while the diplomats wrangled to determine what "as little as possible" meant in practice.

1706: RAMILLIES

1705 was a year of desultory campaigning, with nothing decisive achieved. The Dutch had Marlborough back in the Netherlands, and were quite determined not to let him out of their sight again. Oddly enough, there was a point at which the Duke, marching North toward Brussels, faced Villeroi drawn up to meet him at the field of Waterloo. But the Dutch dithered, and the chance of battle was lost.

1706, by contrast, was an annus mirabilis. It began badly enough, to be sure, with French victories in Italy culminating in the siege of Turin. Prince Eugene, who had been in Vienna, took command in an attempt to stop the rot. Marlborough entertained hopes of marching to Italy to join him, only to have the idea vetoed: he was to be firmly chained to the Netherlands.

Here he could see little hope of any useful achievement "unless the French would do what I am very confident they will not," i.e. court battle. He advanced his army in the general direction of Namur, in the faint hope of tempting the enemy out.

He was soon to be agreeably surprised.

Villeroi was already on the march toward him. The Marshal was being firmly prodded from behind by Versailles, demanding that he should do something to avenge Blenheim; and was also getting more and more confident in his own ability to whup the Duke; or at least, a Duke with Dutch cannonballs fettered to his knees.

The armies met at Ramillies on May 23. The French were drawn up on high ground, partially entrenched. Marlborough commenced battle by throwing an attack against the enemy's left. French units were duly committed from reserve, and drawn over from the right, to meet this attack.

But Marlborough had noticed something Villeroi hadn't – a long, low roll in the ground, parallel to the line of battle, which would conceal from French view the movement of anything behind it. 39 squadrons of cavalry were withdrawn from support of the attack on the French left, and sent under cover of the dead ground to support the Dutch on the opposite flank. Soon, 23 thousand cavalry were engaged – possibly the largest cavalry action in history. Marlborough himself, sword in hand, led two charges. Thrown from his horse in one melee, he was ridden over before his staff hurried to his aid. One of them was promptly killed by a cannon ball which actually passed between the Duke's legs!

The French on this sector, including the elite Maison du Roi, were overwhelmed by weight of numbers and forced back. After that, rolling up the French line from the right was a straight-forward business.

One of the most useful features of the victory was that it had happened so soon in the campaigning season. "We now have the whole summer before us," wrote the victor, "and with the blessing of God I shall make the best use of it." Towns and fortresses fell like flies: Antwerp, Brussels, Dunkirk, Louvain, Ostend, Ghent, Menin, Dendermonde, Ath . . . by the end of the year, French troops had virtually been cleared from the whole of the Netherlands.

(Meanwhile, Eugene had stopped the rot in Piedmont very effectively, raising the siege of Turin and clearing the French from Italy. In Spain, a French siege of Barcelona had been driven off, and the English fleet had captured Cartagena, Alicante, Mallorca and Iviza. Louis XIV was not having a good time.)

1708: OUDENARDE AND LILLE

1707 was a year largely consumed by the Allies in internal, even domestic, political wrangling. The long-term effect was that the close personal friendship binding the Marlborough faction to the Queen, began to wear very thin. Meanwhile, for 1708, it was agreed that Eugene would join Marlborough for a joint campaign in the Netherlands. However, while the Duke halted for the Austrians to join him, he was pre-empted by events. An anti-Dutch rising in the towns of Bruges and Ghent (early July) was promptly given aid and comfort by a French army under Marshal Vendome and the Duke of Burgundy. Vendome then turned his army south to threaten the Allied fortress at Oudenarde, all of which presented a serious threat to Allied communication with England.

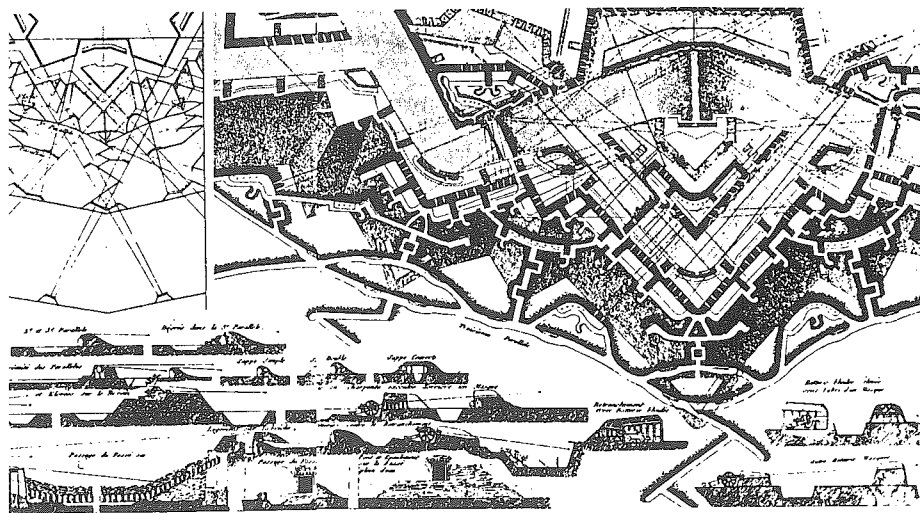
There was no time for Marlborough to wait for the Austrians to arrive. He had been outmaneuvered and Dutch morale was dropping fast. Eugene himself had arrived, in

advance of his troops, and the two Allied leaders decided on battle.

The Anglo-Dutch army marched fast to impede French movement toward Oudenarde – helped considerably by disagreements and delays on the part of the two French commanders (Burgundy, being a Royal prince, was in nominal command; Vendome was the better soldier).

On the morning of 11th July, the Allied advance guard began crossing the Scheldt and deploying on the Northern bank in full view of the French. Burgundy was for retreating, but Vendome eventually persuaded him that to do so would only lead to their being cut off from France: much better to attack the bridgehead before the entire Allied army had a chance to deploy.

Not surprisingly under the circumstances, Oudenarde was a much more confused struggle than either of its predecessors. During the early afternoon the French attack did in fact succeed in driving back the Allied center; but as more troops



Plates from Mandar's *De L'Architecture des Forteresses* of 1801 showing the science of siegecraft. The sections show various stages in the construction of the besieging lines and batteries.

arrived they were thrown in, and the position stabilized about 6 p.m. An hour later, Marlborough himself led Overkirk's Dutch in a move to outflank the enemy right. By the onset of darkness, the French were in full retreat. Marlborough wrote to his wife: "If we had been so happy to have had two hours more of daylight, I believe we should have made an end of this war."

In the event, Vendome made a skillful enough retreat on Western Flanders. Eugene's Austrians arrived on July 15th. What with the victory in battle and this infusion of fresh troops, the situation had been transformed. Debates naturally arose as to how to make the best use of the opportunity.

Marlborough produced an extremely bold plan to invade France, capture Ostend and Dunkirk, then march along the coast Southwest to Abbeville, the Somme estuary, and beyond; the expedition to be supplied by the British fleet through the Channel ports as they fell.

Of course, he hadn't got a prayer of persuading the Dutch, but on this occasion the plan was too unconventional even for Eugene. In its place, the Allies settled for a siege of what was probably the largest and most prestigious fortress in the entire region: Lille.

It took time to assemble the necessary heavy siege artillery, so that the first parallel began to be cut in late August. A French relief column marched to assist the place, inducing Marlborough to prepare a defensive battle position for about the only time in his life. The garrison made a sortie, expecting to be joined by the relief column attacking from the outside. But the French commanders, finding the Allied prepared positions too strong for them, elected instead to withdraw and impede the siege from a distance by interdicting Allied supply lines. Among the Allies it was agreed that Eugene would conduct the siege itself, while Marlborough engaged any French relief attempts in the open country around.

The siege now became a matter of who could smuggle supplies and ammunition past the other most effectively. The French took a nice trick on 28 September. Two thousand cavalymen were each given a 50-pound bag of gunpowder and Dutch insignia to put in their hats, and rode calmly through

the Allied lines as if they owned the place. They were almost through, when a French officer called an order to his men – in his own language. All hell broke loose. Those Frenchmen that were through the Allied lines, dashed hell-for-leather for the town. Most of them made it. Unfortunately for the others, Allied firing caused sparks to fly, and this set fire to some of the powder bags. Sparks from the horses' hooves ignited others. In all, about 160 Frenchmen were blown to smithereens; but 20 tons of powder had got through to the defenders.

This bold move staved off the inevitable for some time; but by the end of October Marshal Boufflers was compelled to evacuate the town and withdraw to the citadel. The battle of supply continued, with the Allies reducing the besieging forces to the minimum while sending foraging parties far and wide.

The French made several more attempts to interrupt matters over the next month; but finally Versailles ordered winter quarters on 4 December. Boufflers capitulated a week later, after one of the classic siege campaigns of history.

One last short burst of activity ended the fighting for the year: Bruges and Ghent were brought back into the fold by December 31st.

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 **THE HISTORY PEOPLE**

1709: MALPLAQUET

The following winter was one of the worst in European history. Cattle and men starved; seed corn perished in the ground; the economies of the belligerents began to totter. There were further unsuccessful efforts to find a peace formula. Encouraged by all their successes, the Allies increased their demands to a point which Louis, with the full support of the French people, refused to accept. The war went on. Marlborough's health began to suffer, and at home his political situation grew ever more precarious, the rift with the Queen being all but open. A curious incident: amongst the exchange of diplomatic letters with Versailles, we find the Duke tactfully reminding his opponents that a couple of years previously they had offered him no less than two million gold livres for his good offices in securing a satisfactory peace settlement. Very odd, but no doubt there's a good explanation.

After the foul winter, shortage of fodder meant a slow start to the campaigning season. Marlborough now faced Marshal Villars, probably the best of all his opponents (out of a bad lot). He briefly attempted to resurrect his plan of the previous year, to march on Abbeville and beyond; but had no more luck than before in selling the idea to his allies. By degrees they talked him into a routine, static siege of the fortress of Tournai. Villars would have loved to contest this, but was being held in check by Versailles, who were extremely worried by losses in men and the chronic shortages of food and fodder after that winter.

Tournai did not hold out for as long as Lille – just 69 days – but the siege was

flank. When the Allies attacked (11 September) they were compelled to make a direct frontal assault on these entrenchments, while under heavy flanking fire from the cover of the woods. They were slaughtered.

Eventually the French positions were captured, as much by sheer weight of numbers as by skill – though there was plenty of that shown among subordinate commanders on both sides throughout the day. Villars was by now hors de combat. French command had devolved on Marshal Boufflers, who carried away his survivors in good order while the Allies camped on the battlefield, too exhausted to pursue.

Malplaquet was without doubt an Allied victory – the siege of Mons was resumed, and the place duly taken. But the victory was horribly Pyrrhic in quality: the Allies had taken 24 thousand casualties to the French 12. "If God gives us another defeat like this," Villars wrote to Louis, "your Majesty's enemies will be destroyed." This was a fair assessment. In London, the Tories made full use of the butcher's bill to accuse Marlborough of being over the hill, and of giving battle unnecessarily. Party in-fighting carried on for the next two years of sporadic, inconclusive campaigning. At the very close of the year 1711, the Whig party at last fell from power, and the new Tory Government relieved Marlborough of his command.

Whether Malplaquet had, or had not, signified a failing of his powers of generalship, his successors fared considerably worse. During 1712, Villars was able to mount counteroffensives which won back several of the fortresses France had lost during the previous years. In October of 1712, preliminaries of peace were signed at

classic methods of siege by sap and parallel, gabion and fascine, are diagnostic of the period. And of all the architects, the foremost is the Frenchman Sebastien le Prestre de Vauban.

A Vauban fort is an extended exercise in ruler-and-compass geometry and technical jargon. Begin by enclosing the space to be protected – a town, say – by a regular polygon: usually a pentagon or hexagon. The corners of this shape are known as either tips or salient points. Measure the line between two salient points, as its length will be important in what follows. A common standard was 360 yards.

Bisect the line between two tips, and on the bisector measure inwards 60 yards (i.e. one-sixth of the distance between tips. This is for a hexagon; for a pentagon, the specified fraction was one seventh). Join to the salients with straight lines. Along the lines you have just drawn, measure off two-sevenths of the distance, giving the shoulders of the bastion. Repeat this all the way around your polygon. You now have your basic "front of fortification". Dig out ramparts, trenches and ditches all around the town. Stagnant water in the ditch will be a health hazard to the inhabitants, so divert the local river through the fortifications if at all possible.

Why go to all this trouble? Well, picture the day when the besieger makes his assault. As his troops approach the ditch, they will be receiving flanking fire from two, if not three, directions at once – all from troops who are themselves well entrenched, and do not present the attacker with a return target.

Of course, the process of defense is only beginning. If the attacker's activities are going to be aimed at crossing the ditch and assaulting the ramparts within, the best way to cheat him is going to be to let him spend his time capturing something useless in the form of an extra work built on the outside of the main ramparts. These extra defenses come in a truly baroque abundance of shapes and sizes – redoubts, ravelins, tenailles, counterguards, hornworks . . . All these could be added to the basic front of fortification in whatever profusion was required, or until the money ran out.

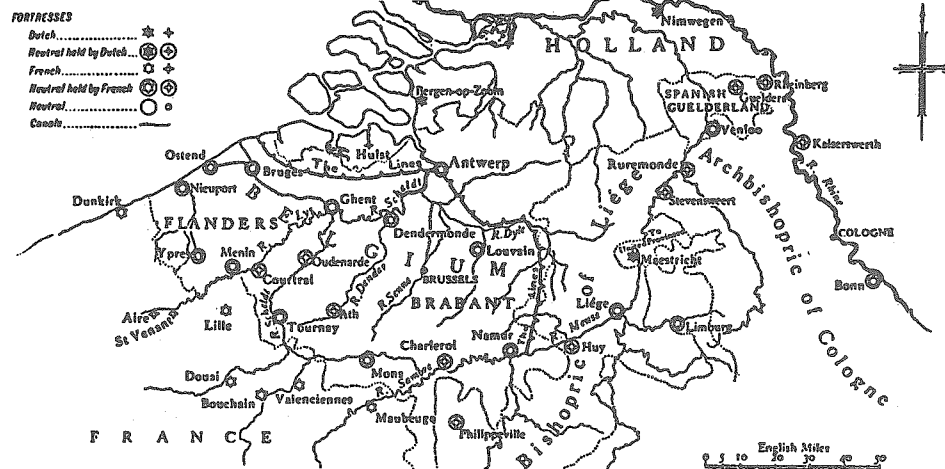
The 1708 campaign was centered around what was generally reckoned to be Vauban's masterpiece, the fortress of Lille. Study the map of the siege. The line of bastions can clearly be made out. Note how the two most vulnerable points, the gates to the town, have been given the added protection of two hornworks, while the stretch of ground between them boasts two ravelins and a brace of tenailles. The River Deule has been used to provide water obstacles at each stage of the defense.

After the town falls, the defenders have all the weary work to do again, as a picked cadre of defenders will have retreated into the Citadel – which boasts almost more fortifications than the rest of the town put together.

Small wonder, when you study it, that Lille held out from August to December.

You might be tempted to wonder why it fell at all: but Vauban also deals with that point. Having bought the full art of mathematics to the problem of defending places, he then complemented this achievement by writing the textbook on how such places were to be captured.

Begin about five hundred yards from the enemy fortification, and dig a trench along



particularly bitterly contested, with much mining and countermining and heavy casualties on both sides. Almost as soon as it was concluded, the armies were on the march again, this time with a view to attacking Mons. This the French could not afford to ignore: Louis wrote to Villars "should Mons follow on the fate of Tournai, our cause is undone; you are by every means in your power to relieve the garrison; the cost is not to be considered; the salvation of France is at stake".

Villars needed no further prodding. He marched on Malplaquet, thereby posing a grave threat to the besiegers' communications. Knowing the Allies could not ignore him but would have to attack to drive him away, he then proceeded to construct field entrenchments in a very strong position with thick woods on either

Utrecht; a full treaty followed in due course.

During ten years of continuous campaigning, Marlborough had won four major battles and a huge number of secondary combats, and had successfully laid siege to thirty fortresses. His name, to friend and foe alike, stood for certain success in any military action he might undertake. The annals of war contain no finer record.

VAUBAN

Fortresses and siege warfare play a very large part in the story of Marlborough's campaigns. Year after year the broad outline of the story is the same. Army A lays siege to some fortress or other; Army B sends a relief column; a major battle is fought; the defeated army falls back, and the siege is either lifted, or continued.

The style of fortress architecture, and the

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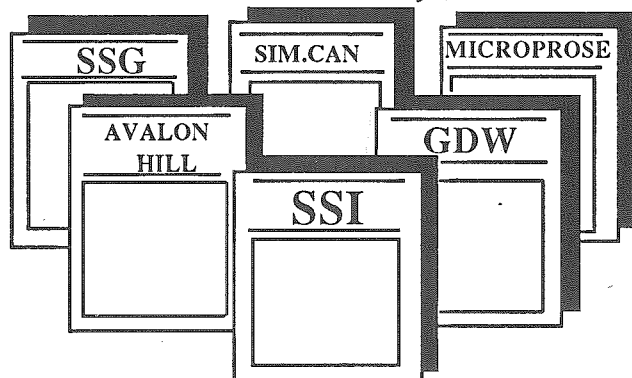
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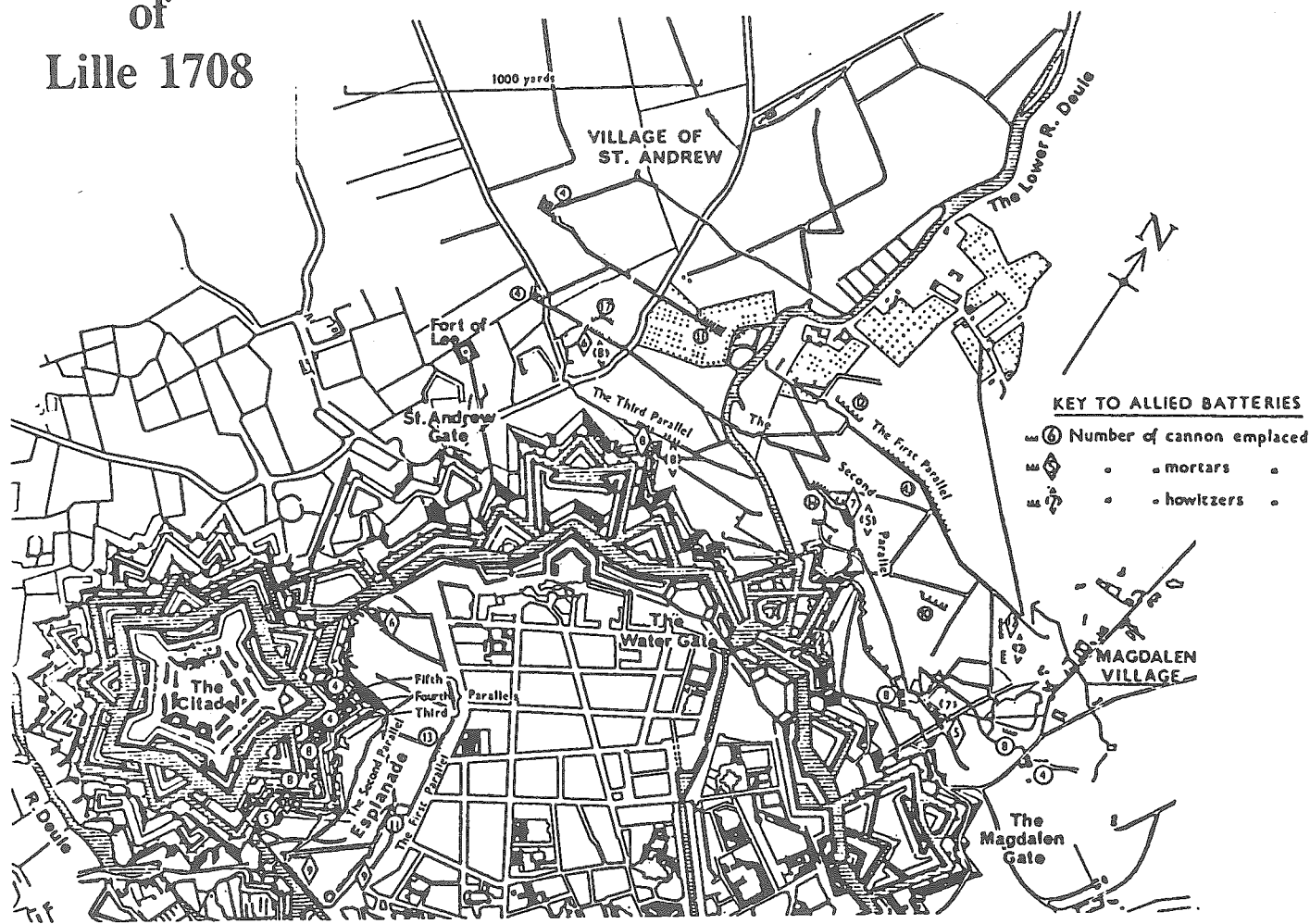
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The Siege of Lille 1708



the whole length to be assaulted. This is the first parallel. It is essential that this be dug in a single night (anybody who is above ground by dawn is going to get his head blown off).

Over the next few days, this parallel can be enlarged to suit taste and comfort (you're going to be living here for several weeks yet), and provided with artillery emplacements. Once these are dug, your siege guns can start banging away at the ramparts, while your engineers begin sapping forwards. Note, on the map, the way in which the saps advance in a zigzag manner, never providing the defenders with a direct shot down the length of the trench.

When your saps have closed to within three hundred yards, you can dig the second parallel – again in a single night. Bring the guns forward to their new emplacements and repeat.

By the time you are ready to dig your third parallel, it should be obvious which of your artillery batteries has been having the best effect: i.e. there should by now be a breach in the ramparts. The third parallel can be concentrated at this place. On your chosen night, the third parallel will be packed with troops standing shoulder to shoulder and full of Dutch courage. Blow a whistle and turn 'em loose.

Variations on this theme are possible. Most usual, in the Age of Reason, would be that the messy business of having your troops actually burn the place to the ground

after raping all the women first, would be dispensed with. Once the breach had been achieved and the third parallel dug, the defending commander had done all that he could to hamper your designs. His military honor did not call for him to cause further pointless loss of life – on either side. He would ask for terms, and these would be granted. The garrison would march out, saluted by the massed bands of their opponents, stack their muskets in a neat heap, and march away; probably after giving their parole for the remainder of the current campaigning season, or else to await for an exchange of POWs. The wounded among the defenders would be the responsibility of the attacking commander – Marlborough was always most punctilious about being properly humane in that respect.

An active defender would do his utmost to impede the siege at an earlier stage – for example, by sorties intended to raid the second parallel, spike the guns, fill the trenches back in again, and kill off as many expert engineers as possible among the besiegers. At Tournai in 1709, the soft soil and local expertise of the defenders, led to much mining and countermining as a variant. (Dig a tunnel under the assaulting battery, pack it with explosive, light the blue touch paper and return immediately.) Marlborough lost 5,300 casualties at Tournai to the French 3,000. These, added to the horrible casualty lists of Malplaquet later that year, started a furor of Tory opposition

to his conduct of the war. Two further years of little achievement, and he was gone.

Vauban was quite clear on one point – given enough time, a determined besieger would always win. That, perhaps, is the source of the convention of the defender asking for terms. The purpose of a fortress was delay only – delay possibly until the onset of winter, possibly until the arrival of a relief column gave rise to a major battle. At any rate, delay the besieger until you can do no more, and then capitulate gracefully.

Practically every siege of the era does indeed follow Vauban's description. The exception that proves the rule is the siege of Gibraltar. The defenders had uninterrupted access by sea, to bring in supplies, so could not be starved out. And the rocky soil (of course! What else at Gibraltar?) foiled the proper progress of the trenches. A French naval expedition tried to clamp the siege on properly, but were driven away by the Royal Navy at the battle of Marbella. The French raised the siege and withdrew, and the British Empire had laid its foundation stone.

If men must go around killing each other in large numbers, the conventions of 18th century siege warfare do have a certain ring of an agreement to do it in as civilized a manner as possible. By the time of the Napoleonic wars, Revolutionary fervor had put an end to such niceties. Wellington's siege of Badajoz, for example, was made to go through with the final assault, the horrors of which became proverbial.

MANCHESTER BOARD WARGAMERS

*an article in support of the club concept
by Lindsey Nathan and Graham Woodhouse*

The Manchester Board Wargamers was founded a year ago in the belief that the club could do much for the boardgaming hobby in this country. Not only can we guarantee that gamers will be able to find more opponents, but also that they can express themselves in many other ways.

The dictionary defines a club as a "number of people in the habit of meeting for the promotion of a common purpose". The key to this definition is "promotion", which in itself suggests an ongoing effort to achieve more. Admittedly, there are many within the hobby who want nothing more than a challenging game with a stimulating opponent, but it was felt that there were enough wargamers searching for that indefinable "something" to warrant a search for ways to satisfy their needs.

In order for our philosophy to be understood fully by readers outside the United Kingdom, it is first necessary for them to understand the state of the hobby within as we see it.

The concept of wargaming as a hobby began in Europe with the advent of miniature figures, and since the publication of H.G. Wells' first popular rules for their use in 1913, they have become a widely accepted art form. Whilst board wargaming first made its appearance in the United States in the 1950's, it was not until the 70's that boardgaming infiltrated the already established European miniatures field in strength.

The growth of this alternative method of conflict simulation has been held up by the sheer size and dominance of the figure gaming hobby in this country. Only role-playing games have managed to carve a niche for themselves amongst miniaturists, and then only because of the many figures produced for this market.

Wargaming conventions, of which there are many held annually, are traditionally used as platforms for wargame clubs. With these clubs mainly representing the miniatures field, there is virtually no boardgaming to be found at these affairs apart from retailers selling their games.

At the club level it is even more difficult to find boardgamers. While there are hundreds of clubs dotted throughout the country, very few have any boardgames played regularly. This leaves boardgamers little or no chance to find opponents for face to face play.

To be fair, there are some boardgame clubs. However, these are few in number and are usually not advertised, leaving boardgamers nowhere to turn. We cannot and must not accept this.

In order to redress this situation, the M.B.W. was formed, quite simply, for boardgamers only. As a group we have nothing against other forms of simulation gaming, however we feel that they are adequately represented elsewhere. It is a fact that many of our members play these forms in their own time away

from the club but believe as we do, that boardgames offer far more scope and variety.

During preliminary discussions about the feasibility of forming a club we decided that simply offering a meeting place was not enough. It was in the month of March '85 that the six founding members of the club worked out a series of services which could be given.

Wargame stores in our area were approached and we negotiated club discounts with each so that even before the actual formation of the club as a whole, we were able to offer an incentive for joining. Following through with this idea, it was realized that there was a distinct possibility that some of those joining our ranks might not be able to purchase many games because of financial constraints, hence the birth of probably the first (if not only) library of board wargames. The library would also allow members to experiment with game systems and periods with which they were unfamiliar, thus increasing the potential for variety which is so often lacking in specialized clubs.

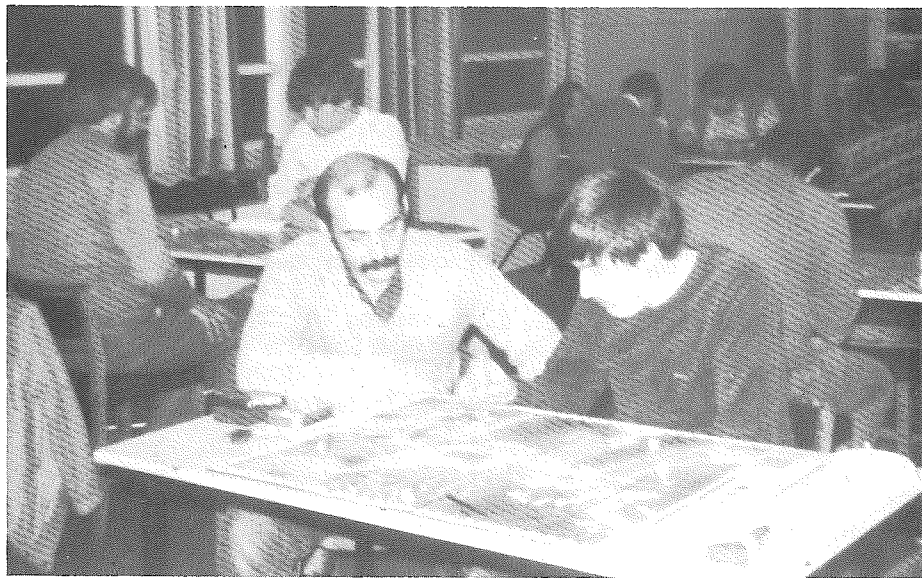
In order to cater to the truly competitive gamer, we decided to hold four club sponsored tournaments per year with an inscribed trophy to be presented to the winner of each.

While the services discussed so far would help the individual gamer and the club as a whole, we were not satisfied. A club magazine was decided upon and the first issue was to be produced for the initial meeting. This would provide a forum in which members could express their own points of view.

The only thing left to us was the problem of venue and the financial aspects of the club. After some checking, it was decided that we could reasonably expect to afford a room at the local community center if we charged two pounds per month. This would leave enough to pay for all the services with a little left over. In order to pass this back to the membership, a raffle could be held every three months, the winner receiving fifteen pounds towards a game or some other hobby related item. As an afterthought, tea and coffee were to be made available at each meeting. We canvassed our friends and got their immediate support for the venture.

Accordingly, the room was booked for the first Saturday of each month for the next six months, starting in May '85. Advertising was run up and distributed to the various game stores who kindly agreed to slip them in with every board wargame sold. Preparations were now complete.

The first year of the M.B.W. has been very successful. From an initial response of twenty gamers, we have grown to number forty members. The age grouping is varied, running from fifteen up to fifty-five. All types and



Playing FORWARD TO RICHMOND are (foreground) Lindsey Nathan & Graham Woodhouse and (rear) Mike Standbridge, Andy Daglish, Norman Lane, Mike Ambrose, Jay Robinson, Malcolm Cornelius and Dave Smith of the Manchester Board Wargamers.

periods of boardgames are played, ranging from the historical to the economic, political, sports and science fiction fantasy games.

The members vary in experience. Some have come to us from the miniature and role-playing sections of the hobby, while others have been playing boardgames for some years, but until now have been unable to find opponents. The most remarkable thing is that at least one third of the membership is made up of newcomers to the hobby. We are quite pleased with this and offer as much encouragement as possible to them.

A game demonstration was held by us at one of the local game stores in November '85, at which we did very well, picking up a number of new members. The unfortunate thing was that after the demonstration, the store manager informed us that they would be dropping most of their boardgame line. We were invited to participate in more demonstrations provided we used a role-playing, science fiction fantasy format. This we declined, deciding instead to continue our efforts to promote boardgames.

At the moment, our library has thirty titles on loan and this will increase with club growth and time. The value of the library has been shown in

many ways but none so well as with newcomers to the hobby. It has proved very popular.

Our magazine, while necessarily an amateur production, is nevertheless a well-liked arm of the club, having doubled in size and quality since the first issue.

Some changes over the past months have improved the club a great deal. With the growth in membership, it was decided to move the venue and we are now able to hold two meetings per month at the same fee rate. This has made it easier to hold tournaments and other functions. We also instituted an associated membership for those who could not attend on a regular basis. This has been successful for all concerned.

The future of the M.B.W. is now assured. Our goals for the next year are to double the membership and to hold demonstrations at stores as well as wargame conventions where possible. We would like to contact as many gamers as we can with the view to encouraging the formation of clubs in other areas.

For those thinking of or actually starting a club, there are a few pitfalls which must be avoided. The first is what we call the "clique syndrome". Quite simply, this is when members begin to play the same opponents at every meeting. At this time, a drop in


the numbers of new games introduced will be noticed as well as a marked decrease in the number of fresh opponents available to other members. If left unchecked, this will result in the formation of other cliques within the club and is the beginning of stagnation within. Members should be encouraged to play a variety of games and opponents at all costs. After all, variety is the spice of life.

Another drawback is the overemphasis of competition within the club. Effort must be taken to ensure that members do not feel pressured to enter tournaments or other functions. Each of us at one time or another wants to relax and play for the simple enjoyment of the game.

The key to a successful wargame club is simple to state. Keep a high level of organization, work hard and make sure that politics is kept out of the club.

Anyone who would like to comment or who requires further information is invited to write

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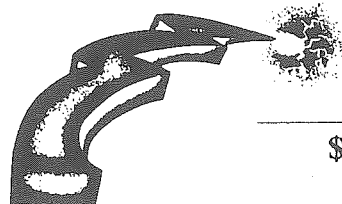
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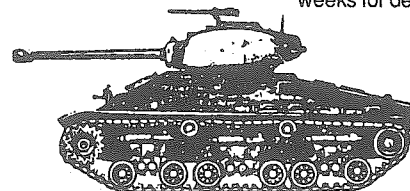
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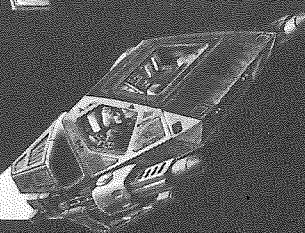
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CAMPAIGNS OF MARLBOROUGH

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CREDITS

Game Design: W.P. Guthrie
 Game Development:
 Allan Poindexter
 Playtesting:
 John Alvis, Matt Kraft, Dennis Largesse,
 Ray Saunders, Craig Wills
 Map Graphics:
 EarthSurface Graphics
 Counter Graphics:
 David Fuller & Joyce Gusner
 Die-cutting: Canterbury Press
 Rules Layout and Graphics: Karen
 Gunther and Joyce Gusner

1.0 INTRODUCTION

Campaigns of Marlborough is an army level strategic game covering the Flanders-Germany front of the War of the Spanish Succession 1701 - 1714.

1.1 SCALE

The map scale is 10 miles per hex. Each turn is one-half month.

2.0 COMPONENTS

2.1 MAP

The map depicts northern France, the Spanish Netherlands, the United Provinces, and the southern Holy Roman Empire in the early eighteenth century.

2.2 COUNTERS See Page 21.

2.3 CHARTS AND TABLES

The French and Allied Unit Strength Charts are used to keep track of the size of armies and detachments. The Combat Results Table/Siege Table are used for combat. The Terrain Effects Table, Forage Table, and Fortress Chart are on the map. The Year Chart and Economic Chart are used in the Campaign Game.

2.4 ABBREVIATIONS

CRT - Combat Results Table

GT - Game Turn

MP - Movement Point(s)

SP - Strength Point(s)

2.5 TERMS

Phasing Player - The player whose phase it is, is termed the *phasing player*.

3.0 SEQUENCE OF PLAY

The Campaigns of Marlborough is played in a series of half-monthly turns.

3.1 GAME TURN SEQUENCE

1. French Primary Magazine

Phase:

The French player may replace his secondary magazines with corresponding primary magazines.

2. French Secondary

Magazine Phase:

The French player may place secondary magazines in any friendly hex.

3. French Activity Phase:

The French player may activate forces, move, fight and besiege. The Allied player may intercept.

4. Allied Primary Magazine

Phase:

The Allied player may replace his Secondary magazines with corresponding primary magazines.

5. Allied Secondary

Magazine Phase:

The Allied player may place secondary magazines in any friendly hex.

6. Allied Activity Phase:

The Allied player may activate forces, move, fight and besiege. The French player may intercept.

3.2 GAME LENGTH

The number of turns in a game is set by the scenario or the campaign rules.

3.3 WINTER PENALTIES

Movement penalties and desertion are levied during winter turns.

4.0 THE ACTIVITY PHASE

4.1 ACTIVATION

No army or detachment may move unless its commander rolls his activation rating on a pair of dice [see Leader Activation Table]. A siege train does not need to be activated and can move independently or accompanying a field force. If an army is already on an enemy fortress hex, it does not need to roll for activation in order to undertake a siege. All

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forces roll to activate before any move. Movement is assumed to be contemporaneous.

4.1.1 Withdrawal

A force which fails to make its activations roll has the withdrawal option. It may move up to its full movement allowance toward a friendly fort, provided that it does not enter any enemy occupied hex.

4.2 BASIC MOVEMENT

A force moves from one hex to an adjacent hex during its activity phase by expending movement points (MP). MP may not be transferred from one unit to another, nor accumulated from one turn to the next. A unit spends movement points to enter a hex and to cross certain hexsides. A unit may not enter a hex if it does not have enough MP left to cross the hexside and enter the hex. The Terrain Effects Chart gives the MP required to enter hexes and cross hexsides. Forces can split up, and separate units can combine during movement. The movement allowance for armies and detachments is 8 MP (6 MP during winter); the allowance for siege trains is 6 MP (3MP during winter).

4.3 DETACHMENTS

Armies may freely divide, split off detachments, absorb other forces, and operate together, except as restricted by political considerations [see Section 8.0 POLITICAL LIMITATIONS]. Such units have the same movement status as the parent force. *Example:* French First Army (Villeroi) activates, advances three hexes, splits off a detachment (drawing Marsin from the pool), and moves five hexes north. The detachment may move five hexes itself, if Marsin can activate it.

4.4 ADDITIONAL MOVEMENT COSTS

4.4.1 Terrain Costs

Varying terrain can restrict or inhibit movement [see Terrain Effects Chart]. It costs an extra MP to cross a major river, and three points to enter a rough hex. Forces totalling up to 50 (maximum) British or Dutch SP may cross the Scheldt estuary or the island channels as if they were major rivers. French and Imperial forces may not cross the Scheldt estuary. The Terrain Effects Chart summarizes the terrain costs.

4.4.2 Action Costs

Movement costs are levied for certain actions. To fight a battle costs 1 MP, to besiege a fortress costs 6 MP, to exit an enemy fortress hex costs an additional MP, to build a fortified line costs 7 MP, to build a strongpoint costs 8 MP, and to dismantle or repair a fortress costs 8 MP. The action costs are summarized in the Action Costs Table.

4.5 PREPARING FOR COMBAT

It is necessary to move into an enemy hex and pay the appropriate costs in order to battle a force or lay siege to a fort. A force cannot move into or through a hex occupied by an enemy force without a battle, it may enter such a hex as the last move of a turn. A hostile fortress hex may be moved through as long as an additional MP is spent to leave.

4.6 COMBAT

Battles are fought between hostile forces on the same hex, at a 1 MP cost for the moving (or intercepting) force only.

4.6.1 Procedure

Both sides roll on the Combat Results Table

for a percentage (0-30%). This factor is multiplied by the friendly factor total to determine the enemy's losses. Fractions of .25 or more are rounded up, smaller fractions are rounded down. If a force takes losses in excess of 15% of its own strength, it routs. If both take such losses, the force receiving the higher loss routs. If neither force routs, the moving player may move on or renew the battle, to the limit of its movement allowance. The defender may attempt to retreat between each action.

4.6.2 Leaders Effects of Combat

Leaders may modify the outcome by adding their battle modifier to their force's die-roll. Negative modifiers always reduce their force's roll. If both sides have positive modifiers, the smaller is subtracted from the larger, and the difference is used as modifier by the better leader only. If a force takes losses, the inflicting opponent rolls a die for each leader on the side which received the loss. A roll of 1 returns the leader to the pool. In addition, after a force is routed, a 1 on a second die captures that force's leaders. A leader or leaders may stop a rout in his own force by rolling his positive battle modifier or less on a single die.

4.6.3 Pursuit

A routed force is subject to pursuit. A free battle roll is made by the victor's surviving force, using all relevant modifiers. The losses of the routed force resulting from this roll are prisoners. The routed force must retreat under the normal restrictions, and is demoralized.

4.6.4 Demoralization

Demoralization lasts for 1 - 6 turns, according to the losses suffered as a percentage of the original strength of the force [see Demoralization Table]. Place a number chit under the force leader's counter to indicate the remaining turns of demoralization. Demoralized forces reduce their activation value by two (not below 4) and modify their battle roll by -1.

4.6.5 Alleviating

Demoralization

Demoralization may be alleviated by adding fresh forces from outside. For every undemoralized group of SP numbering 25 % of the demoralized factors which is added to the force, the duration of the demoralization is reduced by one turn. Thus, if a detachment of 12 fresh SP was combined with an army of 16 SP which was demoralized for 4 more turns, the new 28 SP army would only be demoralized for one more turn.

4.6.6 Leader Replacement Effects on Demoralization

If, due to loss or optional rule 13.7, Relief of Commission, the defeated commander is replaced by a new commander drawn blindly from the pool (not an existing officer), the duration of demoralization is reduced by one turn.

4.6.7 Terrain Effects on Combat

Terrain may modify the combat result. A force attacking from over a minor river incurs a -1 modifier on the die-roll. A force attacking from over a major river must use only one-fourth of its total force in the action. If this attacker fails to rout, the river is considered crossed and the modifier is not

used in subsequent actions.

4.6.8 Fortification Effects on Combat

A fortified line (or strongpoint acting as a section of a line) incurs a -1 modifier on any attacker. This is added to any terrain effect. Such a line gives an automatic activation for a friendly force within 4 MP, however this force, although intercepting, is considered the defender behind the line. If an attacker fails to rout, the line is considered breached and removed, if the defender has not suffered any loss, the garrison is absorbed into the defending force.

4.6.9 Penetrating Fortified Lines and Rivers

An attacker may attempt to penetrate and bypass the line. The battle modifier is subtracted from the attacker's, and the result in turn compared to the defender's activation value on the penetration table. If the attacker makes his roll, he penetrates the line before the defender arrives. The defender has the option to stand, without the use of the line modifier, or to retreat. Minor rivers or the two combined may be bypassed in the same way. Major rivers cannot be bypassed in this fashion. If an attacker attempts to penetrate a line and fails, he can disengage and return through the same hex he entered by expending an additional MP, or he may attack the line in the normal manner. The intercepting player may still attack, but he will not receive any modifiers for his fortified line or river. The original attacker may still attempt to retreat if intercepted.

Example: First French Army under Villars (9+2) is on a fortified line hex. The British Army, under Marlborough (9+3) resolves to penetrate the line. Villars' modifier (+2) is subtracted from Marlborough's (+3) and the remainder (+1) compared to Villars' activation number. If Marlborough rolls 5 - 12, he fails and must storm the line or disengage. If he rolls 2 - 4, the line is penetrated and Villars must fight without it or attempt to retreat. Even if Villars wins such a fight, the line is broken, and its factor must be reabsorbed by the army. However, a strong point could remain, although no longer part of the line.

4.6.10 Strongpoints Abandoned in Combat

If a defender retreats from a strongpoint, it can be left behind as an isolated fort. It may then be besieged as if it were a 2nd Class Fortress [see Section 4.9 Sieges], or it can be attacked normally at a cost of 1 MP. The attacker incurs a -3 modifier.

4.6.11 Supply Effects on Combat

Any force outside of magazine range incurs a -1 modifier.

4.6.12 Siege Train Capture

A siege train alone on a hex or accompanying a routed force may be destroyed or captured by the victor. Place it in the prisoner pile off-board.

4.6.13 Example of Combat

Villeroi (7-1) with 60 factors is attacked by Marlborough (9+3) and Overkirk (7+1) with 62. They pay 1 MP to enter the hex and 1 MP to attack. Villeroi rolls a 6. 6-1=5 or 10%, so the Allies lose 6 factors (60 x 10%). The Allies roll 6 also. 6+2=8 or 25%, so the French lose 16 (64 x 25%). Villeroi

CAMPAIGNS OF MARLBOROUGH

rolls a 2 against Marlborough and 5 against Overkirk, failing to harm either. The Allies roll a 1 against Villeroi, returning him to the pool. The French loss exceeds 15%, so they rout. The Allies pursue rolling 2. $2+2=4$ or 10%, so the French lose 6 factors as prisoners (54 x 10%). They retreat 8 hexes and are demoralized for 4 turns (37%). They abandon their siege train, and it is captured. The Allies advance 2 more hexes, and attack a strong point. The defender (6-2) rolls a 6 to retreat and flees to safety. The Allies have 4 MP left.

Villars (9+2) and Boufflers (7+1) are behind a line (Malplaquet) with 80 factors (First French Army). Marlborough (9+3), Eugene (9+2), and Orange (7-1), their three armies totalling 110, enter and attack. The French value is 8+2, the Allied 8+1 minus the line for 8-0. The Allies roll 5, that is, 10% for 11 French dead (110 x 10%). The French roll 7, that is, 7+2=9 or 30% for 24 Allied dead (80 x 30%). The Allies roll a 1, their combined command value, preventing the rout. The French roll 3, 6, and 5, failing to harm the Allied generals. The Allies roll 3 for Boufflers (no effect) and 1 for Villars (return to pool). The Allies offer another attack, but Boufflers elects to attempt a retreat and succeeds with an 8 (9 would have failed). The Allies retain 6 MP, so they move onto adjacent Mons, although they do not have enough MP to besiege it this turn.

4.7 RETREAT

A defending force about to be attacked may retreat up to its full allowance away, if its leader can activate it. It may not enter any enemy-occupied hex (unless it is an enemy-held fortress that is besieged or blockaded) nor can it exit by its opponent's entry hex. The attacker does not pay the 1 MP penalty for battle. The retreated force is penalized in its next move for each MP used (except on the last turn). Place a number marker on the force to indicate this.

4.8 INTERCEPTION

When a force moves within interception range (4 MP) of an enemy force or forces, those forces can roll to activate for interception. All forces that will be involved in the interception must be declared before the activation is rolled on any of them. A force that moves onto a fortified line within the interception range of an enemy force will automatically activate that force. The interceptor is committed to battle even if not all of the designated forces activate. Battle costs (1 MP) must be paid by the interceptor, but not the interceptee. Interception takes place immediately after the moving player enters the hex where the interception occurred before any attacks or other actions by the moving player. After each battle, the interceptee may continue his move proceeding to a new hex or even attacking the interceptor (assuming neither routs). If he attacks the interceptor, the interceptor retains his option to retreat. The moving force may be intercepted more than once by the same interceptor as long as it is within interception range and the interceptor still has movement (from his next move) left. Units may not intercept through an enemy fortress or hexes adjacent to it, enemy strongpoints, and enemy fortified lines. They

may intercept into hexes adjacent to a fortress, but not into enemy fortress, strongpoint, or fortified line hexes. All intercept movement is deducted from the intercepting force's next move, as in retreat. Place a number marker on the unit to keep track.

4.9 SIEGES

4.9.1 Siege Conditions

Sieges are conducted against enemy fortresses on the same hex and cost 6 MP. the besieging force must have at least 2-1 odds against the total garrison, that is, the organic garrison plus any supplementary forces. All units participating in the siege roll must have 6 MP to expend.

4.9.2 Siege Procedure

Fortresses are of two types, 1st Class and 2nd Class. Each has an organic or intrinsic garrison which cannot move out of the fortress. The Siege Table for the appropriate Class is consulted and a die is rolled. The result is modified by the size of the total garrison, the ratio of the SP of the attacker and defender, the presence or absence of siege trains, and the quality of the defender's leader, if any.

4.9.3 Siege Results

Siege results will indicate if the attacker (A)

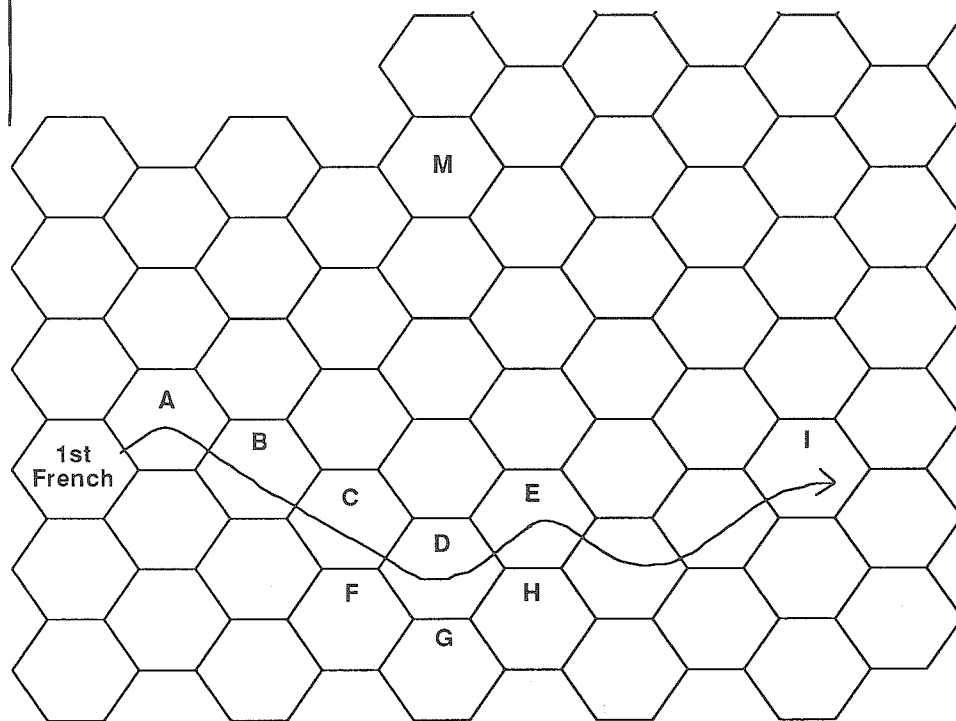
or defender (D) loses an SP and if a surrender occurs (S) or if the honors of war are granted (HW). An S result means that the fortress is handed over and the total garrison is taken prisoner. An HW result means that all garrison units are removed (at once) to the nearest friendly force or fortress (defender's choice). An attacker may decline an HW result in hopes of a later S. If a fortress falls by an S, an HW, or by elimination of the garrison, the victor gains control, places a control counter and deducts SP from his force equal to the organic garrison size to form his organic garrison. These are not considered losses.

4.9.4 Lifting a Siege

If an attacker breaks off a siege, any losses suffered by the organic garrison are automatically replaced at no cost. The organic garrison suffers losses only after all supplementary SP are lost.

4.9.5 Blockades

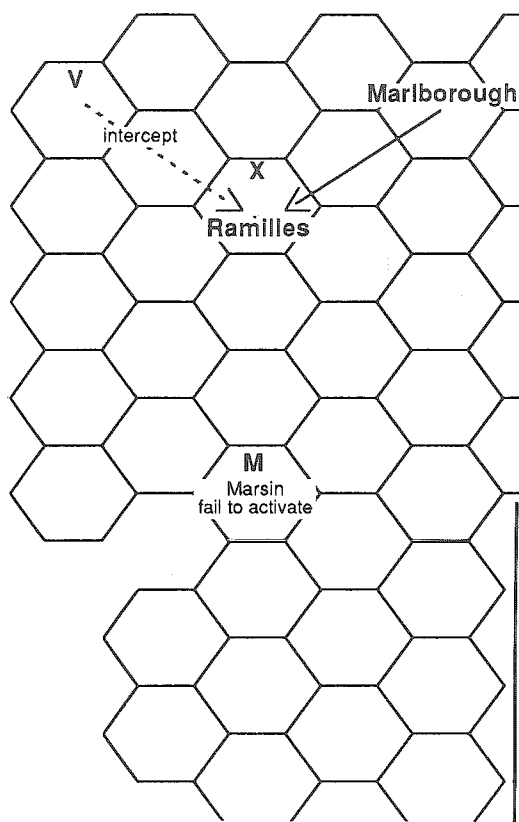
A fortress may be blockaded by a force equal to or greater than its total garrison. A besieged or blockaded fortress cannot block supply lines in adjacent hexes or its own. Blockade does not harm the fortress.



Above Example: British Army under Marlborough (9+3) is on hex M, whereas first French Army under Villars (9+2) is advancing along the arrow. Marlborough may try to intercept on hexes A, B, C, D, or E. When Villars reaches A, Marlborough tries to intercept but fails to activate (roll of 12). The same on B and C. When Villars reaches D, the British activate and advance to attack. Villars decides to retreat and rolls a 5, succeeding. He retreats to F, then continues his original move, moving to G. He is safe from interception because G is five hexes from M. He continues to H, then (on his last MP) he enters E. E is within 4 MP of M, so Marlborough attempts to intercept and rolls a 6. He moves to E. Villars decides to retire, but rolls a 12 (failed). Had he succeeded, he would have lost 1 MP from his next turn. Battle is joined. The British have expended 6 MP from their next move.

First French Army under Villeroi is attempting the same march around Marlborough on M. They are intercepted on A and attacked, but neither is routed in the battle. They continue to B, and Marlborough intercepts again (still within 4 MP of M) for a similar result. They continue to C. Marlborough has expended 7 MP and cannot interfere. They continue to I.

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Above Example: Villeroi (7-1) is at hex V with 60 factors, and Marsin (7-0) is at hex M with 20 factors. Marlborough advances to Ramilles with 62 factors. The French declare an interception with both armies. Villeroi rolls a 7 and intercepts. Marsin rolls a 9 and fails. Villeroi is still committed to the interception. He rolls a 2 which modified (2-1) is 1, or 5%. Marlborough loses 60 x 5%, or 3. Marlborough rolls a 2, which is modified (2+3) to 5, or 20%. Villeroi loses (62 x 20%) 13 factors and routs. As a 1, he cannot rally his forces. Both roll for leaders, but neither is lost or captured. Marlborough pursues the routed French, rolling 1, that is (1+3), 4, which is 10%. The French lose 59 x 10%, or 6 factors. The total French loss is 19 factors, or 31%, so the army is demoralized for 4 turns.

5.0 LEADERS AND ORGANIZATION

5.1 LEADERS

Every moving force must have a leader. Static forces, such as fortresses, fortified lines, and strongpoints do not. A leader has an activation value and a combat modifier. A leader cannot be removed from his command, except by loss in battle (or in the campaign game interphase). If a new leader is needed because of loss or detachment, the new leader is drawn blindly from the appropriate leader pool.

5.2 FORCE COMBINATION

If two forces combine, their leaders are co-commanders of the new force. If they separate later, the original army commander

retains his army. If two or more armies or two or more detachments are on the same hex, they may cooperate as a single force under co-commanders, but they must remain together for the turn if they co-activate. If an army and a detachment are on the same hex, the detachment may be subordinated to the army and move and fight as if part of the army [Exception: Section 8.0 POLITICAL LIMITATIONS], using the army leader value only.

5.3 CO-COMMANDERS

Co-commanded forces use the average of the leaders' values, both for activation and combat. Fractions of .25 or more are rounded up, lesser fractions rounded down. *Example:* French First Army under Vendome, 7(+2), and Burgundy, 6(+1), has combined command value of 6 1/2(+1) which is rounded up to 7(+1).

5.4 ARMY STRENGTH

Armies and detachments are made up of strength points, their sizes kept track of on the Unit Strength Charts. Strength points may be redistributed between forces, forces combined, and detachments split off, except as limited by scenario and political restrictions. An army may be of any size (subject to stacking limitations), but a detachment may not exceed 15 strength points. An army cannot separate a detachment of more than half its current strength. Every army has its own magazines; detachments can draw supply from any eligible magazines.

5.5 LEADER REPLACEMENT

If a force does not have a leader and none can be drawn or are eligible (as in a line, strongpoint, or fortress), the value of 6(-2) should be used.

6.0 FORTIFICATIONS

6.1 FORTIFIED LINES

Fortified lines are small static defenses/detachments. They may be set-up or built in friendly hexes during play. Each has an intrinsic strength of 1 SP, which must be deducted from the building force. They can be freely reabsorbed into any eligible detachment or army. If an enemy should attack into a fortified line, any friendly force within activation range may be automatically activated. Such hexes may be linked into lengthy lines.

6.2 STRONGPOINTS

A strongpoint is a small, temporary fortress. They may be set-up or built, and each has an intrinsic strength of 1 SP, which must be deducted from the building force. They may be incorporated as a hex in a fortified line. Two strongpoints may not be adjacent in a fortified line. If the SP garrisoning a line or strongpoint hex should move away, the line or strongpoint is removed.

6.3 FORTRESSES

Fortresses are permanent features of the map and cannot be built; however, they can be dismantled and repaired.

6.3.1 Dismantling and Repairing Fortresses

If a player cannot or will not occupy a captured fortress, he may dismantle it at a cost of 8 MP. A dismantled fortress is considered an open city. Either player may repair the for-

ress by occupying it, expending 8 MP, and placing the necessary organic garrison.

6.4 FORTRESSES AND FORTIFIED LINES

A fortress cannot be incorporated as part of a fortified line, but such a fortified line can be built in the hex of a friendly fortress. A strongpoint cannot be erected on a fortress hex.

6.5 REINFORCING A FORTIFIED POSITION

A detachment or small army may reinforce a fortress or strongpoint. No such reinforcement can exceed double the organic garrison strength of that position.

7.0 SUPPLY, FORAGE AND STACKING

7.1 STACKING

There are three types of forage areas: fertile, good, and average. The stacking limit for total forces on a hex without using magazines is 50 for fertile, 40 for good, and 20 for average. The stacking limit using magazines is 120 for fertile, 80 for good, and 60 for average. A siege train is treated as 5 SP for stacking purposes. One half of all SP in excess of the limit are lost to desertion and attrition at the end of each player turn.

7.2 MAGAZINES

There are two kinds of magazines, primary and secondary. Each army has one of each attached to it. The British army is an exception with two secondary magazines. Only the primary magazine has any supply effect. In the first phase of each player turn, a player may replace any secondary magazine with its primary counterpart. In the following phase, the secondary magazine may be placed on any friendly hex. To have any supply effect, the primary magazine must be able to trace a line of unblocked hexes (any length) to an unbesieged friendly Economic Value hex. The British trace to any friendly coastal fortress. Austrians may trace off-board to Vienna. An Economic Value hex cannot be used instead of a magazine. A secondary magazine represents a depot in preparation. The primary magazine represents a depot in operation.

7.3 MAGAZINE RANGE

The supply range of a primary magazine is 5 MP. Each army must be supplied by its designated magazine. Detachments may use any magazine of the same nationality.

7.4 BLOCKED SUPPLY LINES

Supply lines are blocked in hexes occupied by or adjacent to enemy forces not involved in combat or sieges or unbesieged, unblockaded fortresses. Fortified lines and strongpoints block supply lines in the hex they occupy only. Supply lines may always be traced through hexes containing a friendly force, fortress, fortified line, or strongpoint. A fortress may be blockaded by a force equal to the total garrison of that fortress.

7.5 FORTRESS SUPPLY

The organic garrison of a fortress and any supplementary force therein is considered supplied only when actually inside the fortress. Supplementary garrison forces may

COMBAT RESULTS TABLE

FIELD BATTLE (& PURSUIT)		DEMORALIZATION		LEADER ACTIVATION TABLE (2 DICE)	
Modified Die-Roll	% Loss Inflicted On Enemy	Loss	Duration of Demoralization	Leader Value	Numbers to Activate
0 or Less	0	15-19%	1 Turn	9	4-11
1	5%	20-24%	2 Turns	8	3-9
2	10%	25-29%	3 Turns	7	3-8
3,4	15%	30-39%	4 Turns	6	2-7
5	20%	40-49%	5 Turns	(5)	4-7
6	25%	50% or more	6 Turns	(4)	5-7
7 or More	30%				

Modify for Terrain, Fortified Lines, Strong Points, Supply and Leaders.

15% plus Losses - Rout. If both lose 15% plus, higher loss (in strength factors) routs.

Rally by Command Modifier or less on 1 die.

Leader Lost - roll "1".

Routed Leader Captured - "1" on second die.


Pursuit of Routed.

Battle Loss - Dead.


Pursuit Loss - Captured.

Routed force demoralized for 1 - 6 turns (see chart).


PENETRATING A FORTIFIED LINE					
Defender Activation Value	Modifiers (Attacker - Defender)				0 or Less
	+4	+3	+2	+1	
9	4-7	3-6	2-5	2-4	2-3
8	2-3	4-7	3-6	2-5	2-4
7	3-8	2-7	4-7	3-6	2-5
6	2-10	3-8	2-7	4-7	3-6
Numbers to Penetrate Lines on two dice.					



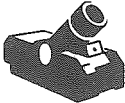
Secondary Magazine




Fortified Line




Primary Magazine




Siege Train




Princes of the Royal Blood
(plus Villeroi)




British Detachment




Other Detachments



Other Leaders






Strongpoints



Strength Markers

COUNTER DISPLAY

French
Control Markers

British
Control Markers


Dutch
Control Markers

NATIONAL COLORS (Counter Background)

- British - Red/Pink
- French - Blue or White
- Bavarian - Purple
- Dutch - Green
- Imperials (Austrians) - Yellow-Gold
- Spanish - Gray-Blue
- N. German Allies - Orange

(2 Detachment Counters Only)

The red figures on some of the Strength Markers are for use with Optional Rule 13.6. They can also be used as normal Strength Points in situations in which this will not cause confusion.



Imperial
(Austrian)
Control Markers

NOTE: Control Markers are used to keep track of control of important locations.

Counter Art by David Fuller

CAMPAIGNS OF MARLBOROUGH

not exceed double the organic garrison size.

7.6 SIEGE SUPPLY

No siege may be undertaken by an army outside of its primary magazine supply.

7.7 COMBINED FORCES SUPPLY

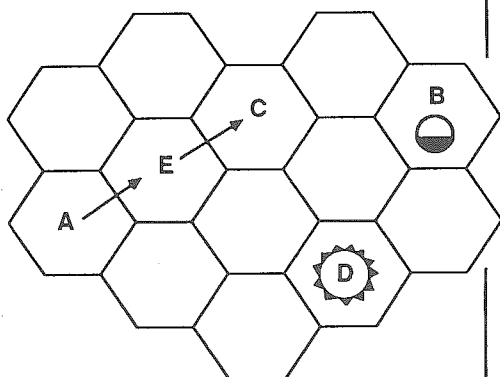
If two armies combine, the magazines combine, and those of one are removed. If one army separates into two, a new set of magazines is added.

7.8 WINTER STACKING AND SUPPLY

During winter turns, stacking of all sorts is halved, except for garrisons which are unaffected. In addition, there is a mandatory desertion rate of 10% per force per turn for all forces not in winter quarters during winter turns. Troops in winter quarters may simply be removed from the board before any winter turn, or at that time distributed amongst friendly fortresses as supplementary garrisons, under the usual limits.

7.9 MAGAZINE DESTRUCTION

Magazines alone in an enemy-occupied hex may be destroyed at no cost. The owning player replaces them in his following turns in the normal manner.



Example of Magazines and Supply: The force at A is blocked from its magazine (B)

by an army at C and a hostile fortress at D. By advancing to C and attacking the enemy, force A has re-established his supply line.

In the same situation, Army C split off a 1-factor detachment at C and intercepted force A on hex E. As the detachment still blocked the supply line, A fought at a disadvantage.

Surviving, it advanced to C and attacked the detachment, but was intercepted by the Army at E and engaged before it could expend the 1 MP to attack.

8.0 POLITICAL LIMITATIONS

8.1 ALLIED NATIONALITY RESTRICTIONS

The British, Dutch and Imperial armies are separate and must remain so. No leader can command another nationality except as co-commander with cooperating forces. Armies can only form detachments of their own nationality. The British may not reduce their army below 20 SP for any reason other than battle, siege, or garrisons. A detachment can only draw supply from a magazine of its own nationality. If a detachment of one nationality is cooperating with an army of another, its commander is treated as if he were an army commander also, and his value used in determining the average leadership values.

8.2 THE NORTHERN ALLIES

The Northern Allies detachments may serve under any army, British, Dutch and Imperial, and use their magazines. These allies use Imperial leaders. Their detachments can be absorbed by friendly armies, but not separated again afterwards.

8.3 NATIONALITY OF GARRISONS

Units in fortresses, fortified lines and strong-points may be absorbed by any friendly force, regardless of their original nationality. This does not apply to supplementary garrisons which are national detachments.

8.4 FRENCH NATIONALITY

RESTRICTIONS

French forces may freely intermix, regardless of nationality, except when prohibited by the scenario.

9.0 VICTORY CONDITIONS

At the end of each scenario (except Section 11.0 THE CAMPAIGN GAME), victory points are awarded according to Section 9.1 Victory Point Schedule. VP are awarded only for occupation at the end of the game. VP for Economic Value hexes are in addition to any other VP awarded for a hex. The value of a fortress is its basic value added to its organic garrison number. The basic value is 3 for a 1st Class, and 1 for a 2nd Class. *Example:* Kehl's value is 2 while Lille's value is 9.

9.1 VICTORY POINT SCHEDULE

Enemy Factor Lost (for any reason)	1
Enemy Factor Captured	2
Enemy Leader Captured	2
Marlborough Killed or Captured.	5 (French)
Siege Train Captured	5
Enemy Economic Value Hex Occupied	Higher Value
Enemy Open City Occupied	1
Enemy Fortress Occupied	Value

9.2 VICTORY DETERMINATION

The higher VP total determines the winner.

10.0 SCENARIOS

10.1 1702: THE MEUSE-RHINE CAMPAIGN (14 Turns)

This scenario starts in April 1 and ends in October 11. Use the 1702 set-up line to determine fortress control. Place primary magazines with armies. Do not place secondary magazines. Marlborough replaces Athlone July 1. Elector of Bavaria enters the war in September 1 with 12 and siege train at Donauwerth. All Bavaria thereafter are friendly to the French. Dutch detachment at Maastricht is a supplementary garrison and cannot move until a leader is drawn for it or another force absorbs it. Both sides may begin with detachments from their forces in friendly fortresses.

10.1.1 French

French (4 Armies Only) (+ Bavarian Army)		
1st Army (Boufflers)	Leau (1K16)	45 & Siege Train
2nd Army (Bedmar)	Brussels (I12)	10
Fortified Line	Antwerp (G12), H13, Aerschot (I14)	
Strong Point	Diest (J15)	
3rd Army (Catinat)	Strassburg (FF27)	15 & Siege Train
4th Army (Villers)	Metz (X20)	10

CAMPAIGNS OF MARLBOROUGH

10.1.2 Allies

Allies (1 British Army, 2 Dutch Armies, 1 Imperial Army Only)		
British Army (Athlone)	Hex C13	18 & Siege Train
1st Dutch Army (Nassau-Saarbrücken)	Nimwegen (F18)	22 & Siege Train
Dutch Detachment (Tilly)	Hex H21	15
2nd Dutch Army (Coehorn)	Bergen-Op-Zoom (F13)	15
Dutch Detachment (--)	Maastricht (L18)	10
1st Imperial Army (Baden)	Rastat (EE29)	25 & Siege Train
Fortified Line	Rastat (EE29)	

10.2 1704: BLENHEIM (15 Turns)

This scenario starts in May 1 and ends after December 1. Winter starts in November 11. Use the 1704 set-up line for Flanders and Moselle. Kehl (GG28), Ulm (LL38), Augsburg (NN42), and Bavaria are held by the French. Place primary magazines with armies, secondary magazines in any friendly hex. Both sides may deduct detachments to friendly fortresses.

Special Rule: Each French factor exited the board east of Passau (SS54) are worth 1 VP for France, providing there is a French primary magazine at Passau (SS54) at the end of the game. They may not return.

10.2.1 French

French (4 Armies Only)		
1st Army (Villeroi)	Louvain (J14)	30 & Siege Train
2nd Army (Boufflers)	Louvain (J14)	10
Fortified Line	Antwerp (G13), H13, Aerschot (I14), Leau (K16), Ramilles (L16), M16	
Strong Point	Diest (J15)	10
Detachment (DeCoignies)	Landau (CC29)	36
3rd Army (Tallard)	Kehl (GG28)	26 & Siege Train
Franco-Bavarian Army (Elector & Marsin)	Dillengen (LL39)	
Fortified Line	Dillengen (LL39)	

NOTE: Elector and Marsin may not voluntarily separate, except to head a detachment equal in size to the remaining army, on another hex. If they move together they must reunite.

10.2.2 Allies

Allies (1 Dutch, 1 British, 2 Imperial Armies Only)		
Dutch Army (Overkirk)	Maastricht (L18)	50 & Siege Train
British Army (Marlborough)	Roermond (K20)	26
Northern Allied Detachment (Wurtemberg)	Cassel (R35)	14
1st Imperial Army (Baden)	Launsheim (JJ37)	18 & Siege Train
2nd Imperial Army (Eugene)	Rastat (EE29)	27
Fortified Line	Rastat (EE29)	
Strong Point	Villengen (KK30)	

10.3 1705: THE MOSELLE CAMPAIGN (11 Turns)

This scenario starts on May 11 and ends after October 11. Use the 1704 set-up line in Flanders, the 1705 on the Moselle, and Landau (CC29), Rastat (EE29), Kehl (GG28), and Bavaria to the Allies. Place primary magazines with their armies. Secondary magazines may be placed on any friendly hex. Fortresses may be reinforced with deductions from the main armies.

10.3.1 French

French (3 Armies Only)		
1st Army (Villeroi & Elector)	Louvain (J14)	55 & Siege Train
Fortified Line	Antwerp (G13), H13, Aerschot (I14), Leau (K16), Ramilles (L16) M16	
Strong Point	Diest (J15)	
2nd Army (Villars)	Metz (X20)	35
3rd Army (Marsin)	Strassburg (FF27)	25

NOTE: Villeroi is 1st Army Commander (Not Elector)

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10.3.2 Allies

Allies (1 Dutch, 1 British, 2 Imperial Armies Only)		
British Army (Marlborough)	Treves (V22)	60 & Siege Train
Dutch Army (Overkirk & Slangenburg)	Maastricht (L18)	40 & Siege Train
1st Imperial Army (Baden)	Rastat (EE29)	10
Fortified Line	Rastat (EE29)	
2nd Imperial Army (Heister)	Freiburg (JJ28)	10
North Allied Detachment (Anhalt-Dessau)	Cassel (R35)	12

NOTE: Overkirk and Slangenburg may not voluntarily separate, except for one to head a 15-point detachment on another hex. If they move together, they must reunite.

10.4 1706: RAMILLES (11 Turns)

This scenario starts in May 1 and ends after October 1. Use the 1704 set-up line in Flanders except for Leau (K16), the 1708 set-up line on the Moselle, Landau(CC29), Rastat(EE29), Kehl(GG28), and Bavaria belong to the Allies. Place primary magazines with their armies. Place secondary magazines in any friendly hex. Fortresses may be reinforced with deductions from the main armies.

10.4.1 French

French (3 Armies Only)		
1st Army (Villeroi & Elector)	Louvain (J14)	60 & Siege Train
Fortified Line	Antwerp (G13), H13, Aerschot (I14), L16	
Strong Point	Diest (J15)	
2nd Army (Marsin)	Metz (X20)	20
3rd Army (Villars)	Strassburg (FF27)	40 & Siege Train

NOTE: Villeroi is 1st Army Commander (Not Elector)

10.4.2 Allies

Allies		
British Army (Marlborough)	Maastricht (L18)	25 & Siege Train
Dutch Army (Overkirk)	Maastricht (L18)	40 & Siege Train
1st Imperial Army (Baden)	Rastat (EE29)	7
Fortified Line	Rastat (EE29)	
2nd Imperial Army (Thungen)	Freiburg (JJ28)	25

10.5 1708: OUDENARDE (15 Turns)

This scenario begins in May 11 and ends after December 11. Winter begins in November 11. Use the 1708 set-up line. Landau (CC29), and Bavaria belong to the Allies. Rastat (EE29), Kehl (GG28) belong to the French. Place primary magazines with their armies. Place secondary magazines in any friendly hex. Fortresses may be reinforced with deductions from the main armies.

Special Rule: The 2nd French Army (Burgundy) may not be reduced in size for any reason if there is any other force to take the loss. It cannot make detachments, fortified lines or strongpoints. If Burgundy is killed or captured, this restriction is lifted.

10.5.1 French

French (4 Armies Only)		
1st Army (Vendome)	Mons (J10)	55 & Siege Train
2nd Army (Burgundy)	Mons (J10)	35
3rd Army (Berwick)	SaarLouis (X22)	25
4th Army (Elector)	Strassburg (FF27)	15 & Siege Train

CAMPAIGNS OF MARLBOROUGH

10.5.2 Allies

Allies (1 British, 1 Dutch, 2 Imperial Armies Only)		
British Army (Marlborough)	Brussels (I12)	25 & Siege Train
Dutch Army (Overkirk)	Brussels (I12)	60 & Siege Train
1st Imperial Army (Eugene)	Coblenz (T26)	15
2nd Imperial Army (Hanover)	Landau (CC29)	30 & Siege Train

10.6 1709: MALPLAQUET (9 Turns)

This scenario starts in June 11 and ends in October 11. Use the 1708 set-up line except Lille (G5) which belongs to the Allies and Rastat (EE29) and Kehl (GG28) which belong to the French. Place primary magazines with armies. Place secondary magazines on any friendly hex. Fortresses may be reinforced with deductions from main armies.

10.6.1 French

French (Mayfield 3 Armies)		
1st Army (Villeroi & Boufflers)	Douai (I5)	80
Fortified Line	St. Venant (E3), Bethune (F3), G4, Douai (I5), Bouchain (J6), Valciennes (J8), K9, Mauberge (L10)	
Strong Point	Lens (H5), Denain (J7)	
2nd Army (D'Harcourt & Burgundy)	Strassburg (FF27)	20 & Siege Train
NOTE: Burgundy may not leave 2nd French Army. Villars may not leave 1st French Army. Boufflers and D'Harcourt may lead detachments or 3rd Army.		

10.6.2 Allies

Allies (1 British, 1 Dutch, 2 Imperial Armies Only)		
British Army (Marlborough)	Ghent (F8)	40 & Siege Train
Dutch Army (Orange)	Ghent (F8)	45 & Siege Train
1st Imperial Army (Eugene)	Ghent (F8)	20
2nd Imperial Army (Hanover)	Landau (CC29)	20 & Siege Train
North Allies (Wurtemberg)	Kaiserwerth (L23)	15

10.7 1711: NON PLUS ULTRA (8 Turns)

This scenario starts in June 1 and ends after September 11. Use the 1708 set-up line except Lille (G5), Tournai (H7), Mons (J10), St. Armand (I7), Douai (I5), Bethune (F3), St. Venant (E3), and Aire (E2) belong to the Allies. Place primary magazines with their armies. Place secondary magazines on any friendly hex. Fortresses may be reinforced with deductions from main armies.

10.7.1 French

French (May field 3 Armies)		
1st Army (Villers)	J5	80 & Siege Train
Fortified Line	H1, I2, Arras (I3), I4, J5 Bouchain (J6), Valeciennes (J7), K9, Mauberge (L10), K11	
Strong Point	I6, Denain (J7)	
2nd Army (Elector)	Strassburg (FF27)	20 & Siege Train

10.7.2 Allies

Allies (1 British, 1 or 2 Dutch, 2 Imperial Armies Only)		
British Army (Marlborough)	Lens (H5)	40 & Siege Train
Dutch Army (Albemarle & Fagel)	Lens (H5)	40 & Siege Train
1st Imperial Army (Eugene)	Lens (H5)	20
2nd Imperial Army (Mercy)	Landau (CC29)	20 & Siege Train
North Allied Detachment (Wurtemberg)	Kaiserwerth (L23)	15
NOTE: Albemarle & Fagel are equals and may not separate unless their army divides into two.		

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10.8 1712: DENAIN (10 Turns)

This scenario starts in June 11 and ends after October 11. Use the same set-up as 1711 except Bouchain (J6) belongs to the Allies. Place primary magazines with their armies. Place secondary magazines on any friendly hex. Fortresses may be reinforced with deductions from main armies.

Special Rule: The British will not move into a hostile hex. Each turn before he moves the French player rolls a die. If he rolls 1 or 2, the British Army and all its SP are instantly removed. They are *not* considered casualties.

10.8.1 French

French (May field 3 Armies)		
1st Army (Villars)	St. Quentin (M7)	80 & Siege Train
Fortified Line	H1, I2, Arras (I3), Bapaume (J4), K5, Cambrai (K6), L7, L8, Landrecies (M9), Avesnes (M10), M11	
2nd Army (D'Harcourt)	Strassburg (FF27)	20 & Siege Train

10.8.2 Allies

Allies (May field 3 Imperial and 2 Dutch Armies, 1 British Army)		
British Army (Ormonde)	Denain (J7)	12
Dutch Army (Albemarle)	Denain (J7)	40 & Siege Train
1st Imperial Army (Eugene)	Denain (J7)	40 & Siege Train
2nd Imperial Army (Mercy)	Landau (CC29)	20
1st N. Allied Detachment (Anhalt-Dessau)	Denain (J7)	12
2nd N. Allied Detachment (Wurtemberg)	Denain (J7)	10
Strong Point	Denain (J7)	

10.9 1713: LANDAU (11 Turns)

This scenario starts in June I and ends after November I. Use 1708 setup. Place primary magazines with their armies. Place secondary magazines in any friendly hex. Fortresses may be reinforced with deductions from main armies. **Special Rule:** No movement is permitted on or north of an east-west line connecting Hex H1 and Hex Y35. Each turn end French receive 2 SP at Strassburg (FF27).

10.9.1 French

French (May divide into 3 Armies)		
1st Army (Villars)	Strassburg (FF27)	40 & Siege Train

10.9.2 Allies

Allies (1 Army Only)		
1st Imperial Army (Eugene)	Rastat (EE29)	50
N. Allied Detachment (Wurtemberg)	Mainz (X30)	10
Fortified Line	Restat (EE29)	

11.0 CAMPAIGN GAME

11.1 CAMPAIGN GAME SET-UP

At the beginning of the campaign game, the 1702 Scenario set-up is used, beginning April I.

11.2 CAMPAIGN GAME SEQUENCE OF PLAY

This sequence is repeated every campaign season.

11.2.1 Campaign Season Start Determination

The first turn of every campaign season except the first one is determined by rolling a die and consulting the following chart:

1	April I
2	April II
3	May I
4	May II
5	June I
6	June II

11.2.2 Regular Campaign Season

Successive game turns are played until the end of August II.

11.2.3 Campaign Season Length

The duration of each campaign season is determined at the end of August II. A die is rolled and the following chart consulted:

1	September I
2	September II
3	October I
4	October II
5	October II
6	November I

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This indicates the last turn in the campaign season. Players may move after this time, using winter rules, until the end of January II.

11.2.4 Winter Quarters

Players desiring to avoid winter penalties may remove their units to winter quarters. Such units are either removed from the board or placed inside fortresses. They are not penalized in the turn they enter winter quarters, but they cannot move out until the next campaign season. The normal SP limit for a fortress is doubled for winter quarters. Strongpoints and fortified lines are not affected by winter, but field forces cannot benefit from their presence (however a strongpoint could hold 4 SP for winter quarters, as if it were a fortress). Once all forces are in winter quarters, the interphase begins.

11.2.5 Interphase Sequence

Each interphase is conducted according to the following sequence:

1. Determination of New Front Lines

The players determine the ownership of territory and fortresses.

2. Exchange and Ransom Prisoners

The players exchange prisoners and captured leaders

3. Coup-de-main (Optional)

Each player may attempt one coup-de-main.

4. Build and Maintain Forces

The players use economic points to build new units.

5. Redeploy Forces

The players deploy forces

6. Redeploy Leaders

The Players assign leaders to forces.

11.3 FRONT LINES AND OWNERSHIP OF HEXES

When all forces are in winter quarters, the players determine the new front line. The following priority is given to determining the ownership of each hex:

1. Control of fortress on hex.
2. Control of strongpoint or fortified line on hex.
3. Control of closest fortress, strongpoint, or fortified line.
4. Ownership of hex in last interphase.

The 1702 line determines ownership at the beginning of the game. An open hex or hex-group not adjacent to fortress, strongpoint, or fortified line which cannot trace a supply route through friendly territory to a friendly economic area ceases to be friendly, and changes ownership. All territories on a player's side of the new front line are considered friendly in the next campaign season (except isolated fortresses, strongpoints, their environs.)

11.4 BUILDING FORCES

After the first year of the war (1702) the size of armies and forces are determined by the economic power of the two sides. Certain fortress-cities and towns are economic value hexes, bearing their worth to the possessing side. The first number is the value to the French; the second is the value to the Allies. During the interphase, the armies are supported and rebuilt on this basis. Each side totals its values and expends them thusly:

	Maintain Existing	Build & Maintain New
Strength Factor	1	2
Siege Train	5	10
Army (with Magazines)	5	5

The British army, of course, has two secondary magazines.

11.5 OFFBOARD ECONOMIC POINT VALUE

Certain countries, such as Britain, Austria, and the Northern Allies have off-board economic point values, which cannot be captured. The Austrian off-board economic value is increased to 30 in and after 1708 because of the end of the war in Italy. It increases to 50 in and after 1711 because of the end of the Hungarian rebellion.

11.6 MAINTENANCE PROCEDURE

Existing SP must be maintained before new ones are raised. Armies and siege trains can be freely raised or disbanded. Only field forces need be maintained, not organic garrisons in fortresses. If there are not sufficient points to maintain a field force, one half of the unpaid SP are lost. Unneeded economic value can be saved for later years. Economic points may only be spent during the interphase.

11.7 PRISONER EXCHANGE

Captured units must be exchanged during the interphase. SP are exchanged, one for one, as are leaders. Odd leaders equal (for exchanges) 1 SP or 1 economic point ransom. Odd SP are ransomed for 1 economic point each. Players may not return SP or leaders (even Marlborough). Siege trains are destroyed on capture, but the captor player earns 1 economic point during the interphase.

11.8 REDEPLOYING FORCES

Armies, detachments, fortified lines, and strongpoints may then be deployed or redeployed as desired in any friendly territory, including isolated fortresses (subject to supply restrictions). Lines and strongpoints may be freely placed at this time. After the armies are deployed, the players may return any unwanted leaders to the pool and rearrange their remaining leaders as desired amongst their units. They then fill vacancies by drawing blindly from the pool. They must announce the leader's post before each draw.

11.9 RESTRICTIONS ON BUILDING AND DEPLOYMENT

There can never be more than one British army and it must number at least 20 SP at the beginning of a season (except in 1712). There must always be at least one Dutch army of at least 40 SP (including detachments) at the beginning of a season. Dutch forces may never enter the Empire if that would reduce the total number of Dutch SP in the United Provinces, Cologne, the Spanish Netherlands, and France below 50. There must always be at least one Imperial army of at least 5 SP. These are in addition to the restrictions in Section 8.0 POLITI-

CAL LIMITATIONS. The Northern Allies form separate detachments, placed at Cassel each year [and see Section 8.2 The Northern Allies].

11.10 NATIONAL RULES

11.10.1 Bavaria

Bavaria ceases to be friendly to France if during an interphase the Allies hold all of its fortresses and open cities. If any are regained (by actual French occupation) and still held during an interphase, those areas of Bavaria not actually occupied by Allied forces revert to France.

11.10.2 United Provinces (Dutch)

If Amsterdam (A15) can be captured and held until the next interphase, the United Provinces will become neutral and the Dutch forces disappear. The neutral area cannot be traversed by either side, and its economic value is not used. The British can continue the war from coastal fortresses in France or the Spanish Netherlands at full value. If none are available, they must operate with the Northern Allies, but their off-board value is reduced to 30.

11.10.3 Holy Roman Empire (Austria and Empire)

Each turn after a French primary magazine is placed at Passau (SS54) and a French army (not detachment) has exited toward Vienna (RR55, SS55, TT55) the French player may roll two dice, consulting this table:

Roll

of dice	No. of Strength Factors in Army					
2	5-9	10-14	15-24	25-34	35-49	50
2,3	V	V	V	V	V	V
4	-	V	V	V	V	V
5	-	-	V	V	V	V
6	-	-	-	V	V	V
7	-	-	-	-	V	V
8	-	-	-	-	-	V
9-12	-	-	-	-	-	-

A V signifies the defeat of Austria. The Imperial forces are removed and all the economic values in the Empire are reduced to 0 (except for Bavaria). If the French magazine is lost or moved while the French are off-board, one half their force is lost and the rest demoralized for 6 turns. They may return voluntarily, being placed at Passau (SS54) at the end of their move.

11.10.4 The Northern Allies

As long as any of the Allies remain, the Northern Allies will continue the war.

11.10.5 The Tory Ascendancy

If the war continues until 1712, a Tory government comes to power in England. The British forces are reduced to 12 SP and placed under Ormonde. It is also subject to the restrictions of the 1712 scenario [see Section 10.8]. This does not reduce the value of England in the 1711 - 1712 interphase. The

CAMPAIGNS OF MARLBOROUGH

Dutch and British both become neutral in 1713, along with any Allied fortresses in Cologne, the Spanish Netherlands and France west of column 16. The Empire and Northern Allies continue until the end of the game (1713).

11.11 Campaign Victory Conditions

If both the United Provinces and the Empire are defeated, the British make peace immediately for a French total victory and the game ends. If only one of the United Provinces or the Empire is defeated by the end 1713, the French win a partial victory. The Allies can only win a total victory by capturing Paris and holding it until the interphase. If the Allies should hold Toul (Z18), Lille (G5) or Amiens (K7) during any interphase, the French player has the option to concede a partial victory. The Allies may refuse in hope of attaining a total victory. If the Allies decline, the French gain an off-board economic bonus of 20 in that and all succeeding interphases. This offer may only be made once. If neither side achieves a partial or total victory, the result is a tie. The players may wish to determine a marginal victory by using the conditions in Section 9.0 VICTORY CONDITIONS to each year as it is played and totalling the results at the end (by total score or by number of victorious years, as preferred).

12.0 SHORT CAMPAIGN SCENARIOS

12.1 INTRODUCTION

All the normal campaign rules [Section 11.0 CAMPAIGN GAME] are used for the shorter campaigns, but the game length and victory conditions are different. All the Campaign Victory Conditions apply in addition to the victory conditions of the individual short campaign. All normal economic limitations apply.

12.2 MARLBOROUGH'S RUN OF VICTORY, 1704 - 1708 (5 Years)

This scenario begins with the 1704 [Section 10.2] scenario set-up and continues until the end of 1708. The Allies must conquer Bavaria and hold any three of the six following cities at the end of the game to win: Brussels (I12), Antwerp (G13), Lille (G5), Toul (Z18), Treves (Z22) and Landau (CC29). If at the end of any year the Allies hold Bavaria and any four of the six cities, they win an immediate victory and the game ends. The French win by preventing the Allied victory conditions.

12.3 THE WAR IN FLANDERS, 1706 - 1708 (3 Years)

This scenario begins with the 1706 [Section 10.4] scenario set-up, and continues until the end of 1711. The Allies must hold Bavaria, Brussels (I12), Antwerp (G13), Lille (G5) at the end of any game year to win. The French win by preventing the Allied Victory Conditions.

12.4 ENDGAME, 1709 - 1711 (3 Years)

This scenario begins with the 1709 (Section 10.6) scenario setup, and continues until the

end of 1711. The Allies must hold Bavaria, Brussels (I12), Antwerp (G13), Lille (G5), and in addition, take and hold any four of Dunkirk (C2), Arras (I3), Amiens (K7), Cambrai (K6), Landrecres (M9), and Toul (Z18) at the end of any game year. The French win by preventing the Allied victory conditions. Note that the Imperial off-board economic value has already increased to 30, as per Section 11.5. The French offer of partial victory (1708 - 09 Interphase) has been rejected, therefore increase French economic values in 1710 and 1711 set-ups by 20 as per Section 11.11 and the French cannot offer partial victory in this scenario.

13.0 OPTIONAL RULES

13.1 CONCEALED STRENGTHS

Both players may conceal the strength of their forces unless on the same hex as an enemy force or fort. The defender still has the option to retreat after the enemy strength is revealed.

13.2 FORCED MARCH

An army or detachment may attempt to force march. A die is rolled to determine how many extra MPs a unit may move. A second die is rolled to determine the unit's losses. The unit loses 1 SP times the number on the second die for each group of 10 SP or fraction thereof. *Example:* A unit with 15 SP that rolled a 3 would lose 6 SP.

13.3 COUP-DE-MAIN

During each Interphase, between the exchange phase and the build phase, each side may attempt a single coup-de-main. An enemy fortress or strongpoint is selected, a force equal in size to the total garrison of the fortress is laid out, and a leader appointed. A die is rolled and the following table consulted:

Die-Roll	Effect
1	Disaster.
2	No Effect.
3	No Effect.
4	No Effect.
5	No Effect.
6	Success.

A success result means that the hostile fortress is entered, its commander (if any) taken prisoner, and the garrison must defend in a normal battle or attempt retreat, with a 6(-2) leader equivalent. If they retire, the defenders suffer winter attrition. If they neither retreat nor rout, the attacker must retire. A disaster result means that the defender captures the whole raiding party without a fight. The attacker in a coup-de-main always suffers winter attrition after all battle is resolved. The attacker may modify his roll if he has the superior officer (as in field battle); however, a 1 is always a disaster result.

13.4 COEHOORN

If Coehoorn, the Dutch general, is present at a siege as commander or co-commander of the besieging army, modify the result by one level in his favor.

13.5 DUTCH POLITICAL INTERFERENCE

The Dutch deputies often interfered in operations. Whenever a force in which one of the co-commanders is Dutch wishes to move against or intercept an enemy force (not fortress) in the Spanish Netherlands, Cologne, or the Empire (but not France or the United Provinces), reduce the activation value of the force by one. If the force is entirely Dutch, reduce it by two. This does not affect retreats or sieges. Also, in Scenarios 10.1 - 10.9, the Dutch first army cannot move more than 5 MP into the Empire, and the Dutch may never reduce their forces in the United Provinces, the Spanish Netherlands, Cologne, and France (behind the 1702 start lines) below a total of 50 SP (unless all forces total to less than 50 SP). *Example:* Marlborough, a 9(+3), and Overkirk, a 7(+1), would normally co-activate as an 8, but in the Spanish Netherlands they would co-activate as a 7 and Overkirk by himself would activate as a 5.

13.6 PROLONGED SIEGE

Each consecutive complete turn an army spends besieging a fortress after the first (i.e. no MP expended outside the fortress hex), it may modify its siege result by one level. This effect is cumulative (e.g. on the third turn it would be modified by two levels). Place a red number counter under the army to indicate length of unbroken siege.

13.7 RELIEF OF COMMISSION

If a force is routed in battle, any one of the co-commanders (not necessarily the highest), can be relieved for incompetence. Roll one die to determine if the leader is:

Die Roll	EFFECT ON LEADER
1	Immediately removed.
2	Removed at end of player's next movement phase.
3	Removed at end of player's next movement phase.
4	Removed at end of player's movement phase after next.
5	Removed at end of player's movement phase after next.
6	Not removed because of Royal favor.

13.8 PRINCES OF THE BLOOD

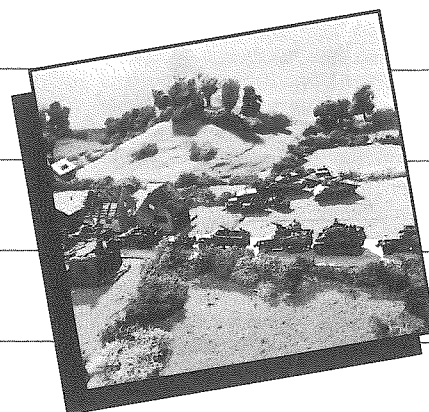
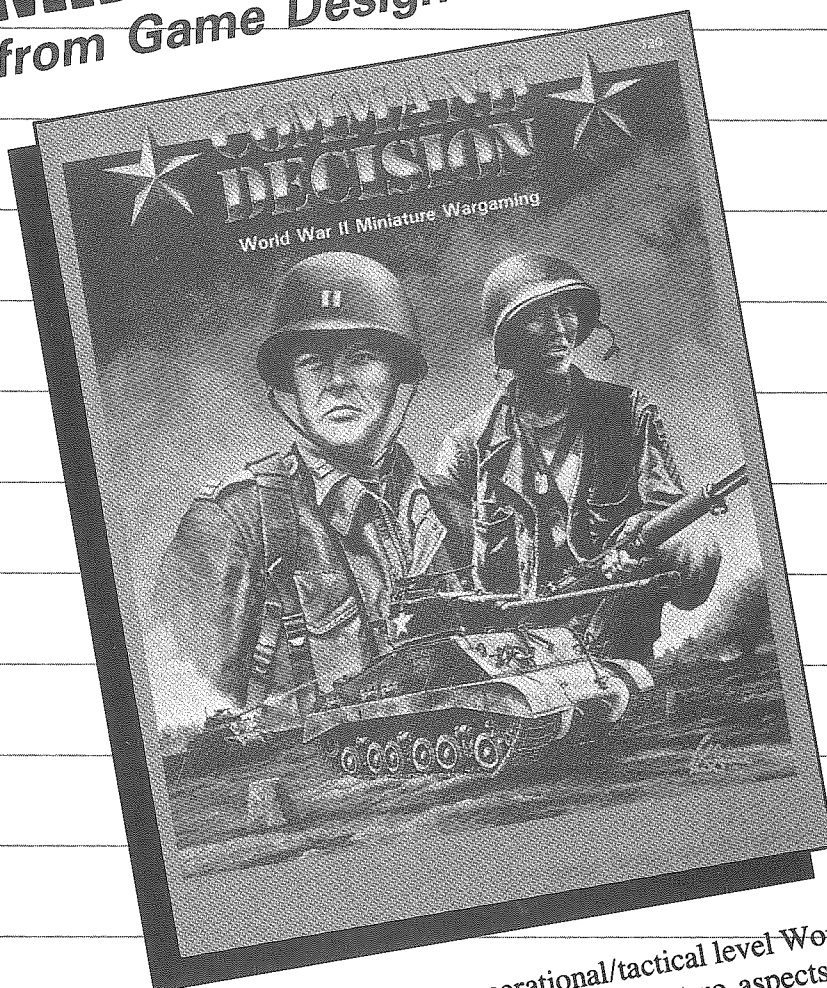
Princes of the Blood (Burgundy, Orleans and Luxembourg) cannot be removed for incompetence. They are always supreme of whatever forces they are stacked with (even if originally drawn for a detachment). Once placed on an army, they outrank its original commander and cannot be removed. The same rule applies to the royal favorite, Villeroi; however, Villeroi can be relieved under Section 13.7 Relief of Commission. If they are in the same force, they take precedence in the order listed. A superceded army commander can assume command of a detachment as a subordinate commander.

13.9 AUTOMATIC ACTIVATION FOR MOVING INTO FORTRESSES

Allow units to be automatically activated for interception when an enemy force moves into a friendly fortress hex.

Miniatures Rules

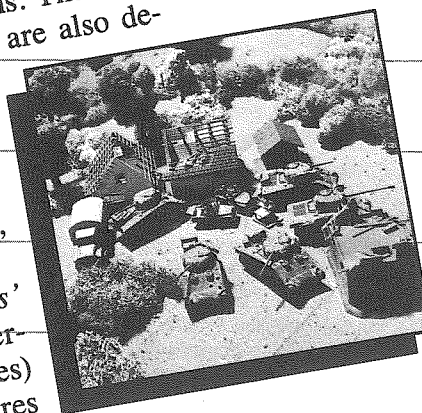
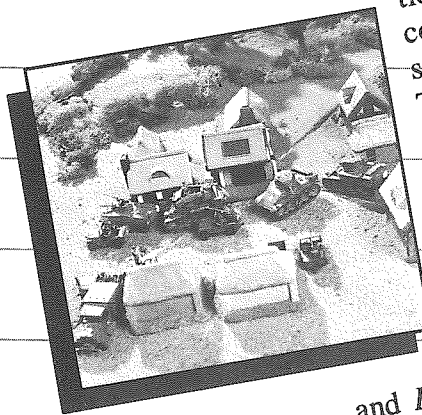
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A HITCHHIKER'S GUIDE TO COMPUTER GAMES

THE BLOODIEST DAYS

Reviews of
Antietam and *Chickamauga*

By Mark McLaughlin & Larry Franks

The American Civil War has been virtually ignored by computer game designers, until now. Even SSI only had two Civil War titles, the rather dull *Shiloh* and the strategic but somewhat hard to follow *Road to Gettysburg*. Now, after a long hiatus, SSI has released *Antietam* and *Gettysburg*, while GDW, a rather new and limited entrant into the computer field, has its *Chickamauga*.

ANTIETAM

Antietam is a good, solid, easy to learn and fairly fast-playing game. You can read two pages of rules and boot up the disc and away you go through the Corn Field, across Burnside's Bridge and into the Sunken Road. Each of the 10 turns takes about an hour to play, and since each turn represents an hour of real time, that is not bad. After all, there are not many games out there that you can play in less time than the real battle took.

In the basic (and the best) game, you just take command of the brigades and batteries (as they are released by the computer) and point them towards the enemy. You do not need to worry about column, line, road or other formations, as the units take the best formation for the terrain. As long as you save two of the ten movement points, they will shoot at the unit in front of them, or at any other unit in range, if you redirect their fire. They can stay and firefight or, if you are very brave, you can order the poor fools to go in with the bayonet.

As you would expect in a Civil War game, bayonet charges only work against units that you could usually blow away with another good volley anyway. Otherwise, you'll never close with them and your men will rout.

You can play either side, with many variations, including the historical limitations on Union movement, or a variant where you, as the North, decide which of your units may move, up to a maximum percentage of the Army of the Potomac each turn. There are several handicap levels, a hidden movement option, and two more advanced levels of play if you want to get into individual unit facings, formations, command and control, ammunition levels, etc. Since the basic in effect takes care of most of this, as well as detailed fatigue, morale and casualty figures, I found the advanced options to be interesting, but to be more work than fun. If you play the basic game, you are in effect playing a corps and army commander rather than a brigadier.

The graphics are nice, with a choice of military symbols or icons (little soldiers and guns) for the units. There is no sound, but you can elect to watch the computer move, which is something like watching a little movie. The computer keeps track of (and shows you) how units lose men, morale and fatigue points, and each turn it gives you a complete run down of the losses and forces left to each side.

This game does what computers are meant for – it does all the dice rolling and paper work, while you make the decisions and play the game.

As an opponent, the computer is not bad. If you are the Union, and you play the historical game with the historical Union limitations as to who can move when, you can defeat the computer if you make a slow, steady push at the angle in his line. Instead of hurling Joe Hooker to death and glory in the Corn Field, you should extend the line towards the river, thus forcing the Confederates to thin out their line. When the XII corps arrives, they can batter their way up the creek, past and through the Corn Field, and clear the center bridge. That means the II corps can cross the creek unopposed, and join them for an assault on the Sunken Road. This in turn will force the Rebs back, and Burnside can come across his bridge alive.

This plan allowed me to take Sharpsburg and get IX, VI and Cavalry corps across the river unmolested. I was even able to keep pushing along the Potomac. Even with this plan, however, the losses will be about equal (and historical in numbers), but the Union can win on points because the town will fall and the Confederates will have to commit (and lose) much of their cavalry, the loss of which gains many, many bonus points for the North.

If, on the other hand, you play like Joe Hooker and Ambrose Burnside, the Computerized Confederates will turn

Antietam into a new Fredericksburg. If you want a real challenge, play the Confederates, as the Union computer is not as dumb as the real Union high command. If you can win as the Rebs in that match, and really like a challenge (like being Custer at the Little Big Horn or playing Space Invaders) let out all the stops and allow the computer to override McClellan. In that scenario, everybody in blue moves every turn, and except for the traffic jam caused by so many blue bellies trying to cross the stream, the game would be over in a few turns.

Overall, I highly recommend *Antietam*, which is now out for the Atari, Apple and Commodore. SSI's other new Civil War game, *Gettysburg* (which will be reviewed in detail in a later column) uses the same system, and first reports are very good. In essence, if you like Civil War battle games but do not want to get bogged down in lots of counters and paperwork, these games were made for you.

CHICKAMAUGA

GDW's *Chickamauga* has a lot in common with the SSI games, in terms of detail, color and options, but goes down to a smaller scale, and adds some strategic maps to help you see the big picture. It is not as easy to play, but the situation, with armies bumbling around in the woods, makes it something of a 19th century battle of the Bulge.

It is September 19th, 1863. Union forces commanded by William Rosecrans are linking up after advancing south from Chattanooga. Confederate forces under Braxton Bragg, having received strong reinforcements, are advancing across Chickamauga Creek towards the Union columns.

Here's a nice "little" game with some very attractive features. It is playable solitaire against the computer, or as a two-player game. There's a second-day scenario for those who lack the time for a full campaign. In solitaire, you can choose to play either side. The rule book is fairly complete, readable, and decently organized. The game box includes a diskette, 24 pages of rules, and an eight-color printed map (used as a playing aid – all the play action takes place on the video screen). As a bonus, the box also includes a twelve page booklet providing historical notes, playing hints and a detailed order of battle.

You start the game by choosing which army you'll command, which day you'll enter combat, whether enemy units are visible behind their lines, and, for solitaire play, how skillful you want your computer opponent to be. You also can choose to activate any of three optional features: morale (ability to at-

tack and withstand attack), fatigue (affects movement and combat), and communications (can affect movement, combat strength, and ability to rest). You'll command an assortment of infantry and cavalry brigades of varying strength and morale, plus divisional and corps headquarters. Artillery is factored in with each brigade. The Union commander also controls six regiments of mounted infantry, armed with deadly repeating rifles. Once battle is joined, you can jump between strategic screens, which depict the overall situation and victory hex locations, and the tactical screen, which lets you examine your units and issue movement and combat orders. Terrain varies from open fields to forested ridges, and plays an important part in determining unit mobility and combat results. Victory is computed on the basis of comparative casualties, plus partial points for "trapped" units and, (in the two-player game), for units that flee the map except at designated "exit hexes". The computer awards bonus points for control of key victory hexes in the enemy's rear.

Depending on the computer you own, you can issue commands via joystick or keyboard; during your turn, you can "undo" any unit's orders if you make a mistake or change your mind. The two-day scenario takes several hours to complete, but a game can be saved to disk after any turn. As a unit commander, your options include: Move (cautious, march, or attack); Fire (near or far); Rest (to recover fatigue and stragglers); Wait (to coordinate with other units); and Fortify (only at night). Each turn lasts 120 "game minutes"; every order given to a unit consumes ten or more minutes, depending on unit type, formation, fatigue, and terrain. After both sides enter their orders, the computer displays the turn's results on a strategic screen.

What's it like to play? It's a dilly of a battle in the two-player version, with plenty of maneuvering for position and several interesting strategies available to each player. Unfortunately, in the solitaire version, the computer plays a mediocre game, even at its highest skill level. The fatigue, morale, and communications options add a lot of flavor to the game, and I much prefer to employ them all, but in the solitaire game, the computer does such a miserable job of protecting its headquarters and communications lines, it's like playing against an opponent who's undergone a lobotomy.

To sum up, Game Designers Workshop has produced a flavorful simulation with a variety of interesting features and options. The two-player version is worth repeated replays. But, if you buy computer games because you lack live opponents for boardgames, be warned that the computer player in this game is a real pushover.

GRUNTS IN THE JUNGLE

Reviews of *NAM*
and *Conflict In Vietnam*

By Mark McLaughlin & T. Larry Tuohy

Fourteen years after the last American combat soldier left Vietnam, the wounds of that struggle have healed enough to let us refight the frustrating and heart-rending battles that marked that bloody chapter of American military history. Although computer game companies were far behind the board game firms in coming out with simulations of Vietnam, two have recently come out: *'Nam*, by Strategic Simulations, Inc. (SSI) and *Conflict in Vietnam*, by Microprose Software. They present two very different views of the war in Indochina. Rather than being competitors, these games complement each other.

SSI's *'Nam* is a tactical wargame. It uses the same system that made *Fields of Fire* and *Panzer Grenadier* fun, easy to play tactical games of combat on the western and eastern fronts of World War II. You can open the box, quickly read through the rules and a few paragraphs about one of the five scenarios you want to play, and jump right into *'Nam*. The game is played with a joystick and is broken down into orderly phases of observation, movement, fire and artillery call in, interspersed with similar actions for the enemy. It is very neat, easy to follow and easy to play.

In this respect, it bears no resemblance to the war in Vietnam. It is, however, a *good game* about combat in Vietnam. Even a Beer and Pretzels gamer can get into *'Nam*. For those of us who do not like to work at games, but play them, *'Nam* is great. You can move and fight units in any order you wish, you can use the joystick to look at each friendly unit and read its many characteristics (range, effectiveness, weaponry, casualties, etc.), you can direct each shot and see if it hits or not before giving the next unit an order to fire, you can move each unit down a road to see if it hits a mine or triggers an ambush before anyone else moves, etc. As I said, it is a great game, but it is not really Vietnam.

It does, however, put you in some good situations that at least give you some feel of the war. There are two firebase scenarios, for example, that let you feel what it was like to face a horde of screaming 'Cong, mow them down

in droves and still lose the battle. In one firebase battle, you hold the base and direct two relief columns through 'Cong ambushes to help save your vital artillery and headquarters. In the other, you have a mix of tanks and militia facing NVA regulars and NVA armor. This is more of a WWII stand up fight, but, like the other fire base battle, is based on a real incident in the war.

The firebase battles, Ap Bau Bang (March 1967) and Ben Het (March 1969), really happened. So did the battle for the tunnels of Tuy Hoa, where U.S. Infantry and South Korean Marines fought their way down a jungle road, into a town, and then down through a warren of tunnels underneath a plantation (sort of a real life dungeon, complete with traps and "monsters" - i.e. the 'Cong). You also get one real AIR-CAV scenario: the good old Ia Drang valley airborne search and destroy, and the road ambush at Suoi Cat. The sixth scenario, however, is probably the best - the reconquest of Hue, following the Tet offensive. It is also the most realistic of the bunch, as the rules, which were originally written for the WWII games I mentioned above, are perfect for the house-to-house street battle in Hue.

All of the battles have both a historical and a random set up, and there are three levels of play, so in essence you have 12 different scenarios, or 36 games, if you play them at the different levels. I would recommend playing at each level, not only because the computer is a very different opponent with different tactics and different combat values for its troops at each level, but because you cannot win this game if you don't play the basic level to learn how to fight.

The first few times you try this game you will get your tail kicked. True, you will usually wipe out the 'Cong or the NVA, and you will have a fair portion of your force left standing, but that is not what the game is about. The computer does not care how many of its boys die. All it cares about is how many of *your* boys die. You, on the other hand, can only win if you minimize your own losses - and I do mean minimize - while wiping the enemy out. This requires a great deal of skill, and this is what makes this game a real test for the wargamer. It is also the one true thing this game does have in common with the Vietnam war: you can't just charge in and take the losses, or else you lose: even if you win.

As I said above, the game system does not have much in common with Vietnam. The situations, the graphics, the victory conditions and the mindset that you need to win the game, however, are fairly accurate reflections of the war in Vietnam, and thus represent a marriage of the playable, but ahistorical game, with a simulation of a real event.

WAR

World War I, a subject not often dealt with by wargame designers, has come to life in "War to End Wars" by 3W. Previous WWI games can't come close to the excitement and challenge of this new rendition.

The game comes with 200 pieces, a map covering the entire area of WWI, and a short, easy to read rule book. The components are of average quality, although better graphics on the map would be nice.

The game contains two scenarios: the Opening Guns Scenario, which covers the first six turns of the war, and the Campaign Scenario, covering the entire war. The turns are seasonal, with the Campaign Scenario beginning in the Summer of 1914 and ending in Autumn of 1918, for a total of 18 turns. Each of the turns has two main phases, strategic and tactical. The strategic phase contains submarine, neutrality (activating neutrals), production, and strategic movement. The tactical phase allows each side to move and have combat three times per turn. But, on the second and third movements, only units who attacked the turn before, or are not adjacent to enemy units, can move again. Everyone has the same movement allowance of five, with only mountains and supply effecting this. There is also limited rail and sea movement available for both sides. Britain, additionally, can amphibiously invade with a small force once per year. The Combat Results Table is modified, after odds calculation, by column shifts

which are determined by troop class, morale, terrain, artillery points, and winter.

The Opening Guns Scenario is quite good. The victor is the one that has attained the most points by capturing land in "major power" enemy countries. Since six turns are all one has to worry about, both sides can go on the offensive and shoot the wad. This may not be very historical, but is quite exciting to play. The easy marks in this scenario are Turkey, Russia and Belgium. Germany, Austria-Hungary and France would be difficult to make much gains in, mainly because of good defendable terrain and the obvious ability of these countries to defend their own land in the beginning of the war. Attacking France with a major effort could be fruitful, but would greatly limit attacks elsewhere. French soil is worth the most to the Central Powers, but one must ask himself, just how many hexes can one get? Russia has no defendable terrain, their units are all class II troops (German units are all class I and Austria-Hungary is half and half), they have a large front to protect, and a couple of production cities in reach of the Central Powers. The Central Powers shouldn't attack Serbia and Montenegro, for they have nothing to do with the victory conditions. All that is needed is a few units to keep them in check. Germany begins the game with Belgium and should try, within reason, to hold it.

In this game, the attacker takes much greater losses than the defender, no matter what the odds are. The greatest the defender can lose is one half

of his force. One must therefore have massive forces to attack, and careful planning is essential for economy of force.

The Entente player should defend the best he can with Russia, making sure to have a number of units in the rear (so they can be moved in the second and third movement phases to plug up holes in the line). He should attack into Belgium with the French early on and possibly add the Italian forces, when they come in on turn 4, to his push in this area. The British should be used exclusively in the Middle East to capture Turkish ground. Turkey is the Entente's Russia. Their borders with Britain have no defendable terrain, they're class II units (all major Entente forces are class I), and they have a large area to protect with a small number of forces. Also, the Entente player will receive Arab units behind the Turkish lines during play. Need we say more. The Turks only chance is to defend in depth, making the British pay for every hex they capture. The Turks also need to remember when the British are able to invade, they must defend the mouth of the Dardenelles, for this is a favorite invasion spot of the British.

The most important aspect of the game is how unforgiving it is to make mistakes. With the three movement and combat phases each season, quite a bit of ground can be taken from an enemy that doesn't think a few turns ahead. Also, units out of supply take tremendous losses (a quarter of their force each friendly movement phase), they can't attack, they may not move in their

TO END WARS

A Game Review By Gary B. Etnyre and Robert Greco

second and third movement phases, have no zone of control, and cannot use artillery for defense. One can just imagine what would happen to a large force cut off from supply. This is definitely a game you don't play with a few beers.

The Campaign Scenario is quite historically accurate. The victory conditions are as follows: the game ends immediately in a decisive victory when Germany or France surrenders (all else requires the eighteen turns of the game to be played out), Austria-Hungary and Turkey must surrender for an Entente victory, and the Central Powers need only avoid this for their victory. The latter conditions are hard to achieve for the Entente player, because to conquer a country, one must capture every hex in that country. The only exception is Turkey, where the capture of Constantinople is the only requirement. One can also force an enemy to surrender by lowering their morale to zero. This method is best used against Germany, for it will end the game early.

The best strategy for the Entente player is to put their main emphasis on Germany. Britain can go after Turkey as a side show, and Russia can aid Britain in that endeavor, along with eventually making their own attacks on Germany. France and Italy should put everything against Germany, along with some British and all the Americans, when they arrive on turn sixteen. Enough force should be brought against Austria-Hungary to pin down as many of their units as possible.

On turn eleven of the Campaign Scenario, the Central Powers can build stossstruppen and the Entente tanks. These produce a major change in the game. Whenever one of these units is in an attack, the defender must retreat when he has taken any amount of losses. Retreats cause the morale to go down for

the defender and up for the attacker. The only other way for morale to go up is for a country to lose less than three strength points per seasonal turn. Unit losses also cause morale for both the attacker and defender to go down. Since the Entente has much greater production than the Central Powers, one can see how constant pressure against the Germans could bring their morale to Zero.

The Central Powers' strategy is a defensive one. First, Montenegro and Serbia should be taken. This will open up the rail line to Turkey, giving them much needed German reinforcements. Other attacks should only be made if the opportunity presents itself. Keep your eyes open, in this game - it will. Next, disperse the Austro-Hungarian forces with the Germans, so they can alternate taking unit and morale losses. Let the Entente player come after you. He'll take greater losses when he attacks. This is the only way the Central

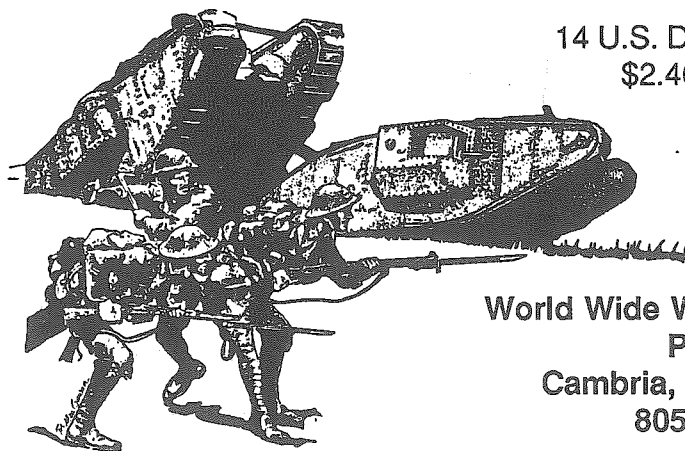
Powers can offset the Entente's greater production. Also hold onto the defensible terrain with which the Central Powers begin the game. If the Entente player captures any of this terrain in the beginning of the game, it is very important to take it back. After the tanks and stossstruppen come in, it may be necessary to attack the Entente at weak spots to gain back some morale points that will be lost. Remember, the Central Powers have only to survive to win. So conserve your forces, unless opportunity knocks.

A competent Central Powers player will produce a very even handed and enjoyable game. *War to End Wars*, a must for strategic game buffs, is historically accurate (in the Campaign Scenario), and the most playable game yet on the Great War. This game is certainly a worthwhile addition to anyone's war-game collection.

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BRIEFING

PLEASANT HILL

Pleasant Hill is the newest volume in the SPI/TSR game series, *The Great Battles of the American Civil War* (GBACW). The game is included in issue #106 of *Strategy & Tactics* magazine, which also includes an article on the battle and its place in the Red River campaign of 1864. The game was designed by Leonard Millman and Dr. David Martin; the latter also authored the magazine article on the subject.

Pleasant Hill, located in northwest Louisiana, was the sight of the largest battle of the Red River campaign. At this battle, a Confederate army under General Richard Taylor (son of President Zachary Taylor) attacked General Nathaniel Banks' invading Union forces. After some initial success, Taylor was beaten back by the timely counterattack of Federal reserves. Taylor withdrew from the field; and Banks, believing himself to be outnumbered, retreated back to the Mississippi, thereby ending the campaign.

The game uses the standard GBACW rules, which is a set of board rules for simulating tactical combat in the Civil War. Each turn represents 20 minutes of real time, and each hex 120 yards from side to side. Game pieces include combat units, leaders, and game markers. Combat units represent infantry and cavalry regiments, artillery batteries, and supply wagons. One combat strength point stands for 100 men of infantry or cavalry, or for 1 artillery piece. Game turns are organized as a sequence of command control, movement, defensive and offensive fire, melee, and rally phases. The standard rules cover formations, fire and melee combat, weapons types, morale, ammunition, cavalry, leadership, and organization.

Pleasant Hill, as with all the other games in the series, comes with its own set of exclusive rules, counters, and game map showing the battlefield as a mixture of wooded areas and open fields, crossed by several roads and streams. The only special terrain features are the hamlet of Pleasant Hill and a three-hex gully in the forward Union position. The one problem that I have with the map is the mention of Crest hexsides on the Terrain Effects On Combat Chart. There are no Crest hexes on the terrain key and nothing that I would call "crests" on the map (except possibly some slope hexes).

The counters, representing the actual regiments, batteries, and leaders in the battle, have their starting positions printed on them, which speeds up placement. One of the Confederate leaders is missing a placement hex designation, and several of the Union units' start hexes are so out of line that they must be in error. Once all the other pieces are set up, it is not difficult to get these renegades where they belong. One Union infantry regiment is misprinted with a cavalry symbol, which conjures up images of mythological Centaurs prancing about the Louisiana woods armed with muzzle loaders.

The exclusive rules for *Pleasant Hill* are concerned with some simple changes to command structure, artillery, stacking, and ammunition. The biggest change comes in the way of additional Reserve Status rules which are very important to playing the game. Detached brigades are not permitted, which simplifies the standard rules a bit. These exclusive rules total about three pages, allowing veteran players to get right into the game after a review of the standard rules.

The game is won by the player who accumulates the greatest number of victory points. Victory points are gained by eliminating enemy strength points, artillery pieces, and leaders. Players can get victory points by breaking the morale of enemy brigades. Victory points are also won by having possession of victory point hexes at the end of the game.

The designers of *Pleasant Hill* have created one of the most balanced of the GBACW games. The Confederate player has 124 strength points spread over 12 brigades and 9 artillery batteries with 36 guns. The Union army has 135 strength points organized into 10 brigades and 5 batteries with 26 guns. The morale of the Confederate army is not good, in spite of the fact of the previous day's victory, while that of the Federal forces is somewhat better.

When the two armies are compared, the Confederate player, who must attack to win, since nearly all the victory point hexes start in Union hands, has a deficit in strength points and a lower morale. His only numerical advantage is in artillery, which is difficult to move in the wooded areas around Pleasant Hill. How, then, can this game be called "balanced?" The equalizing factor is that old nemesis of the Union armies throughout the war — effective command. This lack of intelligent leadership is simulated by the Reserve Status ex-

clusive rules. For the first several turns of the game, the Federal brigades are frozen in Reserve Status, which means that they may not move. This allows the Confederate player to achieve local numerical superiority and overwhelm unsupported Union formations.

If you accept the GBACW system as a realistic simulation of Civil War combat, you will enjoy *Pleasant Hill*. It is one of the quicker games in the series, about 2 to 3 hours to play. It is also in a theater of the war you don't hear much about, which adds to its interest level. The problem with the game is that play can get repetitive; there is only the one scenario and no options. But that aside, *Pleasant Hill* is a good learning game for players new to the GBACW system, and followers of the game series will be pleasantly amused by this little battle from what some have called the biggest sideshow of the Civil War.

Note: The folks at TSR have announced that they will be producing a boxed game of cavalry battles of the Civil War using the GBACW rules!

— Paul Dangel

THE WAR MACHINE

War Machine (Borealis Boardgame Company, 1984) is a highly abstract strategic game combining economic and military elements. The components are generally of high quality, comprising three 11.5" x 17.5" four-color mounted mapboards, 130 die-cut playing pieces, four colors of translucent plastic bingo chips totalling about 250 pieces, five dice in two different colors, and a 12-page rules booklet. The latter, printed in reduced typescript, is the only component of less than average quality. The game comes neatly packaged in a sturdy box with a full-color cover.

War Machine can be played by up to three players (units are provided for a fourth player, and the publishers indicate an additional map is forthcoming), each of which controls a hypothetical country. Each country (the Land Country, the Sea Country, and the Air Country) occupies its own mapboard, and is contiguous to the other countries on land, sea and lake map edges. Each country is different, not only in topography, but in its capacity to build and operate the various pieces in the game.

War Machine is definitely not your typical hex-grid wargame. The board is a highly naturalistic representation of the terrain. Land units (one basic type and one optional airborne type) move from town to town along roads; sea units effectively move from area to area; and air units generally do not move at all, *per se* (instead they either transfer base or offer air support over unlimited

ranges). There is a heavy emphasis in this game on economics and production (e.g. the Sea Country has no facilities for building air units, and must acquire all such units by trade), and shrewd decisions in this aspect of game play are just as necessary as basic military skills.

Each Player Turn in the game comprises three phases; each player completes the three phases before the next player begins.

First is the Reinforcement Phase, in which a player produces oil units or their equivalent in armies, gunboats, barges, or jets, engages in oil trade to acquire those units it either cannot produce or produces at a relative handicap, raises reinforcement armies through the occupation of enemy towns, and engages in production from enemy cities which have fallen under the player's control.

Second comes the Attack Phase, in which armies located in adjacent positions and naval units in the same body of water engage in combat. The number of units on each side determines the number of dice rolled in the battle; outcomes are straight eliminations on the roll of specific numbers. Naval units can support land units, barges can be used for amphibious assault, and air units can support either land or naval units.

The final phase is the Closing Move (a bit of a misnomer, since there is no other movement phase in the game) in which one group of armies and one group of naval units may move. Alternately, oil units may be shipped to sea, or armies may be shifted from port to port on the same board. Specific limitations on oil shipments and harbor capacities multiply the problems a player faces in managing his country in this phase.

The game concludes when one player occupies all the production cities of his opponents. Since movement is very slow (and quite restricted by the fact that only one group of each unit type can move per turn), and since clever players should be able to assure a rough equality in force balance, games have the potential to be quite long. On the other hand, if a player commits a few blunders, the game is liable to be over quite quickly.

War Machine is a game in which a small number of units have what appears to be a small number of options. Yet in fact, each move is quite complex, and demands careful consideration of all the alternatives before choosing one. Once a player has a sufficiently large force (say about 20 units in play), effective decision-making for national management becomes a difficult task. Since you do not know what your opponent(s) will produce, their potential actions become hard to discern, and perfect production strategies are rendered

impossible. In this respect, the game is remarkably true to life.

The major drawback to *War Machine* is the rule book. Not only is it difficult to read and poorly organized for optimum retrieval/crossreference of its contents, but it is also unclear in many cases. This is particularly important for a game representing a radical departure from the norm: many players will approach this with preconceptions and experience which require detailed explanations to overcome. The game rules do not provide this. Indeed, despite many clarifying examples, it is difficult to be sure that one's interpretation of critical rules provisions are in fact correct.

In sum, the physical package and the conceptual contents do not quite make a whole. Whether this game is worth purchasing depends greatly on what you like doing most (those who dote on *Ogre*, say, are likely to find *War Machine* less to their taste than those who like *Web and Starship*). Careful consideration before purchase is therefore recommended.

— John Howard Oxley

ANCIENTS

To a person trying to select his first wargame, the task can seem overwhelming. You go to a store, then find a game which catches your eye. On the box you read what sounds like ominous warning: "This is a very complex simulation, do not try it if you are not familiar with wargames." You find another selection which contains 800 counters, two large mapsheets, and several scenarios. You buy it and head home. You open it up, lay out the pieces, and look at the rules. The rule book reads like a crash course in law. You spend the better part of a weekend reading it and then realize that you have no idea what's going on. You feel cheated and vow never to waste your money on such a thing again.

What I have just described happens far too often. If the wargaming hobby is to grow, we need more introductory level games to attract the newcomer. They should interest the newcomer, and not discourage him with burdensome rules. *Ancients* is just such a game.

Ancients is a new release from Good Industries, depicting tactical combat from 1800 B.C. to 1400 A.D. It contains sixteen different scenarios covering such battles as Raphia, Hastings, Bannockburn, and Agincourt. *Ancients* is a simple game suitable for the novice or newcomer. Experienced gamers can begin play immediately.

The game box and components are standard issue. The game contains four 11" x 8-1/2" mapsheets, 200 die-cut, back-printed counters, one play-aid sheet, and a booklet of rules and scenarios. Counters represent units of infan-

try, archers, cavalry, phalanx, chariots and knights. Because of the varied time periods presented, units do not represent a specific number of troops. This does not affect the play value in any way.

The rulebook is well organized. It contains only six pages of actual rules, the rest being devoted to scenarios.

The turn sequence consists of movement, shooting, attack, and rally phases. Combat can be very bloody at close range. There are three results of combat: melee, disorder or elimination. Disorderment is the most frequent result of combat. Leaders are very important in battle. They give a times-two modifier in combat and a bonus for attacking the enemy flank, and rallying disordered units. Somewhat unrealistically, they have no movement value of their own and can be placed anywhere once per turn.

Facing is very important; a unit can only move or attack in one of its three frontal hexes. It must then be adjusted so that its center rear hex is facing toward the hex it just left.

Victory is determined by the number of victory points each side has accumulated. Victory points are determined by capturing an enemy camp, causing an enemy army to panic, or having twice as many ordered strength points than your opponent.

There are a number of optional rules which increase realism, such as hidden movement and zones of control.

How does *Ancients* simulate ancient combat? It is a game first and a simulation second, as the designer freely admits. Mr. Banks also states the basics are presented in the game for those who wish to make their own scenarios, or to make them more historically accurate. His philosophy is to make a less complex game which will provide more game time and enjoyment per dollar. Who can ask for more honesty?

I found *Ancients* to be enjoyable and fun to play. Though it is not a simulation, it is rich in play value and is successful at what it sets out to do.

— David Casciello

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Clubs

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Meetings: 2nd Saturday monthly (Business/Gaming) and a Saturday monthly for just gaming.

Members: 52 presently.

Games Played: Role Playing games, i.e. Advanced Dungeons and Dragons, Morrow Project, etc. War Games, i.e. Advanced Squad Leader, Axis & Allies, Civilization, Naval War, etc.

The club meets regularly at the General Purpose Room, Area 13, Camp Pendleton. We have the approval of the base to use the facilities (tables, chairs, etc.). Refreshments are available nearby. Membership is limited to maximum 30% civilian contingent, but all interested parties are welcome to join the fun and competition. We play all games, and have even established the "Colesseum", an opportunity for novices to jump right in and participate in AH's Gladiator and/or Circus Maximus. Negotiations are under way to organize tournament competition with Southern California Military Base gamers.

ANTELOPE VALLEY GAMING ASSOCIATION

Contact: Steve Cooley, 3551 Casamia Ave, Palmdale, CA 93550, (805) 947-5117

Meetings: 1 or 2 per month.

Members: Forming.

Games Played: Diplomacy, Empires in Arms, World in Flames, Third Reich, ASL, Flight Leader, MANY other AH, VG, GDW; also railroad games, sports games, SFB, and occasionally Paranoia!

Will print newsletter if popularly demanded.

OHIO STATE UNIVERSITY MINIATURES AND GAMING ASSOCIATION

Contact: Jeffrey Gerckens, 3655 Darbyshire Dr., Columbus, OH 43220; (614) 876-2170.

Meetings: Weekly.

Members: 150.

Games Played: Multitudes, RPGs, Boardgames, Miniatures, Historical, Sci-Fi, Fantasy Modern, Strategic Tactical Individual Economic Diplomatic Combat - too many to list.

We host CAPCON each year at the State University in April. CAPCON is an inexpensive (\$2/day last year) medium-sized (1500 attendance), all inclusive (see above games) gaming convention. We also organize road trips to nearby cons.

WARRIORS OF THE ROSES

Contact: F. Scott Payne, 7625 S.W. 91st Ave., Portland, OR 97223; (503) 244-0660.

Meetings: Sunday, Monday, Thursday, Friday, Saturday.

Members: 25 - 30.

Games Played: Boardgames on Mondays & Fridays, Miniatures on Thursdays, Role-playing on Saturdays, Open Gaming on Sundays. Boardgames include AH, 3W, GDW, Victory. We specialize in 'Monster' games and campaign games. Visitors are always welcome.

THE ROCHESTER WARGAMERS ASSOCIATION AND GUILD (RWAG)

Contact: William Trainor, c/o Student Directorate, One Lomb Memorial Dr., Rochester, NY 14623.

Meetings: Regular: Tuesdays 7p.m.; Convention: Fridays 7p.m.

Members: 175

Games Played: Any and all, most popular being: AD&D, Star Fleet Battles, Car Wars, Squad Leader, Third Reich, Ameoba Wars, Nuclear War, Cosmic Encounters.

We are mainly an RIT student/faculty organization, but our meetings are open to all. We hold a convention in October, called RudiCon, right on the RIT Campus (RIT: Rochester Institute of Technology, Rochester, NY). Surrounding towns include: Henrietta, Bridgeport, Scottsville, Greece, Chili, Fairport and Rochester.

MCDONNELL-DOUGLAS ADVENTURE GAMING CLUB

Contact: Joseph E. Samocha, 435 F Chapel Ridge Dr., Hazelwood, MO 63042, (314) 731-6321, (314) 232-5845.

Meetings: Every other Thursday night.

Members: Appx 30.

Games Played: Spies, Axis & Allies, Squad Leader, Star Fleet Battles, Strat-O-Matic Baseball, D&D, Kingmaker, Diplomacy, Air Cav, Wooden Ships & Iron Men, Nuclear War, Ace of Aces, etc., etc.

The MDC Adventure Gaming Club was formed to support the gaming hobby with McDonnell-Douglas Corp. As such, and as yet, our membership is restricted to MDC employees. However, the MDCAGC is interested in hearing about other gamers & other game clubs in order to encourage club members to become more involved in the hobby, outside of the club.

SANTA FE SPRINGS GAMERS ASSOCIATION

Contact: Dave Turrietta (213) 863-7893, (213) 420-3675, (213) 863-4896.

Meetings: Three times a week: Tuesday, Thursday 5p.m. - 9p.m. and Saturday 9a.m. - 5p.m.

Games Played: Axis & Allies, AD-d, Talisman, Battle Tech, Star Fleet Battles, Champions, V-V, Civilization, Stalking the Night, Fantastic.

You are invited to play or learn to play any of these games. No Fee! Just show up and have Fun!

BATH UNIVERSITY ADVENTURE GAMING SOCIETY

Contact: Darryl Ashing, AGS c/o The Students Union, Bath University, Claverton Down, Bath BA2 7AY, England.

Meetings: Room available daily, try Wednesdays, Fridays, or Sundays.

Games Played: Most Fantasy (including AD-D, Runequest, Dragonquest, Judge Dredd and others), several board wargames (including Pax Britannica, Junta, many others), figure gaming on Wednesdays.

Feel free to call in on us in Building 1 East Room 3.6 any Wednesday (or Sunday) afternoon or Friday evening when people are guaranteed to be present. Being a University Club means that outside of term time, meetings are rare, if they take place at all. An increasing interest in inter-university events is being shown.

NAPOLEONIC WARGAMING SOCIETY

Contact: Colin Hutchinson (secretary), 10 Scythe Street, Willetton 6155 W.A.; Phone: 4573821.

Meetings: Every Wednesday evening from six 'till late.

Members: 31.

Games Played: Figure gaming in all periods including naval wargames. However, the main periods are Napoleonic, E.C.W., Ancient. Lesser periods include medieval, modern, WWII, naval WWII and renaissance. Both 15mm and 25mm scale are used.

The club meets at Subiaco Uniting Church Hall on Baggot Road, at the corner of Rockeby Road and Baggot Road. I suggest you use the contact address listed above in preference to any other that you may have.

MONTEREY PENINSULA ASSOCIATION OF WARGAMERS

Contact: Ryan Schultz, 396B Ricketts Road, Monterey, CA 93949; (408) 372-7651

Meetings: Every Saturday (open gaming). Most Sundays (miniatures gaming).

Members: 30 (and growing!).

Games Played: All wargames, all eras. Sorry, no role playing games.

Meetings held at the YMCA Library, 600 El Estero, Monterey, CA 93940. Local military are especially welcome (give us a call for a free ride to club meetings). Club organized tournaments occur about once a month. All other meetings are open gaming.

GESELLSCHAFT FUER HISTORISCHE SIMULATION (SOCIETY FOR HISTORICAL SIMULATION)

Contact: Dirk Dahmann, Hustadtring 139, D4630 Bochum 1, West Germany; or Ullrich Blennemann, Rosental 76, D4320 Hattingen, West Germany.

Members: Just founded, the zine (Der Musketier) has a circulation of about 150 up to now.

Games Played: All kinds of historical simulations. No role playing except when in connection with simulation (privateers & gentlemen).

Meetings: Local meetings are organized regularly. There will be a national convention from May 1 to May 3 in the Darmstadt area. Details to be asked for at the above addresses.

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Errata

ANVIL-DRAGON:
SOUTHWALL 1944
Issue #60

MAP

• **SEA:** There are no *sea* hexes represented on the map (actually, there is one: 5502 – the hex south of Voltri – is supposed to be a *sea* hex). The TEC describes one, but shows a partial-*sea plain* hex. I suggest you draw them in adjacent to the coastal hexes and also enclose the islands in hexes, as they are playable, too.

• **PLAIN:** Hexside 2815/2816 should be a *plain* hexside. It is a saddleback valley enclosed by hills.

• **MOUNTAIN:** Hexes 4603 and 4702 should be *mountain* hexes, with Hexside 4603-4702 being a *mountain* hexside.

• **ROADS:** A primary road runs through Antibes (5414), joining Nice (5413) and Cannes (5415). Also, a secondary road crosses Hexside 3509/3609.

• **FOREST:** There should be a *forest* feature in Hex 5305.

• **TOWNS:** Mende should be in Hex 3226, Romans-sur-Isere in Hex 3516, and Ivrea in Hex 4300.

COUNTERS

• **FABTF/2:** The British 2nd Independent Parachute Brigade should have its back as well as its face white-on-red.

RULES

• **3.4:** The three FABTF units should be placed anywhere on the map south of Hexline 3702-3733. Renumbering strikes again!

• **7.43:** Righting a unit out of Strongpoint Mode costs 2 MFs. Also, it may be done during the Combat Phase as well as the Movement Phase.

• **8.2:** The 36/Butler unit may *not* enter the game by being placed on a *sea* hex. In the next-to-last sentence, delete the words "armor or".

• **9.6:** Units on edge hexes may exit the map from Hex 1513 to Hex 2700 inclusive.

• **11.31:** Attacking units may advance into the defender's vacated hex only if allowed into it during Movement.

• **11.32:** When the example says that neither of the defending units is reduced, it is wrong (I rewrote the rule, but forgot the example). Even though the Germans don't lie in any Allied OZ, they must still comply with the Combat Effect, which means forced marching out of their hexes. The 11/15 has to vacate its Strongpoint Position by righting itself before it can retreat and is eliminated when it spends its last 2 steps to do so. The 242/918 retreats out of its hex through one of the three hexsides open to it. Say the hexside has a hill crossing it, the hex retreated into has no terrain features nor Enemy OZs in it, and the unit reverses direction and reenters its original hex. Having lost 2 steps on its Forced March and maintained its OZ, the 242/918 then forces the two Allied units to be reduced in turn as the example has it.

• **16.1:** Add a sentence after the first that says, "Isolated units in the same fortress are reduced as if they all occupy the same hex, even when they do not (see Section 5.33)."

— Laurel Cochran

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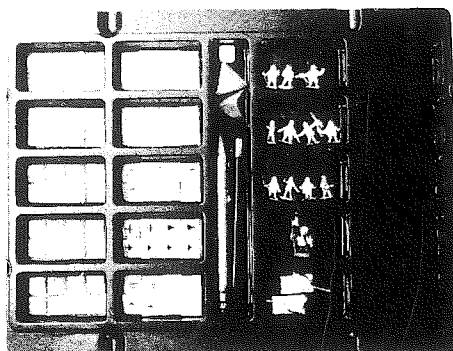
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Game	7.2	
Rules	6.9	
Map	7.9	
Counters	7.1	
ISSUE OVERALL	7.2	
Rank		
1. M*A*S*H	7.2	(7.6)
2. The Valiant Few	7.2	(7.2)
3. G-2	6.6	(7.2)
4. Briefings	6.6	(6.8)
5. Operation Torch	6.5	(7.2)
6. Feedback Analysis	6.4	(6.6)
7. Mailcall	6.3	(6.3)
8. Mightier than the Sword	6.3	(5.8)
9. Strategies:		
House of Saud	6.0	(5.9)
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by Keith Poulter

Subscription Rates . . .

As recently announced, *The Wargamer* is to appear 10 times a year in 1987, a drop from the 13 – 14 issues of the last 2 years. The annual subscription rate will fall from \$84 (14 issues) to \$48 (10 issues). We hope the new schedule will give players more time to absorb the new games as they appear, and that the new subscription rates will be welcome. There will also be a 5-issue subscription for \$24. Vouchers will not be applied to these new low rates.

S & T . . .

TSR's *Strategy and Tactics* magazine is again the subject of a possible sale, with 4 parties – including 3W – reportedly interested in acquiring the magazine. As with all the other possible magazine sales, mergers, etc. that have recently been mooted (and the additional ones that have been rumored!), readers should not hold their breath on this one. But, negotiations are expected to be in progress by the time this issue is with you.

Quarterdeck Games . . .

After 6 years, Jack Greene has relinquished the helm at Quarterdeck Games, which is now headed by Dave and Ginger Ross. The new address for the company is P.O. Box 392, Clinton, NY 13323. Jack has also wrapped up his import company, Quarterdeck International, largely because of the adverse ratio between the U.S. dollar and the yen. Jack will continue to design games, and his *Fleet Admiral* will be Quarterdeck's next release.

Upcoming . . .

GDW's revamped version of *Unentschieden*, titled *Scorched Earth*, should be available by ORIGINS, while *Omaha Beachhead* and a new *Ambush* module, *Silver Star*, are scheduled for

release about the same time as this issue. West End Games has two games due for release in April, a west-front version of *Tank Leader* and a "modern Squad Leader".

Back Issues . . .

Stocks of back issues of *The Wargamer* are now limited, and from April 10th, the price on *Issues* #27, #29 through #44, and #48 through #60 will be raised to \$12.00. *Issue* #26 will remain at \$7.95. Please note that very few extra issues of #61 onwards are being printed; these are likely very quickly to become collectors' items, and sell for considerably more than their cover price.

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A Look Ahead . . .

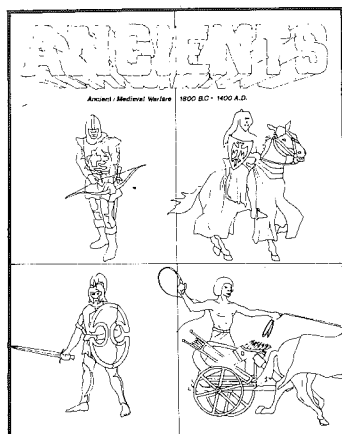
The two Napoleonic games in *Issues* #65 and #66 are mateable to create a 3 – 5 day campaign game. The Abensberg game opens with the Austrians – poorly led, slow moving, short of cavalry, and with precarious morale – manning the line of the river *Abens* running south to north along the extreme western (i.e. left) edge of the map. The Austrian right flank is refused, lightly manned, and not protected by a river. On Turn 1, the French cavalry under Lannes enters from the north-west on a major road, immediately threatening to crash through the lightly guarded Austrian right, turn their flank, and cut them off from the main Austrian army to the north-east (on the *Eckmühl* map). For the Austrians to remain in position along the *Abens* river is suicidal; to retreat-off-map to the south-west is self-

defeating, as it leaves the remainder of the army (at and around *Eckmühl*) to the mercy of superior French forces. Happily, there is another possibility. Leaving strong rear-guards to delay the French, the Austrians can hasten the remainder of their troops to the rear, where they can take up defensive positions along another minor river, the *Grosser Leber*, running more or less north-south across the map. The trick is, that to out-distance the pursuing French and get to the new position in time, the Austrians must force march. And in doing so they are liable to become disrupted. Ideally for the Austrians, their rear guards will hold, the mass of the troops will reach the new positions in time, and their officers will be able to reorganize them before the French appear on their front. The *Grosser Leber*, like the *Abens*, is a minor tributary of the Danube (to the north on the *Eckmühl* map), and in itself is an insignificant military obstacle. However, its banks are lined with marshes, and any troops assaulting across these are liable to disruption (1 chance in 3 for French infantry). Furthermore, the Austrians' limitations of movement and command control are minimized in defense, their heavy superiority in artillery can be brought to bear, and the French advantage in cavalry is nullified. The French strategy at this point must be to force a bridgehead and roll up the Austrians along the river line.

In any case, the above assumes that the Austrian rearguards are successful. If they give way too soon, the French cavalry will fall upon the fleeing hordes of disrupted Austrians. As happened historically, there will ensure "more of a hunt than a battle".

I see I haven't mentioned Hiller's Korps entering from the southern map edge, its movements uncertain, nor the possibility of another Korps being detached from the main Austrian army to the north. But no matter, I hope I have said enough to give you a little of the flavor of the game. And remember, this refers only to the one-day battle of Abensberg, using one map. There are also the one or two-day (single map) battles of *Eckmühl*, or the 3, 4, or 5-day (two map) campaign games. Best of all, of course, if you already own our *Austerlitz* or *Aspern-Essling* games, you already know the system, and can begin play immediately.

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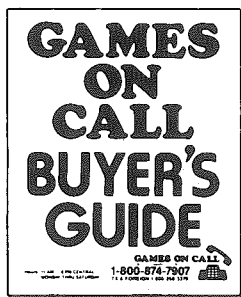
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critique



"Strategy of Isolation" by Gary Hladik impressed me greatly. It demonstrated a deep understanding both of the game system, and of the historical situation in question (In fact, his knowledge of the history of the period is probably greater than mine; I haven't kept up with the abundance of material released since the game's publication).

The variant described in "The Strategy of Isolation" is an excellent way of permitting the U.S. to depart from historical strategy, without opening the door to too many unforeseeable variables. Mr. Hladik is correct, in that I did want to restrain the U.S. to a historical attrition strategy; I felt that one of two approaches was necessary to simulating the Vietnam conflict: a full depiction of the situation in Indochina, emphasizing the inter-relationships between the nations, or a detailed simulation of combat in SVN. In the former case, the broader consequences of an invasion of the North, or nuking Hanoi, or a semi-permanent stay in Laos could be treated in detail, without my deciding arbitrarily on simple results; but in the latter case (which Victory decided it wanted), I did not want to bear the hubris of simplistic predictions.

Hladik's variant slightly (and, it seems, knowingly) transgresses that deliberate design limit, since it essentially ignores the potential effects of a long-term occupation on international and local events, reducing to zero the U.S.'s doubts and second-thoughts; but those players who want an alternative to attrition (and he is correct that most do) will be delighted. I want to play it myself.

In any event, his research and implementation are both excellent. A few specific points:

I wonder whether the effects of a patroling ZOC should be as severe as indicated. Perhaps reducing the effective status of the trail by 2 per patrol-ZOC-hex entered, or 1 per non-patrol-ZOC entered would be more reasonable? 30 km is an awful lot of country for a battalion to interdict!

Also, additional sea transport rules are necessary; if land transport becomes dramatically more difficult, the NLF should be given more options to move supplies by sea. The current high level of abstraction assumes that sea transport is an occasional supplement to the Ho Chi Minh trail, not a replacement.

I very much like Hladik's rules for artillery on hold missions supporting hold missions. I wonder whether units on hold missions should defend better against bombardment, however. While it is true that such units would be dug in, presumably their position is better known, and they are deployed in greater concentration to repel assault, making them correspondingly more vulnerable.

The modification to 16.2 is optimistic; necessarily, if the variant is ever to be used. It might have been worthwhile throwing in a table, which had a very variable result to U.S. morale a year after a major invasion, with results ranging from his to a substantial (50 - 200) point morale drop.

The abstraction of the various armies in Laos is also, unfortunately, necessary, as is the lack of new supply rules; a series of independent outposts far from the coast would have created huge logistical problems not easily solved, even with the tremendous air resupply capabilities available to the U.S.

Let me conclude by saying that I think the variant is great at what it is intended to do; obviously Mr. Hladik was aware of its limitations, and carefully chose its (worthwhile) goals.

"A Gamer's Second Look at Vietnam" is also excellent, adding a layer of detail that many players will appreciate. Mr. Hladik also corrects several flaws in my research, and places where I just didn't bother or have time to check things as thoroughly as desired. At a couple of points he is overly charitable in assuming that I intentionally took liberties, where actually I simply blew it.

His weather rules are conceptually much more accurate than mine. I would, however, just reduce mech movement allowances during monsoon, rather than add a per-hex cost, another detail for the players to keep in mind.

The ARVN deployment rules are great, and solve a problem I had thought about, but never found such an elegant solution to.

The pacification option is great, for those players who are willing to spend the additional time and record-keeping energy, and are annoyed by the two-turn cycle under the original system. I was a bit sheepish already about the amount of paperwork the game required (I generally consider massive records indicative of poor development jobs).

I don't like the modification to the coup rules; instability should encourage further instability, not minimize it. Perhaps a random modification of 2-star leader morale after a change of government would improve the chances of escaping from a spiral of coups? Or maybe just changing the victory conditions (e.g. Saigon has to hold out one season less for every 3rd coup)?

The rule on offensives is good, but the cut-offs for U.S. morale penalties should be lowered, so that the net effect on morale is not reduced.

The limitation on U.S. reinforcements is good. At the risk of additional complexity, you might permit the U.S. to bring in more than 25 commitment, but expend 2 commitment for each point received after the 25th (so 75 points would be expended to bring in 50); this would simulate the dislocation caused by such a massive and drastic logistical effort.

The limitation of SVN reinforcements is good from a historical point of view; it is one area where I deliberately allowed the U.S. player to take some liberties with history, and try a new timetable on a historical strategy; my own feeling is that a war of attrition could have been "won" (in game terms) if more attention had been paid to equipping the ARVN earlier. But Hladik is right that this was politically difficult under the circumstances.

Some change to the sea-supply rules is necessary; they are overly complex, and rarely come into play. But frankly, I don't think that his do the trick either; they are too cut and dry, with too few variables and too little marginal effect. I dislike any rule that results in one optimal and invariable strategy; the U.S. will obviously always send 5 points to naval interdictions, and thereafter the NLF will never send anything by sea. So why bother? Why not just forbid sea supply, and lower U.S. morale by a bit? That would be ahistorical; something more complex was going on. But I don't claim to have succeeded in simulating it well.

The Ho Chi Minh Trail modifications is a good chrome rule, as are the limits on augmented NVA units. Mr. Hladik clearly has a better understanding of NLF supply routes than I ever did.

Nick Karp
New York

response

Thanks to Nick Karp for looking over the two Vietnam articles. That we agree on many issues is gratifying. Considering the speculative nature of "what if?" game rules, it's surprising that we have so few differences. If I may address some of the disagreements:

Mr. Karp is correct that the "Strategy of Isolation" glosses over the difficulties of supplying the interdiction bases in Laos. On the other hand, moving the focus of the war to the DMZ/Laos might have freed more than enough resources to get the supplies through. According to retired General Bruce Palmer, Jr., concentrating U.S. efforts at the 17th Parallel would have required only one major port, base, and line of communication, vs the several that were actually developed at enormous cost (*The 25-Year War: America's Military Role in Vietnam*, University Press of Kentucky, Lexington, KY, 1984).

As for the "hold" mission, the protection I added against bombardment is meant to emphasize the difference between fortifying a position and merely occupying it. In any case, the improvement is minimal: to offset the benefit of a "hold" mission to a U.S. brigade, the NLF player needs only seven additional artillery points.

With regard to the "Gamer's Second Look" article, Karp's comment that "instability should encourage further instability" is perfectly reasonable. Indeed, that's exactly what happened in 1963 and 1964. However, the inescapable fact is that the string of coups eventually did lead to a stable South Vietnamese government. The key, of course, is that the U.S. would no longer sit still for coups, and ARVN officers knew it. This point was reached at about the time the "Vietnam" game begins.

As for sea supply, I have to agree (reluctantly) that my rules don't really make the grade (maybe *Wargamer* readers will have some ideas). I disagree, however, that the optimum U.S. force under my proposal is five naval points. Depending on how heavily the Trail is bombed, three or even two naval points are enough to discourage regular NLF sea supply. Later, when northern recruits become the limiting factor for the VC, the U.S. may even withdraw the rest.

Anyway, thanks again to Mr. Karp for taking the time to critique my work. Our "Vietnam" correspondence has been both productive and enjoyable. I'm looking forward to seeing some of his future work.

Gary Hladik
Saratoga, CA

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Color Plates: Angus McBride
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This recent volume from Osprey is subtitled "Armies of Classical Greece 5th and 4th Centuries BC" and covers Greek military dress during the Classical Period between the Greek victories over the Persians and the death of Alexander the Great. The book is in Osprey's new Elite Series with an extended text running to 64 pages and including 12 color plates and 57 black and white illustrations. The plates by Angus McBride in this volume are excellent and for the most part depict vivid battle scenes rather than static groups of standing soldiers.

The book makes fascinating reading for the miniaturist of the wargamer interested in the period, in that the author departs from the usual series style of isolating the plate commentaries in the last chapter and instead integrates a detailed discussion of each of the subjects

in the plates within the main text. The first half of the book covers hoplite warfare, Thessalian and Athenian cavalry during the 5th century B.C., and the Peloponnesian War, with the main theme being the development of the first military uniforms from the Archaic Period when Greek warriors simply wore what they wanted, to the Classical Period when the state began to play an increasingly important part in military organization by either issuing arms to its citizens or by setting equipment standards.

The Spartans, or Lakedaimonians, as they should more properly be referred to when talking of the whole state or army, rather than simply the city of Sparta and its inhabitants, were the masters of hoplite warfare at the turn of the 5th century B.C. This was due to their strict code of upbringing and military training. The Lakedaimonians emphasized their toughness by wearing single-soled sandals and a single cloak, summer and winter, which was never washed and was allowed to wear thin. The author states that the Lakedaimonian army was one of the first, if not the earliest, Greek army to adopt uniform dress. The army wore crimson tunics and cloaks and carried bronze shields emblazoned with the letter *lambda* or "L" for Lakedaimon. Another distinctive feature of the Lakedaimon warrior was long, carefully dressed hair at a time when short hair was the fashion of the Greek world. According to Lycurgus, who devised the constitution of the Lakedaimonians, "long hair

makes a good-looking man more handsome and an ugly man more terrifying." One is reminded of the astonishment of Xerxes and his army when they found the Lakedaimonians in the pass of Thermopylae calmly combing their hair in preparation for the battle.

The remainder of the book discusses the decline of the Greek states in the 4th century B.C. following the defeat of Athens by Lakedaimon in the Peloponnesian War and the ascendance of Philip of Macedon into the power vacuum left by the rapid decline of Lakedaimon and Thebes. The development of the helmet is traced from the closed Corinthian helmet, with its nose-guard and cheek protection that we normally associate with the ancient Greeks, to the open-faced pilos-helmet, which can be distinguished by its conical shape ending in a noticeable point and a narrow rim hanging almost vertically from the body of the helmet. These pot helmets were cheaper to make and could be produced in mass quantities. One of the plates shows a hoplite wearing a Corinthian helmet that has been "modernized" into an open-faced helmet by cutting away the cheek and nose pieces. Paralleling the change in helmet design, the Greek states began to lighten the equipment of their hoplites, discarding greaves and cuirass.

The author also follows the start of other city-states using a uniform shield device for their armies. According to Thucydides, at the battle of Delium in 424 B.C., the Athenian line stood firm while the Boeotian allies fled. In the ensuing confusion, the Athenians and Boeotians started to cut each other down, being unable to recognize each other in the melee. Uniform hoplite shield blazons developed from individual shield devices to clan devices to city-state blazons, such as the letter *tau* or "T" for Tegea, a ligature of the two initial letters of Arcadia *alpha* and *rho*, *alpha* for Athens, and so on. The text also discusses shield construction and the layout of the inside of various shields. An interesting note is that, in a time of frequent uprisings by the helot or slave class, a hoplite returning home took the bronze armband or *porpax*, through which the left forearm is passed, off the shield so that it could not be used by a helot in times of revolt.

For those interested in the period and already familiar with the two comprehensive volumes *Greece and Rome at War* by Peter Connolly and *Warfare in the Classical World* by John Warry, *The Ancient Greeks* will be a welcome addition and is highly recommended. Others may find it too limited in scope and treatment to warrant purchasing, and would find the more in-depth books by Connolly and Warry more interesting to start with.

— Richard D. Empey

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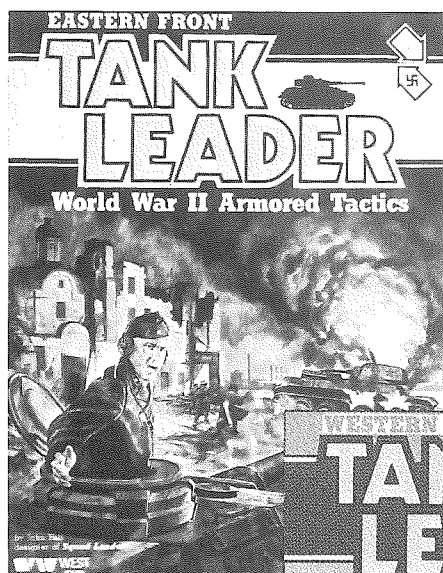
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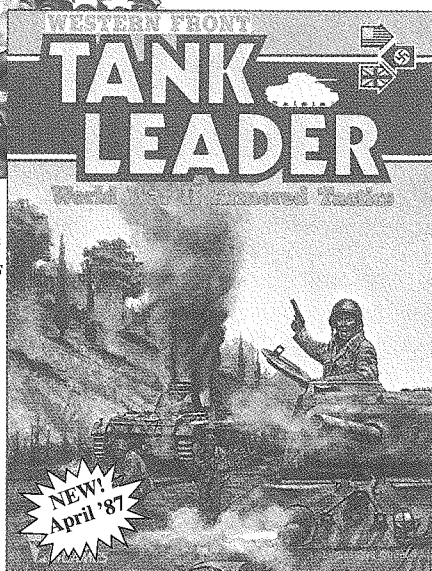


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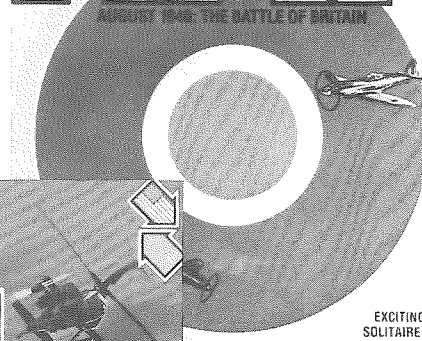
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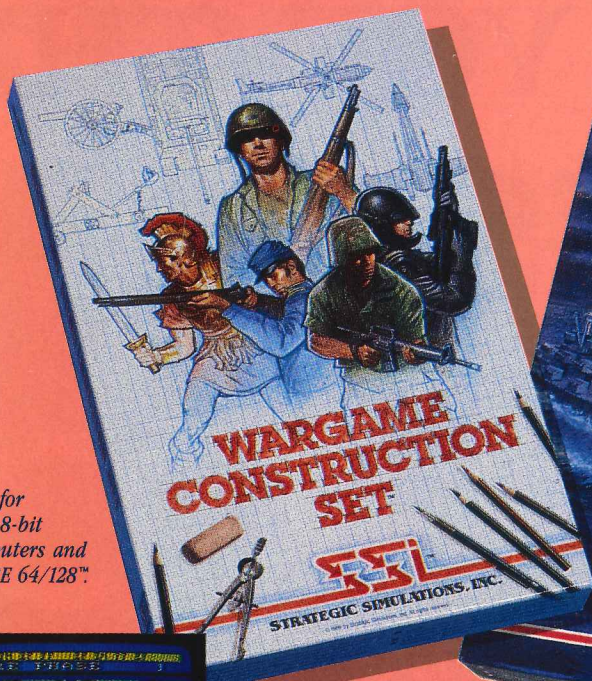
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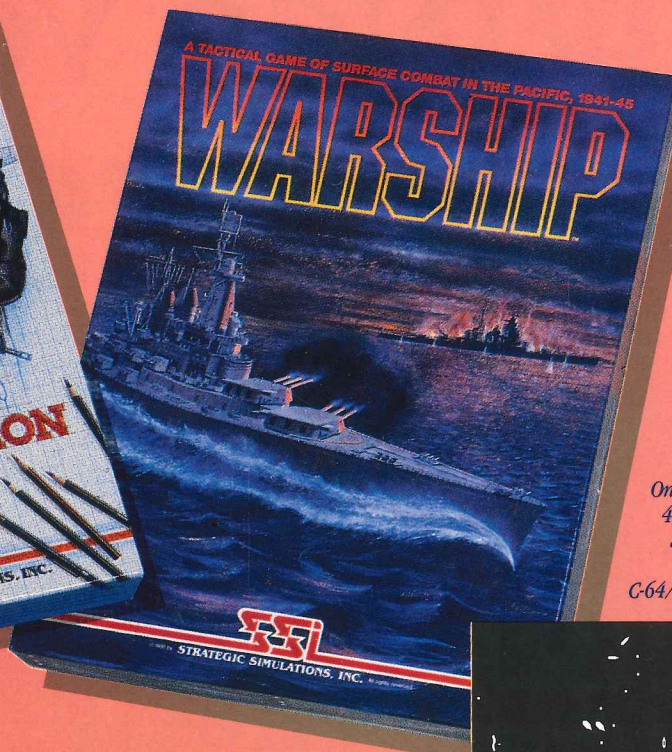


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