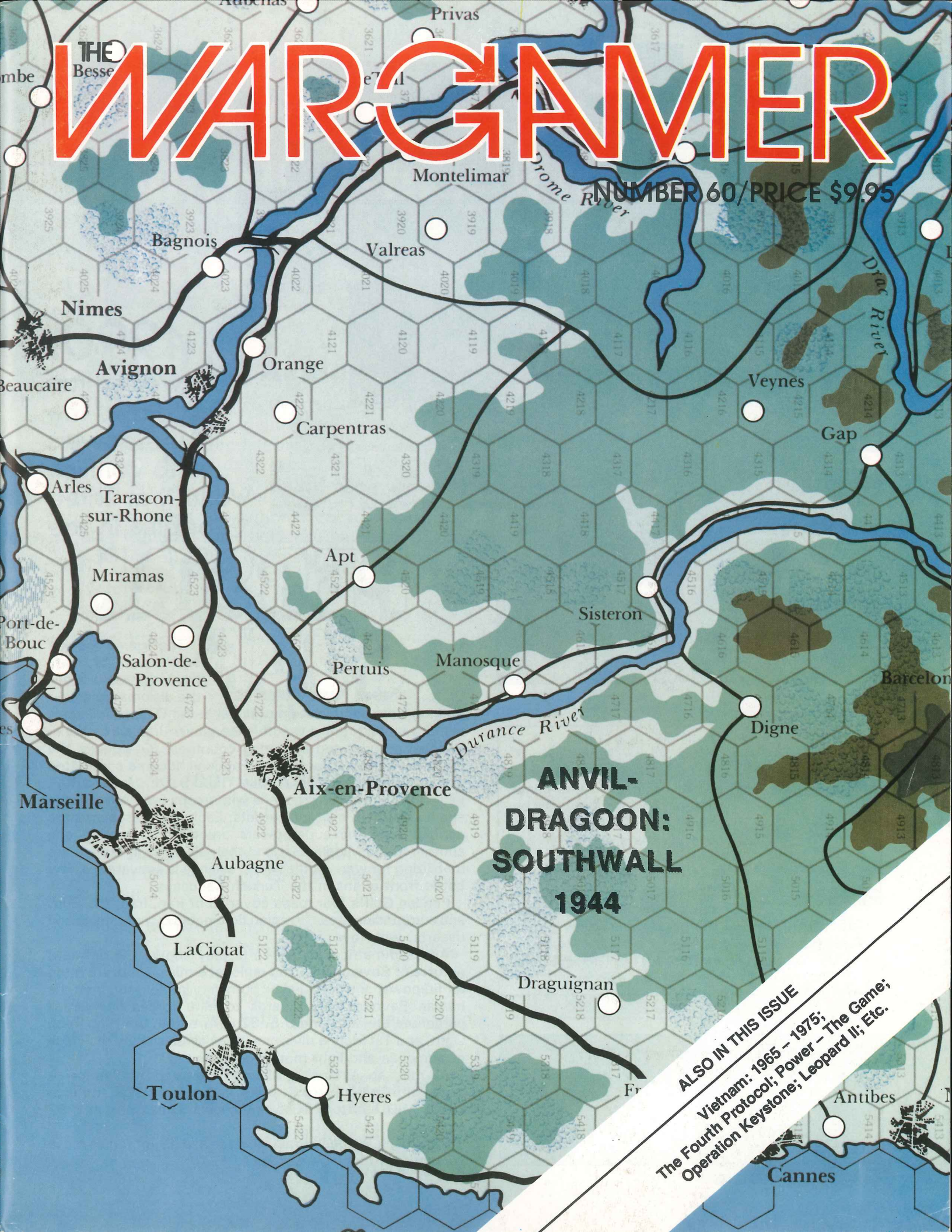


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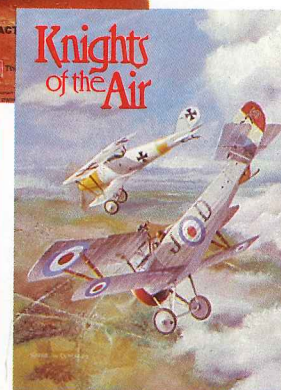
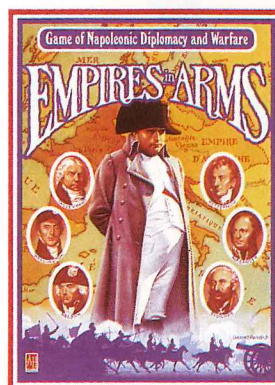
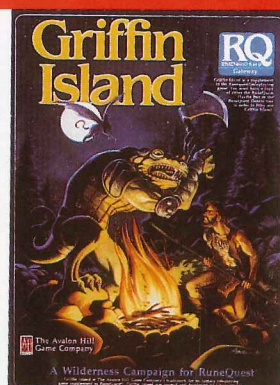
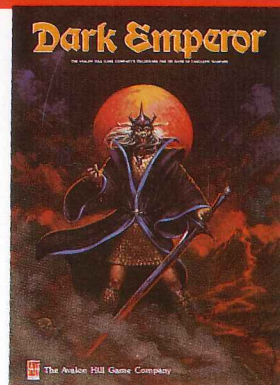
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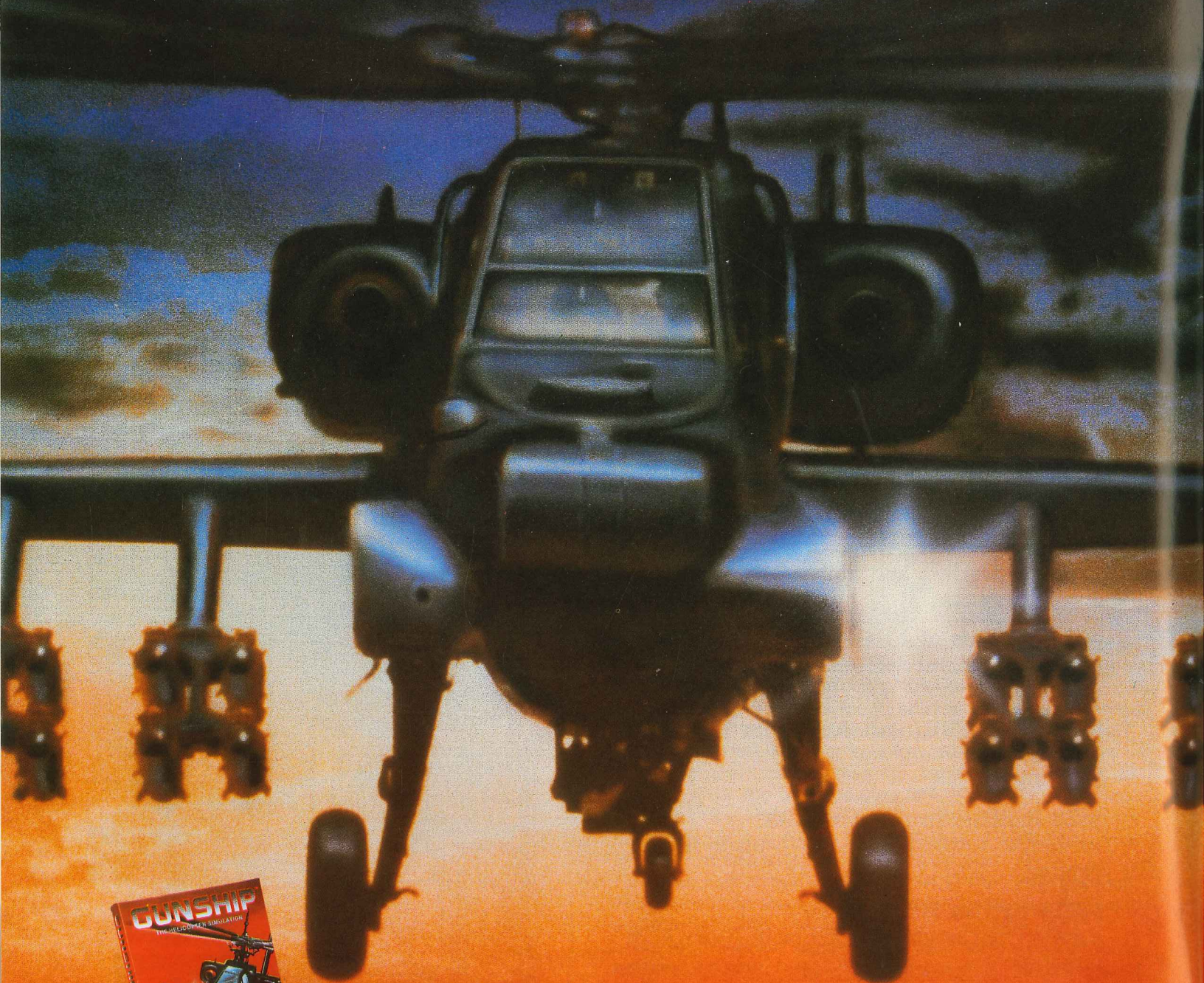
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THE HUNTSMAN IS HUNGRY

By Laurel Cochran

Before dawn on 15 August 1944 – the 175th anniversary of Napoleon's birth – British and American paratroopers of the First Airborne Task Force jumped into three drop zones around an obscure French village near Draguignan in southern France and so began one of the most controversial invasions of World War II, a campaign that was to see the isolation of all western France, the opening of two major ports to Allied supply, and the netting of almost 79,000 prisoners, but that was ultimately to fail in its most ambitious and important goal: that of cutting off and eliminating most of the German Army task group defending the coast . . .

ANVIL

First tentatively proposed by the United States Joint Chiefs of Staff at the Quebec Conference a year before to coincide with Operation Overlord, the invasion of Normandy, the idea of a subsidiary invasion on the Provence coast simply seemed the best way to both keep the maximum number of German units from reacting to the threat in northern France by tying them down to another front and also to introduce the French units then slated for the Italian Campaign into their home country. To the British Chiefs of Staff, focusing on the upcoming Salerno invasion, the suggestion was mainly an American acknowledgement of the importance of operations in the Mediterranean Theater, and in that context they supported it.

General Dwight Eisenhower, the Supreme Allied Commander in the Mediterranean, was duly charged with outlining the pros and cons of such a scheme, codenamed Operation Anvil, and he came out squarely against it, saying that there were not enough available landing craft to support two major invasions at the same time and that in all events the campaign in Italy might prove as complementary to Overlord as an operation in southern France. Being the senior American field general and in

command of an essentially British theater of operations, his opinion carried a lot of weight with the Combined Chiefs, and his opposition closed the book on Anvil until it was reopened again at the Cairo and Tehran Conferences held during the last months of 1943, when Soviet Premier Joseph Stalin added his voice to those in favor of the invasion. By then the Salerno invasion had been made, the Italian Campaign had visibly bogged down, and he saw his western allies going over to the defensive there, transferring all of their offensive strength to South France, and using it in a great sweep up the Rhône Valley coincident with a similar drive from Normandy to meet it. An interesting idea, made more so by the fact that Stalin was interested in it. Although the part about halting the attack in Italy was offensive in itself and not to be considered, British and American leaders agreed to give the issue more consideration, and instructed General Eisenhower to have his staff draw up a detailed plan for the implementation of the operation. Eisenhower's response was quick and comprehensive, selecting the most logical invasion sites, outlining a rough timetable, calling for a gradual buildup to seven French and three American divisions, and recommending that the assault go in on either a two- or three-division front to have the optimum impact.

British planners for Overlord felt the idea of so large an initial lift for Anvil was totally unacceptable, as it meant that their invasion, the more important one, would need to be reduced from a proposed five-division front down to three or four divisions respectively to compensate for the number of landing craft required for the subsidiary action, therefore having its optimum impact drastically reduced as well. They counter-proposed that the southern France operation be launched with no more than a single division, rejected in turn by the United States as having no chance of success. At loggerheads then, the Combined Chiefs agreed in early February of the new year to let the Supreme Allied Commander in Europe decide.

The just named CinC/Europe was

Dwight Eisenhower, and to no one's surprise, the overlord of Overlord ruled that the Normandy invasion should take precedence over Anvil. Having written two reports on it, however, he had become intimately familiar with the proposed operation and was beginning to realize the potentials inherent in a strong campaign in southern France. Rather than cancel the plan, he got the Combined chiefs to postpone it until some opportune time after 6 June.

DRAGOON

Throughout the spring of 1944 the British Chiefs of Staff were adamant that there could be no new Mediterranean operations until the stalemate in Italy had been broken and Rome liberated. And once troops were withdrawn from the peninsula, they were not in any case convinced that Anvil would be the best use for them. To make the British more amenable, the Americans offered a transfer to the MTO of 66 landing craft previously earmarked for the Pacific – the only catch being that they would now be earmarked for Anvil. The offer was rejected as attempted bribery and later pared down to nineteen LSTs with no strings attached, which the British then accepted.

Sensing that the United States was trying to ram the operation down their throats, the British Chiefs decided to commission their own analysis, and on 25 April directed the new CinC/Mediterranean, Field Marshal Sir Henry Maitland Wilson to study the feasibility of other invasion sites which might support both Normandy and Italy. Accordingly his staff looked at sites around Sete west of the Rhône River, east of Toulon – already picked for Anvil – near Genoa in northwestern Italy, and north of Rome; they concluded that the most promising one was indeed that east of Toulon. There were no two ways about it. Wanting to find alternatives to the American plan, the British had instead legitimized it with their own findings. This provided the impetus for General Eisenhower to come out strongly in favor of the Provence invasion. He was already thinking about his broad front, and how its southern flank would need to be supplied through the

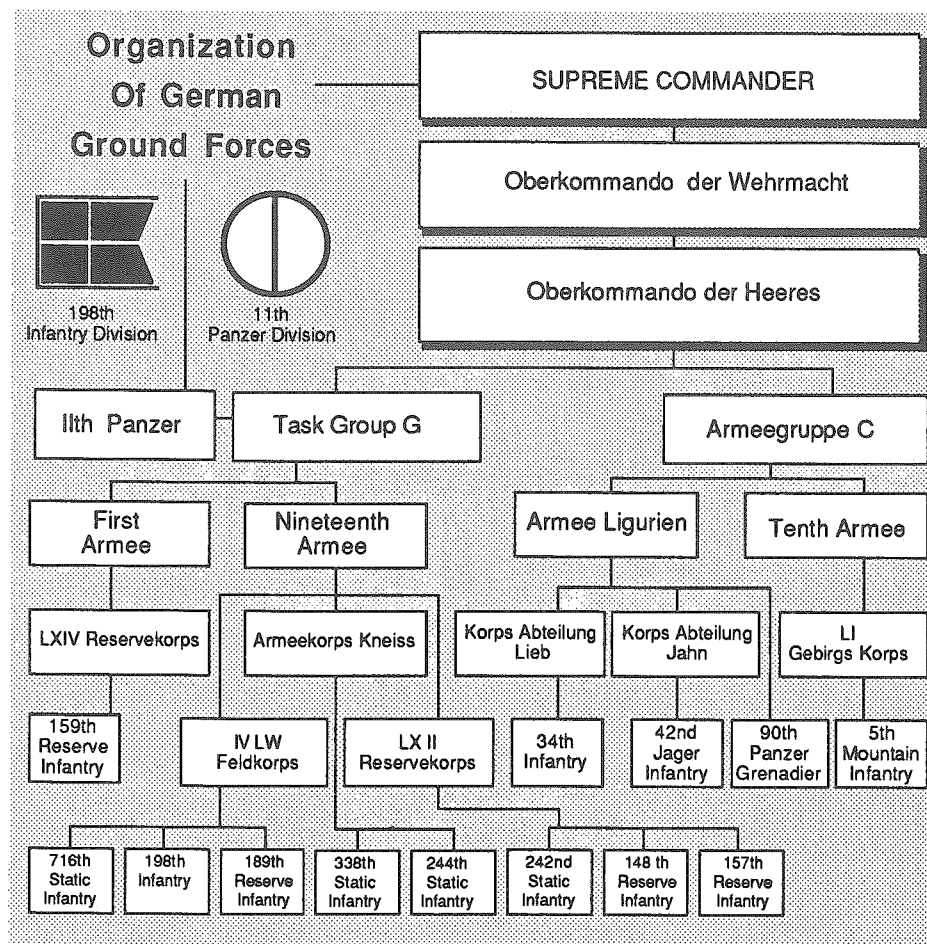
port of Marseille, the second largest in France. By the end of June, however, after the Normandy landings, he had a very different motive for desiring that Anvil be implemented as soon as possible: he felt that Overlord was in trouble, requiring a second front of its own to ease the German pressure. Because of its advanced stage of planning, the southern France operation was the logical one with which to introduce the maximum Allied troops quickly. The British could have no more objections, because the stalemate in Italy had been ended and Rome had fallen earlier in the month.

The British did have more objections, in the person of their prime minister Winston Churchill. He was in favor of an invasion at the head of the Adriatic Sea (called Operation Armpit by Harold Macmillan), and saw the southern France operation as not only frittering away Allied strength in Italy, but as dashing once and for all any hopes of the Allies mounting the amphibious assault he wanted. The Americans had started out by being so pliant to the British way of thinking, but with their insistence on first Overlord and now Anvil they were turning ugly. On top of that his own Chiefs of Staff were betraying him by agreeing with the Americans. He suggested that if Overlord needed to be reinforced it might be done through the Bay of Biscay (beyond the Mediterranean Theater), but was rebuffed by the argument that Provence could be invaded before the Biscay ports could be captured from the landward side and made ready to receive troops. Undaunted, Churchill pressed for Anvil's cancellation, asking both U.S. President Franklin Roosevelt and presidential advisor Harry Hopkins to use their influence in the matter. When neither was willing to intervene, the prime minister played his last card by going to Eisenhower and threatening to resign his post if the southern France operation was carried out. Although the general was a genuine fan of the prime minister's, Overlord was his first priority, and it needed help. He stood his ground, giving Churchill the ultimatum that either Anvil went forward with all speed or an equal force would have to be pulled out of Italy anyway and shipped out of the MTO to Normandy. Not wishing to lose those divisions altogether – there was still some slight hope for an Istrian operation if they remained somewhere in the Mediterranean – and really liking his job, the prime minister in turn reluctantly surrendered, informing his Chiefs of Staff that the Americans were to have their way. As one last favor he asked the Combined Chiefs to please at least change the codename from Anvil to Dragon, ostensibly both for security reasons and because the latter name conjured up visions of dashing French

cavalrymen sweeping all opposition before them. With the last opposition swept before it, then, the operation was assured. D-Day was set for 15 August, H-Hour for 8:00 a.m. and only its order of battle remained to be finalized.

By the last of July the units had been picked and most of them assembled at Naples and at Oran in North Africa. The amphibious assault would be conducted by the 3rd, 36th, and 45th United States Infantry Divisions,

formed of two American regimental combat teams – the 509th and 517th – and one British brigaded combat team – the 2nd Independent. The latter was to be Britain's sole involvement in the land campaign and was loaned with the stipulation that it be returned to Italy as soon as it was no longer needed. These formations would be controlled by the U.S. Seventh Army under Lieutenant General Alexander Patch, which in turn would be responsible to the newly



grouped into the VI Corps under Lieutenant General Lucian Truscott. The follow-up force, known as French Armée B and commanded by General Jean De Latre de Tassigny, would consist of the seven French divisions available: the 1st Free French Motorized, 2nd Moroccan, 3rd Algerian, 4th Mountain, 9th Colonial, and Moroccan Tabor Infantry, as well as the 1st Armored. Except for the latter, all ten divisions were veteran units, and each was to be augmented up to or over TO&E by the attachment of additional platoons, companies, and battalions. There would also be several special organizations paving the way for the invasion, chief among them the 1st Special Service Force, a highly trained mixture of American and Canadian commandos, and the First Airborne Task Force, a loose aggregation of independent units led by Major General Robert Frederick, former commander of the 1SSF. The FABTF was

created U.S. 6th Army Group commanded by General Jacob Devers.

As most of the ground troops would be French, it was suggested by General Charles De Gaulle that the high command over them should be French, too. He acquiesced when it was pointed out to him that since French supply and artillery support would have to come from the U.S. – as the French refused to put any of their manpower into service roles – an overall American command was necessary. He then proposed that the assault wave of the invasion land on both sides of Toulon, but once again subsided when persuaded it was not a good idea to have a beachhead divided by an enemy fortress. Finally he submitted a plan (codenamed Caiman) for parachuting a French airborne regiment into the Massif Central region to bolster the Resistance there. Realizing that De Gaulle was thinking more of political than military practicality, the Combined

Chiefs also rejected that scheme, and the General resigned himself to the plan as it stood; there was no more time for such alterations.

The preparation for Dragoon had begun as early as the end of April, both the bombers of the XV Air Force and the French Resistance targeting with increasing frequency the southern France communication lines, naval installations, coastal gun placements, airfields, radar stations, anything and everything that might be of use to the enemy. Particular attention was paid to isolating the area between Nice and the Rhône River. There were decoy attacks around the peripheries, to be sure, but so noticeable was the stepped-up activity compared to what it had been that the Germans began putting two and two together.

SOUTHWALL

By 12 August, evidence of the impending invasion had become so overwhelming that the units in the German Nineteenth Armée defending the Provence coast from the Spanish border to the Italian and Armée Ligurien in northwestern Italy were put on first alert status. In addition, Colonel General Johannes Blaskowitz, in charge of Armée Task Group G, consisting of both Nineteenth Armée and First Armée guarding the Biscay ports in western France, was moved to do some last minute shuffling. The order transferring his only fast unit, the 11th Panzer, to Armeegruppe B fighting in Normandy had been rescinded and he was finally granted permission to move it from the region of Toulouse, where it was serving as sole reserve of both armies, to Avignon, where it could form the reserve of the more immediately endangered Nineteenth. On the way there its 15th Armor and 111th Mechanized Regiments were to provide temporary cover for the beaches west of the Rhône



36th Infantry Division
"Texas Division"
so known as "Panther Division
and Lone Star Division")

River, thereby allowing the 198th Infantry Division defending the area to pull up stakes in anticipation. The 198th, the next most mobile division Blaskowitz possessed, would then be free to cross the Rhône River via the coast highway so as to back up the beachfront defenses of the Marseille-Toulon sector. After the invasion, the two 11th Panzer regiments could be either shifted across the Rhône or used to delay an Allied incursion where they were, unlikely as that event then seemed. Also, to meet the threat of an expected airdrop the better half of the 189th Reserve Infantry Division, Kampfgruppe Schwerin stationed at Arles and the 933rd Bodenständig (Static) Regiment at Marseille were hurriedly dispatched toward Aix-en-

Provence.

Most of the units in the area were unavailable for any eleventh hour maneuvers, having been settled into prepared positions for some time. Fortifications on the Mediterranean coast had been continuously under construction since the Germans had seized the Vichy territory in the winter of 1942, and while not nearly as extensive or complex as their counterparts making up the Atlantic Wall, they were nonetheless formidable enough. Known as the Sudwall, if the defenses had a fault, it lay in there not being enough troops in the area to garrison them properly, and many of the works were designated as alternate or fall-back positions, making the wall more like a sieve.

Of the units manning these fortifications, the most mobile was the 34th Infantry Division, stretched from the French-Italian border to Genoa. Like the 198th west of the Rhône, it had been sent to the Riviera to rest and heal after distinguishing and almost extinguishing itself in Russia.

The least mobile units, besides the naval garrisons of Marseille, Toulon, and Genoa, were the four static infantry divisions in Nineteenth Armée: the 242nd, 244th, 338th and 716th. Regular infantry formations, except that they had been allotted no internal transport, they were created to defend important positions to the last. The 242nd, with a full complement of men (12,769), was the most complete division in southern France and was responsible for the shoreline from Cannes to Toulon, always considered by the Germans the most likely place for an amphibious assault. Next in line from Toulon to the Rhône delta was the 244th, containing about 2,000 men less but still second only to the 242nd in terms of troops. Behind the river marshes was the 338th, in the process of being shifted north up the Rhône Valley and already without its 757th regiment, detached at Valence-sur-Rhône. Also lacking a third regiment was the 716th, badly battered by the Allies in Normandy and newly moved to the Beziers-Perpignon sector near the Spanish border to recoup.

Marginally faster than the statics were the reserve infantry divisions, used in the main as training units. First Armée was made up entirely of one of them – the 159th at La Rochelle and in the vicinity of Bordeaux – and Nineteenth Armée contained three: the 148th covering the coast from Cannes to the Italian border, the 157th (with its mountain regiment) guarding the France-Italy alpine passes, and the 189th split into two battlegroups, its almost immobile Kampfgruppe Richter holding the small space between the 716th Static Infantry and the Pyrénées.

THERE ARE GERMANS IN THERE

"Gaby is going to lie down in the grass.

Nancy has a stiff neck." The two sentences had been broadcast by the BBC to the Resistance every night for weeks. On the night of 14 August another sentence was added to the litany and repeated to make certain it was received: "The huntsman is hungry. The huntsman is hungry." It was the signal that the Côte d'Azur would be invaded the next day.

By midnight of the fourteenth the invasion fleet, having steered away from Genoa only at the last minute to confuse any German spotters as to its true destination, was lying off the South France coast from the Îles d'Hyères to the Gulf of Frejus. Between 1:30 and 2:00 a.m. two groups of French commandoes were put ashore on the mainland, their mission to try and secure the flanks of the assault sector. At the same time the 1SSF quietly landed on the two islands immediately west of the invasion beaches to neutralize German resistance and especially to silence a battery of heavy guns on Levant, the easternmost island.

Diversions to the attack began around 2 o'clock: launches and aircraft staged mock invasions to both east and west of the actual landing sites, and hundreds of booby-trapped dummies were parachuted into the area northwest of Toulon. These were succeeded at 3:30 by twelve First Airborne Task Force pathfinder teams parachuting into the vicinity of Draguignan to prepare drop zones for the main body, to jump one hour later. Mis-dropped, they were not able to set up their directional radar devices in time for the following planes to home in on them, but, aided by the growing daylight, most (85%) of the paratroopers were dropped relatively accurately anyway. By 5:30 all were down and getting ready for their first gliderborne reinforcements.

Delayed by a thick fog that persisted over the coast, bombers from Italian and Corsican airfields finally began pounding known enemy strongpoints on the invasion beaches at H-Hour minus two. At 7:00 they were joined by the primary batteries of battleships, cruisers, and destroyers waiting offshore. Not wanting to give away any more than they already had, the Germans fired back only from their more obvious positions. A half hour later the bombers broke off, but the intense bombardment from the ships continued unabated until ten minutes prior to 8:00. For five of those minutes the quiet was deafening, and then like a starter's pistol a final salvo from special rocket equipped landing craft signalled the end of all preliminaries and the beginning of the seaborne assault.

The 3rd Infantry hit the St. Tropez peninsula (codenamed Alpha Beach) with its 7th Regiment on the left and its 15th on the right. Its

Continued on page 10

THERE IS NO SUBSTITUTE FOR VICTORY

General Douglas MacArthur

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Takoff from the barrier: Lexington for the defense of Tarawa
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Huntsman is Hungry Continued from page 8

30th Regiment came in as divisional reserve an hour after at St. Tropez. Next to it the 45th Infantry went in on a narrower front between St. Tropez and Frejus (Delta Beach) with both its 157th and 180th Regiments, its 179th landing later in reserve. Enemy resistance in both sectors was sporadic and slight, units of the 242nd Static under orders not to commit themselves to a defense of the coast but to remain intact for a withdrawal to Toulon. For the 765th Regiment, however, dug in at Frejus, the United States activity between it and the fortress meant that it was now cut off from the rest of its division, and there was nothing to do but buckle down and defend its stretch of beach as best it could. Consequently the 36th Infantry, scheduled to invade in a mirror image of the 3rd from the head of the Bay of Frejus east to Cannes (Camel Beach) was forced – even after an additional noonhour bombardment of the area – to abandon the western sector entirely and concentrate solely on the eastern, its regiments landing in shifts: the 141st at eight, the 143rd at ten, and the 142nd in reserve at two p.m.

Aboard the British destroyer *Kimberley*, Winston Churchill had been a witness to the morning proceedings and pronounced them “a good show”. He was trying to demonstrate his good faith in the invasion, but in reality he had none. To him all the operation was good for was a show. He still thought it a gigantic waste of Allied effort diverted from the crucial battle for Italy, where it might have made a difference, for nothing more than mopping up exercised in the south of France, and felt that he, Britain, and the whole Allied cause had been Dragooned into going along with a tremendous mistake. Disgusted with it all he indicated he had seen enough, and the ship turned back for Corsica.

In the lengthening afternoon of D-Day things were proceeding very well with the First Airborne. The reserve 551st Parachute Battalion had reinforced the 509th a little after four p.m., the last glider landing was expected at 7:00 that evening, and all the task force's components on the ground were busily consolidating their holdings to block any German reaction against the beaches. The British 2nd Independent Brigade was in an especially good position to take the strategic hamlet of Le Muy, ten miles southeast of Draguignan, but throughout the day had remained inactive. Late in the afternoon General Frederick asked its commander if it would yet try to capture the village. The latter had been instructed prior to the jump to conserve his unit's strength afterward by staying clear of the enemy and replied simply, “No, there are Germans in there.” With that answer it was clear the brigade's usefulness to the

FABTF was finished and, just as the British desired, its commander was instructed to ship back to Italy as soon as possible.

Against increased opposition on D+1 and 2 the U.S. units began to expand in all directions what had been won on D-Day. The 3rd Division headed northwest through the Monts des Maures, the forested hill country behind the beaches, the 45th moved up the Frejus-Avignon highway until halted by Kampfgruppe Schwerin and the 933rd Bodenstandig, and the 36th advanced into Frejus and eliminated the last of the 765th Bodenstandig north of the town. The two remaining FABTF regiments took Le Muy and Draguignan and put themselves in position to protect the Allied lodgement's eastern flank, the 509th next to the sea, the 517th astride the Antibes-Grenoble road, the famous route used by Napoleon to make his way toward Paris following his escape from Elba in 1815. On Port-Cros Island, the 1SSF reduced the last of the enemy strongpoints and crossed over to the mainland.

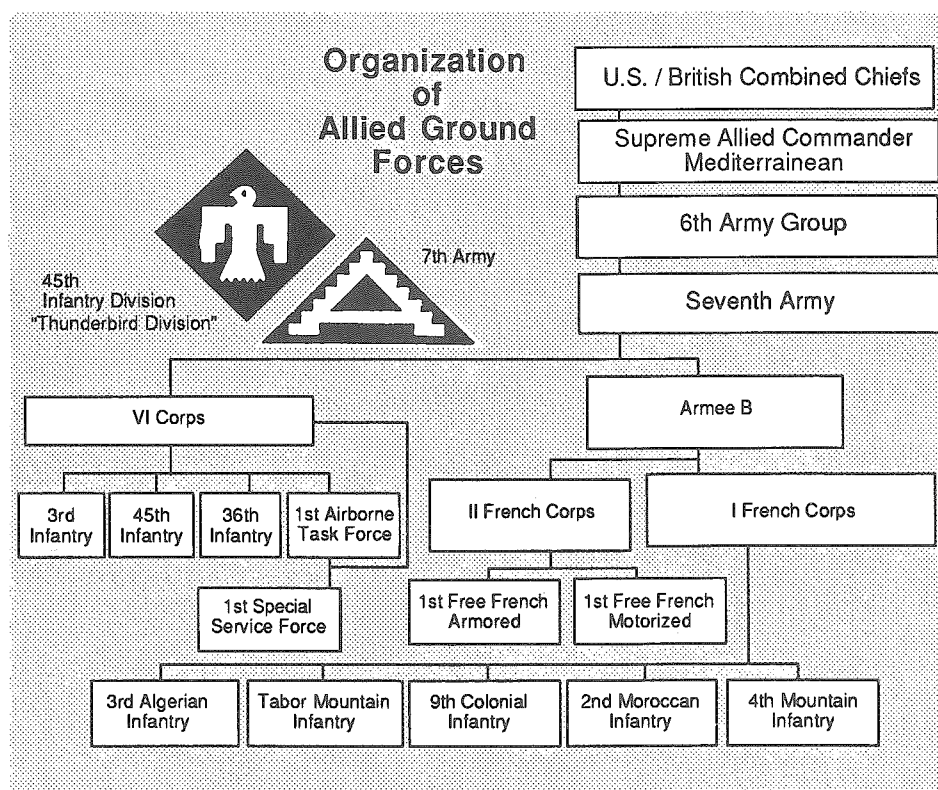
French units began to come ashore across the captured beaches on the sixteenth, and by the next day the 2nd Brigade of the 1st French Motorized Infantry had taken over responsibility from the American 3rd Infantry for securing the western flank. The 1st Combat Command of the 1st Armored had also landed and was assigned to the 45th Infantry, spearhead division of the U.S. forces.

Also by the end of 17 August, General Blaskowitz had received Hitler's order authorizing a general German re-

treat. Excepted were the fortress garrisons, the static infantry divisions at Marseille and Toulon, and the 158th Reserve, which was to send one regiment to the Bordeaux area of the Biscay coast to relieve the 159th. The 148th and 157th Reserve Divisions were to retire on Italy where they would join Field Marshal Kesselring's Armee-gruppe C in Italy, the first via the coast highway, the second through the Alpine passes. The rest of Task Group G was to seek safety north of Switzerland in the fortifications of the Belfort Gap area, more than 500 kilometers from the mouth of the Rhône. All the withdrawing formations were instructed to offer what resistance they could but always remember to protect their line of retreat. With no time to waste, then, the unit commanders began to make ready to depart. For some this was harder than for others; the 338th and 716th Bodenstandig Divisions desperately scraped together every bit of civilian and military transportation they could beg, borrow, and commandeered. When its sector was picked clean of even children's tricycles (sorry, couldn't resist) by the 716th, the equally static Kampfgruppe Richter gave up the idea of trying to reach Belfort at all and instead sought safety across the border in Spain.

PURSUIT

The Allies had come to South France loaded for bear, but just as they had been at Normandy were ill-equipped to deal with rabbit. Weapons and ammunition of all kinds were in abundance, but not much in the way of the trucks and gas necessary for a pursuit. Still, the enemy's transport situation was



very much worse, and the ease with which the Allies had established their beachhead only confirmed previous estimates that here was a good chance they could take a significant part of the German Army out of the war and irrefutably prove the wisdom of Dragoon. Consequently, lack of wherewithal notwithstanding, American commanders decided to go ahead with plans for exploitations.

D+3 and 4 found the German battle-group behind the Monts des Maures pulled back, and Aix-en-Provence occupied in strength by the 198th Infantry. While the American 3rd Division probed the highway in front of the city as far as it could, the 45th swung east in a flanking maneuver toward Manosque and the Durance River. The 36th Infantry, deprived of a fast unit when CC1 went to the 45th instead of to it, as had been scheduled, and in need of one capable of racing ahead of the main body of the division, formed from its own attached components into an ad hoc armored task force under the command of Brigadier General Frederick B. Butler. Set into independent motion on the morning of the eighteenth, the task force then led the way north as the division moved onto the Route Napoleon. By nightfall of the next day it was already beyond Sisteron, with the rest of the 36th in the process of crossing the Durance above Digny.

On the twentieth the 198th Division abandoned Aix and, with elements of the 244th and 338th Statics, Kampfgruppe Schwerin and the 11th Panzer, became part of a new defensive line in front of Avignon the following day. The 3rd Infantry passed through the former German city, and dealt the 933rd Bodenstandig blocking the highway on the other side, a mortal blow. The 45th Infantry was able to cross the river near Manosque and, detaching its 179th Regiment eastward to Sisteron, marched on Pertuis and Apt with the other two. The 36th Infantry, responding to several calls from its corps commander General Truscott to move with all speed in the direction of Montelimar detached its 143rd Regiment to continue the move toward Grenoble and veered west, its 141st Regiment and Task Force Butler reaching the die area on the twenty-first after a forced march, its 142nd Regiment in tow, maintaining the division's line of communications back to the beaches.

North of Montelimar the Drome River flows west into the Rhône and, not well bridged, provides a perfect obstacle to the movement of military formations. While the slower units forming the German rearguard on the eastern side of the valley would have to avoid delaying at the tributary by crossing to the other side at the town of Le Teil just west of Montelimar, the 11th Panzer especially needed to cross

the Drome, as its tanks would not be able to function effectively on the Rhône's west bank. Truscott knew his best chance to cut off the retreating enemy lay in denying them the river crossings, and that was why he had ordered an end run by his 36th Infantry. The significance of the crossings had not been lost on the Germans, either; that was why when the 36th's 141st and 142nd Regiments began their final push toward the Rhône on the twenty-third, they encountered elements of the 11th Panzer. The 141st, weak from its efforts the day before, was halted not far to the west of Die, but the 142nd managed to interpose itself on the outskirts of Montelimar, interdicting both the Le Teil and Drome crossings. Task Force Butler, also exhausted by the forced march, remained at Die to rest.

The other regiment of the 36th Di-

90th
Panzer
Grenadier
Division



34th
Infantry
Division

vision, the 143rd, occupied Grenoble without a fight the same day. The bulk of the 45th Infantry took Apt, while the 3rd finished off the 933rd Regiment and occupied Salon-de-Provence. On the eastern flank, the 1st Special Service Force filled the vacancy in the FABTF left by the departure of the 2nd Independent Brigade, and by the twenty-third had taken its place on the northern point of the task force's defensive line. Receiving intelligence that two German divisions were heading his way, General Frederick made plans to advance his units so that the whole of the Route Napoleon from the coast to Digny would be firmly in Allied hands.

The two German divisions were the 42nd Jager Infantry and the 90th Panzer-grenadier, released from reserve status right after the invasion and dispatched west toward the French border to guarantee that the Allies did not spill over into Italy. The first was to assist the 34th Infantry and 148th Reserve in blocking the coast highway and the lower Alpine passes, and the second was to aid the 157th Reserve at the upper passes. Realizing that an armored infantry unit was not the best choice for mountain guard duty, Kesselring immediately started a series of trade-offs so that the 90th could eventually be relieved by the 5th Mountain Division, then heavily involved in holding a section of the Gothic Line.

On the twenty-fourth the First Airborne Task Force units began inching their way eastward and liberated both Cannes and Grasse, vacated by the 148th the day before. The Germans let them come, not offering substantial resistance, usually abandoning terrain before the American pressure on it got too great, but keeping the rate of advance down to a crawl.

To the northwest things were definitely heating up; their escape routes up the Rhône Valley severed, the Germans rushed to counterattack the 142nd Mechanized with everything they could reasonably bring to bear, leaving only a single regiment of the 198th Infantry, Schwerin's battlegroup and the 759th Bodenstandig to delay the 3rd and 45th Divisions. Hit by two regiments of the 198th and two more of the 11th Panzer, the United States regiment was pried loose from the Rhône and pushed back east to the hills bordering the valley; on the following day, it tried to reestablish its position, but by itself was too weak to shake the Germans' desperate resolve.

Seeing that he was losing the battle, Truscott sent the 45th Infantry's 180th Regiment to replace the 36th's 143rd at Grenoble, ordering the latter and third 45th Division unit to converge on Die. In the meantime the 3rd Infantry had crossed the Durance on the twenty-fourth and occupied Carpentras the next day, cutting the bridges at Avignon and Orange and drawing the noose around the retreating Germans ever tighter. On the twenty-sixth the 141st Mechanized, bolstered now by the 143rd and 157th, advanced west along the Drome River road to try and gain control of the crossings held by the 11th Panzer's 110th Regiment. But by then all except one of the Task Group G units had made it across the rivers, the remnants of the 759th Bodenstandig being captured below Montelimar by the United States 3rd Infantry, after the latter had been relieved at Carpentras by the 1st French Armored's CC2. On the twenty-eighth the regiments of 3rd passed through Montelimar to reach the now abandoned Drome, and the Battle of Montelimar was over.

TOULON AND MARSEILLE

French units continued to be assembled for the investment of the coastal fortresses Toulon and Marseille, and by morning of 18 August General De Lattre had gotten all of the 1st Free French Motorized Infantry, two-thirds of the 3rd Algerian Infantry, the 1st and 2nd Tabors, and the 2nd Combat Command of the French 1st Armored ready for the offensive. In addition, the 1st CC had been transferred from the American sphere of influence to the French. Half this force plus other units scheduled to land in the next few days De Lattre planned to use to surround and reduce Toulon, while the rest bypassed it to isolate Marseille simultaneously – a risky and ambitious undertaking.

The first phase began on the nineteenth, as the 1st and 4th Motorized Brigades moved out toward Toulon along the coastal highway, while the rest advanced up the one further inland. Encountering opposition in the form of the 918th Bodenstandig Regiment as they approached Hyeres, the Motorized

Continued on page 15

By the time I bought my copy of *Victory Games' Vietnam: 1965 - 1975*, I had already acquired a casual knowledge of the war from books, magazines and the PBS TV series. However, the game revived my curiosity about this important period in American history, so I began investigating the subject in more detail. Although my interest was to some extent purely academic, I also wanted to see if VG had altered or omitted any historical factors in its impressive design effort. As I mentioned in an earlier article (see *The Wargamer* #??), *Vietnam* is a remarkably accurate game overall, but even the most fanatical game designer must make some compromises.

Surprisingly, a design that takes a few liberties with history can actually make a better game than one that follows the record right down the line. As wargamers, we naturally prefer historically accurate products, but not if we're saddled with too many constraints on our freedom of action. If a game follows history *too* closely, we can only repeat the past, not rewrite it. A strictly historical game on Vietnam, for instance, would always end with an NLF victory.

It's not surprising, then, that my reading turned up several places where *Victory's* game departs from the historical record. VG made some outright errors, of course, but most of the discrepancies seem to be deliberate measures to simplify and/or balance the game. My purpose in pointing them out is not to "fix" anything, but rather to illustrate how interested players can emphasize certain features of the conflict that VG chose to gloss over.

One of the first things I discovered is that Vietnam's climate is considerably more complicated than VG's rules suggest. In effect, the country is split into two weather zones by the mountains of the central highlands. The southwest monsoon brings rain to most of Indochina from about May to October. The northern part of South Vietnam, however, is protected from the southwest monsoon by the mountains. The climate there is dominated by the northeast monsoon, which brings fog and drizzle from October to May.

Victory chose to simulate Vietnam's weather with a spring monsoon season that neutralizes 25% of the U.S. player's tactical air and airmobile points. Although it has the advantage of simplicity, this compromise also has several drawbacks. For one thing, it ignores the effect of weather on the strategic air campaigns against North Vietnam and the Ho Chi Minh Trail. Ground movement, too, is strangely immune to bad weather. Overall, cli-

mate is less of a factor in the game than it was in the original conflict.

Players who want a better feel for the ebb and flow of the tropical monsoon can try the following weather rules:

(3.0), (7.3), (8.0) The playing map is divided into two climate zones. The northeast monsoon zone consists of North Vietnam, I Corps, and Binh Dinh, Phu Yen, and Khanh Hoa provinces. The northeast monsoon covers these areas in winter and spring. The rest of the map, including the Ho Chi Minh Trail, is in the southwest monsoon zone. Monsoon penalties apply in summer and fall. Hexes on the border between the two zones belong to the northeast zone.

a traumatic experience. In 1964, for instance, the ARVN 25th Division was moved from Quang Ngai province to Hau Nghia. Morale declined, desertions increased, and the unit was all but useless for some three years.

VG's rules, however, allow the U.S. player to shuffle the ARVN regular divisions pretty much as he likes. In fact, he may even find it advantageous to keep a division's HQ in one corps zone (under an effective two-star leader), and operate its regiments permanently in another corps. In the actual conflict, such practices were the exception rather than the rule.

To simulate some of the historical constraints on ARVN deployment, try the following rules:

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When an area is affected by a monsoon, the following penalties apply:

- 1) Add one to the mechanized movement cost of each terrain type except roads.
- 2) For every three air points allocated to an operation or strategic airstrike, four air points are expended. For example, if the U.S. player sends 27 air points against the North in winter or spring, he must subtract 36 from his available air points. (The U.S. had many all-weather aircraft, but the rules of engagement usually limited pilots to visual attacks.)
- 3) For every three airmobile points assigned to an operation, four are expended. The entire operation is considered to be in a monsoon zone if any unit, including the target, begins the first round in a monsoon zone. Note that the U.S. 1 Cavalry and 101 Airborne divisions are still exempt from monsoon limits on airlift.

By the way, it seems VG's definition of a "season" is a bit fuzzy: The NLF's 1968 and 1972 offensives began on January 30 and March 29 respectively, but in VG's scenarios both start with the first Game Turn of spring.

ARVN DEPLOYMENT

Each of the ARVN's regular divisions was customarily assigned to the same operational area for long periods. Since the men were recruited locally, they and their families had strong ties to the region. This was something of an advantage in counterinsurgency warfare and static defense, but it made redeployment

(11.1) An ineffective unit may cross a corps boundary only if returning to its superior corps zone. It may cross a national border only if returning to its superior corps zone. It may cross a national border only if returning to South Vietnam.

(15.1) The Chief of Staff is also the "corps commander" for Laos and Cambodia.

(15.4) An ARVN unit outside its division's superior corps zone in the Unit Status Phase is automatically ineffective. If a division's superior corps has changed from the previous season, subtract 2 from the division commander's printed effectiveness rating for that Unit Status Phase only.

Note that the addition to rule 15.1 covers an omission in VG's "sphere of influence" rules. Combined with 15.4, it means that an ARVN regular division risks a morale crisis (i.e. a change of "corps") if a seasonal interphase finds it outside South Vietnam.

PACIFICATION

Winning the allegiance of the South Vietnamese populace was, of course, a vital part of the war effort. In the game, however, despite extensive pacification rules, players effectively compete for hearts and minds only half the time. During the First Turn of each season, the peasants are virtually ignored, since only the position at the end of the season counts in the pacification process.

This leads to some strange situations. A VC battalion, for instance, can spend most of a season on R & R in Cambodia, then waltz across the border

and get credit for a full season of peasant-bashing. At the same time, another unit can slave away for two full Game Turns in South Vietnam, get creamed in the last U.S. operation of the season, and accomplish nothing. Although these factors tend to cancel out, pacification is nevertheless of major concern to players for only half the game.

The following rules changes extend pacification into the first Game Turn of each season:

(7.6) Free-fire declarations last only until the end of the current Game Turn.

(13.0) Captured capital markers are removed at the end of each Game Turn.

(13.0) Pacification modifiers are recorded at the end of each Game Turn in a season. In the Pacification Phase,

by
Gary Hladik

add the two figures, divide by two, then round off (round 1/2 down, 3/4 up). The result is the modifier for the province's pacification roll.

Example: In a province at the end of Game Turn 1, there is one NLF unit in the capital and one in a cultivated hex. The First Turn modifiers are -1 (captured capital), -2 (one NLF unit in the capital), and -1 (NLF unit in a cultivated hex), for a total of -4. At the end of Turn 2, only one NLF unit is left, occupying a swamp. The Second Turn's modifier is -1/2. In the Pacification Phase, the two totals are added (-4 1/2), divided by two (-2 1/4), and rounded off to a final pacification modifier of -2.

COUPS

VG's politics rules are a major part of the game's historical atmosphere. They also have a critical effect on play, since politics can effectively neutralize an important part of the U.S. player's forces at the most inconvenient times.

Under VG's setup rules, nearly one game in four will begin with a coup. Loyalty to the current three-star leader increases slowly at best, so the probability of a coup remains fairly high for several seasons. If a coup does occur, its adverse effect on morale and loyalty tends to raise the odds of a subsequent coup. A very unlucky U.S. player can fall into a pattern of coups and quickly lose all hope of winning the game.

The historical picture is a little different. Although South Vietnam had a series of revolving-door governments in 1964, the threat of U.S. withdrawal had greatly limited turnover by the summer

of 1965. There was only one "coup" in the period covered by the game, when premier Quat's civilian government fell in June, 1965. Aside from a few isolated Montagnard revolts, the only other significant trouble I could find was the 1966 Buddhist insurrection in Hue and Danang. In game terms, it probably amounted to "instability."

Certainly intrigue and political maneuvering continued to hamper the war effort, but the ARVN's enthusiasm for outright coups had waned. I suggest the following rule change:

(15.3) When rolling for a coup, subtract one from the dice-roll for each previous coup.

OFFENSIVES

Much of the shock value of the 1968 and 1972 offensives was in the heavy attacks on populated areas. Besides demonstrating the vulnerability of the cities, Hanoi hoped to capture an NLF "provisional capital" and (in 1968) trigger a "general uprising." Fighting in the cities instead of the hinterlands also limited the effectiveness of U.S. firepower. The TV coverage was better, too.

The game rules, however, don't distinguish between attacks on Allied units and attacks on South Vietnam's population centers. Both are equally effective in lowering U.S. morale.

I suggest the following change:

(16.4) During an NLF offensive, only attacks on units in a city, town, or cultivated hex count toward lowering U.S. morale.

U.S. REINFORCEMENTS

It wasn't until I began my reading that I realized how much latitude VG had given the U.S. player in his buildup. In *Vietnam*, the U.S. player can bring in his reinforcements much faster than the U.S. did historically. In fact, a rapid buildup is the cornerstone of one promising line of play for the U.S. side (see *The Avalon Hill General*, vol. 21, no. 3).

A gamer jumps into *Vietnam* with his eyes open, but U.S. leaders stumbled into the real war with little long-term preparation. From a logistical standpoint, South Vietnam simply wasn't prepared for a massive influx of U.S. units and their huge support organizations. There were few airfields and only one deep-water port (Saigon). Though construction went at breakneck speed in 1965 - 1966, it seems the historical deployment rate was about the best the U.S. could manage from a standing start.

The game, of course, charges the U.S. player a high price for a rapid buildup, perhaps simulating the effect of mobilizing reserve engineer units.

However, there was an upper limit on the U.S. deployment rate that couldn't be exceeded at any price. Players who want to recreate this logistical limitation should try this rule:

(17.1) The U.S. player may not expend more than 25 commitment points per season until Summer, 1966.

SOUTH VIETNAMESE REINFORCEMENTS

Although *Vietnam* correctly rewards the U.S. player for building and upgrading the ARVN as quickly as possible, it doesn't explain the slow start of Vietnamization in real life. U.S. leaders were understandably reluctant to lavish aid on the often unreliable ARVN, but Vietnamese leaders were equally reluctant to make use of their own resources. Since popular support for the Saigon regime was shaky at best, the government didn't want to push the people too far with a total war effort (e.g. 18-year-olds weren't drafted until 1968).

The stimulus for national mobilization was finally provided by the Tet offensive of 1968. Widespread VC attacks and atrocities alienated the populace, shook Vietnamese leaders out of their complacency, and underlined the need for a maximum effort. The U.S. was shocked into building up the ARVN.

If players want to simulate the historical obstacles to Vietnamization, I suggest the following rule:

(17.4) U.S. purchase of ARVN supplies is limited to 3 commitment points per season until after the first NLF offensive, or until South Vietnam's morale reaches 140. Incidentally, if you compare South Vietnam's order of battle in the Tet scenario with its 1965 initial set-up, you'll find that only 7 draft points have been spent on replacements in ten seasons of fighting. Certainly the U.S. dominated the Allied war effort from 1965 to 1968, but I think VG's figures overstate the case. In the 1965 - 1967 period, ARVN casualties exceeded American losses.

SEA SUPPLY

Before the U.S. buildup, the communists sent a large portion of their supplies to South Vietnam by sea. Later U.S. naval efforts were so effective, however, that the VC received only a trickle over the beaches. North Vietnam was forced to upgrade the Ho Chi Minh Trail instead.

Unfortunately, the value of sea supply to the VC is not reflected in the game. With the maximum efficiency of 6 supplies per commitment point (increased to 8 by later errata), sea supply is so much less effective than Trail supply that the NLF sends supplies by sea only if the land route is severely bombed. In the campaign games I've played, each U.S. player has decided to

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withdraw his initial naval point and not interdict sea supply at all.

The following rules revise and simplify the cumbersome blockade procedure, increase its effectiveness, and make sea supply more attractive to the NLF player:

(17.1) The U.S. may never have more than five naval points.

(17.5) Replace VG's blockade procedure with the following: The U.S. player rolls one die for each NVN commitment point allocated to sea supply. If the die-roll is less than or equal to the number of U.S. naval points, that commitment point is lost. For each point that survives the blockade, the NLF receives 10 supply points in South Vietnam.

Presumably the U.S. player will achieve the same result (a virtual shut-down of sea supply) with these new rules, but he'll have to commit naval points to do so.

THE HO CHI MINH TRAIL

When I first looked at *Vietnam*, I was bothered by VG's treatment of the Ho Chi Minh Trail. I noticed, for instance, that the NLF can supply IV Corps as easily as I Corps, even though it is 500 miles further along the Trail. I concluded that VG had averaged out the effects of distance in order to simplify (or oversimplify) the game.

I learned later, however, that a major portion of NLF supplies for III and IV Corps arrived on "neutral" shipping at the "neutral" port of Sihanoukville (now Kompong Som) in Cambodia. The Cambodians took their cut and pretended not to notice as equipment was offloaded and transported to border bases. If the sea lane to Cambodia is considered part of the Trail, then VG's rules make a lot more sense. However, we still need a rule to cover the closing of this route when Lon Nol ousted Prince Sihanouk in March, 1970.

I suggest the following:

(17.6) At the beginning of the spring 1970 Seasonal Interphase, reduce the optimal status of the Ho Chi Minh Trail by one box.

AUGMENTED NVA UNITS

For most of the war, North Vietnam fielded infantry and light artillery formations which had modest supply requirements. In its 1972 offensive, however, the NVA for the first time used significant numbers of tanks and heavy artillery pieces. Later, in the final offensive of 1975, the NVA overwhelmed South Vietnam with four mechanized corps.

VG's game strikingly portrays the NVA's growth in firepower and mobi-

lity, but glosses over the tremendous logistical effort that made it possible. Before the final offensive, the communists upgraded the Trail into a highway, laid hundreds of miles of pipeline, and stockpiled mountains of shells. Now a heavy, conventional army, the NVA finally had a conventional logistical tail.

The following rule illustrates the effort required to supply a mechanized NVA in South Vietnam:

(17.6) The number of augmented NVA regiments and/or independent artillery units in South Vietnam (including border hexes) may never exceed three times the current effective box number on the Ho Chi Minh Trail Track (division HQs don't count). Units in the IV Corps zone (including the III/IV Corps border) count double against this limit.

For example, Box 11 on the Trail track can support up to 33 artillery units and/or augmented regiments in the South (or 31, if two of them are in IV Corps). If the limit is ever exceeded, the NLF player should immediately withdraw enough units to satisfy the rule again.

CONCLUSION

Vietnam 1965 - 1975 succeeds as a simulation partly because it permits the players considerable freedom of action while retaining the historical flavor of the conflict. In this article, I've tried to identify some of the places where historical constraints have been relaxed, and to suggest how players can move the game closer to the actual conditions. Although play balance was not a consideration in these proposals, when taken together I think they offset each other enough that neither player gains an overwhelming advantage. What players do gain is a better feel for some of the more obscure features of the longest war in American history.

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CLUBS

The Hexagon Society

Contact: Gerard Shea, 189 Oxley Highway, Port Macquarie, N.S.W. 2444, Australia. (065) 83 6787

Meetings: Irregular, appx 1 per month with local members.

Members: 20

Games Played: Traveller, Third Reich, Superheroes (special branch of club to cater for this), Ultimatum, Squad Leader and assorted wargames based from 1939 onwards.

Our club is mainly a play-by-mail club and the majority of our members are interstate members. We therefore have few actual meetings face to face. We prefer members aged between 13 - 17 but will accept anyone. My address is the usual mailing address for the club.

Simulation Gamers of Long Island (S.G.L.I.)

Contact: Allan Rothberg, 2714 Hyacinth Street, Westbury, NY 11590.

(516) 333-5963

Meetings: Weekly

Members: 8

Games Played: Almost everything and anything: Boardgames (Diplomacy, Squad Leader, Third Reich, Warrior Knights, etc.), Computer Games, Role Playing (minimal), Air, Sea, Land, Space Past, Present, Future, Fantasy, Science Fiction, etc.

We have close ties to a miniatures group, a role playing group and a sports game group. Everyone owns a computer. We are located in central Nassau County on Long Island (Bethpage). We welcome new members on our Wednesday meetings.

NORTHERN VIRGINIA ADVENTURE GAMERS

Contact: Bill Bethke, 101 E. Holly Ave., Suite 16, Sterling, VA 22170

(703) 450-6738

Meetings: Our business meetings are the first Monday of each month.

Members: 56

Games Played: We play boardgames, roleplaying and miniature. All forms of gaming take place on the weekend. We're lucky to have Wargamer's Hobby Shop who allows the club to have its meeting and play games at. We are able to use several 6' x 12' terrain tables at the shop.

◊◊◊ In February 1986 Northern Virginia Adventure Gamers held its first annual gaming convention at the Westpark Tyson's Hotel. We have just established the date for next year's convention to be February 7 & 8, 1987. We expect to have over 50 different games for the weekend.

NOTE FROM THE ART DEPT:

Why aren't you sending photographs of your activities and your club members ???

Huntsman is Hungry Continued from page 11

Division and the 2nd CC stopped to attack, while the main column continued west. The Germans were driven into Toulon, and the next day CC2 disengaged to follow the others to the farther fortress. On the twenty-first the 2nd Motorized Brigade was reinforced by the 6th Colonial Regiment, and together with the 3rd Algerian Regiment and 3rd Tabor detached from the main column north of Toulon, turned its attention to the hills above the city, occupied by the third part of the 242nd Static. When the regiment withdrew to the southwest, the victorious units on the heights moved in, and by the twenty-second the encirclement of Toulon had been completed. With the rest of the 9th Colonial Infantry joining the attackers the same day, the French had enough strength on hand to begin actively besieging the fortress itself. Enemy resistance was heavy, especially in the dock area, but by the twenty-fourth Toulon had been sufficiently reduced to allow the Algerians and Tabors to break off and head for Marseille.

Meanwhile the westbound units had run into the 934th Bodenstandig east of Aubagne on the twenty-first, and by the next day the two combat commands along with the 2nd Tabor had pushed it back into the fortress. The other infantry components of the Allied group, the 1st Tabor and 7th Algerian Regiment, had continued on up the just-cleared highway, had turned southwest just beyond Aix-en-Provence, and by the twenty-fourth had penetrated the northwestern section of Marseille, blocking its garrison's last avenue of escape. The next day the city was subjected to a full-scale assault as the Toulon reinforcements arrived at its southeastern outskirts, and the 1st Armored's CC2 pulled out to relieve the American 3rd Infantry at Avignon. On the twenty-sixth all defense of Toulon collapsed, allowing the 6th Colonial Regiment and 2nd Motorized Brigade to come west also, and on the morning of the twenty-eighth Marseille capitulated as well. Three weeks sooner than anyone had expected, the two great fortresses of southern France had been subdued. Both ports were a mass of demolished facilities and sunken ships, but had the Germans been given more time, there would have been even more destruction. Now there was hope that both could be opened to Allied supply at an early date and help fuel the Allied pursuit up the Rhône Valley.

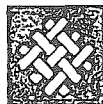
TO THE BELFORT GAP

After the fall of Toulon and Marseille, the French units had been scheduled to relieve the first Airborne Task force and extend the Alpine flank up to Switzerland, but thinking that they had proven their mettle at the ports and were now ready for bigger and better things, their commanders were no longer content to

assume such an inactive role in the campaign. General De Lattre asked that his troops be allowed to cross the Rhône and move up its western bank after the retreating Germans, and to an extent his wish was granted. French Armée B was split into two corps. The I Corps, containing the Tabors, 3rd Algerian, 9th Colonial, and 2nd Moroccan Infantry Divisions, would garrison the ports, fill in the exposed portion of the Alpine wall north of the American airborne troops and commandos, and strike northward between the Swiss boundary and the American infantry. The II Corps, consisting of the two metropolitan French divisions would join the pursuit west of the Rhône in accordance with De Lattre's request. The First Airborne Task Force was to liberate Nice, and after the French I Corps units had taken their places in the line, continue its movement to the France-Italy border. The 45th Infantry was to retain its role as the spearhead of the advance, with the 3rd going over to its right, and the 36th staying on the highway at its left.

By 29 August, the 45th Infantry's 180th Mechanized had left Grenoble and rendezvoused with the 157th and Task Force Butler from Die southeast of Bourgoin. On the thirtieth what was left of the task force was absorbed into the two 45th Infantry regiments, and by the last day of August they were crossing the upper Rhône west of Amberieu with the 179th, having been relieved at Gap by the 4th Algerian Regiment, not far behind. At the same time, the 36th Infantry crossed the Isère at Valence, and the 3rd Infantry completed its shift and reassembly in the vicinity of Voiron. The FABTF occupied Nice and while

6th
Army
Group



IV
Corps

waiting for the Moroccans to finish maneuvering into line, did some maneuvering of its own; to provide a more solid southern defensive anchor on the coast, the 1SSF switched places with the 509th Regiment. By 6 September it was done, the French units were in position, and the line moved forward once again, to reach the France-Italy border on the eighth. The important Rhône River town of Port-de-Bouc was occupied by the 9th Colonial Infantry and readied to receive supplies (mostly gasoline) by the second. On the third Marseille was cleared and the next day Toulon also became a supply source.

With the advent of another month, the pursuit began again in earnest, and with the eastern bank terrain beginning to open up north of Valence it could be put into high gear. So intent were the Allies on trying to cut off the fleeing Germans that forced marching was the order of the day and exhausted Allied troops the byproduct of it. Starting out

from its assembly area near St. Marcelin on the first, the 3rd Algerian Infantry, having been joined by its 4th Regiment, covered a distance of more than 230 kilometers in a four-day period before being stopped by the 11th Panzer south of Belfort. The three United States divisions followed along the highway through Lons-le-Saunier and by the eighth had captured the fortress city of Besancon, 50 kilometers northeast of Poligny. On the left of the Americans the French II Corps, chasing elements of the 198th Infantry, the 338th and 716th Statics as well as the 159th Reserve, which had crossed the Allier River at Vichy on the second, swept up the western side of the valley, occupying Lyon without a fight on the third and Mâcon on the fourth. Chalon-sur-Saone was taken on the sixth, Beaune on the eighth, and Dijon, after several abortive counterattacks by the Germans, on the tenth.

On the night of the tenth, a patrol of the 1st French Armored met a recon unit of the 2nd French Armored on the southern flank of Patton's Third Army 40 kilometers west of Dijon, and the linkup with Operation Overlord was made official at Chatillon to the north on the morning of the twelfth. Two days later, Allied commanders admitted that the enemy units had ceased to retreat, by instructing their divisions to regroup in front of Belfort. On the fifteenth, responsibility for the 6th Army Group passed from the Mediterranean CinC to the European. Operation Dragoon had come to an end. The Allies had gained much in the month since they had landed on the Provence coast, but nothing beyond what could be expected considering Allied capabilities in 1944. Indeed, a major part of the expected — that the bulk of Task Group G would be destroyed — had proven impossible to achieve. True, the 242nd and 244th Statics had been lost in combat, but this was also to be expected given the nature and scope of German defensive measures. The 189th Reserve and the 338th and 716th Statics were almost nonexistent, but a nucleus of each, around which the units might be rebuilt, had survived the retreat. The 148th and 157th Reserves were safe in Italy, and the 159th Reserve, 198th Infantry, and 11th Panzer had all made it to Belfort relatively intact. In the final analysis, then, a ragtag group of German units had succeeded in compromising the Italian campaign by luring the Allies into seizing what would have been given up eventually in any case, and beyond all expectations had succeeded in keeping most of its elements alive. As a reward, Task Group G was taken out of its temporary status and made permanent, with an upgrade to *Armeegruppe*. It would remain an active part of the German defense for the rest of the war.

EW

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FEEDBACK ANALYSIS

Wargamer
#56

First Team:
Vietnam

Treatment Choice

Game	6.6	
Rules	6.4	
Map	6.2	
Counters	6.3	
ISSUE OVERALL	6.6	
Rank		
1. M*A*S*H	6.9	(7.4)
2. Briefing	6.9	(7.2)
3. First Team: Vietnam	6.8	(6.7)
Historical Background		
4. St. Ló	6.5	(6.7)
5. G-2	6.5	(7.1)
6. Mail Call	6.3	(6.3)
7. Mightier than the Sword	5.8	(5.6)
8. Hitchhiker's Guide	5.7	(5.5)

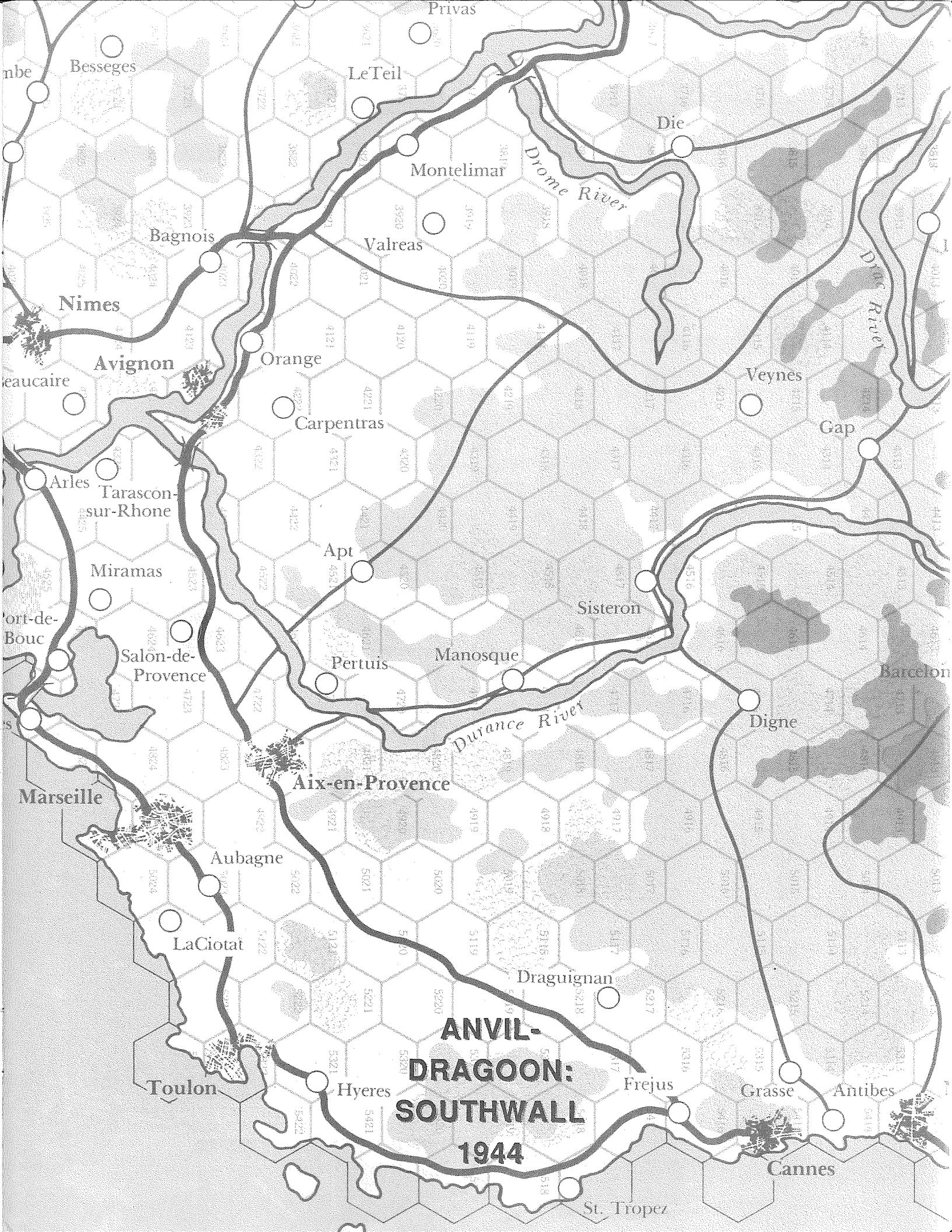
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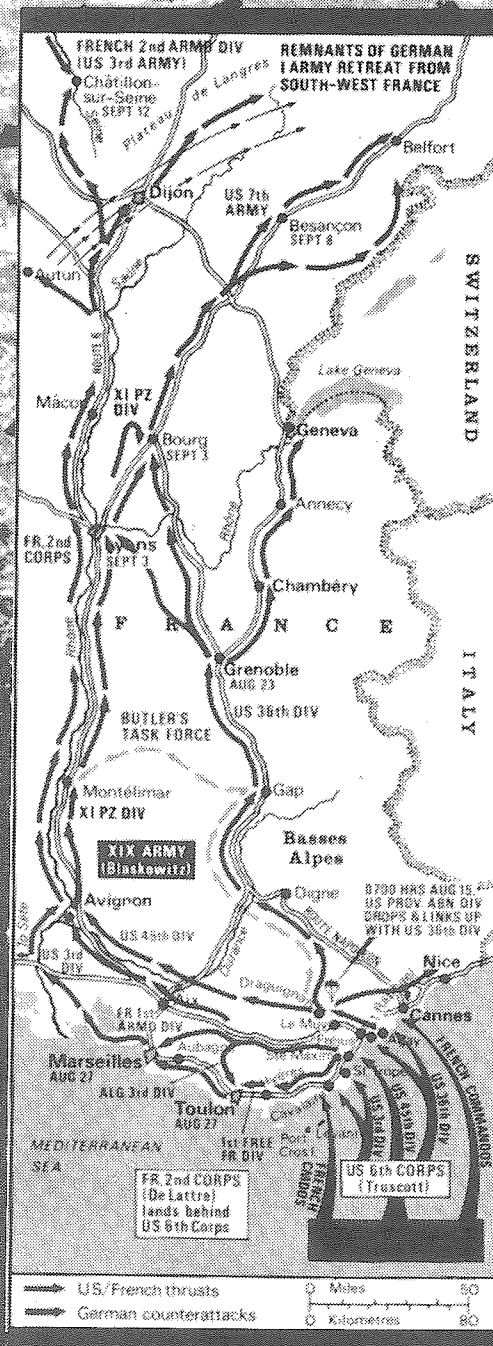
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The map, titled "FRENCH 2nd ARMB DIV (US 3rd ARMY)", shows the retreat of German forces from south-west France. Key locations include Châtillon-sur-Seine (SEPT 12), Dijon, Besançon (SEPT 8), Belfort, Autun, Mâcon, Bourges (SEPT 1), Lyons (SEPT 1), Annecy, Chambéry, Grenoble (AUG 23), Gap, Montélimar, Digne, Basse Alpes, Avignon, Nice, Cannes, Draguignan, Le Muy, Aubagne, Marseille (AUG 27), Toulon (AUG 27), and the Mediterranean Sea. The map also shows the French 2nd Corps, US 7th Army, XI PZ DIV, US 36th DIV, US 45th DIV, US 3rd DIV, FR 1st ARMB DIV, ALG 3rd DIV, FR 2nd CORPS (De Lattre), and US 6th CORPS (Truscott). A legend indicates US/French thrusts and German counterattacks. A scale bar shows 50 miles and 80 kilometers.



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CREDITS

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Die-Cutting:
Canterbury Products

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1.0 INTRODUCTION

This is a two-player simulation of Operation Dragoon: the Allied invasion of southern France during WWII. It covers a time period from August 14th (D-Day minus 1) through September 12 (official date of the linkup between Dragoon and Overlord forces), 1944 in fifteen two-day turns, and a geographical area of 1258 square miles from Toulon in the south to Dijon in the north, from Beziers in the west to Genoa in the east. Units represented in the game are regiment and brigade sized combat teams of varying strengths according to function and nationality. The Allied units (French, American, and British) are controlled by one player, while the other controls the German units. Each player represents a command structure rather than any single historical figure, and as such will find himself making both tactical and strategic level decisions as well

as operational ones during the course of a turn.

Experienced players should note that while all the rules both herein and on the mapsheet should be read carefully, particular regard should be paid to the sections on Movement, Combat and Supply, all of which contain elements differing considerably from those found in many other games of this type.

2.0 COMPONENTS

Each copy of *Anvil-Dragoon: Southwall 1944* consists of:

◇ one 22" x 34" mapsheet displaying the game map, a unit roster for each side, and various charts, tables, tracks and holding boxes.

◇ one sheet of 100 die-cut counters, printed on both sides.

◇ this instruction booklet.

A single six-sided die is also required for play, but is not included.

2.1 THE MAP

The game map depicts the area of southern France over which the Dragoon campaign was fought. A hexagon grid has been superimposed on it in order to regulate both the positioning and movement of each player's forces. Each hex on the grid represents approximately 8 miles (13 km) from side to parallel side. In some cases, the terrain shown on the map has been rationalized to conform to a hex rather than be allowed to spill over into its neighbor.

2.11 Hex Identification

Each hex has a unique hex reference number. For example, Aix-les-Bains is in Hex 3408. The half hexes on the eastern mapedge are considered to be numbered 1700, 1900, etc. The town of Gray, for example, is in Hex 1900.

2.12 Terrain Identification

Altogether, there are six distinctive hextypes on the map, eight types of hexsides, and four terrain features that affect play. These are identified in the Terrain Effects Chart, and their significance to the game is described both there and in these rules.

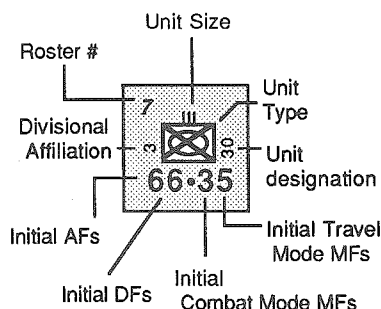
ANVIL-DRAGOON: SOUTHWALL 1944

2.2 THE COUNTERS

The 100 counters provided are of two kinds: units and markers. Counters for the German Player are colored grey, and those for the Allied Player are red (British), pale blue (French), and olive green (American).

2.21 Units

Unit counters represent mobile forces under the owning player's command. There are a total of 67 (36 German, 17 French, 13 American, and 1 British) in the game. Figure 1 shows the face of a typical unit and lists the basic unit types and sizes to be found, both of which are characteristics that will affect play. In contrast, only a unit's initial placement will generally be affected by its historical designation – the one to the right of the unit type symbol is the name or number of the unit, and that to the left is the identification of the division to which it belongs. The small italic roster number in the upper left corner of the unit makes it easier to find the unit's matching roster hex.



The first of the two values to the left of the dot at the counter's bottom is the number of the unit's initial Attack Factors (AFs). The value to the right of that is the number of the unit's initial Defense Factors (DFs).

The two values to the right of the dot are the unit's initial Movement Factors (MFs), the leftmost being its initial Combat Mode MFs and the rightmost its initial Travel Mode MFs [see Section 7].

UNIT TYPES

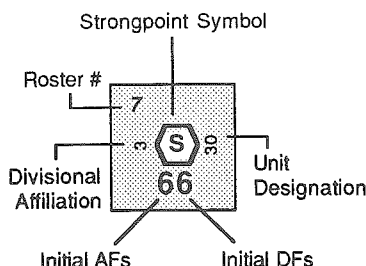
- Armor
- Infantry
- Airborne Infantry
- Commando Infantry

- Garrison Infantry
- Mechanized Infantry
- Mountain Infantry
- Static Infantry
- J Jager
- R Reserve

UNIT SIZES

- III Regiment
- X Brigade

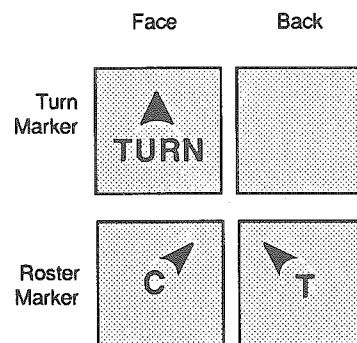
Figure 2 shows the back of the unit in Figure 1. Its AFs and DFs, roster number, and historical designation are still in evidence, but there are no MFs on this side of the counter, as a unit cannot be moved on the map when inverted face down. Its size and type symbols have been replaced by an open hexagon enclosing an "S", meaning "Strongpoint" and indicating that the inverted unit is in Strongpoint Mode [see Section 7.3].



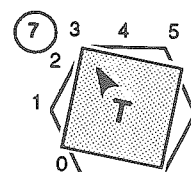
Only the two regiments of the German 716th Static Infantry Division are not able to assume this mode during the game, and consequently their backs are blank. The other German static and garrison units are not capable of becoming strongpoints again once they have been righted and their backs each depict a closed (black) hexagon.

2.22 Markers

In addition to the units, the countermix contains 33 markers, consisting of a TURN marker and 32 roster markers – 18 Allied and 14 German. The TURN marker is used to keep track of the current Game Turn, and the roster markers are used to keep track of the current number of step losses units may have incurred. Figure 3 shows what each type of marker looks like, both face and back.



The number of each side's roster markers is intentionally less than the number of units, and more should not be made. If the owning player wishes to keep a reduced unit in play, then whenever the unit either loses or replaces steps, i.e. increases or decreases its step losses, a marker must be positioned with the arrow pointed toward the current total of step losses shown on the periphery of its roster hex. If a unit takes losses and there is no roster marker available to indicate this, the unit is instead totally destroyed. Also, whenever a unit is changed into Travel Mode, a marker must be positioned in its roster hex even if the unit's factors remain at their maximum. Figure 4 shows the roster hex belonging to the unit in Figures 1 and 2 with a "T" side up roster marker pointed toward the "3" on it, indicating that the unit is in Travel Mode and has lost three of its six steps.



3.0 AT START

3.1 MAPSHEET LAYOUT

Begin by placing the mapsheet on a table or other flat surface large enough to accommodate it. The German Player sits on the right (Genoa) side facing the Allied Player on the left (Beziers) side.

3.2 UNIT & MARKER SETUP

After all the counters have been separated from both their sheet and each other, sort them by color and place the units face up on their respective roster hexes. The Allied roster markers are

placed in the Allied Roster Markers Holding Box, and the German roster markers are placed in the German Roster Markers Holding Box. The TURN marker is positioned on the START hex of the Turn Record Track with its arrow pointed toward the 1/Aug 14 – 15 hex.

3.3 GERMAN INITIAL PLACEMENT

The German Player transfers all the units on his roster designated AT START/France to the map, placing them within stacking limits in that country anywhere he desires, except for the two labeled "Marseilles" and "Toulon", each of which must be placed in the city for which it is named – in the case of Marseilles, in either hex. Similarly, he transfers all the units on his roster designated AT START/Italy to the map, placing them within stacking limits east of the France/Italy border anywhere* he wishes, except for the one labeled "Genoa", which must be placed in one of the hexes of that city. All the units are placed face down in both Combat and Strongpoint Modes [see Section 7], so no roster markers are needed.

* While deployment of the non-garrison units in each country is essentially free, none may be placed closer to units of a different division than it is to units of its own division. Of course, this restriction does not apply to independent units having no divisional affiliation.

3.4 ALLIED INITIAL PLACEMENT

The Allied Player may transfer to the map all, some, or none of the units on his roster designated AT START after the German Player has finished placing his, delaying the others until a later time. If the three First Airborne Task Force units are to make an AT START moonlight airdrop, he places each face up in Travel Mode on the map in a separate land hex anywhere between the lines running Hex 1613 – Hex 4527 and Hex 3301 – 5512, and replaces it on its roster hex with a "T" side up roster marker. He then follows the instructions given for an airdrop in Section 10. If he wishes to introduce the 1SSF Commando Infantry Brigade onto the map AT START, he places it face up in Combat Mode on any coastal hex not occupied by an enemy unit.

4.0 SEQUENCE OF PLAY

Each Game Turn is divided into two identical Player Turns and a House-

keeping Phase. Each Player Turn is divided into the five phases listed below, and must be completed in sequence by the Active Player before his opponent can begin his Player Turn. The House-keeping Phase is done by one or both players only after both Player Turns have been completed. The Active Player in a Game Turn is always the German Player first, the Allied Player second.

4.1 PLAYER TURN

4.11 Reinforcement Phase

The Active Player transfers any or all available units from his roster to the map as described in Section 8.

4.12 Movement Phase

The Active Player inverts or moves all, some, or none of his units in play, subject to Sections 7 and 9.

4.13 Combat Phase

The Active Player executes his attacks as set forth in Section 11.

4.14 Supply Determination Phase

The Active Player examines each of his units in play to see whether or not any of them are isolated according to Section 15.

4.15 Step Adjustment Phase

The Active Player reduces his isolated units, replaces the step losses of his eligible non-isolated units, and transfers steps between stacked units as per Section 16.

4.2 HOUSEKEEPING PHASE

The Allied Player advances the TURN marker to the next hex on the Turn Record Track. When the marker arrow points toward END, victory is determined as outlined in Section 17.

5.0 STACKS

More than one unit of the same nationality may occupy a single hex, one unit being stacked upon another to the allowable limit.

5.1 HEX STACKING POINTS

The capacity of each hex is six Stacking Points (SPs); at the end of each phase any units occupying a hex in excess of this limit are immediately removed from play. The owning player always determines which units are thus eliminated.

5.2 UNIT STACKING POINTS

The ability of a unit to stack with others of the same nationality in one hex is a function of its size: every regiment has a value of 2 SPs, and every brigade has a value of 3 SPs. Therefore, up to three regiments, two brigades or one of each may legally occupy any single hex at the end of a phase.

5.3 STACK CHARACTERISTICS

Units stacked together in the same hex are treated as a single unit during certain phases of the game, as described below.

5.31 Stack Movement

A stack of units may be moved in both the Movement and Combat Phases as a single unit, but no further than its weakest component unit might be moved on its own. No stack may be moved at the primary road movement rate, but must always pay the cost of the other terrain on the hexside. Units may be combined into or split from a stack at any time during movement.

5.32 Stack Isolation

During the Supply Determination Phase a stack of units is considered isolated as a whole if any of its component units is determined to be so, and is reduced as a single unit [see below].

5.33 Stack Reduction

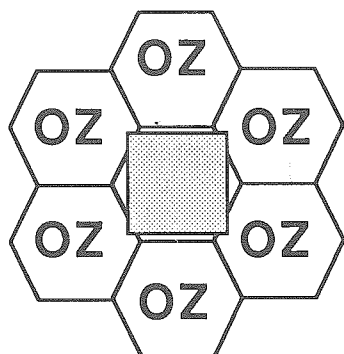
Whenever a stack must be reduced, whether through movement, combat, or isolation, it is reduced as a single unit. The Owning Player chooses which of the stack's component units actually lose the steps required, subject to the following priority: a unit having more AFs in comparison to its DFs must always be reduced one step before units with lesser AFs-DFs relationships may lose one. If more than one unit with an equal relationship are stacked together, the Owning Player determines which one loses the first step. To find this relationship, the Owning Player simply subtracts the unit's initial DFs from its initial AFs.

Example: If a stack composed of a mechanized infantry regiment (0 relationship), an infantry regiment (-1 relationship), and a static infantry regiment (-2 relationship) is to be reduced 4 steps, the mechanized infantry unit will need to lose 2 of those, while the infantry and the static infantry lose one a piece.

6.0 OPERATION ZONES

The six hexes adjacent to any unit currently in Combat Mode with more than 1 DF remaining constitute its Operation Zone (OZ). OZs affect reinforcement, movement, combat, supply, and step adjustment, as described in those sections. They have no other effects. Figure 5 shows a unit with an OZ.

ANVIL-DRAGOON: SOUTHWALL 1944



7.0 MODES

Units on the map are at all times considered to be in at least one of the three modes set forth in this section. The particular mode or modes a unit is currently in has extensive effects upon the movement and combat of that unit.

7.1 COMBAT MODE

A face up unit on the map is considered in Combat Mode if there is either no roster marker or one that is "C" side up on its roster hex. No marker is required unless the unit has been reduced. During its Owning Player's Movement Phase, the unit may use only the smaller of its two initial MFs. During the Combat Phase, it is at neither an advantage nor a disadvantage on the DRM Table, whether attacking or defending.

7.2 TRAVEL MODE

A face up unit on the map is considered in Travel Mode if there is a roster marker "T" side up on its roster hex. A marker is required, even when the unit has not been reduced. During its Owning Player's Movement Phase, the unit may use the larger of its two initial MFs. During the Combat Phase, it is at a considerable disadvantage on the DRM Table when defending, less so when attacking.

7.3 STRONGPOINT MODE

A face down unit on the map is considered both in Strongpoint Mode and also either Combat or Travel Mode, depending on the presence and appearance of a roster marker on its roster hex, as in Sections 7.1 and 7.2 above. In this combination mode, it is immobile, and during its Owning Player's Movement Phase, the unit can use neither of its

two initial MFs. During the Combat Phase, it is at an advantage on the DRM Table when defending, but at neither an advantage nor a disadvantage when attacking.

7.4 MODE CHANGING

7.41 Combat To Travel

During its Owning Player's Step Adjustment Phase, an eligible unit not in an enemy OZ may be changed from Combat Mode into Travel Mode simply by either placing a roster marker on its roster hex or inverting the one already there to its "T" side - remembering to keep the marker arrow pointed toward the correct step loss total. If the unit is concurrently in Strongpoint Mode, it remains in Strongpoint Mode [See also the Effects of Isolation, Section 15].

7.42 Travel To Combat

During its Owning Player's Step Adjustment Phase, a unit not in an enemy OZ may be changed from Travel Mode into Combat Mode simply by either removing the roster marker from its roster hex or inverting it to its "C" side - depending on whether or not the unit has been reduced. If the unit is concurrently in Strongpoint Mode, it remains in Strongpoint Mode [See also the Effects of Isolation, Section 15].

7.43 Inverting & Righting

A unit may be inverted into Strongpoint Mode instead of moving during its Owning Player's Movement Phase if it is not in an enemy OZ. It remains in the mode it was in when inverted until that mode is changed during the player's Step Adjustment Phase and in Strongpoint Mode until righted again during a subsequent Movement Phase. Righting may be done either in or out of an enemy OZ, after which the unit may use the remainder of its movement capability in the same phase.

8.0 REINFORCEMENTS

Reinforcements are units from the rosters which become available during the game and may be placed on the map during the Owning Player's Reinforcement Phase of either the indicated turn or any succeeding turn. Except for the 36/Butler Armor Regiment [see Section 14], all units remaining on the rosters after the initial placement are introduced in a Reinforcement Phase. Except for the three units of the First Airborne Task Force, which must be brought on in the same turn, reinforcements scheduled to arrive at one time may be entered piecemeal on separate turns if so desired by the Owning Player.

8.1 GERMAN REINFORCEMENTS

Whenever a single German reinforcement unit enters play, it must be placed face up in Combat Mode in a map edge land hex as near as possible to the hex location noted after the turn number for that unit's roster section. Any other units entering at the same time and place may be either

1) stacked in the same hex as the first up to the stacking limit, or

2) strung in a line along any road leading out of the hex so that the second unit placed is in a hex adjacent to the first, the third is in a hex adjacent to the second, and so on.

8.2 ALLIED REINFORCEMENTS

Whenever an Allied reinforcement unit enters play, where it is placed is a function of its unit type. If not placed AT START, the First Airborne Task Force units are brought onto the map in accordance with Section 10. If not placed AT START, the 1SSF Commando Infantry Brigade is placed face up in Combat Mode on any coastal land hex not occupied by the enemy. Except for those that enter play on TURN 1, all other unit types must be placed face up in Combat Mode in coastal land hexes not adjacent to the enemy. All armor or mechanized infantry reinforcements entering play on TURN 1 may be placed face up in Combat Mode in any sea hex instead of in the above land hexes. Units placed on either hex type may be stacked up to the SP limit when placed.

9.0 MOVEMENT

Movement is from hex to contiguous hex. During each Movement Phase, the Active Player may move all, some, or none of his available units up to the limits of their current capabilities. Generally, units may be moved in any order the player wishes, but each unit may be moved only once in a Movement Phase and must complete its move for that phase before any other unit may be moved. Any portion of a unit's movement capability not used in a particular phase is lost and may not be saved for future use.

9.1 COSTS & RESTRICTIONS

The cost in MFs to enter a given hex is equal to that of the costliest terrain crossing the hexside through which the unit is to pass, plus that of any features

which may be inside the hex. Certain unit types may only enter or exit certain hexes through *road* hexsides or *sea* hexsides and may not be allowed in a hex containing certain terrain features at all. The cost and restrictions of each type of hexside and feature is listed both in the Terrain Effects Chart and in these rules.

Example: A unit entering Hex A from Hex B crosses a hexside containing both hill and mountain, along with a secondary road. It thus spends 2 MFs for crossing a *mountain* hexside and 1 more for entering a hex containing both a *river* feature and a *town* feature ($2 - 1 = 1$; $1 + 2 = 3$).

9.11 Primary Road Traffic

No unit may cross a *primary road* hexside at the cost given in the Terrain Effects Chart unless both the hex exited and the one entered are unoccupied. If either hex contains any units, the moving unit must cross the hexside at the cost of the other terrain on the hexside.

9.12 Armor Crossing Sites

Armor units may always enter hexes containing a *river* feature through *road* hexsides, but may never enter such hexes through non-*road* hexsides unless the hex is either already occupied by a friendly mechanized infantry unit, or one is part of the same stack as the armor unit.

9.13 Enemy Units & OZs

No unit may enter a hex already occupied by an enemy unit; i.e. a unit belonging to the other player. All infantry units but the 1SSF Commando Infantry Brigade must stop immediately upon entering an enemy OZ and may be moved no further in the current Movement Phase. Neither the 1SSF Commando Infantry Brigade nor any of the armor regiments in the game are thus affected by enemy OZs.

9.2 TACTICAL MOVEMENT

Using Tactical Movement, the Active Player can spend up to a unit's initial number of MFs minus its current total of step losses to cross each hexside and enter each hex desired. Units that either enter or leave an enemy OZ during a Movement Phase must use only Tactical Movement that phase.

Example: Our typical unit, the 3/30 Mechanized Infantry Regiment, starts the Allied Movement Phase in Travel Mode, having lost 3 steps. The Allied Player may therefore spend up to 2 MFs to move it tactically ($5 - 3 = 2$).

9.3 STRATEGIC MOVEMENT

Using Strategic Movement, the Active Player can spend up to twice a unit's Tactical Movement MF allotment to cross each hexside and enter each hex desired. Units may neither enter nor

leave an enemy OZ during a Movement Phase if they are to use Strategic Movement in that phase.

Example: As above, the Allied Player may spend up to 4 MFs to move the 3/30 Mechanized Infantry Regiment strategically ($5 - 3 = 2$; $2 \times 2 = 4$).

9.4 FORCED MARCH

Unlike Tactical and Strategic Movement, Forced March is not a normal type of movement. Using Forced March, the Active Player can spend a unit's remaining steps to cross each hexside and enter each hex desired *after the unit has already expended its Tactical or Strategic Movement capability* for the current Movement Phase. Forced March may also be used instead of required reductions during the Combat Phase. A unit is reduced one step for each MF cost of the terrain encountered.

9.41 Combined with Normal Movement

A unit may spend its last available MF to enter the same hex for which it spends its first step of Forced March.

9.42 Instead of Normal Movement

A unit may spend steps being Forced Marched, even when it cannot move otherwise during the current phase. A unit determined to be isolated during a Supply Determination Phase may only move by Forced Marching until it is determined to be back In Supply again (during the next Supply Determination Phase). Forced March is the only movement allowed during the Combat Phase.

9.43 Step Loss Apportionment

Steps spent by a stack being Forced Marched are apportioned among its component units according to Section 5.33 by the Owning Player. This is done only when he has finished moving the stack and not during its move.

9.44 Primary Road Reduction

A unit being Forced Marched at the Primary Road Movement cost can never be reduced 1/2 step and must lose at least 1 full step, even if it was Forced Marched only a single hex along the road.

9.45 Elimination

A unit that has spent all of its remaining steps Forced Marching is removed from play at the end of its move.

9.5 OVERRUN

During the Movement Phase, a player can eliminate and remove enemy units from the map if he moves enough of his own units adjacent to be assured of attaining at least 6 - 1 basic odds on them in the following Combat Phase.

Once he has determined that this is indeed the case, the enemy units are eliminated and removed from play, and any friendly units not yet moved in the current phase may move into and through their former positions as if they were never there.

9.6 EXITING THE MAP

Whenever a German or Allied unit can exit the map via any edge hex or half hex between Hexes 1613 and 1700 (the half hex next to 1701), it is considered to have exited the map and is immediately placed face down back on its roster hex until the end of the game [see also Section 17: Victory]. Any marker on the hex remains in its current position under the unit counter. The cost of exiting the map is 1 MF.

10.0 AIRDROPS

The three units of the FABTF Division may only be introduced onto the map all at the same time by an airdrop. AT START, it is considered a moonlight airdrop, but during the rest of the game, they may enter play by any one of three types of drop: moonlight, halfnight or daylight. For each kind of airdrop, the units are entered in a different mode, but must always be placed in separate hexes in the area defined in Section 3.4. Note that airdrops take place in the Reinforcement Phase. Airdropped units move normally in the immediately following Movement Phase.

10.1 AIRDROP EFFECTS

Once the units are placed, the Allied Player consults the Airdrop Effects Table and rolls the die once for each unit, adding 0, 1, or 2 to the result, depending on whether the airdrop is being conducted in daylight, halfnight, or moonlight respectively. The Airdrop Effects Table contains four different effects: "NA", meaning "not affected"; "R", meaning "reduced"; "D", meaning "drifted"; and "B", meaning "both reduced & drifted". These effects are described below.

10.11 Not Affected

When a unit receives an effect of "NA", it is not affected by the drop.

10.12 Reduced

When a unit receives an effect of "R", it is immediately reduced by 1 step on its roster hex.

10.13 Drifted

When a unit receives an effect of "D", the Allied Player immediately consults the Drift Chart and rolls the die once, matching the result with a numbered hex adjacent to the central Drop Zone

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(DZ) hex. The unit is then moved one hex in the indicated direction, where it is actually considered to land.

10.14 Both Reduced & Drifted

When a unit receives an effect of "B", it is immediately reduced and drifted as described in Sections 10.12 & 10.13 above.

10.2 AIRDROP LANDING RESTRICTIONS

An airdropped unit lands safely only in a *plain* or *hill* hex devoid of features and enemy influence. It is eliminated and removed from play whenever it lands in a *mountain*, *summit*, or *sea* hex, or one that is occupied by an enemy unit. It is reduced 1 step above and beyond what may be required by the Airdrop Effects Table whenever it lands in a *swamp* hex, a hex containing one or more of the terrain features (i.e. river, forest, town or city), and/or the OZ of an enemy unit.

10.3 AIRDROP MODES

If the units are introduced in a moonlight airdrop, they are each placed on the map in Travel Mode as AT START. If they are introduced in a halfnight airdrop, they are each placed on the map in both Travel and Strongpoint Modes. If they are introduced in a daylight airdrop, they are each placed on the map in both Combat and Strongpoint Modes.

11.0 COMBAT

Initiating Combat is strictly voluntary, but once a unit is committed to attack during the current Combat Phase, all enemy units in whose OZs the unit rests must also be attacked. The Active Player may structure his attacks in whatever manner he wishes, so long as no unit either attacks or defends more than once in the same phase.

11.1 MULTIPLE UNIT COMBAT

Friendly units in different hexes may be involved in the same combat situation. Units stacked in the same hex may attack together or separately as the Active Player desires and may be attacked together or separately, unless they occupy a city hex.

11.2 COMBAT RESOLUTION

Once the Active Player has determined in what sequence the attacks he has structured are to be resolved, both he and his opponent follow the procedure set forth below completely for each one before resolving the next.

11.21 Die-Roll Modification

To resolve an attack, the Active Player first consults the Die-Roll Modification (DRM) Table on the mapsheet and to-

tals the terrain and current mode positions of the forces involved.

Example: Two Allied units are attacking two German units, as shown in Figure 6. The 3/30 Mechanized Infantry Regiment is in:

Travel Mode (+1 DRM),
mountain (0 DRM), and
town (0 DRM).

The Tabor/1 Mountain Infantry Regiment is in:

Combat Mode (0 DRM),
summit (-1 DRM),
high ground (-1 DRM), and
homeland (-1 DRM).

The total DRM for the attackers is therefore:

$-2 (1 + 0 + 0 + 0 - 1 - 1 - 1 = -2)$.

The 11/15 Armor Regiment is in:

Combat Mode (0 DRM),
Strongpoint Mode (+1 DRM),
mountain (+1 DRM), and
river (-1 DRM).

The 242/918 Static Infantry Regiment is in:

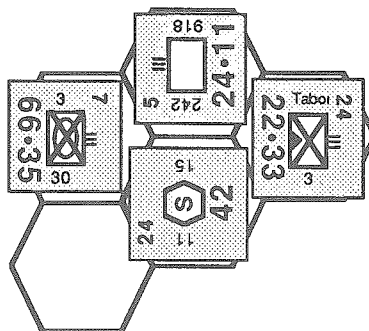
Combat Mode (0 DRM),
mountain (+1 DRM), and
forest (+1 DRM).

The total DRM for the defenders is therefore:

$3 (0 + 1 + 1 - 1 + 0 + 1 + 1 = 3)$, and

the total DRM for the entire combat situation is: $1 (3 - 2 = 1)$.

(Note that positive DRMs are always in favor of the defender, negative DRMs are favorable to the attacker).



11.22 Attack Integrity & Defense Factor Adjustment

The Active Player finds the Attack Integrity (AI) by counting the hexes occupied by attacking units and, consulting the Defense Factor Adjustment (DFA) Chart, translates the sum of that number, the DRM calculated in Section 11.21, and a die-roll into the corresponding DFA.

Example: In the above combat situation, the sum of the AI added to the DRM plus 5 (a typical die-roll) is:

$8 (2 + 1 + 5 = 8)$.

The DFA for the battle is therefore +2.

11.23 Basic Odds Calculation

The Active Player finds the total DFs involved in the battle by adding the DFA found in Section 11.22 above to the DFs printed on the defending units minus their previous step losses. Because of the existence of negative DFAs, it is possible that the total DFs will then be reduced to zero or less. If such is the case, the Active Player is considered to have achieved 6 - 1 odds in the current attack and he proceeds immediately to Section 11.25. If the number of DFs is positive, he next finds the total number of AFs involved in the attack by similarly adding the AFs printed on the attacking units, minus their previous step losses and compares both totals in ratio form:

AFs - DFs.

He then reduces the ratio discovered to basic odds by dividing the larger of the two numbers by the smaller one. If there is a remainder from this operation greater than half the smaller number, the quotient is rounded up to the next largest whole. If there is a remainder less than or equal to half the smaller number, the quotient stands unchanged. This quotient then replaces the larger number in the ratio, while the smaller number is replaced by 1.

Example: In the above combat situation, the printed DFs of the 11/15 and the 242/918 are 2 and 4 respectively. If the 11/15 has 2 previous step losses and the 242/918 has 0 previous step losses, the total DFs involved is:

$6 (2 + 2 - 2 + 4 - 0 = 6)$.

The printed AFs of the 3/30 and the Tabor/1 are 6 and 2 respectively. If the 3/30 has 3 previous step losses and the Tabor/1 has 1 previous step loss, the total AFs involved is:

$4 (6 - 3 + 2 - 1 = 4)$.

Comparing the two totals gives a ratio of 4 - 6 and basic odds of 1 - 1.

11.24 Combat Effects

Determination

Consulting the Combat Effects (CE) Table, the Active Player rolls a die and finds the CE at the junction of the result and the basic odds determined in Section 11.23.

Example: If the die-roll is 6, the CE of the above combat situation is "R/R".

11.25 Combat Effect

Compliance

The CE found in Section 11.24 applies to all units involved in an attack, the Inactive Player always carrying out the effects to his own units before the Active Player does to his. After all CEs have been carried out, the next attack can be resolved.

11.3 COMBAT EFFECTS

There are two different effects on the CE

Table: "N", meaning "not affected", and "R", meaning "reduced". Attacks at basic odds of 5 - 1 are considered automatically "N - R", and attacks at basic odds of 6 - 1 or greater are considered automatically "N - E", where "E" means "eliminated". Basic odds of less than 1 - 4 are not allowed. That is, players are not allowed deliberately to attack at odds of less than 1 - 4. If such odds occur, as a result of combat modifiers, the attacking force is automatically eliminated.

11.31 Not Affected

When a unit receives an effect of "N", it remains unchanged unless it was an attacker. Attacking units up to the stacking limit may enter the hex or hexes if vacated by a defender in the same attack at no movement cost.

11.32 Reduced

When a unit receives an effect of "R", it is reduced according to the number and type of enemy units in whose OZs it rests: 2 steps for each enemy armor and mechanized infantry unit and 1 step for each enemy non-mechanized infantry unit. If it rests in no enemy OZs or if the Owning Player desires, he may meet this required reduction by Force Marching out of its hex, in which case the unit is reduced as above, according to the number and type of enemy OZs it enters *plus* the terrain it encounters. The unit must obey all laws of movement and may be Force Marched as far in any directions open to them as the player desires.

Example: In the above combat situation, neither attacking unit has an OZ, so neither of the defending units is reduced. Both of the attacking units, however, are in the OZ of the 242/918 Static Infantry Regiment and both are reduced 1 step.

11.33 Eliminated

A unit is immediately removed from play whenever it has no more steps on its roster hex to lose. This happens automatically whenever a unit is attacked at greater than 5 - 1 basic odds.

Example: In the above combat situation, the Tabor/1 is eliminated.

11.4 FACTORS OF ZERO OR LESS

Because a unit may have more step losses than initial AFs or DFs, it may not be able to contribute a positive factor to any particular combat situation. It is then considered to have either a zero or negative effect on the battle and is still added in.

11.5 HIGH GROUND

Only those units in any combat situation which occupy the highest ground level may use the "high ground" position modifier on the DRM Table.

Ground levels are stated on the Terrain Effects Chart.

12.0 FORTRESSES

Although there are no fortresses shown on the map, there may be as many as twelve of them in play on TURN 1. Fortresses are keyed to the German units each featuring a closed hexagon on its back. When one is in Strongpoint Mode, no matter where it is, it is also considered to occupy a fortress. Once righted, these units may never be put back into Strongpoint Mode during the game.

12.1 STATIC FORTRESSES

A static infantry unit in Strongpoint Mode is considered to occupy a fortress as well as being in this mode and may use the appropriate position modifiers on the DRM Table. Other units in the same hex are not considered to be in the same fortress.

12.2 CITY FORTRESSES

A city containing a garrison infantry unit in Strongpoint Mode is considered a fortress, and any unit anywhere in the city is entitled to use the "fortress" position modifier on the DRM Table, as well as its current mode modifier. Note that no unit may benefit from the fortress modifier more than once in any given combat: i.e. a static or garrison infantry unit in Strongpoint Mode in a city does not benefit twice from the "fortress" modifier.

13.0 HOMELAND

During the Allied Movement Phase, a French unit moving solely in France is entitled to add 1 MF to its movement capability no matter what mode it is currently in. During the Combat Phase, a French unit either attacking or defending anywhere in France is entitled to use the "homeland" position modifier on the DRM Table.

14.0 THE 36TH MECHANIZED INFANTRY DIVISION

The 141, 142 and 143 Mechanized Infantry Regiments each have 1 added to their AFs or DFs in any combat situa-

tion they may be involved in before the Butler Armor Regiment is entered into play. 36/Butler is not brought on like a regular reinforcement, but may be introduced at the beginning of any Allied Movement Phase simply by stacking it with one or two of the above units, up to the SP limit [see Section 5.1]. During that phase and thereafter, 36/Butler is considered "attached" whenever it moves stacked with at least one other 36th Division regiment and is not subject to the *hill* hex limitation on armor set forth in the Terrain Effects Chart. It is still subject to all limitations on Mechanized Infantry Movement, however, and when moving "unattached" (not stacked with another 36th Division unit) is subject to all Armor Movement limitations.

15.0 SUPPLY

During his Supply Determination Phase, the Active Player attempts to trace a line of hexes from each of his units on the map to a friendly Supply Source. For the German Player, this means from a unit to anywhere on the eastern edge of the map. For the Allied Player, it means from a unit to any coastal or port city hex.

15.1 SUPPLY LINES

The line traced from a unit may be as devious as the Owning Player desires and as long as the sum of its current Strategic Movement capability [see Section 9.3] plus its remaining steps. The Owning Player traces backward from the unit, spending this number for the terrain encountered at the normal movement cost. A Supply Line for any unit may enter all hex types and cross all hexsides except *sea*. *Road* hexsides (either primary or secondary) may be crossed by a Supply Line at 0 cost if no unit occupies either the hex entered or the one exited - if such is the case, they must be crossed at the cost of the other terrain on the hexside. Land hexsides containing either a *river* feature or partial sea may always be crossed by a Supply Line at no cost. No Supply Line may either enter or exit an enemy hex; i.e. any hex containing either an enemy unit or its OZ.

15.2 SUPPLY SOURCES

The Supply Source hex into which an Owning Player can trace his unit's line determines whether the unit can be changed into Travel Mode during that phase and whether it can have a lost step replaced during the next. Up to three Supply Lines may be traced into

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any one source hex – each Supply Line traced from either an armor or mechanized infantry unit counting as two. In the case of multi-hex port cities, up to three Supply Lines may be traced to each city hex. No Supply Source may contain either an enemy unit or its OZ.

15.21 German Supply Sources

If the German Player traces a Supply Line into any numbered eastern edge hex, the unit traced from is considered In Supply. If he traces it into an eastern edge hex containing a secondary road, the unit traced from may also immediately be changed into Travel Mode. If the eastern edge hex into which the line is traced contains a primary road, the unit traced from may also be eligible to replace a step loss during the following Step Adjustment Phase.

15.22 Allied Supply Sources

If the Allied Player traces a Supply Line into any coastal hex, the unit traced from is considered In Supply. If he traces it into a coastal hex containing a *town* or *city* feature, the unit traced from may also immediately be changed into Travel Mode. If he traces it into one of the hexes of the port cities Marseilles, Toulon, or Genoa, the unit traced from may also be eligible to replace a step loss during the following Step Adjustment Phase. A coastal hex is defined as being any land hex having at least one of its vertices (the point where two of its sides meet) at sea. A port city is defined as having in it at least one coastal hex.

15.3 ISOLATION

Any unit from which a line cannot be traced to a Supply Source is considered isolated and is reduced (by one step) during the following Step Adjustment Phase. Also, during the current phase it may not be changed into Travel Mode.

15.4 FIRST AIRBORNE TASK FORCE

On the turn they are introduced onto the map – if AT START, then on TURN 1 – none of the three units of the FABTF division can be isolated, nor do they need to trace a Supply Line. Thereafter they do need to trace a Supply Line in the usual way, and can become isolated.

Once the FABTF/2 Airborne Infantry Brigade is determined to be In Supply during the Allied Supply Determination Phase of a turn subsequent to the one in which it entered the game, it is immediately removed from the map and placed face down back on its roster hex until the end of the game. It remains in play, and any roster marker that may be on its roster hex is not moved.

15.5 PORT CLEARANCE

The port cities Marseilles, Toulon, and Genoa must be cleared before the Allied Player may use them as Supply Sources. To start clearing a port, an Allied unit in Strongpoint Mode must begin the Allied turn in one of the city's hexes (Toulon, of course, only has one). If more than one unit in Strongpoint Mode occupies the port city, one must be designated for port clearance.

15.51 Port Clearance Table

At the start of his Supply Determination Phase, the Allied Player consults the Port Clearance Table, and rolls the die once. If the result is "NC", meaning "not cleared", the port may not be used as a Supply Source in the current phase. If the result is "SS", meaning "Supply Source", the port is considered cleared and its hexes may be used for supply in that phase and in all those that follow.

15.52 Not Cleared

Each time the die-roll result is "NC", the Allied Player turns his designated unit in its hex one hexside clockwise as if it were in the central hex of the Drift Chart, the first time so that the counter's top is aligned in the direction of the "1" hex on the Chart. During each subsequent Allied Supply Determination Phase he adds the number aligned with the counter's top to the result of his die-roll for that port. On the sixth turn after he starts rolling for the clearance of a port, it automatically becomes a Supply Source if it hasn't already.

16.0 STEP ADJUSTMENT

During the Step Adjustment Phase, the Active Player reduces by 1 step each of his units found to be isolated in the previous phase. He also may replace by the same amount the step losses of each of his eligible units which were found to be In Supply during the previous phase, and may also transfer steps between stacked units which were found to be In Supply.

16.1 STEP REDUCTION

All units found to be isolated during the previous phase are reduced 1 step. Any units having no steps remaining after reduction are immediately eliminated and removed from play.

16.2 STEP REPLACEMENT

All understrength units found to be In Supply during the previous phase may have 1 step loss replaced if they participated in neither the Movement nor the Combat Phases of the current Player

16.3 STEP TRANSFER

The Active Player may voluntarily reduce units and transfer their steps to others stacked with them. Both the units being thus reduced and the units receiving their steps must have been found to be In Supply during the previous phase, and neither may have participated in either the Movement or the Combat Phases of the current Player Turn. No unit receiving steps in this manner may have a larger AF – DF relationship than the unit or units from which it receives them [see Section 5.33]. Units may be reduced totally and removed from play, but no unit receiving steps may ever have more than the number noted for it on its roster hex. Step transfer is in addition to step replacement; both operations may be conducted on the same unit during the same phase, but one must be finished before the other begins.

17.0 VICTORY

When the TURN marker points toward END, the game has run its course, and the time has come to determine a winner. Each player checks his units still in play and totals their current AFs as recorded on their roster hexes. He may not add in the AFs of those units not brought onto the map, nor those eliminated for any reason during the game. The German Player may double, and the Allied Player may triple the current AFs of his units face down on their roster hexes before adding them in.

After each side's AFs have been totaled, the German Player divides his total into the Allied Player's total. If the resulting quotient is 3 or more, it means the Allied Player has achieved at least a 3 – 1 superiority in AFs over the German Player and has won the game; if the quotient is less than 3, it means the Allied Player has not achieved the required superiority, and the German Player has won.

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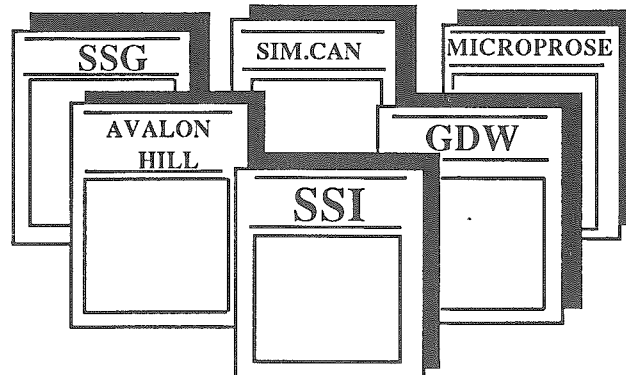
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A Hitchhiker's Guide

To Computer Games

The Fourth Protocol Reviewed by Temis de la Pena

The Fourth Protocol (TFP) is an import from the United Kingdom, although it is put out by Bantam Software in the U.S. The game is based on the best selling novel of the same name by Frederick Forsyth. In the novel, the KGB attempts to smuggle an atomic bomb into England and set it off near an American air base just before a parliamentary election. The Russian hope is that everyone will think that a bomb at the U.S. base has gone off and that will discredit NATO and the Conservative Party's Government in England. If that happens, a Labor government will come into power that will unilaterally disarm the U.K. and withdraw it from NATO. The game is very similar to the book. It is not necessary for the player to read the book, nor will reading the book spoil the game. You are John Preston, member of MI-5 (British FBI) and must uncover the plot, then find the bomb, and finally storm the warehouse where the bomb is and disarm it.

The game is actually three different games in one. The first game is called "The NATO Documents". In this game the player must deal with a number of different cases. Only one of these cases is directly tied into the bomb plot, but some of the other ones will yield important information that will be useful. The player has at start 100 agents he can assign to watch the suspects. Every day (usually) the watchers will turn in a report of what the suspect has done. In addition, for many of the cases, there are files which the player may access which can shed important information. Eventually, your superiors will ask your advice on what should be done in each case. You will be presented with a number of options, usually about 4, and will have to pick one. If you do a good job, your stature with MI-5 will grow, and so will the number of men at your command. If you do not do well, the

number of men you have will shrink. When you think you have solved the case of the NATO papers, you call up your superior and give him the answers to a series of questions that he will ask you.

The second game is called "The Bomb". In this game the player is assumed to have solved the case of "The NATO Papers" and must search through London for the bomb. This is not as difficult as it may sound, as plenty of clues are available. Still, it is far from simple, so let the buyer beware: this game is by far the most challenging of the three. There are numerous options available to the player. For example, should the player chose to travel to a location away from MI-5 headquarters in London, he can do so either by cab or the tube (subway). It is also possible to take trips to Bristol and Dover. There is a great deal to do in this game, in fact far too much to do justice in the limited space available here. If the player is successful in his search, he will eventually locate the warehouse where the KGB has the bomb.

The last game is "The SAS Assault". Here the player attempts to disarm the bomb while fighting off a horde of KGB agents. This is the simplest of the three games. The first two games are icon driven and each icon has two or three sub-menus. In the third game the player gives his commands by means of a 40 word vocabulary. There is little for the player to do other than type in commands to attack the KGB agents and to disarm the bomb. There is very little strategy or thought involved in this. In attacking the KGB agents, one has available to him the words attack, destroy, kill, hit, kick, guard, and KGB. I found that all that was really needed was "Kill Guard" and that other combinations of words worked no better and no worse. There is one trick to disarming the bomb, but once that has been figured out, it is simply a matter of fast typing and luck.

However, the game does have two problems. The most serious one is with

the documentation. The documentation is fine so far as it goes, but it suffers from the omission of important details. Nothing that is absolutely crucial is missing, but the items that are missing make the game difficult to play and force the player to find things out through trial and error. The player is never told that in the first game, one day of game time equals two minutes of real time. One is never told that to solve the first game, he must call a certain phone number. In the second game, the player must discover where his wallet is, with the money that he will need to travel around London.

However, do not despair. There is salvation. The designers of the game have written a hint book for the game: *The Fourth Protocol: Playing the Game* by John Lambshead and Gordon Paterson. The good news is that it is almost invaluable in helping the player over holes in the documentation and problems in playing the game. The bad news is that it is not available in the U.S. (according to my local software dealer). Also, it would seem that it was written for a different version of the game than the one I played. On the whole, what it tells you is correct, but there are a few holes. The solution to the first game that it gives you appears to be incorrect. Further, for the third game, it tells you that you have an H & K machine gun; in fact you must fight off the KGB agents with your bare hands.

The other problem is the first two games' reliance on the icon driven menus. The icon menus are good in that they are very easy to learn; the problem is that because of the game's reliance on them, the program as a whole lacks flexibility. In the first two games, the player will need to make notes on information that he is given, and at times this will become quite time consuming. The game, however, is a real time game, and so the player may be forced to spend a couple of days (game time) writing. There is an icon that will allow you to freeze the game, but it is not usable unless you have left the icons

where you can do anything useful. The icons also work out in peculiar ways at times. In the second game, I spent a good deal of time, in my first try at it, wandering around the second floor of a building looking for a way down. Eventually I discovered that one could not find the elevator using the icon that allowed movement. Instead, one had to use the icon that was for looking at objects. Not only did this icon allow me to find the elevator, but I used it to travel between floors.

The designers of *TFP* have created a good mystery game. It is a challenge to solve, but if you do your homework, it can be solved. Let the buyer beware, however; the game requires patience and will require a couple of play-throughs (at least) just to get used to the game. The hint book will cut down on the amount of time needed, but unless you use it to give you all the answers, you will still need some games just to get used to the game system. I would not recommend this game for a beginner; rather it is a game for a seasoned veteran who seeks a real challenge.

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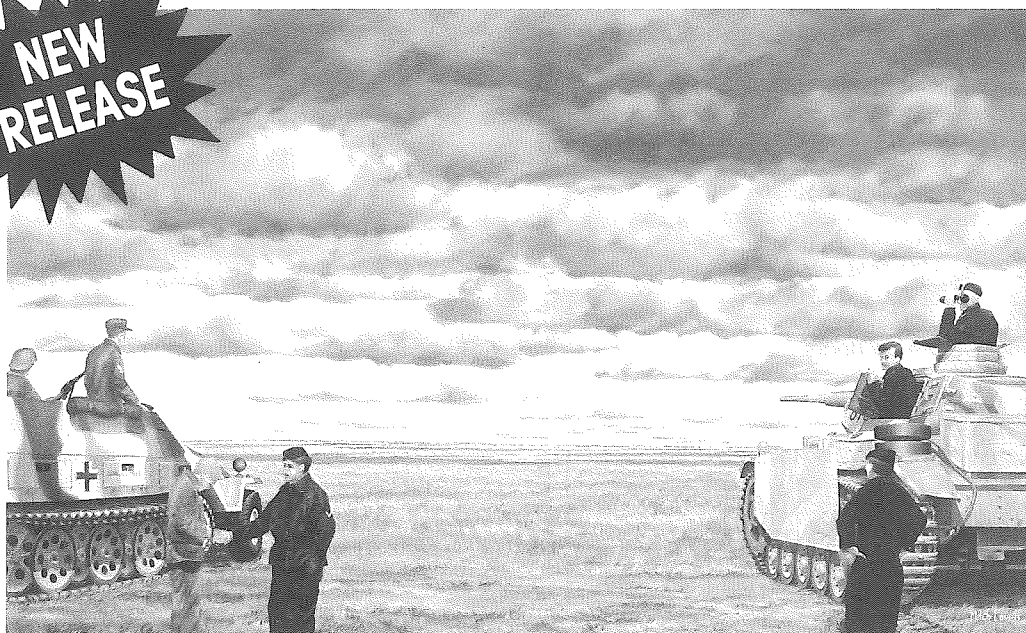
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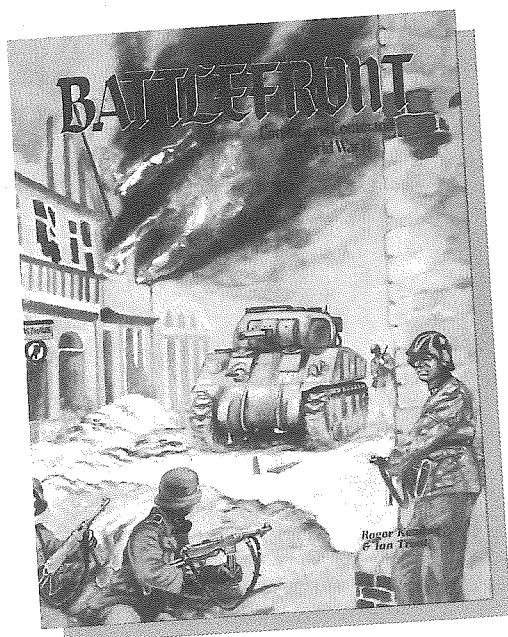
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TITLE: *Yamato: The Game of Fleet Battle in the Pacific Ocean*

COMPONENTS:

Six mateable 7-1/2" x 22" mounted mapboards,
608 backprinted 1/2" counters,
32 page rules booklet (Japanese) with scenarios,
a page of gunnery and torpedo fire examples (Japanese),
two pages of charts and tables (Japanese),
one pad of log sheets,
39 two-sided ship data cards (Japanese),
18 page rulebook (English),
12 page scenario booklet (English) including designer's notes and historical notes,
two pages of charts and tables (English),
10 page booklet of ship data (Japanese/English),
storage tray,
2 six-sided dice,
in "Bookcase" format.

SCALE: Each counter is one ship, each hex is 1850 meters (day action), or 925 meters (night action). Although not specified, each turn seems to represent about 15 minutes.

DESIGNER: A. Segawa

ARTWORK

DIRECTOR: M. Suzuki

TRANSLATOR: E. Lipset

PRODUCTION IN ENGLISH

BY: Jack Greene and Beth Queman

PUBLISHED BY:

Tsukuda Hobby, Japan

DISTRIBUTED BY:

Quarterdeck Games, P.O. Box 658,
Cambria, CA 93428

PRICE: \$50.00 U.S. Dollars

The remnants of your carrier-borne aircraft have returned to the fleet, carriers and planes must retire to refit. But wait! There are still enemy warships afloat. Put away that copy of *Flat Top*, stand by the guns, it's time for a surface action. It's *Yamato* time.

If you're pressed for time, here is the review in a nutshell:

The bad news is - for the price (\$50) you might expect a "monster game"; this game isn't. Before the recent slide of the dollar against the yen, the game was advertised at around \$32, still a bit expensive given the components.

The good news is - if you get a copy, you'll probably have a heck of a lot of fun.

HERE IS WHAT YOU GET

A beautiful box cover with superb artwork (far surpassing anything else in the package). The back is all in Japanese with a black and white rendition of

a board and some playing pieces.

The six mapboards are well mounted, covered with 5/8" hexes (14 x 35 per board) and made to be mateable. All six boards are exactly identical, save for the ID letter in the upper left hand corner. All are of open sea, with no features save for two clock rosettes per board for aid in direction finding. The colors used are mixed greens and blues in pleasant hues and the map is generally better than most all-sea maps have a right to be. I would have liked a couple of the boards to have land formations printed on them. Scenario designated contour lines à la *Wooden Ships & Iron Men* (TAHGC) or overlays would also have worked well. As it is, land formations, when present, are represented by counters (in magenta, no less, with a fringe of blue and a large black "L", just to be sure).

The 608 backprinted 1/2" counters are nicely printed and cut, they separate easily, and are a bit thinner than "normal". Most of the counters are generic single ships, white outline aerial view, main gun positions indicated. Color of the counters' background represents nationality:

Japanese - red,

U.S. - blue,

Commonwealth - green,

Holland - orange.

All counters have an identifier, e.g. BB 39, DD 77. The back of each ship counter shows the same ship marked SUNK. Since sunken ships are removed from the board, these should say Sinking or Foundering. Even so, the second side is virtually useless. The 240 non-ship counters represent: torpedos (48, blank reverse), smoke (48, blank reverse), land (144, reverse 1/3 each blank/torpedos/smoke). A slightly more efficient printing of the counters could have yielded counters with initial values for each class printed on them. The best treatment would have been a counter for each capital ship and its values, with the reverse being some useful level of damage.

The Japanese rules, play aids and data cards are well done and very professional looking. The rules and scenarios in English are presented as sheets stapled together at one corner. The "English version" ship data cards are xeroxed sheets with up to nine cards reproduced (half size) per sheet. All data except the ship name is in Japanese. At first this means a lot of referring back to the rules illustration, but after a while you know what the numbers mean by where they appear on the card.

The ship data cards are the heart of the game system. Each ship class has a data card which has a silhouette and an aerial view of a ship of that class. The data card also indicates the nationality,

YAMATO

ship name, comparative armor strength, maximum speed, minimum straight distance, gun data for early versions (1941 - 1943) and late versions (1944+), torpedo data, etc. All relevant ship data is transferred to log sheets for play of the game. Ship speed is affected by buoyancy, and buoyancy is lost as a ship takes damage.

The English version of the play aid card (two sided) is actually better than the Japanese, the typesetting is not as fancy, but it is on thick card stock versus paper. I added a handdrawn version of the Gun Damage Table and speeded up play quite a bit.

THE RULES

The eighteen pages of English rules are liberally sprinkled with examples and illustrations and read pretty fast. Most rules are intuitively obvious and do not require a rationale. You can play at the Beginner's Level in the middle of page 11, about 5-1/2 pages of actual reading. Then there are Advanced Level and Optional Rules. The most complex rules are those concerning torpedo "fan" attacks and provisions for same-hex combat (rare). A veteran gamer will be playing very quickly, and a beginner soon after.

There are no rules in the game for air to ship attacks, or for defense against air attack. There are also no submarine attacks or anti-submarine warfare. This is a game of surface engagements only. There is no search procedure, all ships are spotted and it only remains to close for the kill. This game might be perfect to use as a micro-game, the surface action part of a larger engagement in *Victory in the Pacific*, or *Midway* (both TAHGC) or any game which uses a more abstract way of resolving tactical combat; all you need to know is the class and number of the engaged ships.

Log sheets must be maintained for each ship in the scenario to record movement, combat damage, torpedo launches, firepower, and speed/buoyancy.

THE SEQUENCE OF PLAY

1. **Plot Movement** - All players plot movement for the turn on each ship's log sheet.
2. **Torpedo Launch** - (Advanced Level only) Torpedo launch plans are plotted.
3. **Movement** - All ships and torpedos move as planned, simultaneously per their plots. Torpedos move last.
4. **Combat** - Gunnery and torpedo attacks are carried out and all damage is determined and recorded.
5. **Damage Effect** - All damage received in Phase 4 now takes effect.

This completes a single Game Turn.

Movement is pretty straightforward, one hex per movement point, rotations are free. Each class of ship has its own rotation limits and maximum speed, as well as acceleration and deceleration limits. The highest speed for any vessel in the game is 6MPs per turn, so writing movement plots is not that arduous with a small number of ships. The average scenario usually consists of about 15 turns. Larger games should use more people in command to keep plotting time down. A typical plot for a ship with 6MPs would be "1R4L1," one hex forward, right rotation of 60 degrees, 4 hexes forward, left rotation of 60 degrees, one hex straight. After all movement is plotted, all plots are simultaneously moved. Torpedos move last.

The Beginner and Advanced Games allow for no stacking of friendly units at the end of movement. There are Optional Rules which do allow for stacking.

Gunnery attacks are resolved by totalling the firepower of the guns within range and field of fire which the attacker chooses to fire, adjusting for damage effects and range to yield a "ranged firepower" number. This number is compared to the targets armor rank to arrive at a firepower ratio. If there is more than one attacking ship, each arrives at an individual ratio for its guns versus the target. All ratios are rounded to favor the defender. The maximum useable ratio is 4:1 and the minimum is 1:4.

Damage determination is carried out for each attack separately. One die is rolled on the Damage Determination Chart (DDC) using the column corresponding to the firepower ratio. There are three possible die-roll modifiers, one each for target speed, rotation and size. Most damage results are expressed as some combination of gunnery and buoyancy damage. There is also the possibility of no effect, buoyancy damage only, a SUNK result or Special Damage. A Special Damage result means more die-rolling and the possibility of a direct hit on the armory or fire control equipment, etc. The DDC is very bloody, especially as regards buoyancy, and even a 1:1 attack with no modifiers is liable to cause severe buoyancy damage (5 - 16 buoyancy points) per salvo. Destroyers average 5 - 7 total buoyancy points, H.M.S. Hood is given 31.

As buoyancy damage is taken, the maximum speed available to a vessel is reduced. Gun damage is determined by the direction of the incoming fire and a die-roll to see which gun(s) is hit. Each hit reduces firepower. If no gun remain, damage is applied to the ship's

buoyancy. When all of a ship's buoyancy points have been lost the counter is turned face down to indicate that the ship is drifting. One more damage point sinks the ship and the counter is removed from play.

The main effect of the Advanced Level Rules is to add torpedo attacks to your arsenal and to provide for damage results to include damage to torpedos tubes. Torpedo capabilities are different depending on the nationality and type of ship. Additionally, each type may be fired at differing speeds, e.g. the Japanese Type 93 torpedo may be fired at speed 8 for a total maximum range of 12 hexes, or speed 7 for a range of 16 hexes, or speed 6 for a range of 24 hexes. All ships start with loaded torpedo tubes and some may reload during the course of a scenario. Torpedos may be launched separately or in clusters, and in one direction or a combination of directions, based on where the tubes are located.

Torpedo hit determinants are: incoming angle, target speed, target size, number of torpedos, Type 93 bonus (no wake). The more favorable the determinants, the greater likelihood of a hit. Torpedos which miss in a particular hex may continue to attack friend and foe alike to the limit of their range, at which time they are removed from the board. Comparing the power of the torpedo with the target's armor factor yields the firepower ratio, then damage is rolled for, as with gunnery.

The Advanced Rules also include the rules for night combat. The designer has assumed that night actions would take place at closer range. Accordingly, hex distance and minutes per turn is halved, doubling gunnery range and torpedo duration but not doubling ship or torpedo speed. You still only have to plot a maximum of 6MPs per ship per turn. A Visual Range Chart is introduced; you may not fire at targets beyond your ability to see them at night. Ships with radar usually have the edge in visual range. All other game mechanics remain the same for night actions.

The Optional Rules introduce two types of fleet movement which allow the players to move a number of ships by writing one set of orders.

Type A - All ships in a group move in exactly the same way.

Type B - Each ship follows the exact path of the preceding ship. No limits are placed on the number of groups allowed or ships per group or group make-up, the player has a free hand in the set-up of his fleet.

Stacking is introduced which allows for as many as three BB/BCs per hex, or

YAMATO

2 BB/BCs plus 2 other vessels, or 1 BB/BC plus 4 other vessels, or 6 non-BB/BC per hex (day action). At night, only 1 BB/BC or as many as three non-BB/BC per hex is allowed. Lowest speed in the stack determines the stack's speed. There are also rules for how torpedos attack a stack.

The Optional Rules also allow ships to generate smokescreens. Ships without radar may not sight through (nor fire through) a smokescreen. Torpedo attacks are always possible. There is an unfavorable die-roll modifier for radar directed fire through smoke. Smoke only lasts for the Game Turn in which it is generated. There is no apparent limit to smokemaking capacity, and a ship can generate smoke in every turn, leaving a smoke marker behind it in every hex passed through.

Another Optional Rule allows the Japanese type-93 torpedo to use hidden movement except when actually making a hit determination. The Japanese player must keep track of all relevant torpedo information but the markers are not placed on the board. This rule will keep the Allied player on his toes.

The last of the Optional Rules allows torpedo attacks to be "fanned" so that more hexes will be attacked. There is a choice of two angles. An attack by 8 torpedos using fan angle "2" will deliver an attack on a four hex front (two torpedos per hex) at a distance of 20 hexes.

THE SCENARIOS

The game includes 17 scenarios and lends itself easily to the creation of other historical or "what if" situations. The first four scenarios (the A series) are practice games using a small number of units and designed to familiarize the player with the rules system. Each lasts 12 turns and victory conditions are usually stated in terms of number of ships sunk. The ten historical scenarios (the B series) cover selected actions from February of 1942 to March of 1943. Most of the historical scenarios should be played with two or more players per side. Each log sheet can keep track of up to three ships, and two log sheets per player is about the maximum amount of paper that a player can shuffle through conveniently, as well as write orders, move, record damage, etc. I recommend that you recruit one commander for about every six vessels. This will keep the game moving at a decent rate and not overload any individual player. Also included are three "what if" scenarios (the C series) which should be played by 2 - 3 players per side. Victory conditions for the B and C series

scenarios are stated in terms of ships sunk, or ships exited from certain hexes, or sometimes both.

PLAY OF THE GAME

The game plays smoothly and fairly rapidly if the ships per player ratio doesn't get too high. For those who categorically hate logsheets, this game is not for you. It is a lot of fun blasting away at the enemy, especially when the results are so gratifying. Ships in this game are sunk with stunning regularity and many of the scenarios will deal out a lot more cardboard death and destruction than occurred historically, especially for day actions. Except that fire-power factors lessen with distance (reducing damage effects), there is no provision for missing completely, even on the first salvo. Damage may be nil or negligible, but the hit is always assumed. There is also no provision for getting "Special Damage" (i.e. a critical hit) at low combat odds, robbing the game of a possible source of added flavor.

For new players, I would suggest using any range and maneuver advantages that you have, closing only to finish off a crippled vessel (ships usually retain much of their firepower till they go down). Whenever possible, reduce your opponent's speed and mobility before he does it to you. Reduced target speed makes the damage die-roll more effective. Destroyers are easily sunk; get them into torpedo range and out as fast as possible, using gunnery only as a last resort or to finish off a drifting (therefore unable to return fire) enemy.

Although there are no rules for solitaire play, it would be easy enough to play one side and draw chits representing possible moves of enemy ships for the other. But the real fun in the game is in outguessing your opponent's moves, crossing his "T," catching him with a broadside when he can only respond with a popgun.

There is no provision for opportunity fire, all combat is simultaneous and takes place after all movement has been concluded. As long as you are trying for simultaneity, why not reveal the movement plots one movement point at a time? I recommend using six movement points as the "beat"; a ship using 6MPs would move on each beat, 5MPs would skip the fourth beat, 4MPs would skip the second and fifth, 3MPs skips even beats, 2MPs moves on third and sixth, 1MP moves on five only. Torpedos with 7MPs get an extra beat after three and with 8MPs get another after six. Ships of opposing sides may pass through the same hex at

the same beat with no ill effects (except perhaps a point-blank salvo), each hex being a nautical mile across (daytime). If torpedos and ships occupy the same hex during the same beat, then a normal hit determination should be made.

And now, since we are breaking movement into the six beats, why not allow fire at any time? I recommend that you allow gunnery "at will", logging the "beat" that a gun fires in, in a turn, and not allowing it to fire in the next turn before that beat. The opponent must be allowed to answer fire for simultaneous effect, or he may prefer to hold fire to a later beat if he feels his position may improve. Of course multi-gunned ships have the option of firing some of their guns on one beat and others on another.

CONCLUSIONS

I like the game, it is a lot of fun. The historicity is low, especially for day actions. If I have any complaints, they are in the Dollars-to-value ratio department. For fifty big ones, I'd expect to see named counters (lots of 'em), maybe a slicker treatment of land, more sophisticated rules or more Optional Rules. I would also have appreciated a more finished look to the English language components, and a set of all-English ship data cards.

In the designer's notes, Mr. Segawa admits that "Yamato is neither complete nor perfect." No game ever is. Unfortunately, a lot of what we pay for in this game is the slide of the Dollar against the Yen.

EXAMPLE OF GUNNERY COMBAT

The battleship Yamato is firing a port broadside at the heavy cruiser Indianapolis at a range of fourteen hexes, in daylight (1944). The Indianapolis has just been moving at speed 5, and completing a 120 degree turn. Its armor factor is 3. Basic firepower from the Yamato is 38 (Front gun - 24, Rear gun - 12, Secondary left front - 1, Secondary left rear - 1 = 38). Ranged firepower for 38 factors at 14 hexes = 9. The Ranged firepower to armor ratio is 9:3 or 3:1. Die-roll modifiers are: target speed +1, target rotation +1, ship type 0, total +2. The die-roll is a four, adjusted to a 6. The damage result is three gunnery points and 9 buoyancy points. The buoyancy loss (9 of 14 total), reduces the Indianapolis to a maximum speed of 1, and the gunnery points are lost by rolling a die to see which guns are affected. A die-roll of three or less would have inflicted enough damage to sink the target.

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POWER THE GAME

A review by D. Scott Tannes

Power is a strategy game of maneuver and second-guessing for two to four players, where the basic premise is to move one's forces so as to capture the last remaining enemy flag. While *Power* is somewhat akin to *Stratego*, players secretly move their forces across a square and rectangle gridded playing field, engaging the enemy in a die-less, pure strength count combat system, in the hopes of capturing opposing pieces and ultimately the enemy flag. There is no luck factor involved in the game, so the outcome is determined solely by the players' ability to second guess and maneuver.

The game is played with plastic figures, reminiscent of *Axis and Allies*, though not quite of those high standards. There are infantry, tanks, fighters, and destroyers which are moved about on a map of four identical continents, each surrounded by water. Also included are four log sheets (which are rather small at 2" x 4") for a player's orders, a three minute sand timer, four pencils and (ta daa !!!) a pencil sharpener!

The rules are very straight forward and easy to learn. From the time the box is first opened to actually playing *Power—The Game*, takes about ten minutes, of which the first five minutes are

spent looking at the neat little pieces and playing with the timer. This is not a hard game to learn.

Each player begins with exactly the same forces on a symmetric map, and all moves are simultaneous, so there are no special advantages for anyone. Each player has three minutes to write up to five orders for his forces. Orders consist of either telling a particular unit to move or to exchange units for more powerful pieces.

A "move" order will move a single unit as desired to a new location. There are no zones of control and units may move through other units, friendly or enemy. When units form opposing sides actually end their move in the same sector, combat takes place automatically with the stronger force (ie. the one possessing the most "Power," get it?) winning. Each unit has differing movement rates and characteristics.

The second order a player may issue is an "exchange," where three pieces of the same type and in the same space may be traded for a single, more powerful piece. These stronger pieces are regiments, heavy tanks, bombers, cruisers, and the deadly mega-missile. The first five units are formed by three of their smaller counter parts, but the mega-missile is generated by exchanging a large number of other units making it very expensive.

Combat is very simple. Each unit has a power rating of varying degrees. After movement, opposing units in the

same sector have their power ratings added up, the highest single total wins and captures all of the other pieces. These captured pieces are converted to the winner's color and are then placed in the winner's reserve box adjacent to his home base sector. If a battle ends in a tie, the pieces retreat to the sector they started the turn in. The mega-missile acts differently. It may be fired (once) and targeted on any area, destroying all the pieces there (except the flag). This is the only actual "destruction" in the game. A player's flag may be captured only by an enemy infantry or regiment unit. Capturing a flag entitles the winning player to getting all of that country's remaining forces as units in his reserve. Capture the last enemy flag and you win!

Power has a very simple economic system. If a player has any number of units anywhere on an enemy player's continent at the end of the turn, he receives one "power" unit. Thus, in a four-player game a person could earn up to three power units a turn. Those may be converted via an exchange order into new units for a player's army.

All in all the game is a pleasant diversion. The game is fastmoving and, depending on everyone's mood, can be played as either a serious game of chess-like moves or as a fun beer and pretzels pastime. One short-coming, however, is the lack of enough log sheets. These can easily be exhausted in two or three sittings, but luckily any paper will do. Another point which is not as easily waived is the rather steep price (about \$30.00).

I would give a rating of 6 out of 10. *Power* is fun to play, and might make a good introductory game for anyone new to gaming. While not a game a player "has to have," *Power* is certainly worthy of adding to even the most crowded game shelf. **SW**

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BRIEFING

OPERATION: KEYSTONE

From a new programming group, Overt Strategic Simulations, comes *Operation: Keystone*, a simulation of submarine warfare. Never heard of *Operation: Keystone* from your history books? don't worry, the authors, T.J. Peto, Jr. and D.J. Grundhauser invented it. I would argue with the choice of a fictitious name just from a marketing standpoint – something like the existing *Gato* or *Silent Service* games stand a better chance of catching the eye of a roving submarine simulator. But that's a nit – what's the game like?

The player is given command of a *Gato* class fleet sub and sent out with a variable arsenal of torpedos and mines to sink enemy ships and perform these sinkings efficiently. Unlike the previously mentioned submarine games, *Keystone* minimizes the graphics and maximizes player decisions. Depending on the type of player you are, this trade off may be good or bad.

The *Keystone* screen is split into several windows. The largest is the map, which comes in three varieties depending on how much "magnification" you use. Distance between dots can represent 4,400 yards down to 100 yards. The smallest magnification shows the patrol area with the sub able to start at Saipan, Darwin or Majuro in the Marshall Islands. The largest shows details of the ports and a lot of empty space – unless filled with enemy ships!

In the upper right corner is the Periscope window, which will show you what you can see when the scope is up. Turning the scope is performed with the function keys. Enemy ships are noted by letters (B = Battleship, C = Carriers, D = Destroyers). While this system certainly works, it definitely lacks gripping power, at least for me. I would much rather have watched an actual ship silhouette than a simple letter. And with the state-of-the-art graphics being what they are (check out Microprose's *Silent Service* for AWESOME graphics), I hope this decision doesn't backfire on OSS.

In part of the lower right is the sub's position and status: heading, speed, movement direction, depth, and whether the scope is up or down and which direction it's pointing (it is very embarrassing to put a carrier in your crosshairs on the scope, and fire a brace of deadly fish only to remember too late

that the bow of the ship isn't pointing in the same direction as the scope!). The rest of this window displays the five other menus available for the player's information. These menus fill in the remaining window with various information.

The Running window gives you a view of which engines you are running on (electric or diesel) and status of your battery, compressor and air vents. (Don't try diving with your air vents open!) The supply status of your air, fuel, ballast and battery are also displayed. In submerged mode these pieces of information are critical.

The Battle window shows the status of your armaments, the number of fish and/or mines you have left, and the status of your six tubes (loading or ready or fired). Torpedo firing is done with the space bar and the Battle window clocks the length of time the fish runs. The fish appear as crosses on your periscope (if up) and the map. Mines can be dropped with submerged and show up as "m" on the map – so you don't run into them again!

The Damage window shows any damage taken by Engines, compressors, generators, rudders, scope, radio, radar, sonar battery or torpedo tubes. Each is either functional or OOC (out of commission).

The Navigate window provides information on map magnification, exact location (grid and sector) whether you're zig zagging (DON'T zigzag when trying to set up for a shot! This helpful hint brought to you by a very embarrassed commander). Radar, Sonar and Radio can be on or off and provide information on enemy locations (but provide the same information on your whereabouts to the enemy!). With Sonar on, for example, the letter designated ships appear on the map and the minimum distance displayed.

The Utility window provides the ability to repair, dock, load and gather waiting messages. One very nice touch is the repair function: some of the damage taken by the sub may be repaired by the crew submerged, on the surface or only when docked. The time required for repair is also given – adds a bit more realism than most of the games I've played!

The sub is maneuvered by placing the curser on the item you want to change (heading, or speed, for example) and changing the value to the one desired. The object is to catch and converge on enemy ships and nail them with the fire or maneuver them into a

new minefield. Hitting them with fish is pretty hard – most players will fire way too soon, giving the enemy too much time to maneuver away from danger. OSS provides a target indicator which is used to correlate sub heading and periscope direction with the required sub heading. Fish go straight in the direction the sub is facing.

The game plays well, with the player having to switch back and forth between various windows just to keep track of everything he needs to know. Warning to new players – play starts VERY fast in this game. There's usually a carrier/battleship convoy very near the base you start at. I've even been rammed by an enemy vessel within a minute of leaving Darwin . . . WHERE ARE THOSE AIR FORCE GUYS WHEN YOU REALLY NEED THEM! The graphics are always the same, which puts a pall on the game's playability – there's just so long that you can look at the same screen. But interrupting the game and restarting it is automatic and easy. OSS has made the program very user friendly and – while you might make some D.U.M.B. mistakes with your sub, you won't with the program, and I like that. The documentation is first rate as well. A nice package.

I ended up with mixed feelings about *Keystone*. I like the packaging they did and some of the detail they provided. But I like the graphics of *Silent Service*, even *Gato* better. Good graphics keeps the interest up longer and makes you want to play the game again. So a mixed review, I'm afraid. I'm not completely sold on this game, but I'm looking forward to their next simulation. Note: The version I played was for the IBM-PC, I don't know if other computer versions exist.

— John Burt

LEOPARD II

Every now and then, a designer will defend his game design by comparing his design to the writing of history. He will stress the aspects of his design which emphasize the factors he judges as being critical, just as the history writer emphasizes those points the writer feels are important. If this allegory is applied to this game, *Leopard II*, is a technical manual with an almost encyclopedic volume of data about West German and Soviet modern armor. Unfortunately, this game is also about as dry as any technical manual you will ever read.

My initial and continuing impression is that this title suffers from a distinct lack of direction. It appears the designer wanted a modern tactical game which built on his earlier WWII designs, with a more realistic search sys-

tem and adding infantry to the game system. As this is a continuing series, the format for the vehicle versus vehicle game is tried and true, in many respects mirroring the Yacinto Panzer/88/Armor series. All the designer needed to do was research the data and plug it into the existing game system, which has been accomplished rather nicely.

However, the search system and the infantry rules leave much to be desired. In fact, there are no rules for infantry. There are the necessary counters, however. The designer explains the lack of infantry by blaming a co-designer for not being timely, but promises the rules in an American/British armor update, providing sales warrant it. Immediately, this rather limits the gameplayers' options as to the types of scenarios available, and the game becomes boring within a few playings.

The search/hidden movement system which the designer has layered on is an encumbrance which can be done without, something the designer also states is possible (and necessary) for a quicker game. The problem with the search system is that it represents too small a period of time. The basic game turn is broken into segments of five seconds each. For each segment, each vehicle must be given a written plot. There are six orders, each of which have differing movement and search implications. This means a quick two-minute engagement in real time will require 24 game segments of plotting moves for each vehicle. While this may delight you fans of armor minutia, it makes for a slow moving and very tedious game.

Another drawback is the hidden movement. This requires identical maps for each side and a reduced size search map. Each megahex (seven hex group) requires a counter chit from each player which will reveal the presence of your forces in that megahex when flipped over through a search. The search system, through a number of die-rolls with modifiers and referring to a number of charts, tells you how much information you learn about the enemy forces you have spotted. Perhaps this is realistic enough, but it takes many times longer than real life and adds to the drag of the game turn.

The combat system is very similar to the Panzer/88/Armor system. However, it is complicated by including a large number of possible shell types and adding some rather unique variables such as armor protection being determined by the roll of the die. In other words, the system is highly detailed, including random elements which require time consuming die-rolls. Added to the other elements, this makes *Leopard II* the *Airwar* of modern armor games.

Physically, this is a very impressive and excessive product. The counters, save for the olive green on royal blue

Germans, are the best I have ever moved on a table top. The die-cutting is exceptional, and the vehicle silhouettes are highly detailed. The folks at TAHGC, 3W, TSR and even GDW cannot match these for overall quality. The number of counters in the game is incredibly excessive. There are 720 vehicle counters and almost 3,000 markers. Even with the search system, this many counters are not needed. The vehicle counters are also excessive. No scenario has more than eight vehicles. Yet, some vehicles are represented by as many as 30 counters, with similar amounts for the variant models without any apparent change on the counter itself. The maps are colorful, but the light blue hex grid and hex coordinates are sometimes impossible to read. The quality herein is not cheap, as indicated by the \$60.00 price tag. Since the components are overproduced, I suspect this may lure buyers in spite of the lack of a reasonably playable game.

Lastly, this is a Japanese game. Although Quarterdeck has provided English translations and examples, there is the added burden of having to look in more than one place to decipher those parts not committed to memory.

In summary, this is a well-dressed turkey of a game. There may be \$60 worth of components, but there is not \$5.00 worth of game. (As a comparison, *Advanced Squad Leader* and the introductory *Paratroop* module will also cost \$60.00, and you'll get much more in terms of a game, and it includes infantry and artillery.) Unless you prefer your tactical games in five second helpings emphasizing great detail (i.e. "shell arrives" counters), this is a product to be passed over. The GDW *Assault* series is still the best modern armor game around.

My experience with this game raises two questions for Jack Greene and Quarterdeck Games. First, why was this particular title chosen to be imported? From a business point of view, one would desire the "Cadillac" of the line. While this game has some interesting features, it only qualifies as an "Edsel."

Second, why import the entire product? Would it not be simpler and perhaps less expensive to get a license to produce the game over here? Did Quarterdeck recognize the failings of the game, but rely on the subject matter and massive components to translate into high sales? Or, did the manufacturer have a lot of these turkeys laying around and unloaded them on an unsuspecting distributor?

— John G. Alsen

Conventions

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Laf-Con II will be held April 25, 1987 at the Family Inn in West Lafayette, IN. Featured will be an R.P.G.A., A.D.+D. Tournament (need not be a member to enter). Also available will be several other fantasy roleplaying, war games, miniature events, and possibly a special guest or two. For more information, write to:

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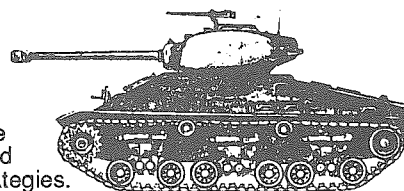
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The Assault Series

Bundeswehr is the second module in the *Assault* series. (Modules are not playable separately; you must have any one of the *Assault* series games to play a module.) *Bundeswehr* is \$18.00.

The following other games and modules are currently available:

Game 1. *Assault: Tactical Combat in the 80's*. \$18.00.

Game 2. *Boots & Saddles: Air Cavalry in the 80's*. \$18.00.

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4B-10 MIW V-3TA

1A-10 Lkw5t V-2R	1A-10 P-L
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2D-7 Fuchs 2-1-4WA	2D-7 P-L
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4C-7 Luchs 5-5-4WA

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Berg review bombs . . .

Greetings. First of all, let me thank you for your kind words in *Issue #52* concerning my *Bull Run* article. *Glory Road* looks like a worthy successor to my all time favorite, *Forward to Richmond!* I'm quite pleased to inform you I will be reviewing it for *Fire & Movement*, so if there's any errata, please pass it along. The graphics you lads are turning out is finally back to the Hong Kong standard of long ago. Congratulations.

However, I didn't take time out from my busy schedule of raising children and trimming counters to write a Gee Whiz letter. I am here voicing a complaint that you took an editorial "time out" when you accepted Richard Berg's purported review of *Rommel's War* for publication.

It isn't that your idea was flawed, it was rather good, but the self-centered meandering which followed should have been sent back to his law office with a polite note. If the flower of a youthful hobby ever did cluster around his feet when he sat at the SPI Areopagus to expound, they do so no longer. Now I don't think Berg is without talent as a writer, far from it! I hardly think, though, that anyone who pays the not inconsiderable amount you ask to read your magazine does so to learn of the contents of the Berg attic or to enjoy his scorn for the British accent. Of the roughly seven full columns of review, two and a half are mere self-indulgence, and the remaining four and a half comprise a very superficial skimming of the game system. Had this piece come from Timmy the Game Reviewer, I can't believe you'd have printed it. Your readers in this case were not well served. A Big Name does not a review make!

I will not give place to cynicism, I assume he did play the game through, did play all or most of the scenarios. What I must ask, however, is how he got around all the many rules loopholes which plague *Rommel's War*? The Tobruk Inset system, which Berg declares folds nicely, is particularly rife with ambiguities, the two pages of rules not covering half a dozen different situations which commonly arise. The Advanced Game is also hamstrung with unstated premises and omissions which make it playable only with jerry-rigged house rules. What is the range of a Naval Unit's support factor? May an amphibious unit forced to retreat do so onto an adjacent naval unit? How are leaders eliminated? What is the definition of a "besieged port"? When is supply determined for units using Strategic Movement? Are Sidi Barrani and Mersa Matruh ports? (And if not, Why Not? They were historically!) I have many more questions in my notes, but they are rather involved, and you get my drift. Perhaps in Berg's telephone conversation with the designer these problems were all ironed out. Regardless, Berg has no reason to call

this game "top-notch". He certainly owed it to us to tell us he discovered these problems, and what the solutions are . . . if he knew about them.

Now honestly, how much of Berg's Afrika expertise really shone through in that article? What little that did surface hardly justified the half-baked article which you published. There is no substitute for hard work, and after 15 years of reading rules, Mr. Berg doesn't seem like he has the heart for it. That's fine. But you, Keith, have a magazine to run.

John T. O'Toole
New Homestead, PA

Bewildered by colors . . .

I am writing to you in regards to your game *Napoleon and the Archduke Charles*, *Issue #49*. To be quite frank, this is one of the finest wargames I have played in many years, and I go back aways in wargaming. The basic mechanics are so simple, yet highly effective. The scale is perfect for table top play. The graphics are good. The units are my only complaint. The different colors for each division was confusing.

Perhaps, you could use one national background color with a corps number and a separate color bar for each division. All those colors were bewildering. But, as I said before, overall it is a sound game. I anxiously await the publication of *Borodino*, *Waterloo*, *Vitoria*, *Eckmuhl*, and *Friedland* etc. . . . Keep up the good work!!!!

Phil Conrad
Manhattan Beach, CA

Has a splitting infinitive . . .

I began receiving *The Wargamer* via one of your many introductory offers, and I have recently extended my subscription, convinced by the originality and quality of your publication. Keep up the good work. In reading your magazine over the past few months, several unrelated topics have come to mind which I would like to discuss.

1) **Grammar:** I have never considered myself to be overly picky on the subject of proper English, and I have been known to make an occasional error myself. However, what is it about wargaming and split infinitives? *The Wargamer* is a veritable breeding ground of the little nippers, but, so are *Strategy and Tactics* and the rules booklets of almost every wargame I have seen. One single column in the new *Advanced Squad Leader* rules had no less than six split infinitives.

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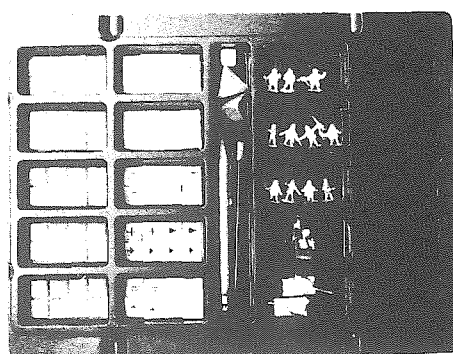
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In fact, in wargaming literature, it is often difficult to find an infinitive that has not been split, no matter how difficult it might have been to arrange.

2) Format: I was pleased to read that you intend to expand the article on the topic of the issue game. The world does NOT need another four-page summary of the North African Campaign in World War II. This was the aspect that I am gratified that you have picked up the fallen banner.

3) Modern Era Games: In *Issue #54* a couple of letters appeared which sound like the opening rounds of an interesting debate in the hobby. They chastized you for daring to print (or consider printing) games on a potential NATO/Warsaw Pact conflict after you had labelled yourselves the "History People". I might mention that I personally enjoy modern era games, so don't expect any undue objectivity from me. However, I would also mention that, after the first move of any wargame, the situation is no longer "history" in any case. What is wrong with starting with the forces available to two armies in 1988 as opposed to 1815 and going from there? From the economic angle at least one letter writer shot himself down by admitting that there was an obvious market for such games before declaring that he was sure that no one was interested in them. Let us not forget that the traditional purpose of the wargame has always been to attempt to predict the outcome of future battles and that re-playing past actions was an off-shoot of that. I have little interest in pre-Napoleonic games myself, but I would not presume to criticize you for publishing them. I realize that it takes financial support from a large number of people with varied tastes to permit *The Wargamer* to exist. I applaud the originality and diversity of your product, even the games I never intend to play, as they assure me that "my" topics will get covered eventually as well.

Bruce Farcau

U.S. Embassy, Paris

Ed — In school I had an English teacher who could have given Parlor points. As a result, I cringe whenever I come across a split infinitive. If there have been enough of them to prompt you to write, I've clearly not been using the editorial blue pencil as often as I should. Personally, I blame Star Trek: if they hadn't continued for so many years "to boldly go"

As it happens, we have dropped the proposed *Warsaw Pact* series, as the first two games received a categorical thumbs down from our evaluators.

Okinawa's the best . . .

Issue #55 of *The Wargamer* has just popped through my letter box and I am so very impressed with the game *Okinawa* and have played it twice already, it is your best game so far this year.

Phil Recharadson
Editor, *Legionary*
London, England

HOME

The office computer, *Guido*, has finally spat out the results of our recent readership survey. They are interesting, and in some cases highly surprising.

First, the bare facts. There were several hundred responses. Respondents had on average been playing wargames for 15 years, devoted 7-1/2 hours per week to their hobby, and owned a whopping 160 games (the most titles any individual owned was 800). Eighty-eight percent of responses were from *Wargamer* subscribers, with many also subscribing to other hobby magazines. The pattern of lapsed magazine subscriptions was also interesting (See Table 1). Approximately a quarter of our respondents buy *S&T*, *F&M*, and *The General* over the counter, with slightly fewer buying *The Grenadier* (See Table 2).

TABLE 1:
SUBSCRIPTIONS

	Current Subscriptions	Former Subscriptions
The Wargamer	88%	10%
Strategy & Tactics	56%	31%
The General	40%	16%
Fire & Movement	38%	10%
The Grenadier	19%	6%

TABLE 2:
OVER THE COUNTER
SALES

The Wargamer	10%
Strategy & Tactics	25%
The General	24%
Fire & Movement	26%
The Grenadier	18%

TABLE 3:
ERA PREFERRED

World War II	75%	Other 19th Century	34%
Civil War	63%	Other 18th Century	33%
Napoleonic	60%	Medieval	32%
Ancient	44%	Future History	30%
Post World War II	43%	Other 20th Century	28%
First World War	39%	Renaissance	24%

TABLE 4:
WARGAMER TITLES *

World War II	23 (38%)
Civil War	6 (10%)
Napoleonic	6 (10%)
World War I	5 (8%)
Post World War II	5 (8%)
Renaissance	4 (7%)
Other 18th Century	3 (5%)
Other 20th Century	3 (5%)
Other 19th Century	2 (3%)
Medieval	1 (2%)
Ancient	1 (2%)
Fantasy (Issue #1)	1 (2%)
Future History	0 (0%)

* Breakdown of games in first 60 issues, by era.

TABLE 5:
WARGAMER FEATURE
RANKING *

Feature	Average Response
Historical Background	2.21
Articles	2.71
Briefings	3.54
Hobby News	4.18
Other	4.8
3W News	5.01
Computer Reviews	6.52
Readers' Letters	6.68
Book Reviews	6.74
Interviews	7.1

* Readers were asked to rank their favorite feature 1, the next 2, and so on.

FRONT

TABLE 6: LIKES AND DISLIKES

Commonly Mentioned Likes about The Wargamer	Commonly Mentioned Dislikes about The Wargamer
1. Variety of subject	1. Frequency
2. Quality games	2. Uneven quality of articles
3. Unbiased Reviews	3. Price
4. Punctuality	4. Occasional lack of playtesting
5. Price	
6. Frequency	

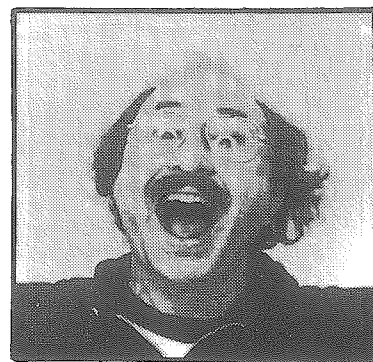
When we turn to preferences in game subjects, we come to some surprises. As Table 3 shows, World War II was not surprisingly the single most popular era; but thereafter the results are not at all in line with conventional wisdom. It is laid down in tablets of stone that WWII is the most popular era for games, with Future History next, the Civil War third, and nothing anywhere after that. Specifically, the ancient era and WWI are verboten, no-man's land, and utterly beyond the pale. Well, not according to this survey! Obviously what we have here is not a cross section of the hobby; our respondents were almost all subscribers to *The Wargamer*. A similar survey conducted among *Strategy & Tactics* readers would presumably illicit a different response. By that I mean that the results are to some extent a self-fulfilling prophesy. Those who revel in future-history games are more likely to subscribe to *S&T* than to *The Wargamer*; those who want the maximum variety in their gaming diet are more likely to be found among *Wargamer* subscribers. This is probably what Table 3 is telling us. And yet . . . I can't help feeling there is some meaningful feedback there, some useful indicators of gamers' choice. For the list of games we have published in the magazine over the first 60 issues, produces a rather different picture (Table 4). At the least, it appears we would find favor if we published one or two more Civil War and Napoleonic games, and certainly some more ancient games. No fewer than 77% agreed with the survey's statement that "variety is more impor-

tant" in magazine games than scale or era.

Turning to scale, we find 79% of players liking operational level games, 62% strategic, and 59% tactical: support there for a continued "mixed bag" approach. 71% like 2-player games, 34% multi-player games, and a whopping 79% want solitaire games. A clear message there for us as publishers. Finally, 84% like to see average complexity games in the magazine, 50% are happy to see complex games, 46% the beer and pretzels variety, and only 28% want monsters. Maybe this last figure is surprisingly high; in any case, there won't be any!

In our survey, we then outlined some possible changes in *The Wargamer*, which may be summed up as more history, more on 3W games, and less on games from other companies. 55% said they liked the projected changes, 19% disagreed, 9% didn't care one way or the other, and 17% proposed a mixed bag of other possible changes. When asked to rank the magazine's present features in order of preference, articles on games ranked second only to historical background (See Table 5).

Readers' responses clearly show they want to see more on 3W games, and more history, but *not* at the expense of our coverage of other people's games. The link-up with another hobby magazine, first mentioned in this column two issues ago, would be one way of providing more of the former without less of the latter; this, however, is still subject to negotiation. Certainly there is no massive mandate for change



Ian Feldman, winner of the 3 free issues in our Reader Survey Drawing.

here. Nor should we merely count heads. Many respondents were vehement about their opposition to change, with such comments as "Don't, for pity's sake, become like *The *%\$#&^%** I need unbiased reviews!" and "More history? Haven't you guys heard of libraries?" My subjective feeling, leaving aside the possible link-up with another magazine, is that the solution that would please most players is to continue to provide a full review service, while shifting the emphasis somewhat towards 3W games, and – if we cannot find space for *more* history – at least strive to provide *better* historical coverage.

Actually, this raises a related point. We asked readers what they liked best and what they liked least about *The Wargamer*. Table 6 summarizes the results. One additional factor mentioned by quite a few among the "most liked" aspects, was our constant willingness to improve our product. (Reminds me a bit of a job application I had to fill up some years ago, which asked: "What do you like most about yourself, and what do you like least about yourself?" My replies were: "The ability to pick myself up." and "The constant need to do so!") So, yes, we're taking steps to bring the historical articles consistently up to the standard of the best we've produced.

We have learned a great deal from this survey, and will be taking steps to meet your wishes. We'd like to say "thank you" to all those readers who responded. Watch this space for further developments.

As already announced, we shall be going to 10 issues per year (from the present 14) next year. A year's subscription at present costs \$84 (at a rate of 6 issues for \$36); a year's subscription in 1987 will cost just \$48.50 (for 10 issues).



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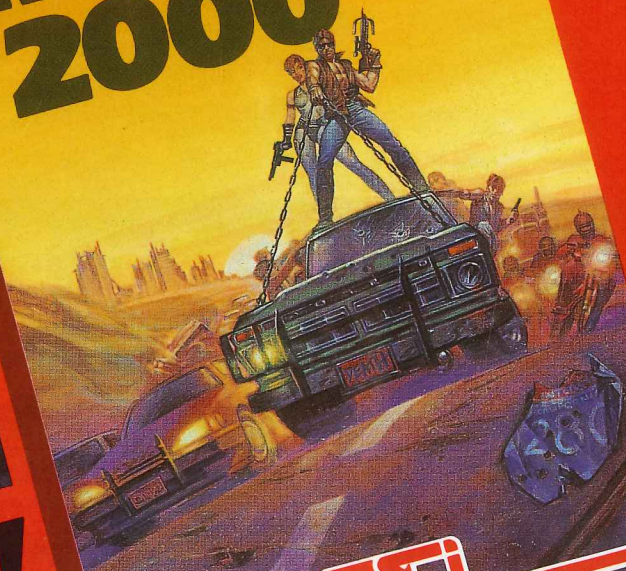
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