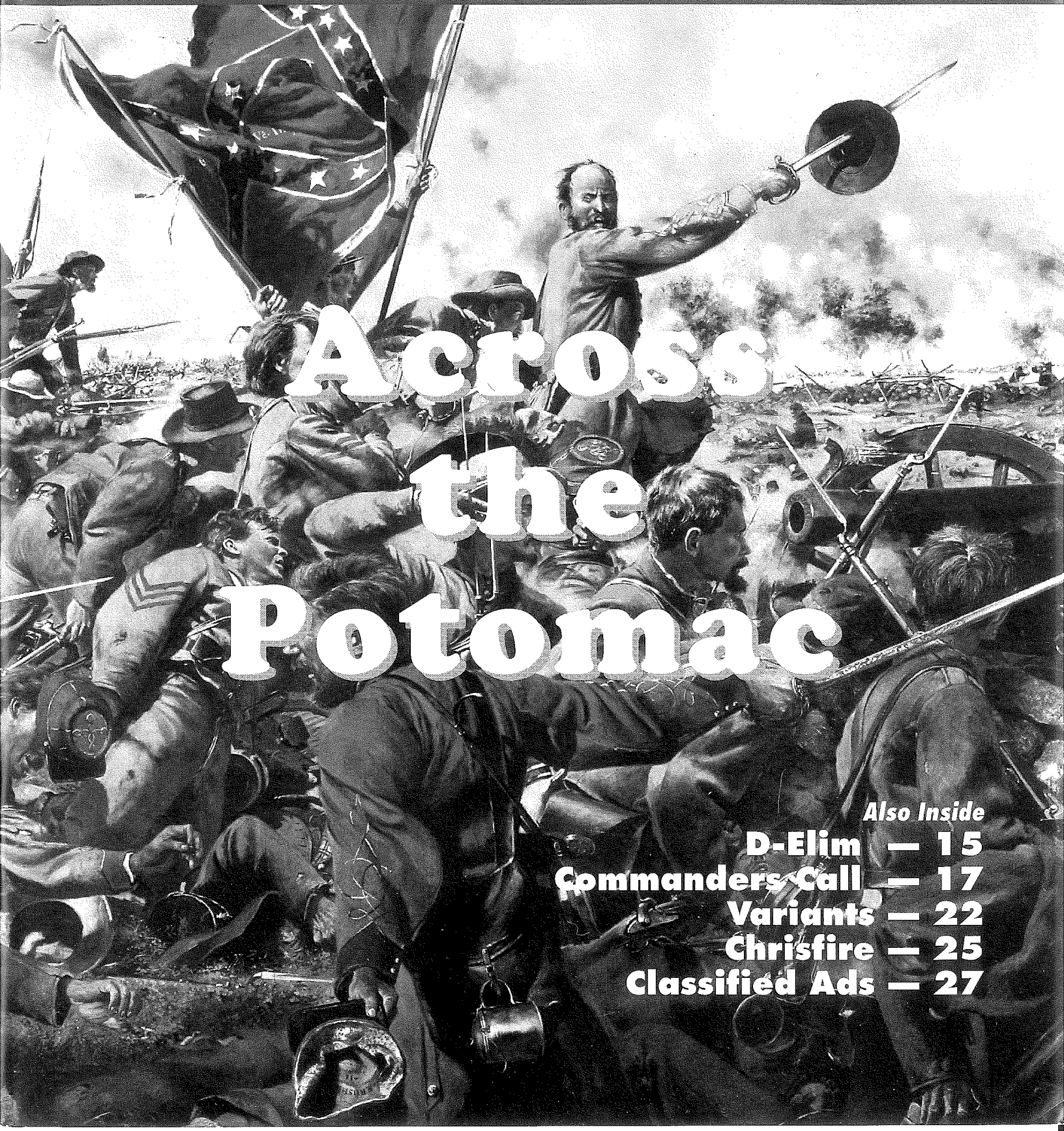


COMMAND

GAME SUPPLEMENT



Across the Potomac

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If this is your first XTR wargame, read this box first

Don't try to memorize these rules! No one does that. Wargame rules are written to create game systems that simulate the realities of military command as much as possible. As you play the game, you'll find things move along according to a real-world kind of rhythm. After a few turns, that rhythm will become second-nature, and you won't need to refer to the rules as often.

Read the rules through in their entirety at least once before you punch out the playing pieces. During play, look up specific rules when you need to, and use a pen or highlighter to make notes and reminders to yourself at places that give you trouble.

The rules are numbered to help you find the ones you need. The first number indicates the major rules section. The number to the right of the decimal point indicates specific rules within each major section. For example, section 2.0 deals generally with the uses of the various components that make up a complete game, and rule 2.8 within that section explains specifically about "Unit Types."

The bold-type headings are there to help you locate major topics more quickly. The boxed "Notes" distributed throughout the text give examples of play or explain the rationales behind various rules. In your first reading, skip those labeled "Old Hands Notes."

This is a wargame of low-to-intermediate complexity. That means you can learn to play it on your own, even if you and your opponent are completely new to the hobby. Like starting anything new, though, the best way to get into wargaming is have an old hand help you. If an experienced gamer is available to instruct you, use him.

During your first few matches of the game, skip the rules and sections marked with this symbol: Ω. That way you won't get the full competitive or historical experience of playing with all the rules, but you will become accustomed to the rhythm and flow, and that will make playing later with all the rules easier.

Most of all, remember — *the main reason to play these games is to have fun*. If there's some rule or section you're not sure you completely understand, don't let it throw you. Talk it over with your opponent and play it according to your best understanding at the time. Later on, after your gaming experience has increased and new understandings come to you, you can look back on those earlier matches and have entertaining and manly exchanges like this: "Hey! Remember that last game where you beat me?! Well, that wouldn't've happened if we'd been doing those attacks the right way!" And, "Oh, yeah?! Well, sit down here and I'll clean yer clock again!"

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"The time had come when it was imperative that the skill of generals and the strategy and tactics of war should take the place of muscle against muscle."

— Lt. Gen. James Longstreet, C.S.A.

Credits

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1.0 Introduction

1.1 The Game In General

Across the Potomac simulates the Civil War campaign fought in the eastern theatre from 3 June to 22 July 1863. The battles of Brandy Station, Second Winchester, and Gettysburg occurred during this campaign. One player acts as Gen. Robert E. Lee and commands the Confederate forces in the game. The other player acts as the commander in chief of the Union Army of the Potomac. Maj. Gen.

The Gettysburg Campaign

Joseph Hooker held this position until 28 June, when Lincoln replaced him with Maj. Gen. George G. Meade. Both players attempt to win by occupying territory and destroying enemy forces.

A complete game of *Across the Potomac* takes about four hours to play, but the shorter scenarios (see 17.0 and 18.0) can be finished faster.

1.2 Game Scale

Each hex on the map represents 10 miles from side to opposite side. Each game turn represents one day. Each unit represents a corps, division or brigade of between 1,500 to 13,500 men.

2.0 Components

2.1 Components in General

The components to a complete game of *Across the Potomac* include these rules, two identical maps, 125 die-cut counters (the other three counters are errata for other games; see p.15), a Battle Board, and a Turn Record Sheet.

2.2 Dice

To resolve combat, players must provide a standard six-sided die (hereafter "d6") and a 10-sided decimal die ("d10"). These may be purchased inexpensively at most game and hobby stores. When using a decimal die in this game, always read a "0" result as a "10."

2.3 Alternative Dice Table

If you don't have any decimal dice, use two six-sided dice and this table. Roll both dice and cross-index them on the following table. Notice that the order of the rolls is important. Different colored dice may be used to distinguish "first" and "second" rolls, or roll a single die twice.

		First Die Roll					
		1	2	3	4	5	6
Second Die Roll	1	1	1	1	2	2	2
	2	3	3	3	4	4	4
	3	5	5	5	6	6	6
	4	7	7	7	8	8	8
	5	9	9	9	0	0	0
	6	— roll 2nd die again —					

2.4 The Game Maps

The maps show the militarily significant terrain of the region in 1863. Use both maps when playing with the double-blind rules; without those rules, or for solitaire, use one map. A hexagonal ("hex") grid has been superimposed on the maps to regulate the placement and movement of units. A unit is considered to be in only one hex at any one time. Each hex contains terrain features that may affect the movement of units and combat between units.

ACROSS THE POTOMAC

The terrain and manmade structures on the map have been altered slightly from their real-world configurations to make them fit within the hex grid, but the relationships between the terrain from hex to hex are accurate to the degree necessary for presenting players with the same space/time dilemmas faced by their historic counterparts in the actual campaign.

Each hex on the map has a unique 4-digit designation for setup and play purposes. For example, the city of Baltimore is in hex 2013.

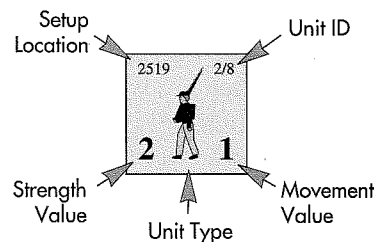
Design Note. When playing *Across the Potomac* double blind" (on two maps), each player's units and map are kept out of the direct sight of his opponent throughout much of the game. When playing double blind, a degree of mutual trust and honesty is needed if two people are to play the game successfully.

2.5 Counters

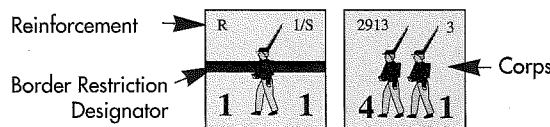
Most of the counters included in the game represent combat units that participated in the campaign. Others are provided as informational markers and memory aids. After reading through these rules, carefully punch out the counters. Trimming the "dog ears" off their corners with a fingernail clipper will facilitate handling and stacking during play.

Each combat unit counter displays several pieces of information: historical identification, unit type, strength value, movement allowance, setup location, and the side the unit is on.

2.6 Sample Combat Units



This unit is the 2nd Division of the Union 8th Corps. It is an infantry unit with a strength of "2" and a movement value of "1." It sets up in hex 2519.



The "R" indicates the unit is a reinforcement and enters play after the game has begun (see 6.0). The red band indicates the unit may not cross the USA/CSA border (see 9.9). The double-icon units are corps; this is important only for purposes of fatigue (Ω 14.0).

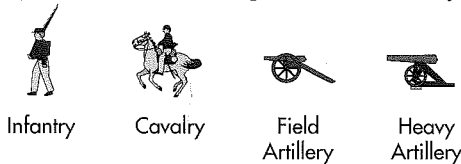
Across the Potomac

2.7 Side

The "side" a unit is on is indicated by its background color. All Confederate units are printed on a gray background; all Union units have a light blue background.

2.8 Unit Types

Every combat unit belongs to one of four types:



Historical Note. Heavy artillery consisted of large-caliber pieces set in fortifications.

Beginners Note. Don't be put off by the information presented in rule 2.9 below. It is provided mostly for historical interest.

2.9 Historical Identification

Each unit is identified by its commander's name or a numerical designation. The number or letter before a slash is the division number or name; the number or letter after a slash is the parent corps or department. (For Union Middle Department units, the number before the slash is the independent brigade number.) The following designations have been abbreviated:

Union Abbreviations

- 1/C — Cavalry Corps
- C-M — Campbell & Mulligan
- DVa — Department of Virginia
- LW — Left Wing
- 1/M — Middle Department
- Mart — Martindale
- NY — New York National Guard
- PE — Pennsylvania Emergency
- RW — Right Wing
- 1/S — Department of the Susquehanna

Confederate Abbreviations

- Andrsn/3 — Anderson
- DNC — Department of North Carolina
- Jenk/Imb — Jenkins & Imboden
- L-S — Lightfoot & Stark
- Robt — Robertson
- RM — Richmond Militia

2.10 Strength Value

This is a measure of a unit's ability to engage in combat. It is based on the number of men, the quality of their leadership, and their level of experience (which ranged from battle-hardened veterans to raw militia).

A unit's strength value is also the number of "steps" it has. Steps represent a unit's ability to absorb losses

before being eliminated. Units may lose strength as a result of combat and muster-outs (section 7.0). For example, if a "2" strength unit takes a "hit" in combat, it is flipped over so its "1" strength side shows. If a "1" strength unit (or a multi-step unit that had already been reduced to its "1" strength value) takes a "hit" in combat, it is removed from play and placed in the "destroyed units" pile.

All units containing three or more steps are represented by two or three counters. Only one of each of those units' counters may be in play at any given time. The lower valued counters are substitutes for the higher counters as the units take step losses. A counter's status as a "substitute unit" is shown by an "•" for its setup designation.

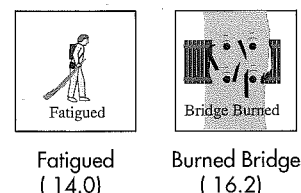
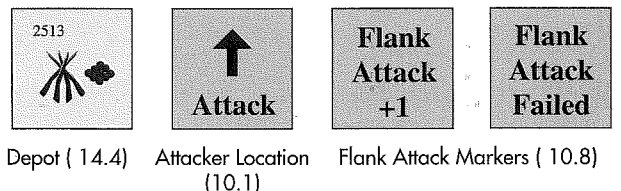
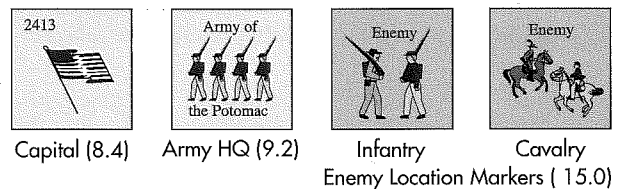
Historical Note. Confederate units have relatively higher strength than their Union opponents because they had better élan from numerous victories. The Confederates have slightly higher step values because the organization and replacement system of the Union army was less efficient, resulting in more green units. Green units tended to take higher losses, giving them less staying power.

2.11 Movement Value

This number is a measure of a unit's ability to move across the hex grid printed over the map. Section 9.0 explains movement.

2.12 Markers

The countermix includes several types of informational markers whose use will be explained in appropriate rules sections.



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3.0 How to Win

3.1 Winning in General

Both players attempt to score Victory Points (VPs) during the game. The player with the most VPs at the end of the game wins. Players earn VPs by inflicting losses on enemy units, foraging in enemy territory, and capturing enemy cities. Players should record their VP gains on the Turn Record Sheet immediately as they earn them.

Historical Note. In game terms, the Union won the campaign by a small margin.

3.2 Combat

A player earns 1 VP for each enemy step destroyed in combat. Steps "lost" by withdrawal or muster-out do not count (section 7.0).

3.3 Foraging

A player earns 1/2 VP for each instance of foraging (see 13.0) in enemy territory. The map area is divided along the Potomac River and the Chesapeake Bay into Northern (Union) territory and Southern (Confederate) territory. A player earns no VPs for foraging in his own territory.

3.4 Enemy Cities

Certain cities on the maps have VP numbers printed in their hexes. This is the number of VPs a player earns when he first occupies that hex at the end of his player turn. (Treat Norfolk as a Union city even though it is in Southern territory.) A player may earn these VPs only once per city, and the enemy player earns nothing if he recaptures the city. A player's unit must end its turn on the enemy city to earn the VPs; it does not earn them if it moves through the hex but does not stop.

Ω 3.5 Battlefield Possession

A player earns 1/2 VP each time he "gains possession of the battlefield." This occurs if *all* enemy units in the battle retreat (section 12.0) or are eliminated. If neither player retreats or loses all his units in the battle, then the battlefield is still contested and neither player receives the 1/2 VP.

Design Note. Possession of the battlefield represents a material as well as political gain for the victor.

4.0 Setting Up

Ω 4.1 Double Blind

After choosing sides, each player takes his chosen side's counters and one copy of the map and sits facing his opponent across a table or desk. Players should sit close

enough to be able to hand things back and forth easily but not close enough to look at the other's map. This is best accomplished by placing a divider between the maps.

4.2 Unit Setup

Place units on the map according to their setup codes. Units designated "•" are substitute counters (2.10) and should be set aside. Units designated "R" are reinforcements and should also be set aside.

4.3 Turn Record Sheet & Markers

Photocopy the Turn Record Sheet and place a copy in a neutral area between the players. Place the game markers in a neutral area for both players to use.

Ω 4.4 Fog of War

Both players should announce the location of their units as required by section 15.0 after they have set up but before play begins.

5.0 Sequence of Play

5.1 Sequence in General

Across the Potomac is divided into up to 50 Game Turns. Each complete game turn is divided into several phases as given in rule 5.2. Every action taken by a player must be carried out in the appropriate sequence. Once a player finishes a given action, he may not go back to perform some forgotten action or redo a poorly executed one unless his opponent graciously permits it.

5.2 Sequence Outline

The turn sequence is given below in outline form. The rest of the rules are organized, as much as possible, to explain things in the order they are encountered each turn. The Confederate player goes first in every game turn.

I. Administrative Phase (optional)

- A. Both players may place reinforcements if available (optional section 6.0)
- B. Both players must perform any required withdrawals (optional section 7.0)
- C. The Confederate player rolls dice to determine weather for that turn (optional rule 16.1)

II. Confederate Player Turn

- A. Confederate units are activated with Command Points (8.0)
- B. Confederate units may attack (10.0)
- C. Confederate units may move (9.0)
- D. Confederate units may forage (13.0)
- E. Confederate units may rest (14.0)

III. Union Player Turn

- A. Union units are activated with Command Points
- B. Union units may attack
- C. Union units may move
- D. Union units may forage
- E. Union units may rest

Across the Potomac

5.3 Game Length

The game starts on the 3 June turn. Players should agree beforehand on what turn to stop. For game balance, you should play at least through Turn 25 but no longer than Turn 50. Play may end at any time if either player feels his situation has become hopeless and concedes.

Ω 6.0 Reinforcements

6.1 Arrival

Reinforcements appear when “released” by game events, such as the invasion of enemy territory. Each reinforcement enters play at a choice of hexes. The owning player may place the unit on one of those hexes during the Administrative Phase of the turn. He may delay the unit’s entry as long as desired. A unit must delay its entry if all of its entry hexes are enemy occupied. Once a unit has been released for entry, it will appear even if the enemy subsequently leaves its “release area.”

6.2 Confederate Reinforcements

Confederate reinforcement units appear as follows:

Clarke: Place at Richmond or Petersburg at the start of Turn 7. (President Davis has already “released” this unit for you.)

Colquitt: Place at Richmond or Petersburg 10 days after a Union unit either moves within three hexes of Richmond, or crosses the Blackwater River. When counting the three hexes from Richmond, do count the hex the Union unit is in, don’t count the city hex. For example, if a Union unit moves into hex 3408 on Turn 22, Colquitt appears on Turn 32.

Echols: Place at Staunton or Lynchburg 10 days after a Federal unit moves within 7 hexes of either of those towns.

Historical Note. Cooke and Colquitt were stripped from the Department of North Carolina. Echols was operating in Western Virginia and was alerted to move east during the campaign but never did.

6.3 Union Reinforcements

Union Reinforcement units are released when the first Confederate unit enters or attacks into Northern territory. For example, if a Confederate unit crosses the Potomac River on Turn 13, the first Union reinforcement will appear at the start of Turn 16. See the Turn Record Sheet for the list of Union reinforcements, and mark their appearance dates on the sheet once released.

6.4 Susquehanna River

When the first Confederate unit moves or attacks across the Susquehanna River, all remaining Union rein-

forcements appear one turn sooner than listed; adjust their appearance dates accordingly.

Historical Note. The release of Union reinforcements represents proclamations made by President Lincoln and Governor Curtin of Pennsylvania for volunteer militia to meet the Confederate invasion. Other Union military departments also contributed some of their regular troops for the emergency.

Ω 7.0 Muster-Outs & Withdrawals

7.1 In General

Muster-outs represent troops going home when their terms of service expire. Withdrawals represent troops sent to meet an emergency off map. The Turn Record Sheet lists specific information on withdrawals and muster-outs.

7.2 Delays

Sometimes a withdrawal or muster-out may be delayed due to the game situation. In such cases, perform the withdrawal or muster-out on the first game turn after the situation changes. For example, the Union player may delay the muster-out of **Nagle** if any Confederate unit is in Northern territory. He must perform the muster-out as soon as all Confederate units have left Northern territory.

7.3 Muster-Outs

The Turn Record Sheet lists seven muster-outs for the Union player. For each one, reduce the affected unit by one step. If all steps of the unit/corps are destroyed, ignore the muster-out (there is no penalty in such a case).

7.4 Northern Draft Riots

On 15 July the Union player must withdraw the **NY** unit from play (or from the reinforcement list if it has not already entered the game) to deal with the draft riots in New York. If the **NY** unit has been eliminated, he must withdraw one other infantry step (but not a 0-movement infantry step). He may delay this withdrawal if any Confederate unit is across (northeast of) the Susquehanna River.

7.5 North Carolina

The Confederate player must withdraw **Colquitt** from play (or from the reinforcement list) on 11 July to return to North Carolina. If the unit has been eliminated, he must withdraw one other infantry step (but not the 0-movement infantry unit). He may delay the withdrawal as long as Union units are within Colquitt’s release range.

7.6 Penalty

A player forfeits 1/2 VP for each turn that he fails to comply with a required muster-out or withdrawal.

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8.0 Commands & Actions

8.1 Commands & Actions In General

Players must issue commands to their units to perform actions during a game turn. These are expressed in Command Points (CPs). Actions include Attack, Move, and Forage. It requires no CPs for units to Rest.

8.2 Command Points

The Confederate player receives two CPs on each Confederate player turn that all Confederate units are in Southern territory. He receives three CPs on each Confederate player turn that any Confederate unit *starts* the turn in Northern territory.

The Union player receives one CP on each Union player turn that all Confederate units are in Southern territory. He receives two CPs on each Union player turn that a Confederate unit is in Northern territory.

CPs may not be accumulated from one turn to the next.

8.3 Meade

Gen. Meade replaces Gen. Hooker as commander in chief of the Union Army of the Potomac in the following cases (whichever occurs first):

1. On the Union player turn immediately after the Confederates capture Washington, Alexandria, or Baltimore.
2. On the Union player turn immediately after a Confederate unit crosses the Susquehanna River.
3. On the 13th day after the Confederates first enter Northern territory. For example, if the Confederates cross the Potomac River on Turn 13, Meade will take command on Turn 26.

Once Meade replaces Hooker, the Union player receives an extra CP each Union player turn. Thus he will receive three CPs if any Confederates are in Northern territory, and two CPs if all Confederates are in Southern territory.

8.4 Capture the Flag

If the Confederate player captures Washington, he may remove the U.S. flag, and the Union player loses one CP per turn for the remainder of the game. If the Union player captures Richmond, he may remove the Confederate flag, and the Confederate player loses one CP per turn for the remainder of the game. A player may never regain his flag, even if he recaptures his capital hex.

Note that the loss of Washington will offset the gain of Meade for the Union player.

Design Note. We suggest you give a loud whoop and throw your cap in the air in true Civil War style when you capture the enemy's capital.

8.5 Actions

During his player turn, a player may spend one CP to activate one unit or one "stack" of units (9.1). Every activated unit may perform *one* action that player turn: Attack, Move, Forage, or Rest. Units not activated automatically Rest. A player must decide which forces he will activate that player turn before he performs any actions.

If a stack of units is activated, the units do not have to perform the same action or move together. For example, one unit could march in one direction, another could march in a different direction, and another could forage.

No unit may perform more than one action per player turn.

8.6 Sequence

Actions must be performed in a specific order (5.2): A player must conduct all attacks first (if any). After that, other units may move. After movement, other units may forage. Finally, units that performed no action may rest.

9.0 Stacking & Movement

9.1 Stacking in General

Stacking is the piling of more than one unit in the same hex at the same time. There is no limit to the number of friendly units that may occupy the same hex, but units may never stack with enemy units. A unit may never move into or through an enemy-occupied hex.

9.2 Army Headquarters

Each player has an army headquarters marker. To alleviate the problem of a tall, unwieldy stack, place all units of a particular stack onto the Army display box and then put the headquarters marker on their hex.

9.3 Movement Values

Units move from hex to adjacent hex (no "skipping" of hexes is allowed). A unit uses one movement point (MP) to move one hex. The printed movement value on a unit represents its movement ability if activated to move that player turn. The movement of each individual unit (or "stack" if two or more units are moving together) must be completed before that of another is begun.

A unit does not have to use all its MPs when activated, but it may not accumulate MPs for a later turn, nor may MPs be loaned from one unit to another.

Design Note. There are partial hexes on the map for aesthetic reasons. Those hexes are playable. The gray area of the DelMarVa peninsula is not playable.

9.4 Movement Bonus

Units not moving into any slow terrain at all or across an unbridged major river may move one extra MP. The presence of any other terrain type does not prevent the

Across the Potomac

bonus. The bonus does not apply during rain turns (but see 9.5 below).

Design Note. Nearly every hex on the map has roads within it and connecting it to the adjacent hexes. Slow terrain represents areas where the roads were too sparse or meandering to facilitate the rapid movement of large formations. The "roads" on the map represent the few roads good enough to withstand traffic during rain.

9.5 Roads

On rain turns, units moving exclusively on roads *do* get the movement bonus — road and non-road movement may not be mixed for this purpose. Units moving on a road through a slow-terrain hex may ignore the effects of that slow terrain.

To receive the road bonus, the unit must move exclusively from one road hex to another road hex across a hexside crossed by the road; if the unit enters or leaves the road hex by any other hexside it does not benefit from the road. If the road does not cross a hexside (for example, between hexes 2119 and 2220), road movement may not be used between those hexes.

9.6 Barriers

Units may not cross tidal river hexsides except at bridges (for example, a unit may move from 2513 to 2413 but not from 2513 to 2512). Units may never cross blocked hexsides.

9.7 Garrison Units

Units with "0" movement values may never move (including force marching).

Ω 9.8 Force Marching

Force marching allows a unit to use one additional MP, but the unit fatigues after it moves the extra hex (see 14.0). A unit that is already fatigued may not force march. Units may never force march in rainy weather (16.1), not even on roads. The force march MP is in addition to the movement bonus.

Ω 9.9 Border Restrictions

Units with a red band may never move into enemy territory.

Historical Note. The border restrictions represent departmental boundaries as well as the refusal on the part of some militia to venture into enemy territory.

10.0 Combat

10.1 Combat Sequence

A "battle" occurs when one or more units attack a given hex. A unit activated to attack may attack only one

adjacent enemy-occupied hex. An enemy hex may be attacked simultaneously from one or more adjacent hexes, but only one battle may occur for that hex per player turn. Follow this sequence for each battle.

1. **Combat Deployment.** The attacker announces the "battle" hex. The defending player removes all of his units from the "battle" hex and places them on the Battle Card. (Be careful to differentiate fatigued units from rested units.) The phasing player removes the attacking units (only) from the map and places them on the battlefield. Use the Attack marker to note the attacker's location on the map. If units are attacking from more than one hex, keep the attacking forces separate on the card so that at the end of combat they can be returned to their proper hexes on the map.
2. **Preparatory Barrage.** Attacking artillery units, if present, fire.
3. **Defensive Fire.** All surviving defenders (artillery and non-artillery) fire, one at a time.
4. **Offensive Fire.** Surviving attackers (except artillery, which already fired) now fire, one at a time.
5. **Redeployment.** Return all surviving units of both sides to their appropriate map hexes and remove the Attack marker. Be careful to maintain the current step status of all units as you place them back on the map. Place any eliminated units in a "destroyed units" pile.
6. **Attacker Advance-after-Combat.** If all defending units in the battle were eliminated, any or all attacking units may (but are not required to) advance into the defender's hex. This is a free movement resulting from combat—the attacker does not have to spend another CP or MPs to perform this advance, but only units involved in the combat may advance. Defenders may never advance, even if all attackers are destroyed.

10.2 Firing Procedures

During combat, each participating unit may fire once. If a unit fires, it is immediately fatigued. (If it is already fatigued, it fires with 1 less strength—see 14.2) A unit in combat is not required to fire, even if it is fired upon.

To fire, the owning player announces which unit is firing and which enemy unit is its target. He rolls one die (d6 or d10—see 11.5) and compares the result to the unit's strength value. If the die roll is less than or equal to that value, the firing unit hits its target; if the roll is greater, it misses. When a target is hit, flip it or replace it to its next lowest step value. If the hit unit is already at its lowest strength, it is eliminated.

10.3 Strength Modifiers

A unit's firing strength may be modified up or down by terrain (11.5), fatigue status, and flanking position

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(optional rule 10.8). All modifiers are cumulative. A unit with 0 firepower may still participate in combat; it just won't be able to inflict any casualties on the enemy.

10.4 Instantaneous Hits

Players fire one shot at a time, and all hits take effect immediately. In some cases, a unit may be eliminated before it gets a chance to fire.

Old Hands Note. There are no replacements, and units may not merge together during the course of the game. This represents the disorganization caused by the loss of key line officers and men. It would take a month or more of rest and reorganization for an army to recover its fighting effectiveness after a major battle.

10.5 Garrison Units

Units with a "0" movement value may neither attack nor advance. They may only defend against enemy attacks.

10.6 Artillery

Infantry and cavalry units may not fire at enemy artillery units unless there are no enemy infantry or cavalry targets (either they have been eliminated or none were present at the beginning of the battle). This restriction does not apply to artillery fire (artillery units may fire at any target).

An artillery unit may never attack alone. To receive an attack order, it must go into combat stacked with at least one infantry or cavalry unit.

10.7 Heavy Artillery

Heavy artillery units may never attack, but they may fire twice if defending. Such a unit may fire at two different targets if desired.

Ω 10.8 Flank Attacks

A flank attack occurs when attackers from two or three hexes attack the same enemy hex. Flank attacks were hard to coordinate but effective when they worked.

After Combat Deployment (step 1 in the Combat Sequence), the attacker must announce which *hex* of attacking units is the frontal attack. The attacking units from this hex will automatically attack as normal. All other attacking units are "flankers." The attacker must then roll one d6 for each hex of flankers to determine whether the attacking units from those hexes may participate in the battle. If the die roll is less than or equal to the attacking player's Coordination Value, the units from that flanking hex each fire with a +1 strength bonus. (Place a Flank Attack +1 marker by that group of units.) If the die roll is greater than the attacker's Coordination Value, the units from that flanking hex may not fire or be fired at during the battle. (Place a Failed Flank Attack marker by that group of units.) Units that fail a flank attack may still advance

after combat if the frontal attack succeeds (better late than never).

The attacking player must commit his units to a flanking attack *before* he rolls to see if it will be coordinated.

Ω 10.9 Coordination Values

The Confederate player (Gen. Lee) has a Coordination Value of 4. Meade has a value of 3, and Hooker has a value of 2.

Ω 10.10 Defenders in Flank Attacks

When flanked, defending units fire normally at attacking units, frontal or flanking, but may never fire at failed flank attackers. If defensive fire eliminates all the frontal attackers, then the surviving flankers immediately lose their +1 flanking bonus, and they will fire normally during step 4 (failed flankers still may not fire).

Design Note. In other words, your flanking attack will not work if your frontal attack is overwhelmed because the enemy will have time to shift his own front around.

Combat Example

This illustrates the battle of Second Winchester.

It is the Confederate player turn of 14 June, and he has the following units in hex 2620: Jenk/Imb; Early, Johnson, Rodes, 2 and Valley. The Union player has the 2/8 in Winchester (and wishes he didn't). The Confederate player has used one CP to activate his units in 2620, and announces an attack into Winchester. Both players deploy their units onto the frontline positions of the Battle Card except the Confederate player has chosen to hold back Jenk/Imb. It remains on the map and will not participate in the battle.

The Rebel artillery fires first. The battle hex is plain terrain, so the Confederate player rolls a d10, looking for "1" or "2" to hit. He rolls an "8" and the 2 Artillery unit is now fatigued. The Union unit now fires. The Union player chooses to fire at Johnson. He rolls a d6, looking for "1" or "2" to hit. He also misses. The 2/8 is fatigued. The Confederate player now fires back with his infantry using a d6. He rolls a "3" for Early, a hit. The 2/8 is flipped to its 1-step side, and Early is fatigued. The Valley unit fires, misses, and is fatigued. The Confederate rolls a "1" for Johnson; the 2/8 is eliminated and Johnson is fatigued. Rodes never fired, so it remains rested.

The Union player retreats to hex 2419, allowing him to recover one step of the 2/8. The Confederate player decides to advance (gaining 1/2 VP), so he takes his units off the battlefield and puts them in the Winchester hex, placing a Fatigued marker over all the units except Rodes. Jenk/Imb is still activated, so he decides to march it into Winchester to join the victors.

11.0 Terrain Effects on Combat

11.1 In General

The terrain of the defender's hex (the "battle" hex) will determine what type of die to roll for a unit when firing; each unit uses either a six-sided (d6) or ten-sided (d10) die. The terrain of the intervening hexside may limit the number of units that may attack across that hexside. The effects of each type of terrain are listed on the battle card.

11.2 Rivers

A maximum of four units may attack across a minor river hexside during a player turn. A maximum of two units may attack across a major river hexside.

11.3 Tidal & Blocked Hexsides

Units may never attack across a blocked or tidal river hexside (even if there is a bridge).

Ω 11.4 Border Hexsides

Units not allowed to move across border hexsides into enemy territory may not attack across them either (9.7).

Ω 12.0 Retreats

12.1 Retreats in General

Retreating allows a player to recover one step from *one* of his units (including an eliminated unit) from the total hits scored against it during the combat. A player may not elect to retreat if his units suffered no hits. If a player retreats from a battle, his opponent gains 1/2 VP for having possession of the field (see 3.5).

When the attacker retreats, he forfeits the opportunity for his non-artillery units to fire. All of his involved units are placed back in the hex(es) from which they launched the attack, and they are immediately fatigued.

When the defender retreats, all surviving units are fatigued (whether or not they fired). They must move to an adjacent hex according to these restrictions:

1. The retreating units may not cross an unbridged tidal or blocked hexside, exit the map edge, or enter an enemy-occupied hex.
2. The retreating units must retreat either to a hex not adjacent to enemy units or to a hex occupied by friendly units (whether or not it is adjacent to the enemy).
3. Only if the retreating units cannot comply with 2 above may they retreat to an unoccupied hex adjacent to the enemy.

Any unit that cannot retreat within the above restrictions is eliminated. The defenders must retreat as a stack. Retreating does not count against a unit's movement for the next player turn, nor does it cost CPs.

12.2 Subsequent Defense

If a defending unit retreats from one attack and finds itself in a hex that comes under subsequent attack that same player turn, it may participate normally in the second combat and even retreat again.

12.3 Garrison Surrender

Units with a "0" movement value may never retreat. They automatically surrender (are eliminated) if the other defenders in the hex retreat.

12.4 Extra Hit

If all enemy units are eliminated before the firing player has finished firing all of his units, he may continue firing at the destroyed target(s) to try to gain an "extra" hit. If he scores the extra hit, the enemy player may not call a retreat to retrieve one of his steps. In effect, the extra hit represents overwhelming fire from which the targets cannot escape.

12.5 Cancelled Retreats

When using the fog of war rules (section 15.0), the defender must announce the hex he wishes to retreat to. If any enemy unit occupies that hex, his path is blocked and his retreat is immediately cancelled.

12.6 Cavalry Retire-before-Combat

Defending cavalry units may elect to leave the battlefield (retire) after combat deployment but before firing begins. Such cavalry units may not fire or be fired at, and they must retreat out of the battle hex at the end of combat *unless* other defending units still remain in the hex, in which case they stay. If they retreat out of the hex, they are automatically fatigued.

13.0 Foraging

13.1 Foraging in General

Foraging represents the use of small raiding parties to procure provisions in enemy territory. A player earns 1/2 VP for each instance of foraging, but there are several restrictions. Both players should keep track of VPs earned through foraging on the Turn Record Sheet.

13.2 Foraging Restrictions

- Units may only forage in towns in enemy territory.
- Only infantry and cavalry units may forage. Artillery units may not forage.
- Only one unit per hex may forage per turn. A given town may be foraged any number of times during the game, but only once per turn.
- A unit may not forage in a hex adjacent to a located enemy unit unless an unbridged Tidal hexside separates the two.
- A unit that forages may perform no other action that player turn, nor may it rest.

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Ω 14.0 Fatigue & Rest

14.1 Fatigue in General

A unit is either “rested” or “fatigued.” A unit fatigues when it fires in combat (whether attacking or defending) or when it force marches. Units that take a “hit” in combat but which do not fire are also fatigued at the *end* of the battle (not at the moment they are hit).

Use Fatigued markers to show a unit’s fatigued status. In a stack of units, place all fatigued units beneath a single marker (instead of marking each unit), and place any rested units on top of the marker.

14.2 Effects of Fatigue

A fatigued unit may not force march, and its firing strength is lowered by 1 (for divisions or brigades) or 2 (for corps). Units can be reduced to 0, but never to less than 0. For example, a fatigued Union corps with a strength of 4 fires with a strength of 2, while a fatigued division with a strength of 4 fires with a strength of 3.

14.3 Resting

A unit recovers from fatigue as soon as it rests during its player turn. Unactivated units always rest. Activated units which perform no action (attack, move, or forage) also rest. Remove any Fatigued marker from rested units.

Resting never prevents fatigue, only cures it. A rested unit gains no benefit from more resting.

Ω 14.4 Supply Depots

If the Confederate player captures Alexandria, he gains control of the Union supply depot. If the Union player captures Richmond, he gains control of the Confederate depot. A player who loses his depot may no longer recover from fatigue for the remainder of the game, even if he recaptures his depot hex (this simulates the disruption of ammo and food supplies). Exceptions: Confederate units may rest in Alexandria, and Union units may rest in Richmond (in other words, the victors may live off the captured goods in the enemy’s depot hex only).

Ω 15.0 Fog of War

Old Hands Note. If you are playing solitaire, or if you don’t like double blind systems, ignore this section and just use one map. Although it takes longer to play the double blind version, the game suspense is considerably heightened, and you can better appreciate the boldness/trepidation of the actual commanders.

15.1 Enemy Territory

The map area is divided along the Potomac River (generally; there are two small Union strongholds on the south bank) and Chesapeake Bay into Northern territory

and Southern territory. Whenever your units are in enemy territory, you must announce their locations. If the hex contains only infantry and/or artillery types, you must announce, “Infantry in [hex number].” If the hex contains any cavalry, with or without infantry/artillery, you must announce, “Cavalry in [hex number].” Your opponent then places an appropriate marker on that hex of his map.

Whenever your units vacate a hex in enemy territory (for example, by moving to an adjacent hex), you must announce that the hex has been vacated.

15.2 Friendly Territory

You do not have to announce your locations in friendly territory *unless* the units are within the patrol zone of enemy cavalry (15.3) or the enemy tries to enter the hex. You may voluntarily announce any locations during your own player turn if desired.

Design Note. You may want to voluntarily announce your location to prevent enemy foraging in an adjacent hex, to project a PZ across the border, or to make a “demonstration” to divert your opponent’s attention.

15.3 Cavalry Patrol Zones

Cavalry units automatically exert a patrol zone (PZ) into the six adjacent hexes surrounding their location hex. A player must announce the location of his units per the procedure of rule 15.1 if they are within a known enemy PZ. Exception: PZs do not extend across unbridged Tidal hexsides or blocked hexsides.

15.4 Probes

An activated unit may “probe” one adjacent hex to gather more information about the enemy’s force and location. Probing is an Attack action. A unit may not probe across an unbridged tidal hexside or blocked hexside. The player chooses an activated unit to probe and then announces, “Infantry [or cavalry] in [current hex number] is probing [adjacent hex code].” The enemy player must then answer how many combat units, if any, he has in the probed hex (ignore markers) and whether it is an “infantry” or “cavalry” force as defined by rule 15.1.

The probing player then has three options for his probing unit:

1. No matter what the enemy player answers, the unit may end its action, remaining in its hex. It may not perform any other action that player turn. (In other words, the probing unit “stops” after obtaining the information.)
2. If the probed hex is empty, it may advance into that hex. The phasing player must announce this. (This option is similar to advance after combat, only there is no combat.)
3. If the probed hex is enemy occupied, the unit may turn its probe into an attack against that

hex. The player must announce this immediately. (However, although a unit may probe across a bridged tidal river hexside, it may not attack across such a hexside.)

15.5 Attacks

When attacking, the phasing player must announce which hexes his units are attacking from after he deploys them on the battlefield. The defender should mark this on his own map (if it is not marked already) to avoid trying to retreat into those hexes.

15.6 Movement

When moving in enemy territory or in enemy PZs, a player must announce each hex as he tries to enter it. If an enemy unit is in the hex, the enemy player must respond by saying, "I've got infantry [or cavalry] there." The moving unit must immediately stop. It does not enter the hex, and it may not attempt to move in a different direction or to rest that player turn.

When cavalry moves in enemy territory, the enemy player must declare his locations as soon as the moving cavalry PZ falls on them.

When a player completely vacates a hex in enemy territory or in an enemy PZ where he had units, he must announce this by saying, "I've vacated [give the hex number]."

15.7 Foraging

A player must announce the hex location when he forages. He may not forage in a hex if he knows there is an adjacent enemy force. An adjacent force that he does not know about will not prevent him from foraging.

In a case like this, if you do not want the enemy to forage, you must behave aggressively: You must voluntarily announce your location at the end of *your* player turn. (Voluntarily announcing your location during the enemy player turn is a passive choice and will not prevent him from foraging.)

15.8 Updating

Either or both players may ask for an update of known enemy locations at the end of a player turn. This will help resolve any possible errors.

Ω 16.0 Optional Rules

16.1 Rain

Weather will either be "clear" or "rain" on a given turn. During the Administrative Phase of each turn, the Confederate player rolls two d6 and totals their result (anything from 2 to 12). On a roll of 12, weather changes to rain. On a roll of 6, weather changes to clear. On any other roll, weather remains unchanged from the previous turn (treat weather as clear before the start of the game). Record the current weather on the Turn Record Sheet.

During rain, units may not gain the movement bonus (except on roads), and may not force march. All rivers will flood: Treat River hexsides as Major Rivers and Major Rivers as Tidal hexsides for movement and attack purposes (but not for naval movement—see 16.3).

16.2 Bridge Burning

Players may burn their own bridges. This is not an "action" and does not require CPs or units. At the start of the game, each player owns the bridges in his territory and adjacent to his units. A player may burn a bridge he owns at any time during the turn, even while enemy units are moving. Place a Burned Bridge marker on the map to show this. A unit captures an enemy bridge if it moves adjacent to the bridge, there is no enemy unit on the other bank, and the enemy player chooses not to burn it. The player whose unit captures the bridge then treats the bridge as his own. Bridges may change hands any number of times, but a burnt bridge may not be rebuilt during the game.

16.3 Naval Movement

The Union player (only) may transport one activated unit (any size) per turn. Naval movement is a Move action. The transported unit may move 9 hexes by sea or along tidal rivers (every hex entered must contain a Tidal hexside). Follow the course of rivers—do not move across peninsulas. The unit may not enter or move through Confederate-occupied hexes. The unit must stop immediately if it moves adjacent to a Confederate-owned fortification, whether or not it is occupied by a Confederate unit (Confederate naval batteries are still present). A unit that starts adjacent to a Confederate-owned fortification may use transports to leave, but its first hex of movement must be away from the fortification (that is, it may never sail upriver of the fortification). Richmond and Petersburg are the only Confederate-owned fortifications at the start of the game, but the Confederate player may gain others through capture.

Units with "0" movement values may not use naval transport.

A transported unit may end its move in a Bay hex, and it may remain there indefinitely, but it may not land until the Union player spends a CP to activate it and transport it further. A unit may never use naval movement to attack across a tidal hexside. A unit may never combine naval movement with ground movement in the same turn.

16.4 Pickett Goes West

In April 1863 the Confederate Secretary of War, James A. Seddon, asked Lee to send Pickett's Division to reinforce Bragg's army in Tennessee, but Lee opposed the move. In May Seddon again requested Lee to transfer Pickett's Division, this time to help Pemberton in Mississippi. Lee once again objected, reporting how outnumbered his own army was, and suggesting that without

The Gettysburg Campaign

reinforcements he "may be obliged to withdraw into the defenses around Richmond"!

Just how vital was Pickett's Division to Lee's army? In this option, Lee complies with Seddon and sends the division west. Delete Pickett and Corse units from the 3 June setup, and spot the Confederate player 1 VP in return.

16.5 Old Hands vs. Beginners

If you are an old hand playing against a beginner, use one of the following CP changes to handicap your side. For old hands playing the Confederate side, reduce your CP level by 1. Thus you will get 1 CP instead of 2, and 2 CPs instead of 3. For old hands playing the Union side, ignore the Meade CP bonus (8.3) and Meade Coordination Value (10.9). You will play as Hooker for the entire game.

16.6 Reynolds Takes Command

On 2 June Lincoln offered command of the Army of the Potomac to Gen. John Reynolds — he outranked Meade by a week. He declined the offer because Lincoln would not guarantee him the freedom of action he desired.

What if Reynolds had accepted? He was respected by officers and men alike, and was more aggressive than Meade. If this option is used, Hooker has already been replaced by Reynolds. The Union player receives 2 CPs on each turn all Southern units are in Southern territory, and 3 CPs on each turn any Southern unit(s) is in Northern territory. Reynolds has a coordination value of 3. The Union player is penalized -5 VP. Ignore the Gen. Meade rule (8.3).

Ω 17.0 Great Invasion Scenario

"If the head of Lee's army is at Martinsburg and the tail of it on the Plankroad between Fredericksburg and Chancellorsville, the animal must be very slim somewhere. Could you not break him?"

— President Lincoln to Gen. Hooker, 14 June 1863

17.1 In General

This scenario picks up the campaign just after the Confederates have crossed the Potomac to begin their invasion of the North. It starts on Turn 14 and ends any time between Turns 25 and 50, whatever is agreed upon by the players beforehand (5.3). Victory is determined per section 3.0. For scenario balance, both players start with 0 VPs.

All units set up per the historical set up with the changes noted below. Units with a "-1" are set up reduced one strength point. Unit marked "F" are set up fatigued. After setup but before play begins, each player should announce his units' locations if they are in enemy territory or in an enemy PZ.

The weather was clear on the previous turn.

17.2 Union 16 June Setup Changes

Union reinforcements were released on Turn 13. The NY Infantry unit will appear on Turn 16, etc. Hooker is still in command. Meade will take over on Turn 26 unless he replaces Hooker sooner (8.3).

Hex	ID	Hex	ID
2121:	8/2 (-1F)	2616:	3
2617:	1/C		5
	2/C		Res
2416:	1	2417:	12 (F)
	11	2714:	6 (-1)
	RW (F)		LW
2815	2 (-1)	3406:	4

17.3 Confederate 16 June Setup Changes

The Confederate player gets three CPs this turn since he has invaded the North.

Hex	ID	Hex	ID
1919:	Jenk/Imb (F)	2917:	McLaws/1
2119:	Rodes/2 (F)		Pickett/1
2319:	Early/2	3114:	Andrsn/3
2519:	Johnson/2		Heth/3
	Valley		Pender/3
	2		3
2718:	Hood/1	3311:	Corse
	1	3510:	Wise
2817:	Stuart		Cooke
	Robt		
	Jones		

Ω 18.0 Lee vs. Meade Scenario

"Gen. Meade will commit no blunder in my front, and if I make one he will make haste to take advantage of it."

— Gen. Robert E. Lee, [30] June 1863

18.1 In General

This scenario covers the last half of the campaign, after Meade took command of the Union army. It starts on Turn 27 and lasts through the end of Turn 50. Victory is determined per section 3.0. Both players start with 0 VPs.

All units set up per the historical set up with the changes noted below. Units with a "-1" are set up reduced one strength point. Unit marked "F" are set up fatigued. After setup but before play begins, each player should announce his units' locations if they are in enemy territory or in an enemy PZ.

18.2 Weather

The weather was clear on the previous turn. For this scenario (only), weather will change to rain on a roll of 11 or 12 (a roll of 6 still equals clear weather).

The bridge at 1415 is burned.

18.3 Union 29 June Setup Changes

Union reinforcements were released on Turn 13. 1/S will appear on Turn 30, etc.

Hex	ID	Hex	ID
1317:	NY	2117:	1
	PE		3 (F)
1921:	2/8 (-1)		11
2017:	1/C		RW
2115:	2/C	2216:	6 (-1)
2116:	3/C	3409:	1/4
	2 (-1)		1/7
	5		2/7
	1/M		DVa
	1/22	3503:	Nagle
	2/22		
	LW		
	Res		

18.4 Confederate 29 June Setup Changes

Colquitt is released and will appear on Turn 33.

Hex	ID	Hex	ID
1418:	Jenk/Imb		Pender/3
1528:	Johnson/2		3
	Rodes/2	2214:	Stuart
	2	2418:	Robt
1515:	Early/2	2518:	Jones
1820:	Hood/1	2519:	Valley
	McLaws/1	3316:	Corse
	Pickett/1	3410:	Ransom
	1		Cooke
	Andrsn/3		Wise
	Heth/3		DNC

19.0 Designer's Notes

I grew up south of the Mason-Dixon Line, north of the Potomac River, and 40 miles from Gettysburg National Military Park, so my interest in the battle came early and was non-partisan. Whether reading accounts of the battle or walking the battlefield, one can understand Gettysburg as an American tragedy. The spirit that carried Gen. Armistead, hat on sword, and 150 other Southerners over the stone wall on Cemetery Ridge was the same spirit found in the Northerners defending that wall: an American spirit of defiance. For these reasons, I wanted to design a Gettysburg Campaign game.

I started with three goals: 1) The game map should cover the area from Philadelphia to Petersburg to include all possible campaign objectives for both sides; 2) the rules should be akin to *A House Divided* or *Napoléon*; and 3) the design needed a fog of war system to show how the armies could "bump" into each other in out-of-the-way burgs.

At one point the game map included railroads, but this required special rules for rail movement as well as rail destruction. In place of this bulk, the reinforcement and

withdrawal rules account for 90 percent of the historical rail usage in the campaign. The remaining 10 percent was of no consequence and does not merit additional rules.

Likewise, the game uses a simple supply system. Players should find it more exciting to capture the enemy's main depot than to keep track of supply wagons in the field. In this way, supply becomes a game objective rather than a passive accounting system.

The fortifications represent established defensive works around key places. The combat system itself (where defenders fire first) already accounts for the defenders' use of stone walls, breastworks, and terrain obstacles on the battlefield, so no rule for building fieldworks was needed. Rivers and hills limit the number of attackers that can get at the defenders, and at 10 miles across a hex, there was no need to show individual fords and passes.

The game also dispenses with any subordinate leaders and chain of command rules. Instead, these effects are built into the Command Point and Coordination Values (and even the unit strengths), and you are the commander in chief. The more centralized your army is (that is, stacked together), the easier it is to command.

The combat quality of units is also built-in. Originally units were rated for both number of men and quality, but then I discovered that the fatigue rule in combination with unit "strength" (size and quality combined) could neatly handle the effects of quality without having to put a quality value on every unit. For example, a Union militia division of 7,000 men rates as strength 1, while a Confederate elite division of equal size rates as strength 4. The elite division has more firepower, more staying power, and is less affected by fatigue, which is as it should be.

My final comments concern the order of battle. Averell's Brigade of Union cavalry has a movement allowance of 1 (not 2) because most of its strength represents mounted infantry regiments that had just received their mounts in June, and the men and animals were still getting used to one another. Averell's immediate superior, Brig. Gen. Kelley, called Averell's movement "exceedingly slow." The Confederate Valley District unit represents several different organizations: At first, it contains the *Maryland Line* and the *25th* and *31st Virginia*. The Second Corps absorbed these, but then Early's Division detached several regiments for duty in the Shenandoah Valley. Wharton's small brigade, which reinforced the district in July, is also lumped into the Valley unit. In cases like this, I worked from the top down so the total army strength is accurate, and even if a particular unit looks "off," it still represents a true part of the total army. In the 3 June setup, Corse actually represents Davis' Brigade of Heth's Division. Davis' Brigade joined Heth and marched north while Corse's Brigade (of Pickett's Division) remained behind (as shown in the 16 June and 29 June setups).

I hope you have fun and maybe learn something new about the campaign. ★

D-ELIM

Across the Potomac

by Ben Knight

Despite low movement allowances, this is more a game of maneuver than of firepower. You will not win by throwing your whole army in a frontal attack against your opponent's whole army. That approach will only result in a repeat of Pickett's Charge or Marye's Heights. Instead, you should maneuver to defeat the enemy in detail. Try to catch portions or detachments of the enemy army (such as at Winchester), and bring substantial firepower against them. You will do better by winning several small battles than by betting everything on a single big battle. Therefore, think in terms of maneuver.

Confederate Player

You must invade the North to forage and capture Northern cities. A successful invasion will also draw the Union army out of Virginia. But don't think you have to throw everything into Pennsylvania. You would be unwise to strip the Richmond defenses any more than Lee actually did. Your main army of nine infantry divisions with artillery and cavalry support can look after itself; adding another brigade or two will not affect the outcome north of the Potomac, but will leave Richmond weak. You might even consider making a weaker invasion, leaving one or two of your big divisions in Virginia.

Capturing Philadelphia is not the primary objective of your offensive. Getting your army between the Union army and

Washington/Alexandria is. If you accomplish the latter, you can 1) attack Washington/Alexandria with a chance of success or 2) force the Union player to make a desperate attack against your army to stall your attack on his capital. Either way, you should come out ahead.

It may be tempting to launch a fast cavalry raid into the North as soon as possible, but why send a boy to do a man's work? You're not going to beat the North in 10 days. The campaign lasts 50 days (unless you agree to a shorter length). Therefore, take your time and do it right. Invade the North in strength and forage along the way. Move to threaten a Northern city or force, but remember that once you capture a city, the Union player will no longer feel compelled to defend it, and he will consolidate his army accordingly.

Union Player

Even though your army starts the campaign in a better position (that is, inside enemy territory), your single Command Point per turn as Gen. Hooker will put you on the defensive. Most of the time you will be responding to Confederate moves. Splitting your army at this point in the game will create as many problems as it attempts to solve because you can only move one group at a time.

You probably cannot stop the Confederates from crossing the Potomac River, but try to keep their army as far away from Washington as possible. Forage in the South to offset Confederate foraging in the North, or move adjacent to the invaders to prevent them from foraging.

But don't get stuck in a defensive mentality. If the Confederate army moves against Philadelphia, the road to Richmond should be open: leave the bulk of your army to cover Washington, and march the rest south to burn the Rebel capital. Once Meade takes over, try to regain the initiative by making your opponent respond to your own threatening moves.

In terms of total combat strength, you outnumber the Confederate player, but you will lose strength faster when fatigued. For this reason, your army will perform fine in the defense but poorly in the attack. If your army fatigues itself by attacking, you should expect an immediate Confederate counterattack the next day. Even if the Rebels do not counterattack, your army will be too spent to make any substantial follow-up attack without resting first. Historically, the Union commanders of the Army of the Potomac kept a sizable reserve in hand so they would have some fresh troops available. Decide for yourself if that is a wise policy. *

ERRATA

1914: Glory's End

Map

Clarification. The gold corona around the forests, hills and mountains is not in itself a terrain type. For example, hex 1833 (Vimy Ridge) is hill terrain; the hexes around it are clear terrain (with the city of Arras in 1933).

Omission. The town of Chateau-Thierry is missing from the map; it should be in hex 2932.

Counters

Replacements. The set up hex for both the German Strasbourg fortress and the 30FR Division should be 3311, not 3412 as printed on the counters. The countersheet in this issue contains corrected replacements.

Rules

3.5 Dummy Units (change). Change the parenthetic clause in the first sentence of this rule to read as follows: ... (16 for each player)....

8.3 British Reinforcements (change). The two British Turn 4 reinforcements enter at Rouen, per the hex number on the counters.

8.4 French Reinforcements (addition). The French 2nd Cavalry Corps enters on Turn 6 at any supplied, Allied-controlled French city. *

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COMMANDER'S CALL

by Ty Bomba

Charlies

We won three Charles S. Roberts ("Charlie") Awards at this year's Origins convention. They were: Best Professional Magazine (That's four in a row – thanks!); 2) Best Pre-WW2 Boardgame (*When Eagles Fight*, from issue no. 25); and 3) Best Historical Article (again "*When Eagles Fight*"). And just as I promised last year at this point, I say again — you ain't seen nothin' yet. Forward.

WTF/Tiger of China Contest

For a while it looked like we weren't going to get any entries in the *When Tigers*

Fight/Tiger of China Alternative History Variant contest announced back in issue no. 25. Then two entries showed up, and Chris P. and I figured we'd just run both in the hobby edition and let you vote on them. But in the last two weeks of the contest we suddenly got six more entries. That was too many to print for a vote, and we no longer had the time to do the playtesting ourselves to make the decision in time for this issue. So we'll announce the winner here next time out.

The 1862 Scenario

Many of you who've been reading the descriptions of the upcoming magazine games we've been printing in here the last

few issues are probably asking: "Hey! Where's the 1862 scenario for *Across the Potomac*!" What can I say? I thought we had it, but actually all I had was a discussion with designer Knight in which he agreed to do it once he had the published version of *AtP* in his hands. I'd forgotten about the whole thing until a short time ago when developer Perello comes to me and says, "Say, Ty, where be's this 1862 scenario you've mentioned in *Commander's Call*?" Duh! Ben – save me – get to work! (We'll have the 1862 scenario, along with a bunch of new counters for it, in another three or four issues.)

Blitz'40

No new magazine games have been turned in by any designer since last issue's report, but I have added my own *Blitzkrieg '40: Germany Invades the West*, to the ziplock schedule. You folks gave me a thumb's up on this one in the voting about a year ago, and now that I'm done with *Proud Monster* and its *Death and Destruction* add-on gamette, why, I guess it's a good time to get rolling on it.

Game Descriptions

31. Budapest '45. A division-level simulation of the early 1945 German attempt to relieve surrounded Budapest. This one's from John Desch, and uses an evolution of the Berlin '45 system. Elite, savage panzers vs. Soviet hordes, with a huge city as prize. One 5/8" countersheet.

32. Bunker Hill. A tactical level simulation of the Battle of Bunker (Breed's) Hill, presented as part of the larger struggle to control Boston harbor. What-if scenarios included, using an evolution of the *Hougoumont* system. One full, large-hex map and one 5/8" iconic countersheet. By Bill Marsh.

33. The Great War in Europe†. Ted Raicer's next bid to "own" WWI. Two full, large-hex maps covering the Western, Italian, Eastern and Balkan fronts, plus 1,200 1/2" units and chits. (Yes, chits!)

34. Mason-Dixon†. A "what if" game from Chris Perello, it develops the idea behind old-SPI's *Dixie* into a two-map, multi-scenario mini-monster. The map covers the entire lower-48, at about 40 miles per hex and division sized units, with scenarios for WWI, WWII and 1990s era warfare.

35. SS Panzer. A company level treatment of the climactic armor engagement at the Russian village of Prochorovka during the 1943 Kursk campaign. One full, large-hex map, two 5/8" countersheets (iconic for the tank units). By John Desch.

36. Mukden. A brigade/regimental treatment of the final big battle of the Russo-Japanese War. One full, large-hex map and one countersheet of 5/8" units. From Ron "Port Arthur" Bell.

37. Strike North. An operational examination of the 1940 German invasion of Scandinavia, focusing primarily on the land war, but with important naval and air subsystems. What-if scenarios are also included on the proposed 1943 German invasion of Sweden (and possible Allied reactions to it). One

full, large-hex map, two 5/8" countersheets. From Adrian McGrath.

38. Buena Vista. A tactical treatment of this key battle in the Mexican-American War. One full, large-hex map, one 1/2" countersheet, including some double-sized units for the huge Mexican columns. From Richard Pfost.

39. The Bulge: A Wave of Terror†. A big, two-map, battalion-level Battle of the Bulge game using a modified Berlin '45 system from John Desch.

40. Second Front Now! A brother game to Ben Knight's well received ziplock, *Victory in Normandy*. This one's by James Gordon, with a half map and 352 5/8" units. SFN can be played alone or joined with ViN to explore what could've happened had the Allies tried Operation Overlord in 1942 or 1943.

41. The Battle of Yarmuk. A tactical treatment of the decisive five day battle that won the Levant for Islam and sent Byzantium into its long slide to oblivion. Non-linear turn sequence, 176 iconic 5/8" counters, one full, large-hex map. By Adrian McGrath.

42. Sea Lion: Britain's Final Hour. Another systemic brother to Ben Knight's *Victory in Normandy*, this one from L. Dean Webb. One full, large hex map, 352 NATO-style 5/8" counters, and scenarios for 1940, 1942 and 1944. (That last presumes the Germans conquered in '40, but the Americans are now counter-invading in '44.)

43. Attila: Scourge of God. A systemic brother to issue no. 15's *I am Spartacus*! This one is from Roger Sandell, and uses one full size area map, and 176 iconic 5/8" counters to depict the Huns' rampage across western Europe.

44. End of Empire†. Two large hex maps and 352 iconic 5/8" counters cover both the French and Indian War and the American Revolution at the regimental level. From Bill "Bunker Hill" Marsh.

Game Schedule

Issue No.	Publication Date	Magazine Game Title
31	Nov-Dec	Budapest '45
32	Jan-Feb '95	Bunker Hill
33	Mar-Apr	Great War in Europe†
34	May-Jun	Mason-Dixon†
35	Jul-Aug	SS Panzer
36	Sep-Oct	Mukden
37	Nov-Dec	Strike North
38	Jan-Feb '96	Buena Vista
39	Mar-Apr	The Bulge: A Wave of Terror†
40	May-Jun	Second Front Now!
41	Jul-Aug	The Battle of Yarmuk
42	Sep-Oct	Sea Lion: Britain's Final Hour
43	Nov-Dec	Attila: Scourge of God
44	Jan-Feb '97	End of Empire†
†=Monster Game		
	Publication Date	Ziplock Title
	Feb '95	Death & Destruction
	Oct '95	Chattanooga
	Jan '96	Blitzkrieg '40

Magazine Game Feedback Results

Rank/Title	Issue/Date	Overall	Map	Counters	Rules	Complexity
1. Port Arthur	19	8.18/6.52	6.74/6.39	8.06/7.52	7.06/7.07	4.49
2. Proud Monster	27	7.94/†	7.94/†	7.81/†	7.36/†	†
3. When Eagles Fight*	25	7.53/7.55	7.54/7.48	7.25/7.42	7.37/7.58	5.13
4. Alexandros*	10	7.38/6.92	6.75/6.84	8.15/7.58	7.07/6.84	5.20
5. Lion of Ethiopia	4	7.26/7.41	8.05/7.73	7.51/7.65	7.07/7.14	5.49
6. Blitzkrieg '41	1	7.25/6.77	7.79/7.27	7.30/7.29	6.74/6.98	6.22
7. Inchon*	9	7.24/7.03	6.90/6.52	7.30/6.86	7.04/6.84	5.00
8. Sunrise of Victory	2	7.24/6.63	6.50/6.32	6.76/8.20	7.06/6.97	5.95
9. Lee's Greatest Gamble	17	7.24/6.50	6.90/6.43	7.20/6.67	6.87/6.57	5.24
10. 1918	16	7.23/7.51	7.65/7.35	6.34/7.10	7.21/7.58	4.49
11. When Tigers Fight	26	7.23/6.63	7.07/6.84	7.22/6.82	6.85/6.86	5.00
12. Desert Storm	13	7.13/7.12	7.43/7.18	7.38/7.38	7.39/7.14	5.29
13. Samurai Sunset	3	7.11/7.07	6.91/6.55	7.06/7.28	6.91/6.96	5.43
14. Victory at Midway	14	7.09/6.83	5.90/4.65	7.06/6.86	7.27/7.04	4.56
15. Krim	6	7.00/6.51	6.37/6.07	7.17/6.94	6.98/6.71	5.00
16. Chaco	12	6.96/5.92	7.40/6.71	6.90/6.69	7.02/6.85	5.94
17. Hougomont	11	6.87/6.65	6.89/7.09	7.36/7.04	6.96/6.68	5.20
18. Blood & Iron	21	6.86/6.87	6.65/7.15	6.68/6.93	6.49/7.03	4.79
19. Spartacus	15	6.82/6.60	6.24/6.39	7.88/7.51	6.96/7.07	4.41
20. Antietam	22	6.77/6.66	7.04/7.11	6.95/7.16	6.90/6.80	5.19
21. Jutland	8	6.74/6.32	3.97/4.53	5.20/6.42	6.41/6.63	4.44
22. Czech '38	24	6.66/6.73	6.82/7.12	6.71/6.98	7.00/7.14	5.23
23. Cortes	20	6.63/6.60	6.46/6.90	8.42/7.76	6.91/7.05	4.74
24. Like Lions They Fought	28	6.44/†	6.83/†	6.57/†	6.64/†	†
25. Hamburger Hill	5	6.35/6.07	6.08/5.62	6.74/5.90	6.93/6.51	5.64
26. Shogun	23	6.31/6.05	6.88/6.11	6.90/6.73	6.83/6.50	4.85
27. Tet '68*	18	6.25/5.86	6.60/6.55	6.23/6.13	6.22/6.23	5.65
28. Kadesh*	7	6.23/7.01	6.00/6.78	7.92/8.03	6.69/6.80	5.13

Historical Ziplocks Feedback Results

1. Victory in Normandy	Jan '93	7.71	7.21	7.07	7.35	4.50
2. Smithereens	May '93	7.58	7.49	7.19	7.49	5.33
3. Poland '39	Sep '92	7.34	7.09	7.21	7.12	4.38
4. Berlin '45	Sep '92	7.12	7.03	7.18	7.09	4.88
5. Back to Iraq	Sep '93	7.10	7.40	7.55	7.45	4.90

* = Charles S. Roberts Award Winner

† = Data not yet available

As it's evolved in my mind since the vote, *Blitz '40* is now a two map mini-monster, covering the German invasion of France and the Low Countries at seven miles per hex, one-day game turns, and about 500 division, brigade and regiment sized units. There will be three scenarios: 1) 1940 historical; 2) a 1939 what-if supposing the French were really determined to honor their pledge to the Poles to attack Germany; and 3) a second 1939 what-if assuming the Germans left the elimination of Poland mostly up to their Soviet allies to be able to concentrate on an autumn campaign against France. Untried units for the Allied non-mech in the first one; untried units all around in the last two.

Games Rating Chart

The chart above shows the feedback for all our historical games). What lessons do we learn from the chart? Hmm. Try

looking at it this way: in your mind's eye break the chart in the middle, then look at the top and bottom halves of it. I would say from that examination we can, with but a few exceptions, break military history into two periods as far as our gaming customers are concerned — one "hot," the other not so hot (even though we don't break down historical eras like this in our reader survey.) The "hot" era could be summed up as "Old World Land Combat, 1905-50," the other as "Everything Else."

Feedback Loop Analysis

Issue 28 Second Thoughts

The "Second Thoughts" survey in hobby edition no. 28 came in this way (first survey/second survey). *When Tigers Fight* game overall-7.23/6.63; Map-7.07/6.84; Counters-7.22/6.82; Rules-6.85/6.86. You estimated the game's complexity at an even

5.00. You played it to completion an average of 2.59 times, taking 4.46 hours to do so each time. Seventeen percent declined to express an opinion on play balance, leaving 13 percent to say the Japanese are heavy favorites, and another 15 percent claiming they're slightly favored. Fifteen percent say the game is balanced. That left 23 percent maintaining the Allies are slightly favored, and 17 percent saying that side's the heavy favorite. A big 90 percent agreed *WTF* was a good choice for the magazine; 10 percent said no it wasn't.

WTF, as its arrival throughout the hobby was observed from our offices, was one of those games where everybody immediately went after *THE MASTER PLAN*. And the first hypothesis was: The Japanese can always win by simply abandoning everything west of the weather line and going for a quick knockout in China. Well, as it turned out, no they can't. From the

looks of those playbalance scores, no new master plan has yet achieved theoretical ascendancy either. So another hearty congratulations to designer L. Dean Webb for a well liked design on WW2 land war in east Asia. Who'd'uh thunk it?

Feedback Results For No. 28

The voting for issue no. 28's game proposals brought in only one winner (and I mean that even going by the old multi-winners-possible-procedure): John Desch's *The Lost Battalion: The Meuse-Argonne, 1918*, with a stiff 6.58. The also-ran's scored as follows: *Ishandhlwana* — 5.06; *Thirty Years War* — 5.65; *Empires of the Pacific* — 5.85; *Balance of Power* — 5.16; *The Caste War of Yucatan* — 3.44; *Alma & Balaclava* — 5.00; *The Wilderness* — 4.75; *Braddock at the Monongahela* — 5.71; *Winter Battle in the East* — 6.16; *Sioux Wars Quadgame* — 5.96; *Gallipoli Campaign* — 6.15; *King's Champion* — 4.93; *Jacobite* — 4.72; *Tyrone* — 4.64; *Patton's Best* — 6.02; *Gottterdammerung* — 5.91; *Moscow Campaigns* — 5.97; *Two Hundred Miles, Nine Months* — 6.04; and *Ancient Empires* — 5.60.

You rated the contents of issue no. 28's hobby edition this way (see the games rating chart above for LLTF ratings): D-Elim — 6.57; Commander's Call — 6.79; Chrisfire — 6.88; Variants & Errata — 6.43; Hobby Edition No. 28 overall — 6.86. Twenty-seven percent thought hobby edition no. 28 was better than no. 27; 36 percent felt issue 27 was superior to 28, while 31 percent thought the two were of about equal worth. That left six percent who expressed no opinion because they hadn't seen no. 27. (My favorite comment came from a guy who wrote: "But it [LLTF] only has one map and one countersheet! From now on all games must have at least two maps and four countersheets! Wah!")

Issue 30's Feedback Loop

Please use the combined newsstand/hobby edition feedback card bound into the magazine to vote on the following new game proposals and survey questions. Vote by placing one whole number (only!) on the corresponding spaces on the postcard. If it's a rating question, "0" means "Don't publish this game under any circumstances;" or "This article was so uninteresting I didn't even read it!" From there, each higher number indicates a slightly more favorable opinion, until you get to "9," which means: "This game idea is top-notch; please publish this game as soon as possible!" Or: "This article couldn't have been any better!" In yes/no questions, "1" means "yes," and "2" means no," and "0" means "no opinion," or "not applicable."

Next issue we'll present the feedback results from issue no. 29. To be counted in the voting on this issue, your card must reach us by 1 November.

New Game Proposals

1. The June 6, 1944 Quadgame. Four low complexity, (generally) battalion-level games, each using a quarter map and up to 60 backprinted, 5/8" NATO-style counters. The same basic system will be used for all four games, each will have its own exclusive rules.

Ste. Mere Eglise deals with the US airborne landing on this vital crossroads town behind Utah beach. Special rules cover air drops and command control. *Point Du Hoc* covers the US Rangers' attempt to scale the bluffs over the beach, knock out the gun emplacements, and secure other objectives. Special rules cover cliff scaling and bunker searches. *Easy Red Sector* show the action on the center-right of Omaha beach from the shoreline to Colleville — St. Laurent, where some of the fiercest fighting of D-Day took place. Special rules cover possible beach evacuation if US losses get too high. *Pegasus Bridge* deals with the pre-dawn attack by airborne units to secure this bridge in the British sector.

Each game turn is 30–60 minutes. The rules will emphasize limited intelligence and command control. With a complexity around 4.50, for the magazine, by Adrian McGrath and Chris Smith.

2. The 1862 Quad: Glorieta, Port Republic, Corinth and Perryville. This quad deals with some of the lesser known significant battles of the American Civil War during 1862. Each will have its own quarter-size, large-hex map, with up to 60 backprinted, 5/8" counters. All four will use the same basic system, but each will have its own special rules. The sequence of play will be non-linear, wherein enemy movement and combat may occur randomly throughout your own player turn. The rules will stress limited intelligence, morale, command and control. All games will be at the grand tactical level, with a complexity around 4.50. For the magazine, by Adrian McGrath.

3. The 1864 Quad: Cold Harbor, Kennesaw Mountain, Petersburg, Pleasant Hill. As in no. 2 above, but covering these four crucial battles from later in the war. For the magazine, by Adrian McGrath.

4. Attu: Victory in the Aleutians. The Japanese seized Attu Island in the Aleutians during the Battle of Midway. One year later, the US 7th Division retook it. Bad weather played an important part, limiting naval and air operations, and necessitating the liberation of the island the old fashioned way. Though the Japanese were outnumbered and low on supplies, they fought desperately for 18 days, finally launching a mass banzai that cost many American casualties.

One full-size, large-hex map will show the whole island and the surrounding water. There will also be 352 backprinted 5/8" counters. Game Turns will equal one day. Special rules will cover: limited intelligence, morale, artillery, supply, banzai attacks, and the severe fog and rain. Air and naval power will be dealt with abstractly. With a complexity of about 4.50, for the magazine, by Adrian McGrath.

5. The East African & Kameroun Campaigns, 1914–18. While thousands died in Europe fighting for yards, in Africa two major campaigns were waged over territories larger than Germany. The Kameroun campaign lasted two years, while the East African campaign continued until after the European portion of the war concluded. As the fighting dragged on, the German-led African *Askaris* forced the Allies to divert badly needed troops from the main theater. In the end, the Allies captured the German colonies but never defeated the German forces there.

The campaigns arrayed a colorful group of opposing forces against each other. The Allied forces

contained South Africans, Rhodesians, British, Indians, French, Portuguese and British *Askaris*, native African irregulars, West Indians, aircraft and armored cars. The German forces consisted of *Schutztruppen* (German *Askaris*), gendarmerie, and native African irregulars. Both sides also used naval units along the rivers and at sea.

This will be an operational-level simulation of both campaigns. The full-size, large-hex map will be divided into two game maps portraying both German colonies along with all the important adjacent areas. Terrain features will include: rivers, swamp, jungle, forest, grassland, mountain, and road nets. Units will range in size from companies to brigades, with special rules for armored cars, gunboats, cavalry and aircraft.

The Allied player will be allowed to place reinforcements into either campaign, or send them to Europe. He will also be allowed to transfer troops between the two colonies. Though limited in reinforcements, and totally unable to transfer units between fronts, the German scores points for each Allied unit added to either campaign, and each turn he retains control of either colony. The system will be patterned on Jim Bumpas' classic, fast moving *Schutztruppe* game, but with the variation of fighting two campaigns at the same time. Complexity will be about 5.00, for the magazine, by Dennis L. Bishop.

6. Grierson's Raid. On 17 April 1863, Col. Benjamin Grierson left LaGrange, Tennessee, with 1,700 men. Two and a half weeks later, he appeared in Baton Rouge, Louisiana, having traveled a distance of roughly 500 miles through Mississippi (during the Vicksburg campaign). This game would be a recreation of the raid, along with a number of variables that might have played a part in it. It would utilize a two-map, "double blind" search system. Counter density would be fairly light, and the rules would put great emphasis on subterfuge. Also included would be tactical rules to cover the actual fighting that results from the search system. As a cavalry raid game, this would center on rapid movement, subtle ruse, gallant dashes, surprise, and quick and cunning retreats that leave your opponent's forces miles to the rear before he knows the fight is over. With a complexity of about 5.00, for the magazine, by Chris A. Cornaghi.

7. Starvation Island: The Battle for Guadalcanal. It's September 1942, and US Marines of the 1st Division, undertaking their country's first offensive of the war, are dug in around an airstrip on Guadalcanal called "Henderson Field." Under the cover of darkness, the Imperial Japanese Navy is landing troops and supplies every night. A desperate fight is about to begin.

The crux of the game system will be in the interaction among air, naval and ground forces. Reinforcements and supplies must be landed on the island in order to ensure success for your forces. But they may be sunk enroute if you don't provide enough air and naval escort. Rules will cover: Pistol Pete, disease, attrition, amphibious landings, banzai attacks, fog of war, and naval bombardment. Each game turn will equal 3.5 days.

Units will consist of task forces, aircraft squadrons, infantry and artillery battalions, and tank companies. The map for the land game will use large hexes, each covering 1,000 yards, and showing the area from Kokumbona in the west to Koli Point in the east. An inset map of the Solomon Islands, drawn in areas, will allow the naval and air components to fight it out while convoying supplies and reinforcements. Each land unit will be rated for combat, proficiency and movement. The naval task forces will have ratings for air and surface combat. The air squadrons will have air-to-air and air-to-surface abilities rated. The game will have a complexity between 4.00 and 5.00, and will come with about 300 half-inch counters. For the magazine, by Michael S. Smith.

8. Morgan Vs. Tarleton. With 1,100 British troops, Col. Tarleton pursued a slightly smaller American force under Daniel Morgan. The British had a distinct advantage in troop quality: most were trained veterans, while two-thirds of the Americans were inexperienced, untrained militia. However, Morgan showed shrewd appreciation of the psychology of his troops in the orders he gave on 17 January 1781, when he stopped to fight at Cowpens in South Carolina. At the end of the fight, the British had suffered a double envelopment, with most of their number captured or killed. American losses were put at about 70.

This game of the Battle of Cowpens will focus on the psychological effects of combat. Units stand, flee or surrender based on whether they are surrounded, fired on, suffer casualties, have friendly units nearby, or see nearby friendly units retreating. Most orders will be given to units before play starts. Thus in-play battles will develop much more as historical ones did. Success in combat depends partly on the opposing initial plans, but will also hinge on your use of leader units, which can change the initial orders to adjust to changing circumstances. This game will use a half-size hex map and about 120 counters and markers. For the magazine, with a complexity between 5.0 and 6.0, by Robert Nielsen.

9. The Sieges of Imphal and Kohima. This "twinpak" would include two separate, medium-complexity games (about 5.00), sharing the same system, and a total of about 200 units (battalion-level). The system will feature four steps per unit to simulate the attritional nature of the kind of warfare in this campaign. (The British have their backs to the wall and the Japanese are determined to dislodge them at any cost.) The Japanese have abandoned their supply lines and must secure British supply dumps to continue their drive, and they must accomplish that before British relief forces arrive. The British must use a flexible defense, spending their strained resources in men and space to gain precious time. For the magazine, by John R. Phillips.

10. The Motti Battles: Destruction of the 44th Motorized Rifle Division, Winter 1940. In 1939, the burgeoning power of the Soviet union was only poorly demonstrated in its joint invasion of Poland with Germany. Stalin needed to boost the prestige of the Red Army without becoming involved in the larger conflict brewing in the rest of Europe. There were few new fronts to turn to, so he decided to attack the former Czarist dominion of Finland. Stalin expected Finland to fall quickly in a Blitzkrieg style offensive when the Soviets attacked in November 1939. But the tiny nation fought back so well the Communist offensive ground to a halt in less than a month.

In the south, across the Karelian Isthmus, huge tank attacks ran into fortified defenders armed with now famous "Molotov Cocktails," and other improvised defenses. In the north, the fighting was characterized by small groups of ski-mobile Finns, who outmaneuvered their road bound and snow bound opponents. As Arctic winter descended, the Finns launched a series of counterattacks to destroy the ill-equipped Soviets. Along the central approaches into Finland, the 163rd Rifle Division had become stranded in the town of Suomussalmi. The elite Soviet 44th Motorized Rifle Division moved in to rescue their trapped comrades. All that at first faced this formidable unit were two companies of infantry.

The game will cover the actions occurring between the 44th Division and the Finnish 9th Division, with the Soviet objective being to break through to the trapped (off map) 163rd Division (at most) or at least avoid encirclement and destruction itself. The fighting was characterized by huge amounts of Soviet firepower pitted against the much more mobile Finns.

The Finns will be presented in company sized units, while the Soviets will deploy both companies and battalions. Special rules will cover: Finnish road

building, supply, weather (which will affect both mobility and casualty rates, with modifiers favoring the Finns), reconnaissance, and what-if variants. Each turn will represent one day, for an entire game lasting 20 turns. There will be one full-sized, large-hex map, with each hex equaling 500 meters. Each side will have about 60 combat units, plus markers for road-blocks, trenches, bunkers and new construction of other kinds. (For a total of about 180 counters in the game.) With a complexity around 5.00, for the magazine, by Adam Carmichael.

10. Nam simulates the Vietnam War from 1965 until the South either wins or falls, using a simple but comprehensive system. Units either move and fight normally, or can be given special missions. "Hold" assignments double defense factors but prohibit movement; "Patrol" operations increase move-past penalties for enemy units; and "Strategic Movement" trebles movement allowances but prohibits attacks.

The movement rules reflect the differing capabilities of the two sides. US and South Vietnamese troops can move by road or helicopters, while Marines can travel by sea; however, most of the South's units must stay within the boundaries of their corps command areas, thereby illustrating their inflexibility and inefficiency. The North Vietnamese and Viet Cong can only move on foot at first, but can use their sanctuaries as bases in the enemy's heartland, in addition to moving along the Ho Chi Minh Trail.

US troops are formidable in combat, and will pulverize the Communists—if they can be contacted. The Communists are adept at evading battle, and are tough opponents in their sanctuaries, where they receive formidable combat modifiers. The Communists can occupy provinces, causing a drain on the enemy's spirit, or go for the big cities. The latter can smash enemy morale, but will also destroy the Communists, since combat can't be avoided in urban areas. As time goes by, North Vietnam acquires a mechanized army; evasion is no longer allowed, but its potency is increased greatly as it shifts from supporting guerrilla activity to conventional offensives. South Vietnam has firepower, but each unit must check morale before fighting; if it fails, it becomes very weak. Only the elite Airborne and Marine divisions can be totally relied upon.

Morale is vital in play. For the US and her allies to win, the South must avoid a coup attempt for four consecutive years and drive their foes out of the countryside and back into their sanctuaries. Killing Communists will help, but keeping them out of the provinces and cities is vital. Air strikes will annihilate the Viet Cong, but will also impose a morale penalty. Bombing North Vietnam and the Ho Chi Minh Trail may help the south, but it can also impose unacceptable strains on US morale. Eventually that strain may prove too much and America will withdraw her troops—the crucial question then being whether the South can survive unaided. Optional rules cover such things as: Operation Phoenix, army reforms, market reforms, agrarian reforms, unrest in the South's leadership, etc.

The game uses one area map with 266 backprinted 5/8" counters. The units will be regiments, with Sapper battalions and regional/popular forces of various sizes. Each game turn will represent three months. For the magazine, with a complexity of around 5.00, for the magazine, by Neil Thomas.

11. Moscow '41. This will be an operational level (companies and battalions for the Germans, regiments and battalions for the Soviets) treatment of the fighting between the German 4th Panzer Army and Soviet 16th Army in front of Moscow in November 1941. Each hex will equal three kilometers, and each game turn one day. Combat takes place during the movement phase by expending extra movement points, and each player activates and moves units in a random sequence. Units are rated for anti-tank,

anti-personnel and defense strength in order to simulate weapons interaction. There will also be air support points, a step reduction CRT, soft ZOC, and supply to headquarters. The game will have about 200 counters and a playing time of less than an hour. For the magazine, by Walter Vejdovsky and Nicolas Stratigos.

12. Platoons in World War II. This game will present a new tactical system aimed at covering actions fought in Europe during WW2. The unit scale is platoon and company, with 500 meters per hex and one game turn equaling a half hour during the day or up to 10 hours at night. The fluid sequence of play allows units to perform movement, direct fire, or assault. Formations are activated in sequence, but you never know which one will be next, possibly triggering opportunity or counterbattery fire. Units are rated for their armor class, weapon class, combat strength, range, morale and movement rates. Rules will cover: fog of war, command control, transport, light anti-tank weapons, close combat, air power and improved positions. The first two scenarios will cover Operation Goodwood (Normandy, 18 July 1944), and Relief of Tarnopol (Russia, 15 June 1944). There will be two half-size, large-hex maps, 240 counters, and a complexity of about 5.00. For the magazine, by Nicolas Stratigos and Walter Vejdovsky.

Second Thoughts Survey

Reevaluate the game from issue no. 28.

13. Like *Lions They Fought* game overall

14. Map

15. Counters

16. Rules Clarity & Completeness

17. Estimate *LLTF's* complexity using the 1 (simple) to 9 (hyper-complex) scale.

18. About how many times have you played *LLTF* to completion? (0=never, 1=once, 2, 3, etc., 9=more than nine times.)

19. How long does it take to play *LLTF* to completion? (0=can't say; 1=about one hour; 2=about two hours, etc.)

20. Which side is favored to win more often in matches of *LLTF* played by opponents of roughly equal skill?

0 – No opinion, or can't say.

1 – The British side is heavily favored.

2 – The British side is slightly favored.

3 – The game is evenly balanced.

4 – The Zulu side is slightly favored.

5 – The Zulu side is heavily favored.

21. Was *LLTF* a good choice for a magazine game? (1=yes/2=no)

This Issue

Rate the contents of issue 30's hobby edition.

22. Across the Potomac game overall

23. Map

24. Counters

25. Rules Clarity & Completeness

26. D-Elim

27. Commander's Call

28. Chrisfire

29. Variants & Errata

30. Hobby Edition no. 30 overall

31. Was this issue of the hobby edition better than the previous? (0=no opinion or can't say; 1=yes; 2=no; 3=the two were of about equal worth.) ★

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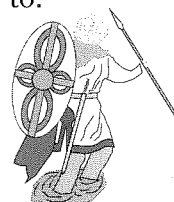
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VARIANTS

1914: Glory's End

A Battle of the Marne Scenario
by Ted S. Raicer

Introduction. This is a short scenario (five game turns) covering the fighting along the Marne and the German withdrawal to the Aisne River. All 1914 rules are in effect unless otherwise noted.

1.0 Playing Area. In this scenario neither player may move units east of the Meuse River line or north of hexrow 23xx. German units forced to retreat east of the Meuse are considered eliminated. Despite these restrictions, the German player may trace supply to: Rocroi, Mezieres and Sedan; the Allies may traced to: Verdun, St. Mihiel and Toul.

2.0 Set Up. (The number in parenthesis is the starting step strength of that unit.) Place the three Paris forts on the map; no other fort or FZ units are used.

BEF: 1 XXX (4) - 3334; 2 XXX (3) - 3235; 4 XX (2) 3235; 19 X (1) - 3235; 1 Cav XX (2) - 3333.

French Army: 1 Cav XXX (1) 3038; 21 XXX (4) 3723; 9 XXX (3) 3230; 15 XXX (3) 3520; 18 XXX (3) 3631; 4 XXX (2) 3036; 5 XXX (3) 3223; 6 XXX (3) 3122; 3R Grp (3) 3022; 42 XX (2) 3130; 7 Cav XX (1) 3224; 12 XXX (3) 3326; 17 XXX (3) 3327; Col XXX (2) 3325; 9 Cav XX (1) 3433; 1 XXX (3) 3231; 2 XXX (3) 3324; 3 XXX (2) 3331; 10 XXX (3) 3231; 11 XXX (3) 3229; 4R Grp (3) 3332; 5R Grp (3) 2936; 45 XX (2) 3037; M XX (2) 2936; 61R XX (2) 3036; 62R XX (2) 3036; 4T XXX (2) 3136; 2 Cav XXX (2) 3433.

German Army: 1 Cav XXX (1) 3232; 2 Cav XXX (2) 3233; 3 Cav XXX (2) 3124; 2 XXX (3) 3133; 3 XXX (2) 3232; 4 XXX (2) 3233; 4R XXX (3) 2934; 9 XXX (3) 3131; Gd XXX (2) 3129; 7 XXX (3) 3131; 10 XXX (2) 3030; 10R XXX (3) 3031; 12 XXX (3) 3029; 12R XXX (3) 2928; 19 XXX (3) 3027; 6 XXX (3) 3023; 8 XXX (3) 3226; 8R XXX (3) 3225; 18 XXX (3) 3124; 18R XXX (3) 3123; 13 XXX (3) 2823; 13R XXX (3) 2922; 16 XXX (3) 2922.

Place the Game Turn Marker in the turn eight box (4-6 September). The scenario ends at the conclusion of Game Turn 12 (16-18 September). Place the French Replacement Marker on the "3" space of the Replacement Track. Those are the French replacements for turn eight. Place the German Replacement Marker, and both

Allied and German Victory Markers, in the "0" space on the track. There are no British replacements in this scenario. Place German Control Markers on: 2435, 2331, 2932, 2529, 2829 and 2627.

3.0 Scenario Special Rules. The scenario begins with the Allied Player Turn of Game Turn 8. Command control has been rolled and hexes 3235, 3334 and 3333 (the BEF) are OOC. The French 7 XXX (4) enters by strategic movement during turn eight. The German 15 XXX (4) and 7R XXX (4) enter by strategic movement during turn 10. The German player receives three replacement steps per turn starting on Game Turn 9 (in addition to the three at the start of the scenario). Eliminated units of both sides (including infantry corps) may not be rebuilt. The German player is subject to the restrictions of rules 10.4 and 11.2.

4.0 Winning. Both players score victory points as listed below. The player with the higher total at the end of Game Turn 12 is the winner (draws are possible). In addition, the German player (only!) can win an automatic victory at the end of any of his player turns by taking any hex of Paris or hex 3334 (Melun).

Allied VP: Two VP for each German corps (of whatever type) eliminated. Two VP each for holding Laon or Reims at the end of Game Turn 12. One VP each for holding Reims, Chalons, Vitry, Epemay or hex 2932 at the end of Game Turn 12.

German VP: One VP for each British STEP eliminated. Two VP for each French corps eliminated (of whatever type). One VP for each French division eliminated. One VP for each supplied unit south of hexrow 31xx at the end of Game Turn 12.

Victory in Normandy

Victory in Brittany

An Alternative History Scenario for
Victory in Normandy
by Ben Knight

This scenario explores what might have happened had the Allies landed in Brittany instead of Normandy. It is designed so the Allied player must fight from one side of the map to the other. The scenario lasts from D+1 to D+80. A short version may be played through D+21. Players should ignore the historical beaches and breakout line printed on the map. All rules are the same unless noted below.

Setting Up. The Allied player starts with the same nine divisions, but he deploys them on beach hexes 1007, 1008 and 1009 as he wants. Airborne divisions may be set

up on or adjacent to the beaches, including hexes 1006 and 1106. All units start at full strength.

The German player should set up his initial forces per the historical set up with these three exceptions: 1) place the 352nd Division at full strength on or adjacent to Omaha Beach; 2) place the 716th Division at full strength on or adjacent to Juno Beach; and 3) all on-map reinforcements west of the Seine are immediately released and may set up on or adjacent to their location hexes. Off-map reinforcements and those east of the Seine must await their normal turn of entry.

Command Points. The German player receives three CPs per turn. The Allied player starts with two CPs per turn, but goes to three CPs per turn if he controls at least two VPs' worth of cities at the start of his turn and can trace supply paths from them to his beaches. He receives four CPs per turn when he controls at least four VPs' worth of cities in supply. He receives five CPs per turn when he controls at least six VPs' worth of cities in supply.

Allied Breakout. The Allies are considered to have broken out when they capture six VPs' worth of cities. All remaining German reinforcements are released at that time.

Optional Rules. The Allied player may his Naval Task Force to support his beaches as normal. In addition, he may use it once per game to provide a +1 modifier to Allied units attacking Brest or Lorient (not both). This is in place of the bonus normally used when attacking Cherbourg. Allied armored divisions never receive "Rhino" capability in this scenario.

How To Win. For the 80-day version, determined victory as normal except the Allied beaches are hexes 1007 to 1009, instead of Utah, etc. For the 21-day (three week) version, the Allied player earns the printed VPs for all VP hexes captured. The German player earns three VPs for each beach hex captured and three VPs if the British 1st Airborne Division makes a post D-Day airdrop. The Allied player wins the the short scenario if he has at least two VPs more than the German; otherwise, the German player wins.

Players' Notes. The German player should try to seal off the beachhead as quickly as possible with his infantry and paratroop forces in Brittany. His panzers will be late in getting to the battlefield, but they pack a hard punch against weak Allied hexes. There are more counterattack possibilities in this scenario since players are not fighting in bocage.

The Allied player must capture two VPs of cities as quickly as possible, but that can prove surprisingly difficult. Taking Concreau is easy, but a direct drive on Lorient usually stalls because the German player can feed troops into the fortress. The best approach is to turn north and seal off Brest while threatening Morlaix. Brest is worth two VPs by itself. However, the Allied player must make sure his eastern flank is well defended because German panzers will try to cut off his spearhead before it can take the fortress.

Seven Seas To Victory

New Optional Rules & Solitaire Play by Ben Knight

13.1 Italian Frogmen. The Axis player may make a "human torpedo" attack at the start of the game. After set up but before turn 1, the Axis player announces one of the following Caribbean harbors as the target for his frogmen: Colon, Kingston (M3), Guantanamo, San Juan, or Port of Spain. He must then roll a 1-5 to penetrate the harbor (on a 6-10 he fails). If he succeeds, he may take two "submarine" shots against one ship in the hex or one shot each against two ships. On a roll of 1-6 he scores a hit on the targets. If no Allied ships are present in the hex, the attack comes off empty handed. The Allies gain 1/4 VP when the Axis player uses this option, regardless of its success or failure.

13.2 Japanese Submarine-Launched Bombers. The Allied player may try to mine the Panama Canal using Japanese submarine-launched seaplanes. During Step 9 of any even-numbered night turn, the Axis player may announce the mining attempt instead of a normal submarine attack. The Axis player may use this attack only once during the game. He must roll a 1-3 to succeed (on a 4-10 he fails). If he succeeds, he rolls again, and the number rolled is the number of turns the canal is mined. For example, if he rolls a 5, the canal will be mined for the next five turns. Place the mine marker (from this issue's countersheet) on the Turn Record Track to show when the mines will be cleared. Allied ships may not pass through the canal while it is mined. It is assumed the Japanese submarine aircraft pilots and crews have been specially trained for this night attack. They are not retrievable. The Allies gain 1/4 VP when the Axis player uses this option, regardless of its success or failure.

13.3 Allied Codebreakers. The Allied player may benefit from the early

codebreaking of enemy signals concerned with the preparation for the Axis assault. After rolling for task force set up, the Allied player rolls one die for his Pacific command and one for his Atlantic (Caribbean) command. For each command, if he rolls a 1-3, he may relocate one task force in that ocean to any hex of the same ocean (on a 4-10 nothing occurs). A task force may not be relocated to a different ocean at this time, nor may a task force be set up in more than one hex. The Allied player may not relocate more than one task force in each command. Relocation of a task force takes place prior to turn 1, but before the Axis player announces his Italian frogmen attack.

14.0 Solitaire Play

14.1 In General. Though *Seven Seas to Victory* was designed primarily for play between two opponents, one player can have some fun by playing solitaire. The player commands the Allied forces and moves the Axis according to the guidelines below. Both sides' forces may be placed on the Allied map, but the player also needs the displays on the Axis map. Add up VPs normally to determine which side wins at the end of turn 33.

14.2 Set Up. First set up the Allied forces as in two-player games. Next set up the entire Japanese fleet in hex A13 (odd roll) or A14 (even roll). Place the entire European fleet in hex Y3 (odd roll) or Y4 (even roll). Distribute the Axis aircraft among the carriers so every CVL has one fighter, and most CVs have two fighters. Roll one die to determine the initial objective for the Japanese fleet: Galapagos (1-5), or Cocos (6-10).

14.3 Japanese Fleet. The Japanese fleet will always move as one group at 1/2 speed. Sail it in a straight line toward its airbase objective. The Japanese will invade the airbase on turn 7, if Galapagos, or turn 13 if Cocos. The fleet will bombard and disembark two ground units (from two different transports if possible). The Japanese fleet will then continue its 1/2 speed movement in a direct path toward Panama, where it will arrive on turn 25. If there are any transports remaining with the fleet at that time, the Japanese will bombard the Allied ground units and begin disembarking. If the transports have all been sunk, the Japanese will bombard the Miraflores locks.

14.4 European Fleet. The European fleet will move as one group at 1/2 speed in a straight line toward Willemsted. On turn 9, when the fleet crosses the Vichy line, the Vichy ships must detach and proceed at their best speed toward Port of Spain. The

Vichy will bombard the oil refinery there. When the refinery is destroyed, the surviving Vichy ships will sail at best speed to exit the map at Y4.

The main fleet will bombard Willemsted on turn 13 and disembark two ground units (from two different transports if possible). The fleet will then continue its 1/2 speed movement in a direct path toward Colon, where it will arrive on turn 25. If there are any transports remaining with the fleet at that time, the Europeans will bombard the Allied ground units and begin disembarking. If the transports have all been sunk, the Europeans will bombard the Gatun locks.

14.5 Searching. Treat Axis ships as always spotted. Allied ships are automatically spotted during the day if they are within three hexes of an Axis fleet or Axis airbase.

14.6 Axis Air Strike Doctrine. When an Allied carrier force is within striking range of Axis aircraft, the Axis will launch all ready bombers and one-third of its ready fighters against the hex. The Axis will keep two-thirds of its fighters for Combat Air Patrol. In cases where the Allied carriers are in more than one hex, divide the Axis strike between the hexes, by play type, as equally as possible.

The Axis will launch air strikes against Allied airbases and Allied non-carrier task forces only on the last daylight turn of each day, and only if there are no Allied carrier forces within range. The Axis will launch all ready bombers and one-third of its ready fighters against these targets. If there is more than one such target hex within range, divide the Axis strike between those hexes as equally as possible.

14.7 Naval Combat. If you leave Allied naval units in a hex with Axis naval units, the Allied units must initiate surface combat during step 7 of the turn. Thus Allied ships will always be the attackers and Axis ships the defenders. Axis ships will initiate naval combat only in airbase hexes they intend to bombard, and only when there are no Allied ships in the hex.

14.8 Ground Combat. Axis ground units will always initiate ground combat. The Axis will always be the attacker and the Allies the defender in ground combat. ☛

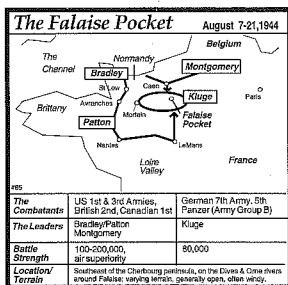
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Background - After establishing a beachhead at Normandy, Allied forces under Patton (US 3rd Army), and with assistance from mainly British air power, breakout through St. Lo and Avranches, moving south and west toward Brittany and the Loire. Montgomery, with the 21st Army Group, moves east from Caen toward the Seine. Hitler replaces the theater commander Rundstedt with Kluge, and orders him to attack south of Caen toward Avranches in an attempt to cut the Allied armies in two, sealing the Normandy beachhead from Patton's forces, thus cutting their line of communications.

The Battle - Kluge's forces (Army Group B) make headway but in reality are merely driving into a trap. By August 18th, Allied forces have stopped the German advance near Mortain, and stand on both banks of what is now a 30-40 mile "pocket" between Falaise and Argentan. Superior Allied air power makes the Germans sitting ducks and the possibility arises of a decisive Allied enveloping movement, with Patton coming from the south, and Montgomery pulling south from the coast. Two crucial days go by before the Allies can come to agreement. Meanwhile Kluge manages to gather his forces and conduct a retreat of some order, moving most of his Army Group behind the Seine by August 20th.

The Result - Lack of coordination between the Allied armies gives the Germans time to regroup and extract their forces from the pocket. Bradley and Patton comes under criticism for being too anxious to gain territory at the expense of inflicting a decisive blow on the main German army. His personal animosities with Montgomery may also have been a factor. Likewise, Montgomery's reputation is not enhanced. In any event, German forces are forced to retreat in disorder before collecting east of the Seine. Paris is liberated on August 25th.

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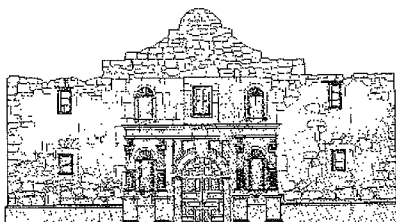
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CHRIS FIRE

by Chris Perello

Watch Your Step

One of the things we receive a lot of comments on is unit step value. Our *Back to Iraq* game featured US/European divisions with a dozen or more steps versus one or two for the Iraqis, but with more nearly equal combat strengths. More recently, *Proud Monster* has generated a lot of questions about why a German panzer division's weakest step has 75% of the combat power of the full strength unit.

In the early years of our hobby, combat strengths were handled mathematically — bigger units got bigger numbers. But this meant a German panzer division would have the same combat strength as a Soviet tank division with the same number of men and tanks. In another era, a battalion of Napoleon's Old Guard would have the same combat strength as a Dutch-Belgian militia unit of similar size. Obviously that is not an accurate picture. As gaming became more sophisticated, other factors crept into combat strengths: morale, training, discipline, communications, experience, etc. Taking those factors into account, the panzer division and Old Guard battalion would be far more powerful than their counterparts. Combat strength now represent an analysis of the relative strength of a unit in the game, not an absolute measure of its power.

Steps have not gone through the same increase in sophistication. In most games, the simple presence of a reverse side to the counter has led to most units being given two steps — we just can't stand to have all those sides unused. In some games, larger units were given more steps than smaller ones. But this does not address the question of just what that second step represents.

There are two aspects to the question of steps. First, how many steps should a unit have, and second, how much strength should each step represent.

Peeling the Onion

Combat consists of inflicting damage on units. Once the unit is damaged to a certain point, it becomes ineffective; in game terms, it is destroyed. But there is a wide disparity between units as to just what percentage of losses is necessary to achieve that effect; a veteran, elite unit can

withstand far more punishment than one composed of new recruits.

But if every unit has two steps, this disparity is dulled substantially (it still appears if the better unit has a higher combat factor, since it will be less likely to suffer the more extreme combat results at higher odds). In practical terms this means a German and a Romanian infantry division have the same chance of surviving a Soviet attack. In a game, simply surviving is often enough, as survival prevents enemy entry to the hex — the actual strength of the survivor is meaningless in the immediate sense.

Giving superior units more steps is one way to show their greater robustness. Using this logic, the German panzer division has more steps than the Soviet, not just more strength. This makes the Soviet unit a little weaker, but far more brittle. *BH* takes this use of steps to the extreme — one step lost to an American division is all but meaningless, but could destroy most Iraqi units.

Thus step strength is used to show the relative robustness of units, just as combat strength shows their relative power.

Strength per Step

Another factor just as important as the number of steps is the amount of strength in each one. Again, the simple method has been to use as straight mathematical calculation. Thus a two-step unit loses half its strength per step, a three step unit one-third, and so on.

In some cases, for example a Napoleonic infantry battalion, this might make sense, depending on how unit morale is handled. But it's necessary to analyze a unit's component parts, tactics and structure to determine the effect of a step loss.

One of the first games in which this was accurately approached was SPI's *Tannenberg*. In that game, a German infantry division had an attack strength of 4 and a defense strength of 6. After losing one step, the strengths fell to 1 and 4, respectively. The loss of attack strength was more than double the loss of defense strength (75% vs. 33%). This accurately showed most of the losses represented by the step fell in the infantry battalions (which did most of the work in an attack), while the machine gun and artillery units (the primary defensive units) were only lightly damaged. Leaders also tend to suffer a higher casualty rate than others, and leaders are most important in the attack.

By comparison, a German panzer division in *Proud Monster* had a highly flexible structure. Individual losses meant less; the sub-units just reorganized into new battlegroups. Hence there is little differential reduction.

The division doesn't lose much strength per step because it continues to function as a cohesive whole after losses. As long as it has sufficient strength to field a viable battlegroup, it remains in the game. As soon as that group becomes too small, it simply ceases to exist in game terms. The one problem with the German panzer divisions was their small size (two tank and four infantry battalions). They simply did not possess the physical reserves to sustain the fight for long. Historically, amazingly small German formations were capable of defeating much larger Soviet units, but that process can only be carried so far; sooner or later, numbers count.

In *BH*, the western divisions have the survivability and cohesion of the panzer division coupled with immense size (10 or more combat battalions). They therefore lose only a little strength per step, and have many steps.

I took this process to the extreme in *Fateful Lightning* because of my analysis of the way units fought. A regiment fights by forming a line of a certain length; any extra men were held in reserve to replace casualties. The actual strength of the regiment is unimportant; the important thing is it is able to form such a line — the enemy sees only a line, they do not count the individuals in it. As long as the line is present, the unit exists in game terms. When the unit has taken sufficient losses for the enemy to no longer perceive a viable line, the unit has ceased to exist in game terms. The unit is either "there" or "not there."

So, what is a step? It depends on what the designer wants it to be. It is a flexible tool giving the designer another way to distinguish between units. The effectiveness of the tool in a given game depends on how well the designer has worked it into the game as a whole.

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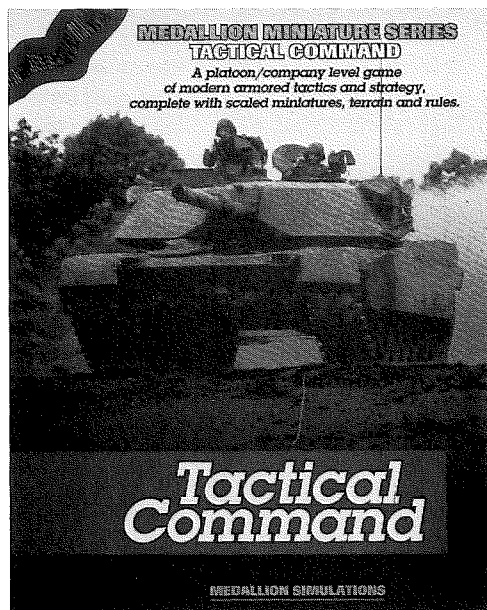
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1 Inch	=	20 Meters
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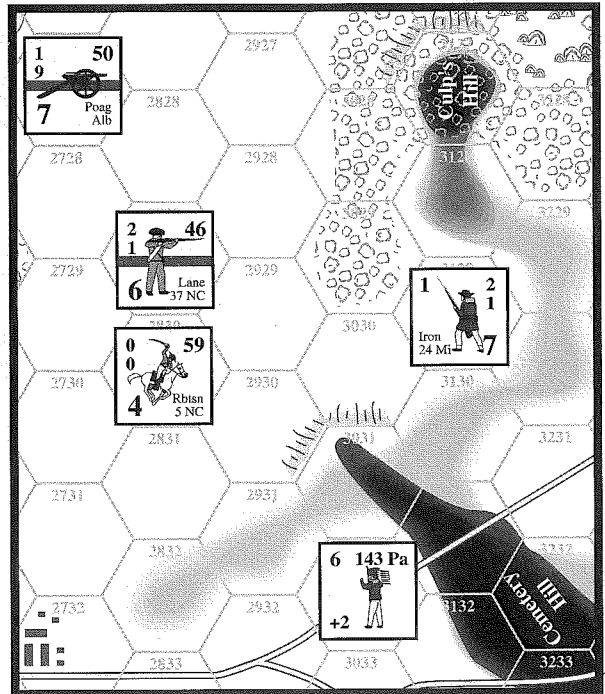
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